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# Rifts® World Book 36:

# Sovietski™




By Brandon Aten, Matthew Orr & Kevin Siembieda

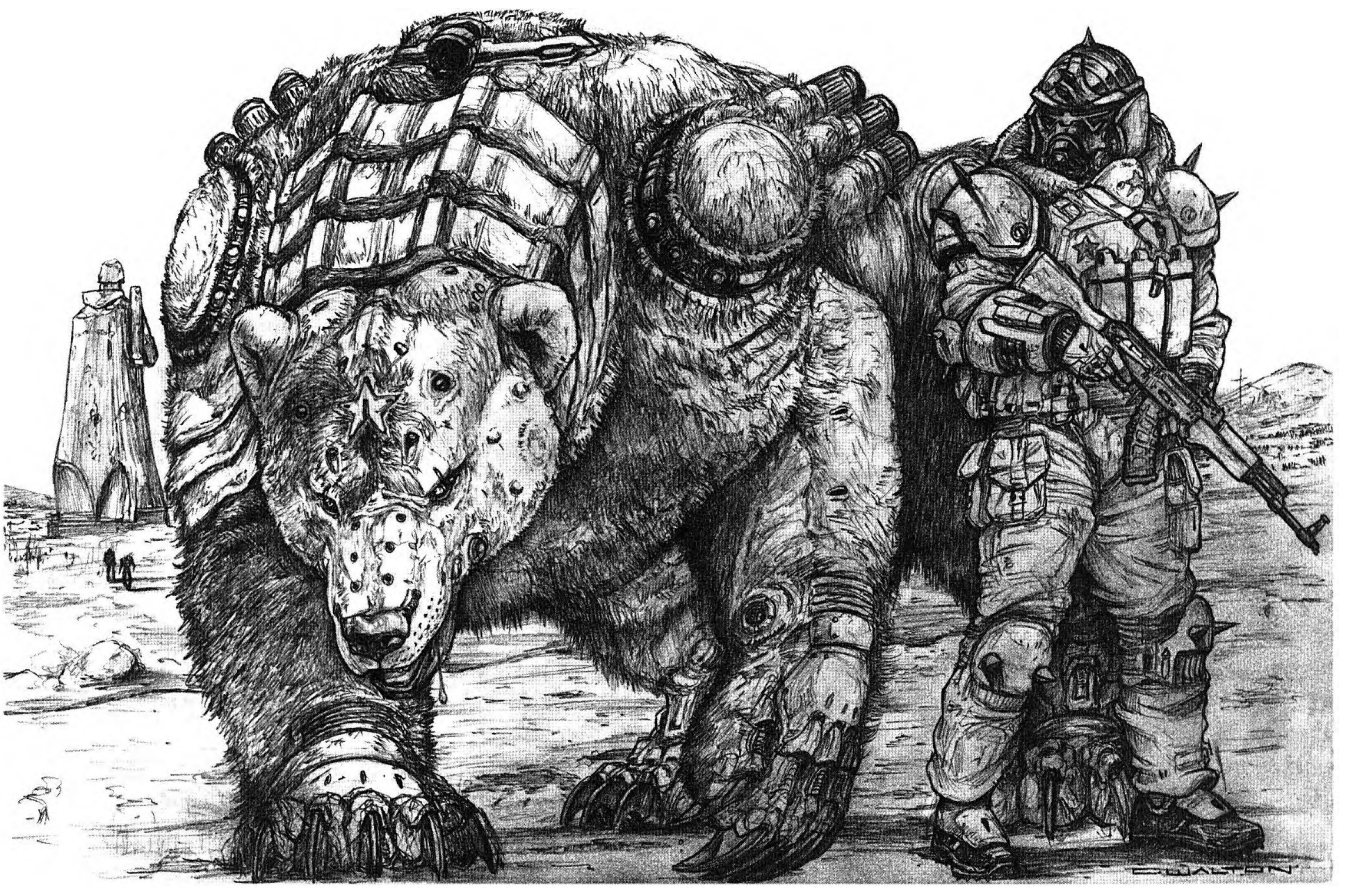
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## Dedications

To John and Anna. Thank you for wanting something better.

*Brandon K. Aten ~ 2016*

Thank you to all my teachers; especially Ken Orr who first introduced me to everything, Kent Juett who inspired my love of history, Gayle Hutcherson who let me learn on my own and Benjamin Harrison who showed me the dust under the rug.

*Matthew Orr ~ 2016*

To everyone who has helped Palladium Books to get this far. Your contributions, great and small, are welcomed and cherished.

*Kevin Siembieda ~ 2018*

**The cover**, by *John Zeleznik*, depicts a nine foot, Heavy Machine (full conversion cyborg) locked in combat with demonic forces in the city of Kaliningrad.

## First Printing – March, 2018

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**Rifts® World Book 36: Sovietski™** is published by Palladium Books Inc., 39074 Webb Court, Westland, MI 48185-7606. Printed in the USA by McNaughton & Gunn, in Saline, Michigan.

**Palladium Books® Presents:**

# Rifts® World Book 36:

# Sovietski™


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**Special Thanks to** the writers, *Brandon Aten* and *Matthew Orr*, who conceived this book; to *John Zeleznik* for a powerful cover; to all of the artists: *Mark Dudley* who led the way on this book, newcomers *Steven Cummings* and *Robert Atkins*, *Chuck Walton*, *Ben Rodriguez*, *Charles Ferguson-Avery* and the rest for bringing our ideas to life; and to the mighty, tough as steel Palladium heroes of the people, *Alex*, *Wayne*, *Kathy*, *Julius*, *Chuck* and *Scott*.

*– Kevin Siembieda, March, 2018*

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## A Few Words from the Authors

When I was a child, I knew there was something different about my grandparents. They didn't speak the same way I did, or like anyone else in their small, central Illinois town for that matter. Whenever we would visit, my mother would speak differently too. Like many first generation Americans, I was raised hearing many of the stories of the hardships of immigrant families. My grandparents, unable to return to Russia due to the fear of execution under the Stalinist regime, made the decision to come to America for one simple reason: British soldiers would put out half-smoked cigarettes and save them for later, while Americans would simply throw them away. My grandfather wanted to take his family to a place that could afford such extravagance.

I often heard the story about my grandparents and their three children coming from Russia to America with only the clothes on their back, two feather beds and one old wooden trunk. Instead of the standard "walking to school in the snow, uphill both ways" stories that we often joke about, I was told disheartening stories of my mother and her siblings being called "Red" or "Commie" by their schoolmates. I didn't grow up wanting for much, but my mother always reminded me of my roots and that I didn't know what poor was.

I have always been proud of my Russian heritage, but since the passing of my grandparents, my mother and aunt have been reunited with their half-siblings in Russia. I learned that I had family in the Red Army and the Russian police forces. This only reinforced my desire to learn about the history and culture of such a rich and vibrant part of the world, and excited me more when I first read **Rifts® Warlords of Russia** in high school. The Sovietski section of that book kick-started my imagination but left me wanting so much more.

I am honored to have been able to be a part of such a project and work with an amazing coauthor to flesh out this part of Rifts Earth. I truly hope it helps illustrate the resilience, tenacity and toughness of a people willing to fight against all odds to make a better world for their children.

*– Brandon K. Aten, writer*

# History of the Sovietski

*"To picture world history as advancing smoothly and steadily without sometimes taking gigantic strides backward is undialectical, unscientific and theoretically wrong."*

*– Vladimir Lenin*

## Russia in the Golden Age of Man

Throughout the first half of the 21st Century, Russia experienced a slow, incremental return to the kind of regional hegemony and world influence it enjoyed in the heyday of its Soviet past. While no longer as feared for its military might, Russia's leaders realized their nation had other strengths. With world demand for energy at record levels, tapping Russia's vast reserves of oil and natural gas led the way to economic boom times. New construction projects were everywhere. **Moscow** (Moskva, in Russian) nearly tripled in size, cars became common, bribes were plentiful and the vodka flowed. It was a fine time to be a New Russian, as long as you knew someone within the world of politics. Money and power go hand-in-hand, a statement never more true than in Golden Age Russia.

The government controlled most economic activity through state-run businesses. From the end of the 20th Century on, a succession of strongmen in the Kremlin kept enemies abroad pacified with a life-line of fossil fuels and spent the resulting revenues on projects to cement their control at home. Between exporting petroleum products and natural gas, offering neighbors deals on manufactured goods that they couldn't refuse, and threats of military action, Russia built up an empire throughout its traditional sphere of influence. The country loomed over the Caucasus region, the Baltic States and the rest of Eastern Europe, and even began to look like a real threat to the growing powers of Asia. This rise was shepherded by a series of dictatorial presidents and strong personalities with the will to push their countrymen to new heights.

Over time, the shoes of the presidency grew too large for the strongmen's successors to fill, and authority was gradually split between a greater and greater number of people working quietly in the shadow of their president. These were the glory years for the **Duma**, Russia's body of elected representatives. The Duma slowly wrestled more and more power away from the president and central bureaucracy, and arguably, for the first time in Russian history, the average person had at least some say in the government. Now able to express their views through national discourse, dissenting groups shifted from protests to politics. Political parties of all stripes flourished and election turnouts reached all-time highs. With prosperity greater than anyone could remember, and unprecedented national prestige, Russia had the luxury of democratic debate. Stability, national consensus and sustained growth were the continuing goals met year after successful year.

In addition to the obvious oil and natural gas dollars behind Russia's renaissance, Russia invested in technologies. The Russian people had a long history of making do with less. They had never been technological leaders, but they never needed to be. Russian technology had a brute simplicity to it. Robust. Simple. Easy to manufacture. That all began to change in the middle of the 21st Century. While Russia had made significant investments in the areas of hydroelectric and geothermal power, the majority of its energy needs were still being met by fossil fuels. The discovery of a massive oil reserve under the *Taymyr Peninsula* only encouraged this trend. Russian companies partnered with small firms from Asian allies to develop new extraction methods, but no one else was interested. Other nations were deploying massive wind farms, investing heavily in next-generation nuclear/fusion power plants, and talking about a "Golden Age" of technology.

In comparison, Russia did not have the infrastructure or specialists necessary to take advantage of the latest advances. Companies and governments all around the world were developing new and amazing technologies at a staggering rate. Limping into second best became harder and harder as technology started to progress at an accelerated pace. A sense of unease and uncertainty started to settle over the Russian people for the first time in almost two generations. Eventually, the bottom dropped out of the oil market as alternatives finally became realistic options. The Russian bear ended up caught in its own trap. Advances made in standards of living, foreign relations and economic growth all slowed and then reversed. National prestige plummeted and discontent grew amongst the populace.

At the **2064 World's Fair and Exhibition**, the Russian exhibits focused on areas of technology that the rest of the world considered old news. Government displays advertising the wondrous mining and extraction systems in use at the Taymyr Oil Reserve attracted little to no attention. Another exhibit, put on by a leading Russian company, showcased a rudimentary bionic prosthetic that was heavy, bulky and altogether too basic to garner any serious interest, other than maybe for construction purposes. Other nations had been researching cybernetics and bionic technologies for decades, while Russian industry was a late entrant into the field. Even this latest offering couldn't hold a candle to the cutting edge cybernetics of the Germans, Japanese and Americans, not to mention new Bio-System implants that were beginning to appear. The Russian *Robo-Hand* was universally panned by science journals and observers.

Crowded out by robot vehicles and miniature nuclear power cells, there was no serious interest in the technology of the Russians. The Fair was generally agreed to herald a Golden Age of Man, but the Russian delegation went home under a dark cloud. For a nation so often maligned in the past as comically backward to again become the butt of jokes was a national disaster. The events of the 2064 World's Fair are just one example of the kind of setbacks Russian business and culture suffered throughout the latter years of the 21st Century.

# The Revolution of 2067

Back home, the Russian people demanded changes. Their lackluster showing at the World's Fair was symbolic of the nation's overall backwardness. New voices emerged, calling for updated infrastructure, a capable military, cleaner energy, and a return to the national prestige of the past. While the people had more representation than ever before, leadership itself was lacking. In this climate, the Duma began to command less and less of the people's respect. Coupled with an economy weakened by the end of the age of fossil fuels, change became inevitable.

For their part, most Duma members had no idea what to do. They had, in many respects, existed as a caretaker government, preserving the advances made by the previous generation. A national consensus became more difficult to reach, as almost every representative had some kind of outlandish plan to rebuild Russia. The elections of 2066 were among the most divisive ever, and produced no real changes. The newer Duma members had no better ideas for moving into a post-petroleum economy than the bureaucrats they had replaced. Russia collapsed into an economic free fall, with the return of bread lines and hard times the likes of which had not been seen in decades. Muttered discontent quickly exploded into revolutionary action.

The efforts of two distinct factions combined to make the **Revolution of 2067** a success. On the civilian side, a loose confederation of activists and disaffected citizens of all stripes coalesced around the *old Communist Party*. After running the Soviet Union for seventy years, the communists remained as a minor Russian political party, a nod to the past, but now they stepped up their efforts with classic Bolshevik **agitprop** (agitation propaganda). They were soon leading protests of thousands of demonstrators. At the same time, military commanders began to consider a coup to take power from the failing Duma and ensure that Russia remained a sovereign and competitive state.

Major social change is always the work of many people, but two names stand out as the central figures of the Revolution. **Sasha Sergovna Dukov** was a leader within the new Moscow-based Communist Party. She first became active in politics as a student at a state college. Her father was one of the *nouveau-riche* in 21st Century Russia, and she rebelled against the money and inequality that she saw. Her favorite books as a student were Che Guevara's *The Motorcycle Diaries* and Vladimir Lenin's 1896 classic *What is to be Done?* She worked her way up through the Communist Party and was first elected to the Duma as a representative of Moscow at just 26 years of age – the youngest person ever to be elected to the assembly. Her training in Bolshevik ideology and her experience in politics made Sasha Dukov the voice of the nascent Moscow Soviet in the dark days of economic collapse. She helped the Party organize a mutual aid society for Moscow's growing impoverished masses and was hailed as a hero to the working class.

Dukov was 34 by the time the Revolution of 2067 arrived. She personally led the street protests that started to erode the credibility of the existing government, decrying her fellow deputies as corrupt and ineffective. Other political leaders could not compete with her popularity or outmaneuver her in debates. Plastered on posters and placards, she became the face of the political side of the Revolution.

**Mikhail Ibrahimovich Polovtsev** was the ranking soldier behind the Revolution. He was born in a small town in western Russia, but made his career in the open spaces of the Russian far east. He joined the Air Force as a young man, attended the aviation academy, received his commission, and embarked on a most unremarkable career. It was not until he was assigned to the long-range patrol units monitoring Siberia that he showed any kind of promise. Polovtsev had a hardness of mind and body that helped him excel at extended surveillance flights. Stress seemed to sharpen him rather than wear him down, and he began to distinguish himself from his peers. Soon he was climbing the ranks, and within ten years of moving to Siberia he was made a general. Soon he had command over the entire Siberian air defense system, dubbed *Arctic Shield*, and a significant portion of Russia's nuclear arsenal was under his control.

In the tense years of economic turmoil and political deterioration, parts of the Russian Federation broke away into separate republics. Along with new states and self-governing regions, various generals and military types established *spheres of influence* for themselves. Most of these areas were in western Russia. The various would-be "warlords" didn't have any kind of official support for their actions, but in many places the military was in complete control. Polovtsev resorted to similar martial law in the east, but his stroke of genius was to continue to claim the authority of the government in Moscow.

His influence kept Siberia loyal to the central government, and Polovtsev's forces preserved the territorial integrity of the country in the east. They flew patrol and border-security flights over the old boundaries of Russia, even as the Russian Federation was disintegrating.

Instead of devolving into just another de-facto military governor, Polovtsev had the Air Force begin to take over the services of the government. Prominent civilians were welcomed into power-sharing and planning arrangements in order to more effectively provide for the local people, many of whom began to consider Polovtsev a hero, and his fellow military leaders took note. Only when the power of the central government became so weak that it threatened to collapse altogether did Polovtsev decide to march on Moscow, replacing the "paper tiger" government with the traditional strength and power of the Russian bear. He began to recombine Russia's scattered military forces into a single army, moving ever closer to the capital. Rogue military units or partisan groups that failed to join Polovtsev's march were crushed. The majority joined up, however, and the *coup d'état* force swelled as it approached Moscow itself.

In the streets of Moscow the situation had reached a crisis point. Almost no work was being done as a majority of the city was on strike. By mid-June of 2067 the protest marches had become continual. Many Duma members resigned their government positions and fled. A few of these fleeing officials were killed in incidents of mob violence, but under the leadership of Sasha Dukov, the protests remained largely peaceful. The remaining members of the crumbling government, barricaded in their offices, refused to officially cede power, as there was no one (in their view) to cede authority to. Their armed guards refused to stand down and Dukov was unwilling to order her supporters to storm the office building. She wanted to wring a submission from the old government.

In the end, the political drive for revolution and the military coup came to fruition at almost exactly the same time. To observers in the street-level protests, tanks rolled up and began shelling the Duma just as the mob could barely stop itself from breaking inside. From the military point of view, the people poured out into the streets to support them the moment Polovtsev's forces appeared. Since the leadership of both factions was ultimately pragmatic, they formed a truce and together officially dissolved the Russian Federation government and replaced it with the **Russian Military-Revolutionary Soviet**.

Millions of protesters, soldiers, workers, members of nationalist militias, former politicians and even children celebrated together in the streets of Moscow!

In the countless publicity paintings and popular films on the subject, the meeting of the two leaders in the ruins of the old Duma building is idealized as a mythical moment of national origins. Sasha Sergovna and Mikhail Ibrahimovich are always known by their first name and *patronymic* (middle name based off the name of their father), a form considered both polite and affectionate in Russian culture. The myth says the future path of Russia was decided with little more than a friendly nod and a handshake between these two figures.

To historians, it seems obvious that each side needed the other. Dukov knew that she could not hold her political alliance together, let alone the country, without a respected military personality like General Polovtsev at her side. For his part, General Polovtsev realized that he had only limited experience and interest in civilian affairs. Making up for each other's weaknesses, the two would collaborate and compromise in order to build a new nation.

# The New Soviet Union

The first act of the Russian Military-Revolutionary Soviet was to clear the streets and put the citizenry back to work. General Polovtsev was given authority to reestablish law and order, first in Moscow, and then in the rest of the country. Each opposition group with any significant influence was given authority over its own special interest projects. Nationalist factions were provided with guarantees of self-governance and sent away with instructions to uphold this new order in their home regions. Churches remained open and officially free of intervention. Organs of the press were encouraged to report honestly and accurately.

The citizens were directed right from the beginning by specially-appointed political commissars empowered to disallow any actions that did not support the overall State. Most of these commissars were chosen from the ranks of the Communist Party.

The lines of power spread out from Moscow like the threads of a spider's web, at the center of which was Dukov. She let others claim lofty titles for themselves but always remained the real center of authority. Most Russians were happy with the situation. They had wanted the do-nothing Duma gone, and didn't much care if the new government was made up of neo-Bolsheviks or a military junta or some weird combination of the two, as long as it produced results. Dukov and the leadership of the party were willing and able to implement new ideas and were open to suggestions. Even with the reins of power firmly in hand, Dukov still tried to govern through the appearance of national consensus.

In public, she positioned herself as the champion of every effort that benefitted the people. Expansion of the Communist Mutual Aid Society was one of her priorities. She took on the role of mother to the nation, and often made public appearances dressed in traditional peasant costume. At the same time, and much more quietly, Dukov led the Bolshevik takeover of social institutions. As they had done in the past, the Bolsheviks exploited the general frustration of the populace to justify replacing almost all social controls with Bolshevik-led groups "for the good of the People." The police, secret police, government planning offices and state-owned businesses all became communist. Schools, factories, banks, movie studios, news outlets and most other institutions were allowed to remain. However, each was required to form a representative soviet (local council) and send members up to the higher soviets. Each soviet was connected to higher councils and the highest of all were connected to the kind-faced, grandmotherly figure of *Sasha Sergovna*. Few realized how powerful she really was. It was the union of all these soviets that led the new government to change the name of the country back to the Soviet Union. Dukov's efforts were heralded as a triumph for peace and prosperity at home and abroad, as Russia returned to order and other nations began to economically reconnect to this New Soviet Union.

Moscow was restored to order in a short time and Polovtsev established a city garrison to provide any security that might be needed in the future. He did not stay in the capital long, and soon set about subjugating the various self-styled warlords who still remained in western Russia. His "join or die" recruitment strategy was a success, and most of the former soldiers in the country were happy to join the newly organized **Red Army** and return

to official military service. Those who resisted were easily dealt with; some retreated back into separatist regions or joined neighboring states. Russia was back on its feet before the spring of 2068.

Technological parity was central to Polovtsev's plan for a Russian renewal, and he quietly approved industrial espionage operations against all of Russia's national peers. New technology started to trickle in; whether developed at home or stolen from abroad. The New Soviet Union looked like it might actually deliver on its promises of enhanced national prestige and a higher standard of living.

## The Deaths of the Revolutionaries

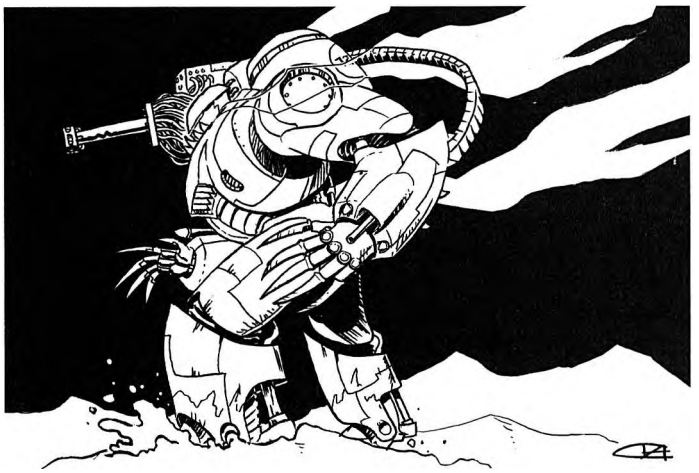
As if all the work of these two shining lights of the Revolution was not enough to secure their reputations, their sudden deaths within a few years of the founding of the **New Soviet Union** would elevate them both to the realm of legend. *Dukov* died suddenly in the Kremlin while writing a New Year's address for the year 2069. Post-mortem examination revealed a previously-undetected congenital heart defect which had been aggravated by overwork. *General Polovtsev* served as one of her pallbearers, and many claim they saw tears in the old soldier's eyes for the first time that day. Indeed, it seemed like the entire nation wept over the loss of the woman who had brought them back from the brink of disintegration.

General Polovtsev died just as unexpectedly a year later when a plane carrying him over Siberia was downed by a missile – presumably launched by a regional separatist group. His body was interred at the Kremlin, beside Sasha Dukov and other famous Russians like Yuri Gagarin and Joseph Stalin, following a final military parade where soldiers and civilians alike saluted the general for the last time.

In her short time in office, **Sasha Segovna** had become almost a saint in the minds of the people of the New Soviet Union. Reproductions of photographs of her leading the protests, at work in her modest office and waving to crowds were popular souvenirs, available in almost every shop in the country. Similarly, **Mikhail Ibrahimovich** had become the embodiment of every warrior-hero of the past. His diaries were posthumously edited into a memoir and published as *Running with the Wolves*. Since its release, the book has never gone out of the print. Dukov and Polovtsev are remembered together as the Mother and Father of the Revolution.

**A Note on Names:** For the majority of Russians in 2067, the 20th Century Soviet Union (lasting from 1922 to 1991) was only a dim historical memory. There were no widespread fears of "a return to communism" or "a new red terror," although a stubborn few remembered tales of the past and were hesitant at the turn of events.

In the years since the **Coming of the Rifts**, the Soviet Union/U.S.S.R. has entered mythic status, with its leaders being immortalized as folk heroes, basically saints of the new Communist Party, their legends often very different from the reality of their lives and terms in office. Historians call the original Russian communist state the Soviet Union, the U.S.S.R. (C.C.C.P. in Russian), or Lenin's Soviet. *Old Soviet* is often used to refer to the government established by Dukov and Polovtsev, the Soviet Union is 20th Century Russia, while the New Soviet, or **Sovietski**, is the state that has grown up out of the ashes of the Great Cataclysm.



## An Empire Built on Cybernetics

Though the founders of the Revolution had passed on, a new generation of communist leaders were ready to take control of the Soviet state. With rebel military commanders either captured or reintegrated into the Red Army, the next task was to reincorporate the breakaway republics before reasserting Russia's dominance over Eastern Europe and Central Asia. For that, the new leaders needed a much larger, more capable military.

One of the first things that became clear after the Revolution was that the military had been experimenting with bionic technology since the 2020s, if not years before. Their secret military programs had reached a level of technology nearly unparalleled in this area, at least in prototype form. The main reason General Polovtsev moved so quickly and decisively against soldiers who had become rebel leaders was to strike before any of these secret weapon systems could be deployed against his own troops (or civilian populations). Once the research sites were secure and General Polovtsev's caution and restraint were gone, the next generation of leaders were able to begin an ambitious project to introduce augmentation technology to the people of Russia.

The communists loved the idea. It was a plan to remake the Russian citizens as well as the Russian state. Cybernetics would produce soldiers second to none. The crippled would walk again; could even help protect their nation with the help of augmentation and reconstruction. A massive leap forward was initiated, state resources diverted to explore the possibilities of cybernetics. Volunteers were called for to turn the latest prototypes into production-line models as quickly as possible; lots of volunteers. They were offered partial or full conversions, along with the associated risks, in exchange for just one year of military service. There were thousands of people ready to give human augmentation a try. Many considered it an honor to be part of a project intending to prove that Russians were on the cutting edge after all. Hundreds died in the first wave of transplants. Many ended up catatonic or unable to control their new machine parts. Some went mad. The learning curve was steep for the new Cyber-Docs, just as it was for the human-machine hybrids they produced. With a steady supply of new test subjects, the procedural and technical aspects were eventually mastered thanks to a painful process of trial and error.

In the meantime, any of the "converts," as they were sometimes called, who were deemed successful were thrown against the militias of the various breakaway republics that had formerly been part of the Russian Federation, resulting in a series of short,

quiet wars. They served as opportunities to test the new *super-soldier* concept and to work out the bugs in the process. During the establishment of the New Soviet Union's empire, Russian cyborg technology had been thoroughly proven and combat tested. While human augmentation for military purposes was just entering the mainstream conversation in other nations, the Russians were already putting armies in the field. Whole units of cyborgs became a regular part of the Red Army by 2075, years ahead of the rest of the world.

While the Soviet military was focusing on implementing cyborg technologies, Russia was also importing as much other technology as possible. Various technologies were borrowed, purchased and stolen from Europe, North America, China, India, Japan – anywhere they could be found. In the west, Kaliningrad's unique location as a Russian exclave allowed technology and workers to seep in from Germany and Poland. A whole industry based on reverse-engineering Triax technology cropped up in the city. Other countries on the Baltic and North Sea saw efforts by Russian agents to walk away with the latest and greatest advances. In the east, forward bases on southern Sakhalin Island, in Vladivostok and outside Ulan-Ude became major sources of stolen cyborg technology from Japan and power generation systems from China.

As native industries expanded, producing more than the country needed, Soviet weapons became common outside Russia, but exportation of cyborg technology remained strictly forbidden. As the first wave of 'converts' came to the end of their mandatory service, it became apparent that they could not re-enter society as hulking fighting machines. A new body type called the 'Proletarian' was introduced to allow these living weapons to interact with people again on a human scale. Bionic conversion had been intended to be a one-way process, so transferring to a different cyborg body created a whole new set of challenges for soldiers, machinists and doctors to work through.

By the late 2070s there were enough converts off active duty and in civilian bodies that entirely civilian cyborg clinics became necessary. The Red Army had been increasing the length of mandatory service for converts, but with ex-soldiers mixing back into the population, interest in bionic conversion was at an all-time high. Plenty of folks who had no interest in military service wanted augmentation. Some clinics, nicknamed "chop-shops," started to offer conversions to all comers. Russians had both the inclination and the technology to become the first cyborg society. Contrary to all outsider expectations, Russia quickly became the country with the highest rates of cyborg conversion. The future of human augmentation seemed, for one brief moment, like it would take an entirely civilian turn, but such a future was not to be.

## Conflict with China

Tensions across the lengthy border with China started to bubble over into open conflict in 2089. The long-predicted Sino-Soviet War began with a skirmish in the Altai Mountains, where soldiers from the People's Republic of China were caught spying on the construction of a geothermal power station and military complex. The Soviet Spetsnaz soldiers who were deployed to intercept and apprehend the infiltrators were accompanied by two full conversion cyborgs of the newest design, known as the *Thunderhammer*. The Chinese soldiers were accompanied by their own augmented special forces; one in a suit of power armor and one using M.O.M. technology. A Russian Spetsnaz agent was killed in the ensuing encounter, along with four Chinese soldiers. While it occurred in an obscure and seldom-visited part of the world, the incident was highly publicized by Soviet propagandists as a motivation for war with China.

Production of the new cyborg design was sped up. During the next May Day parade, when the Soviets traditionally displayed their military strength, hundreds of the advanced machines marched through Red Square. The world had seen Russian cyborgs before, but not any of this quality and never before in these numbers. People who had scoffed at the mention of Russian technology before were silent that day. The idea of cyborgs primarily as weapons of war again took precedence in Soviet culture. Most people rallied around the government and the military and supported the idea of defending Mother Russia. The public revelation of this newest design also led the military to accelerate plans for even more advanced designs to stay ahead of potential imitators.

Fighting in the Altais was only the beginning. Armed encounters occurred right across southern Siberia and throughout the Amur region for the next year. Both countries launched attacks deep into each other's territory and caused significant damage to the landscape itself, as well as to industry and the population. The war was a testing ground for both sides (and the occasional third party) for the latest weapons. Hundreds of raids were launched just to capture some piece of new technology. After an intense eighteen months of fighting, the war, which never officially ended, lapsed into a temporary cease-fire with both sides controlling what, mostly, resembled the old borders. Political posturing, threats, rhetoric, propaganda and a battle of negotiation replaced the shooting war. Military spending and weapons research, however, remained high on both sides.

While expensive and damaging to property and human lives, the war actually increased the status of the *Soviet Empire* on the world stage. Countries in the shadow of the Soviet juggernaut, particularly those in Eastern Europe and Central Asia, knew they had no chance to stand against the Soviets, and as such, generally bowed to the Russians' wishes rather than incur their wrath. Elsewhere, the American and Japanese Empires had gained a healthy respect for the Soviets' military strength and influence. There was a palpable feeling worldwide that the promise of the Golden Age had been replaced with a new, global cold war, or worse.

## The Dark Days of the Great Cataclysm

While many people of Earth expected nuclear fire to some day rain down from the sky, the Golden Age of Science ended with a flash of magic energy and planetary convulsion. When the Rifts tore open the fabric of space and time, no place was left unscathed. In Russia, the **Medvedev Prospect Army Strategic Garrison** in southeast Moscow was the biggest component of the vast Soviet Red Army to survive. A few hundred civilians joined the 26,000 military personnel at the base. The story of their epic struggle for survival is the stuff of legend (see **Rifts® World Book 17: The Warlords of Russia** for complete details). As the story goes, snow began to fall in massive amounts. Cold winds surged from the north and a time known as the **Eighty Years of Winter** began. The military base was completely cut off from the rest of the world within 36 hours of the **Coming of the Rifts**. Few other survivors joined them and there was no communica-

tion with outsiders for nearly two generations. The character of what would eventually become the **Sovietski** (or New Soviet) was established in those first hours after the Great Cataclysm.

The Medvedev installation was both the main training facility and the primary weapons depot for the Red Army in central Russia. Since it housed so many different types of military assets, the base was mainly underground, heavily shielded, and totally self-sufficient. Medvedev, located on the edge of a suburb southeast of Moskva (Moscow) itself, was also well-stocked with all the best war materiel, water reserves, food, hydroponic farms and plenty of knowledgeable personnel to use and maintain it all. According to government design specs, the installation could survive all-out nuclear war, insuring that the people inside should be able to survive indefinitely. As a state of the art military and training facility, the majority of the soldiers stationed at the base were young and just learning the ropes, but their commanders and the teaching staff were among the most experienced combat veterans you could ask for. And all men and women of strong character.

The combination of those resilient and moldable youth and those seniors committed to the structure and goals of the Sovietski and its army insured both the martial character and the communist politics of the society that would survive. In short, the last remnant of the Soviet Empire was the perfect combination of youthful energy and hard-earned experience, coincidentally armed with the most advanced weapons the nation had to offer.

It was the perfect combination to survive the trying times ahead, and the trying times were just beginning. As if life hadn't been hard enough during all the years of economic fluctuation and war, they now faced a global apocalypse. Having lived through what was at first assumed to be an all-out nuclear attack from China or possibly an invasion by alien invaders from another world, the base personnel would have to hunker down and survive the Eighty Years of Winter which followed. Though the base was secure, survival was by no means guaranteed. Constant sacrifice became routine. Isolation and boredom became their greatest enemies. Getting enough food to eat would also become a problem as years stretched into decades and the population inside the underground bunker grew. Though the end of the world appeared to be at hand, the surviving army vowed to survive and fight all threats until the end. Excursions beyond the blast doors of their base were kept to a minimum for what turned out to be decades. Most reconnaissance teams reported only howling winds, incessant snow and strange lights in the sky. Hunkered down inside the compound, the survivors would not face monsters, alien invaders, weird storms, and as unbelievable as it would seem, demons, until the snow finally stopped and they were able to dig out eighty years later.

The men and women at the base formed a tight-knit military community committed to each other and their mutual survival. Many soldiers turned to their sense of patriotism in order to keep up their morale. Others, as is common in times of trouble, turned to their faith. Some committed themselves to surviving as a kind of memorial to the family members they had lost in the Armageddon. All felt their survival was ordained by fate or God, for some greater purpose. For all they knew, they were the last people on Earth. Over time, relations with fellow soldiers would create new families and grow the community, giving them yet another reason to fight for their survival. This suite of core values: the state, the military, the family and faith, were the same, traditional Russian values that had gotten their forefathers through difficult times in the past and, God willing, would do so again.

Through it all, the surviving officers and commissars did their best to maintain an untarnished communist order. But desperate times call for desperate measures, and the Soviet party line was given a few adjustments. Virtually everyone knew of Dukov and Polovtsev, respectively the heads of the political and military wings of the original Revolution, but few (if any) had actually met them. The oldest commanders could remember a time before the New Soviet Union even existed! The majority of the young survivors were less than certain what Bolshevik ideals really were. Some of the finer points of economic theory and questions about exactly how political power should be wielded had to be smoothed over. The more ruthless elements of control that had been part of the Soviet system were also allowed to slip away as there was less need for them.

There has never been a better way to enforce the ideal – *From each according to his ability, to each according to his needs* – than to throw a group of people up against unbridled chaos and seemingly insurmountable odds. It immediately became much less important what Lenin had said about society when the survivors needed to work together if they were going to survive at all. The communist ideals that grew out of the Great Cataclysm were less grounded in the authentic teachings of the old thinkers and more in the pragmatism demanded to survive.

Huddled in the chilly and dimly-lit halls of the bunker complex as the storms (and worse) raged outside, the Russian survivors had plenty of time to reflect and remember better days. Over the course of the Eighty Years of Winter it became common to call those times before the end of the world the **Old Soviet**. It was imagined as a utopian time of luxury, humanity and uncompromised ideals. The people promised themselves that if they ever got the chance, they would make that utopia a reality again. Though they did not realize it at the time, eighty years of their survival-at-all-costs mentality did much more to forge the culture of the future Sovietski than anything in the past of the Old Soviet.

# Winter's End

When the storms ended and spring finally came for the first time in most people's lives, the survivors looked out in awe at the world they had inherited. They had called themselves the Soviet Empire throughout the long, dark years, even though they controlled nothing in all of Russia apart from their one base buried deep under the endless snowfall. Even the most gung-ho had to admit that they were no longer an empire. The old world was buried under snow and rubble. Soon, they would realize that the world had been reshaped as if it was the tortured landscape of an alien world in a virtual reality game, only this was not a game. It was the new and terrifying reality.

They had taken to calling themselves the New Soviet Nation (H.C.H. in Russian), or more commonly, the **Sovietski**. Now, more than ever, they realized it would be their responsibility to rebuild and restore their nation. The Old Soviet became a goal for the new frontier society to achieve. The fantasy had gotten them through the years of ice and cold, there was no reason to abandon it now.

Of course, the Long Winter was not over just because they had opened the doors of their underground haven. The hope for expansion and life aboveground was tempered by disappointment.

First of all, the vast Russian capital city of Moscow, a city that had survived in the face of massive, invasions from the time of the Mongols to Napoleon to Hitler, was gone! It was not just in ruins and covered by melting snow and ice, but completely reduced to rubble — most of it nothing more than a massive glassy smooth crater. All the history and ancient weight of the once great city annihilated. High radiation levels of an unknown origin within the crater led the survivors to classify the **Moskva Crater** as a **Deadzone**, the first of several they would find scattered throughout the old Russian nation.

Unfortunately, there were countless other active dangers to discover. The Moskva Crater notwithstanding, the nuclear attack theory and the alien invasion theory behind the Great Cataclysm were both gradually replaced by the idea that the apocalypse was related to some kind of cosmic event beyond their understanding. The lines of blue energy and tears in the sky that spilled monsters of every description into the countryside were clearly nothing that science could explain. Archaic demons straight out of Russian myths and legends wandered the land with impunity (see **Rifts® World Book 18: Mystic Russia**). Worse, Russians were under attack by 10 foot giants that integrated bionics and weapons into their bodies, and even larger demonic Gargoyles were said to have conquered parts of Western Europe. These biomechanical things called themselves **Brodkil** and their army the **Brodkil Empire**. Monsters that threatened to enslave and devour human survivors. If they made a spectacle of themselves, the surviving generations of the Moscow Red Army would become a new target for these monsters. They needed to keep a low profile, quietly establish bunkers and strongholds, and send out reconnaissance teams to learn more about their transformed Motherland. The dangerous process of learning about these and other creatures, and exactly what it took to slay them, was itself a thankless, deadly task that took years.

The realization and acceptance that demonic, monstrous and magical forces were real led to a resurgence of religious fervor. The Russian Catholic Orthodox Church, a staple of Russian culture and combination of the Roman Catholic and Eastern Orthodox faiths, became the all but official religion of the Sovietski.

The underground Medvedev base would become the center for what would eventually become the foundation of **New Moscow** not terribly far from the Moskva crater. It took years, but eventually the Soviets were able to establish a mostly secure and functioning town on the surface. Forming the heart of the defense were massive *Thunderstorm Cannons*, deadly relics from the original Moscow garrison.

With a base of operations secured, and a town growing from it, the Sovietski Army began to explore and secure the area around it, making excursions into the unexplored regions beyond their immediate area. It was strange to think of Mother Russia as an unknown and dangerous land, but that was the case. They never knew what awaited them over the next hill and would soon discover they were not as alone as they had first thought. There were other people alive in the wilderness and among the ruins of human civilization. There were small farming, hunting and fishing communities, a few armed Camps, many bands of nomadic barbarians, and the occasional trader or explorer from elsewhere, but there were also many humanoid aliens and monsters that were not human in the least. Most of the people the Sovietski scouts encountered were illiterate, usually uncouth, frightened, and often savage and violent. The Sovietski largely dismissed these human survivors as backwoods peasants and people who had gone feral with the collapse of human society. As a result, the Sovietski carried on with their own plans to establish the **New Soviet** by securing the area around their underground base, then establishing satellite outposts and collective farms.

From the point of view of the human peasants who had weathered the Long Winter on their own, the Sovietski military appeared to be cold, elitist, old-fashioned, and out of touch with the new harsh reality. To them, the soldiers and their technology were as alien as any D-Bee invader from beyond the Rifts. That's how quickly and completely civilization had collapsed. Eighty years later, the old ways of life were mostly forgotten fairy tales that had no bearing on the new, grim reality. Still, these living anachronisms from the past had an edge. They were organized, disciplined, and possessed weapons and technology from the Golden Age. All of which made it easy to pacify "savages" and "peasants," and protect those under their governance from lesser monsters and demons. This superior firepower and might won over many peasants and even some barbarians who turned to the Sovietski for help and protection. Careful and methodical, the Sovietski military quietly took control of their surroundings and built a strong base of operations before making too much noise about their existence.

It would take decades, but the territory under the control of the **New Soviet** slowly increased. As the Sovietski grew as a stronghold for survivors and word of their combat capabilities spread, its population numbers and resources grew with it. Teams of trained soldiers and native guides managed to travel to other former Soviet military installations and occupy them again. Counter-Admiral Primakov's famous journey to the tip of the *Kola Peninsula* to recover a functional *Typhoon II submarine*, and General Uborevich's efforts to secure the *Arsenal at Kurlensk* in the east, are the most prominent examples. At bases, bunkers and caches across Russia, the Sovietski found weapons, food, supplies, cyborg bodies, spare parts, small factories and a small nuclear arsenal they were able to commandeer and salvage to their advantage. And in some cases, other survivors and military men clinging to the old ways and survival. Established and protected farms made food a more reliable commodity, and even a few old factories were rebuilt to provide repairs, parts and refurbished weapons and materials.

With stability and military might, the fledgling Sovietski began to take in other survivors as well. Many were treated with suspicion, and some remained disdainful of the military expansion and rule of law, while others were perfectly willing to work with and within an organization that offered a better, safer way to live. Farming in Russia is hard work. A lot more can be done with a labor cyborg than with one's own muscles, something most outsiders realized quite quickly. For these people, Soviet elitism and perceived callousness was still better than being left out in the woods alone. Others were genuine converts to the Sovietski cause and willingly became Sovietski citizens. Everyone who saw the wonders within the Medvedev Garrison realized the Soviet world was something worth restoring at all costs.

**The Sovietski** needed all the dedicated people and new equipment it could get. Even with their arsenal of weapons and cyborgs, each new outpost, town and farming community they established, and each human settlement they recruited to join them, was one more place they had to defend. They could find a thousand good parcels to farm and plant crops, but the newly established com-

munities would do them no good if they were wiped out before harvest time. They had the weapons, and they knew perfectly well how to use them, but the Sovietski military was still learning who was friend and foe, and the best methods to counter a wide range of inhuman threats.

It was a dangerous process, but through trial and error, they did learn. Though limited nuclear strikes and relentless ground fighting, millions of D-Bees and thousands of demons and monsters were destroyed or pushed into other lands. No one, not even the Sovietski military force, yet realized just how effective those decades of battle were at controlling Russia's demon and monster populations. Demons, Archaic Demons in particular, can be incredibly lazy and prefer the path of least resistance. That path was away from any lands under Soviet control. As riddled as Russia is with monsters, it could have been much worse.

During this whole period, the Sovietski tried to maintain a low profile on both the regional and world stages. Over time they would hear plenty of stories about other human civilizations, especially in Poland, Germany, and China, but remained ignorant of exactly how strong these nations were. Conservative leaders did not want to provoke potential threats before they were ready to defend themselves. The Sovietski kept their ears and eyes open to new potential allies and enemies, but sent no diplomatic envoys into the world and limited its own radio communications. They wisely worked on cementing their base of operations and defending vital resources without fanfare.

Closer to home, people knew of the Sovietski, but most found the fortified encampments, towns and city of New Moscow closed-off to them. Instead of flocking to the red banner (something the Soviets were not prepared for), people across western and northern Russia established their own villages, city-states and fledgling nations. About the time the Sovietski had figured out how to efficiently battle and exterminate Gargoyles, Brodkil and Nalet Demons, they realized that there were human opponents to worry about as well, the Warlords of Russia.

# The Warlords of Russia

The self-proclaimed Warlords of Russian stride Rifts Earth like legendary heroes from epic myth. All are larger than life figures enshrouded by scores of stories about their wisdom, strength, cunning and accomplishments. Each Warlord *is* a strong and capable leader to which others gravitate, and who is accepted as an ultimate leader. Among the Warlords, some are wise and reasonably benevolent, others are military and/or political geniuses, while still others are ruthless brutes who maintain power through fear and violence, but none are the ignorant savages some mistake them to be. All command a fairly complex military society, and during the Long Winter and decades the Sovietski was hiding and laying low, it was the Warlords who were saving lives and successfully driving demons, D-Bees and hordes of monsters from the lands they would reclaim in the name of humanity. Land they now dominate and claim as their own. Land the Warlords and their War Camps protect and maintain for the people who accept them as their leaders.

Destroying D-Bees, demons, dragons, ghosts, and all monsters, as well as maintaining (relative) peace and prosperity for the Russian people is the mandate that the War Camps live by. The Warlords dispatch the members of their War Camps into smaller groups – raiding bands, squads, platoons, companies, and battalions – to patrol the land, defend the people, collect tribute/taxes, and root out monsters and dangerous supernatural forces and drive them out or destroy them utterly. But the Warlords also war among themselves as they expand their holdings through war and conquest. Each seeing the other as a dangerous rival. To the Warlords, **the Sovietski** is just another rival to be subjugated under their will and brought into their sphere of influence. Worse, some Warlords see the Sovietski as arrogant elitists and newcomers who have not earned the right to claim any part of Russia for itself, and certainly not in the name of humanity. The Warlords, after all, fought the good fight when the cowardly ancestors of the Sovietski hid underground for nearly a century.

At first, the fledgling Sovietski paid no attention to the Warlord Camps. After all, they were just peasants and savages, post-apocalyptic barbarians struggling to survive in the alien landscape that was no longer the Russia any of them had known. None were considered a legitimate power or serious threat. Nor did the Sovietski make any attempt to enlist the help of the Warlords, nor the **New German Republic (NGR)** or the people of **Wroclaw** when they had a chance. These would be regrettable decisions that would cost them dearly in the future.

It would be only a matter of years before the Warlord tribes rose to power and proved just how much trouble they could make. They may have begun as small bands of cyborg warriors and misanthropes, but these bands of savage raiders would eventually consolidate and grow into a savvy, military power wielding considerable bionic might. Every bit of territory the Warlords claimed for their own clans would add to their little fiefdoms at the expense of the Sovietski. Even after the Warlords became a serious military threat, the Sovietski was too proud to extend their hand to them or to seek help from other civilized nations. They believed they could defeat and conquer the barbaric Warlords and unite Russia on their own. They faced this new, all too human enemy as they had all the others in their long history: with a set face and grim determination.

**The Warlords of Russia** have proven to be resourceful and relentless opponents. Savage, yes, but not without their own modern weapons and bionics salvaged and retooled to create ruthless, conquering armies of mechanized warriors and raiders. Each strives to carve out his own kingdom like a feudal lord of old. Each self-proclaimed warrior king – a Warlord – controls large tracts of territory he or she claims to be a sovereign nation under their reign, and protected by their cyborg "Knights of the Realm." Kingdoms within traditional Russian territory the Sovietski cannot reclaim without defeating the Warlords first. This unexpected obstacle finally compelled the leaders of the New Soviet to make themselves known to the NGR and a few other human groups. Nominal diplomatic relations have been established, even reaching out to a few of the more reasonable Warlords and finding a genuine ally in **Warlord Romanov**.

The Sovietski still does not seek help from the NGR, Poland, the Free Scandinavian Alliance or other powers, however, worried that a plea for assistance could be seen as an act of war by the many Warlords and provoke an invasion. And because each of these post-apocalyptic nations face their own challenges in the hostile environment that is Rifts Earth.

In Russia, the Warlords pay dearly for every inch of new ground they try to claim on the borders of the Sovietski, but their restless soldiers are always hungry for conquest, and the holdings of the Sovietski are too tempting to ignore. By 104 P.A. the

Sovietski had lost sixty percent of its outer territorial holdings to one Warlord or another, twenty-five percent of that to **Warlord Orloff** alone. The leaders and military of the Sovietski consider Warlord Orloff and most of the other Warlords as jackals, but jackals that constantly nip at their heels and have been successful at tearing away at the civilization the Soviets are trying to rebuild.

# Notable Major Events – 105 to 109 P.A.

## The Brodkil Invasion

*"History shows that there are no invincible armies – and that there never have been."*

*– Joseph Stalin*

### Russia 105 P.A.

While the NGR was gearing up for their war against the Gargoyle Empire, the Sovietski was starting to relax their isolationist policies. The beginning of 105 P.A. saw the Sovietski finally establish regular diplomatic relations with their German neighbors and the nations of Poland. Production of advanced cybernetics and bionics had accelerated, providing a potential bargaining chip with the more technologically oriented NGR. Trade relations improved, which led to more formal discussions and meetings between trade leaders, military brass, and even limited correspondence between NGR *President Helmut Mayer* and *Director General Katya Nikoforov* of the Sovietski.

These discussions seemed to put the Poles and Germans at ease, knowing that there was a potential human ally to the east rather than another evil empire to be worried about. The Eighty Years of Winter and subsequent two centuries had buried historical tensions, and the Sovietski had its own immediate threat in the form of the Warlords of Russia. A long-term mutual defense plan was established by military leaders with the best of intentions, but the details of this alliance were still being fleshed out in 105 and 106 P.A., years which created their own hardships for both the NGR and the Sovietski.

**The Angel of Death** and the **Angel of Vengeance** in the heart of the **Brodkil Empire** were looking for a way to cripple Triax production levels while also destabilizing the fledgling Warlords and Sovietski powers to the east. The Angel of Death had long been keeping a watchful eye for a potential relationship between the Sovietski and the NGR, recognizing that any formal alliance would make it substantially more difficult for **Mindwerks'** Brodkil forces to complete the destruction of Triax and overrun the NGR.

### Brodkil War Plans

In 105 P.A., the Brodkil first presented their idea of isolating and destroying Wroclaw to the Angel of Death and the Angel of Vengeance. The removal of the Polish nation-state would strike a blow to the industrial capabilities of Triax and the NGR and present an opportunity to capture plans and schematics of Triax technology that could be extremely beneficial. The Angel of Vengeance saw the strategic importance of the mission but also realized that it would result in large losses for the Brodkil. Wroclaw was not a small city by any stretch, and would not be easily taken, especially if an NGR reaction force appeared before the attack was completed. Another plan began to form that could illustrate the might of the Brodkil Empire while minimizing losses and maybe even yielding an equally lucrative reward.

The Angel proposed that the Brodkil look in their own backyard rather than at the enemy to the west. Bordering the Brodkil Empire around the Mindwerks Complex was territory claimed by two of the Warlords of the Russian wilderness. Each of these Warlords was known to control armies of cyborgs wielding advanced cybernetics, bionics and heavy weapons. A victory against these neighboring groups would allow the Brodkil to capture bits of Russian technology to diversify their own arsenal and better weaponize their Brodkil. Engaging in all-out war without the assistance of the Gargoyle Empire would also send a message that the Brodkil were an independent power, acting on their own initiative and in their own best interests.

The Angel of Death consented, though she refused to dedicate the full might of her Brodkil army to this endeavor, knowing that the escalating tensions in Poland and Germany could result in trouble on her doorstep at any moment. A plan was devised for an autonomous force of 100,000 Brodkil warriors, supplied by *Mindwerks* and led by one of their fiercest Brodkil military leaders, **General Shulash Goll**. They would head east over the Carpathian Mountains, attack the Romanov sphere and wreak havoc wherever they went. Smaller raiding forces would kill as many innocents as they could in order to deplete the land and incite as large a response from the war camp as possible. Once Warlord Romanov's forces had been deployed, the full might of this Brodkil field army would descend upon them and overwhelm their enemy with weight of numbers and demonic ferocity, carrying survivors and captured technology back to the Mindwerks Complex for experimentation and analysis. By the end of 105 P.A., the main assault force was selected. Handpicked by General Goll, himself, armed and ready to deploy. The army was on the move by the end of December.

### 106 P.A. The Army of Goll

**The Army of Goll** made initial raids on small farming communities in the secluded mountain valleys of the Carpathians, mostly to acclimate the troops of sub-demons to working together as an organized fighting force. These monsters had experience in battle, but General Goll pushed them to display a level of savagery and viciousness in combat that was impressive even by Brodkil standards. Entire villages were pillaged and annihilated. Mortal survivors used as food-stock and playthings.


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Reports of these raids reached the desk of Warlord Romanov and her war council, but, at least at first, seemed to be consistent with the previous practices of Brodkil in the region. A small detachment of troops with limited cyborg Shocktrooper support was dispatched to gauge the situation and report back. A few days after the scouting force was sent out, the region was struck by the first of a string of early winter snowstorms that blanketed the area in multiple layers of thick snow, making travel difficult and radio communication unreliable. Communication with the main war camp was almost impossible and forward scouts were forced to relay orders via courier.

The Romanov troops went to the last reported attack site to investigate, only to find the town razed to the ground and evidence of the forced exodus of the surviving townsfolk. The scouting force decided to track down the raiders in order to find the missing civilians and assess the monsters' troop levels, but they were ill-prepared for the sheer number of Brodkil they encountered. The Romanov soldiers were ambushed and overwhelmed by Brodkil, who ripped their victims apart limb from limb. Bionics and cybernetics torn from the bodies of still-living soldiers. There were no survivors of the Romanov recon force, who were presumed lost to the raging winter storm. Word of the massive invasion force waiting in the mountains did not make it back to the military leaders in Kharkov until March.

The first three months of 106 P.A. brought with them some of the most powerful winter storms Russia had seen since the Eighty Years of Winter. The unusually harsh winter didn't initially hamper the amassed Brodkil force, but as the weeks went on, the weather started to take its toll. Dissenters split off from the main force and returned to the Brodkil Empire, while other portions of the demon army were lost to attacks by angry Earth Elementals and Ice Demons, or swallowed up by the earth in the magically and tectonically shifting mountains.

Even with dwindling numbers, the army still numbered over 75,000 strong. Under the cover of the still raging storms, General Goll issued the order for the first assault forces to begin their attack. The first wave of Brodkil forces advanced out of the mountains and towards Warlord Romanov's territory.

General Goll had sent them as a shock force of young and inexperienced Brodkil to weaken the defenses of the Romanov troops before the main body of his army was to be sent in. Losses were anticipated, and any survivors would be considered battle-hardened and accepted back into the main assault force. The green and untested troops fervently pushed themselves through the rough weather and emerged into the foothills with Vibro-Blades flashing and guns blazing. They destroyed anything and everything they could find, but, as ordered, allowed a few survivors to escape, hoping they would alert the Romanov troops and lure them out into the open. The plan was working as expected – except for one thing – the Brodkil were miles off course and had accidentally entered the territory of *Warlord Seriyev*.

# The Seriyev Response

When the first Brodkil fighters started to pour into Seriyev territory, they were excited to encounter human resistance against which to test their mettle. Initial clashes were quick, with limited exchanges of gunfire, as the more tactically-minded Seriyev troops attempted to determine the size of the monstrous invasion force. Lucky for the Seriyev clan, this random patrol was part of a large fighting force stationed in the south of Seriyev territory, complete with *Wingboard Riders* and other air support. They called immediately for reinforcements, providing details on the advancing Brodkil, their numbers, location, tactics and level of organization. The messages were received and full detachments of Seriyev Cyborg Shocktroopers, Smoke Soldiers and other Warlord troops were deployed.

News of this invasion quickly spread throughout Seriyev territory, causing widespread panic among the rural communities in the south. Farming villages were evacuated, some even completely abandoned as their residents moved to the center of the Seriyev sphere of influence or fled to Romanov territory. Carried by outriders who rode ahead of the refugees, it took less than a week for news to reach the leaders of the Romanov battle camp. An immediate council was called in order to devise a response.

Warlord Romanov dispatched a flight of *Avenging Angel Shocktroopers* with logistical aid and support to assist Warlord Seriyev and report back with their findings. The support was welcomed, but Seriyev troops had already destroyed or routed more than half of the young Brodkil force. All that was left to do was to track down and eliminate units retreating before they reached the mountains.

A full, Seriyev field army was already on the move, sent to reinforce the southern positions of the Warlord's sphere of influence, and new fortifications were being established along tactical positions in case additional Brodkil incursions were coming. This redeployment was conducted with sharp efficiency, though only a few small parties of Brodkil were seen again after the initial assault.

# Goll's Advance

Stragglers from the first assault force returned to the main body of General Goll's army, already on the move, in time to join it for their charge into *Romanov territory*. General Goll expected heavy resistance based on the reports from his first wave, but the further they pushed forward, the more it became obvious that they were in different territory than his first wave had reported. The first sign of Romanov troops reinforced this observation when surviving members of the first wave confirmed the landscape and the enemy were both different than what they had encountered.

When news reached Warlord Romanov about the encroaching Brodkil forces in her lands, she sent an entire field army west to engage and destroy them. However, her Shocktroopers and cyborgs were not prepared for a fighting force the size of General Goll's demon army. The Romanov soldiers were expecting something similar in size to those that had attacked the Seriyev camp. As a result, they were taken aback when they realized the scale of the army in their path. Warlord Romanov's forces fought valiantly, inflicting heavy losses upon the enemy, but not without losing many warriors of their own. A strategic withdrawal was ordered as General Goll's horde sent wave after wave of frenzied Brodkil warriors crashing into the cyborg troops. Romanov sent reinforcements, but could only spare limited numbers of soldiers without significantly weakening the other strategic locations around her sphere of influence. Romanov's reinforcements were overrun and Goll's army spread throughout her realm, destroying anything and everything they could. Retreating troops fell back to strategic positions or returned to **Kiev** to reinforce and protect the throne of the empire.

Immediate calls for assistance were sent out to every ally in the region, carried by radio waves, flying cyborgs, and messengers on hovercycles and robot horses. Pleas sent to Warlord Seriyev were met with radio silence, a cause for dismay. The messengers sent to his war camp were turned away. Warlord Seriyev was reluctant to provide aid when his troops were able to so easily dispatch the Brodkil that invaded his lands earlier that year. The scope of the invading force was emphasized, but again, aid was denied. The messengers were not sent away empty handed though. Seriyev made sure to let them know that he would send assistance soon, leaving the time frame intentionally vague as part of his ultimate goal.

Warlord Seriyev respected Romanov as a fellow leader, but saw an opportunity to weaken a potential opponent while maintaining the appearance of ally and hero, eventually rushing to the side of a friend in need. Once the Romanov forces were broken, bloody and on their last leg, Warlord Seriyev planned to come to the rescue, leading his troops to crush the remaining Brodkil. In order to protect her sphere from rivals, Warlord Romanov would have no alternative than to accept a treaty and more formal alliance with him, heavily weighted in clan Seriyev's favor, of course. His scheme may have unfolded just as he planned, if not for the help from an unlikely source: the Sovietski.

# Arrival of the Armiya Sovietski

Messengers from the broken Romanov forces traveled to all corners of Russia. Upon entering Sovietski territory, the messengers encountered soldiers of the New Soviet who took their pleas and descriptions of the Brodkil threat very seriously.

Within hours, the messengers were escorted to New Moscow and granted an audience with the Director to ask for Sovietski assistance and to relay the gravity of the situation. These Brodkil were more organized and highly trained than any that the Romanov forces had ever previously encountered, and their sheer numbers posed a significant threat not only to the Romanov holdings, but to the security of the entire region. News of the recent destruction of the Polish city of Wroclaw only a month prior also hung heavily over the discourse. It did not bode well that a city of that size with NGR military support had been eradicated. The demon hordes were on the move and something had to be done before another human enclave fell to them.

In an act publicized to instill brotherhood amongst all Russians, regardless of banner, *Director Katya Nikoforov* approved an immediate deployment of Sovietski forces. A full tank division and two motorized rifle regiments rolled out of New Moscow, while an additional regiment of Shocktroopers from the Armored Assault Corps and an airborne division were sent from the Kaliningrad exclave. This mass deployment was the largest single troop mobilization made by the Sovietski since the early days of the Warlord uprisings.

Sovietski troops arrived in the Romanov sphere by midsummer 106 P.A. and attacked Brodkil forces wherever they were found. Representatives of the Party and the military were dispatched to both Kiev and the Winter Palace at Kharkov to alert Warlord Romanov that they were operating within her sphere, and to coordinate a mutual counterattack. Warlord Romanov was shocked by this display of solidarity and respect. While her camp had one of the most amicable relationships with the Sovietski of any of the Warlords, neither she nor her trusted generals were expecting this level of assistance.

A combined military headquarters and operations center was established in Kiev with multiple staging areas just outside of the city proper. With the two experienced militaries operating in tandem, the tide of the invasion turned in short order. By summer's end, General Goll's forces were splintered and Warlord Romanov and Sovietski forces were systematically eradicating small roving bands of Brodkil warriors. The heaviest fighting saw Brodkil forces waging pitched battles against fortified human positions, but they seldom captured their targets. Repelled and pushed away, the Army of Goll sought to hurt the human forces by targeting supply lines, raiding cybernetics facilities, and damaging logistical support units as well as seizing targets of opportunity. Small victories for the Brodkil forces throughout the autumn months were many, but they were not enough to swing the tide of war back in their favor.

The most visible impact the invasion had made was to force many in the rural communities to relocate to other villages or flee to the larger, well-defended Romanov cities entirely. This exodus completely ruined any hope of a sizable harvest. Crops were abandoned in the fields to rot or be razed by the Brodkil. While this was not a pressing concern to the well-stocked Romanov military, the civilian population and fleeing refugees would find the coming winter particularly harsh. The city of Kiev, with throngs of peasants seeking refuge within in its walls, saw its population rise 20%, and would be forced to impose strict food rationing. Meanwhile, vast numbers of displaced peasants fled north to Kaliningrad and other Sovietski cities where they felt safe and where food and accommodations were more welcoming. Many would become permanent residents.

# The Assault on Kiev

## The Night of Unseen Fire

General Goll, knowing that to stay within the Romanov sphere would ultimately mean the complete destruction of his forces, opted to order a retreat back to the Carpathians to regroup and reassess his strategy. Any spoils of war, of which there were many, were to be split, with high-tech items sent to the Mindwerks facility for research purposes, and the rest being divided among the Brodkil warriors. Before the final retreat was officially issued, Goll organized his combined troops and called out the most injured warriors for assignment on a special mission. These Brodkil knew that they would probably not survive a trip back across the mountains, nor would they last long in any prolonged engagement against the combined Romanov and Sovietski forces.

Goll made each of these Brodkil turn over their weapons, and had their cybernetics and bionics removed, forcibly if necessary, *for reassignment.* With their mechanical enhancements removed, the injured warriors were able to take advantage of the Brodkil's natural ability to turn invisible, something they often readily give up in exchange for bionics and built-in weapon systems. Each was handed a large satchel containing a makeshift explosive device and these injured and disgraced warriors were given one final order: silently march on Kiev and detonate their device anywhere within the city. The Brodkil considered this to be a warrior's death and set out on their way. The rest of the Goll forces made a deliberate effort to make themselves noticed as a diversionary tactic while they retreated.

**On the night of November 14, 106 P.A.,** during the first heavy snow of the season, the first explosion occurred. The center of Kiev was heavily fortified, but the city had been expanding over the past ten years, with smaller cities and towns in the surrounding areas absorbed into the suburban sprawl. The invisible Brodkil scattered and entered the city at various points. Security checkpoints were quickly overrun with conventional attacks, suicide-bombs and invisible Brodkil ripping soldiers apart, while more of the creatures moved on into the city unseen. Once an alarm was finally raised, military forces were mobilized and civilians told to remain indoors.

The largest collections of troops were targeted first, with surprise explosions killing and maiming a multitude of soldiers. Blasts could be heard echoing around the city. Hospitals, motor pools, troop barracks, civilian apartment structures, fuel depots and other strategic targets were all targets for attack. Chaos ensued, continuing well into the afternoon of November 15th, with bombs exploding throughout the city. No one was safe, as the Brodkil had no regard for human life and made no distinction between combat troops and civilians.

Once the battle-hardened Romanov and Sovietski troops gathered reports and examined the blast sites, they began to gain an idea of what was happening and were better able to track down and stop the Brodkil assassins and bombers. Psychics and Sovietski Wolverine Men usually reserved for extreme combat operations were brought in and used to hunt any remaining Brodkil within the city. The monsters were exterminated wherever they were found, with sporadic explosions and howls of the Wolverine Men cutting through the cold, snowy air. Various parts of the city were in flames, and Romanov and Sovietski forces dug through the rubble to find survivors. By sundown on November 15th, over 1,100 Romanov and Sovietski troops were dead, along with more than 5,000 civilians. Thousands more were injured in what would become known as the *Night of Unseen Fire.*

# 107 P.A.

The early months of 107 P.A were bloody, even as open combat quieted down. Thousands died as the Army of Goll fled back over the Carpathians into Poland. Their retreat marked by the chaos in Kiev.

Additional border forts and rural outposts were built to help protect smaller towns and villages across the Romanov sphere, while patrols and troop deployments in the western territory were doubled. Other than the wake of death and destruction left by the retreating army, there was no sign of Brodkil forces, creating some sense of security. The heavy losses in Wroclaw and the assault on Kiev the previous year served as stark reminders of the price of complacency when it came to the threat represented by the Brodkil Empire.

The calm and quiet afforded by the coldest months of the year allowed for the Sovietski and Romanov camp to regroup, replenish their forces and reinforce key positions. It also saw some of the highest levels of civilian migration in decades. Displaced citizens from both Wroclaw, Kiev and various towns within the Romanov sphere were on the move to what many civilians believed to be more secure locations or to those areas that promised work and food. Some loyalists found jobs in the fields further to the east, but the majority went into skilled labor positions in the factories of Romanov, and a larger number (mostly from Wroclaw) migrated to the massive industrial complexes of the Sovietski in Kaliningrad and New Moscow. This extra manpower led to the highest Sovietski productivity levels in generations, as knowledgeable laborers were able to step right in and fill roles supporting the war effort. Three mothballed factories in Kaliningrad were reopened and plans for the construction of four more were drafted, scheduled to open in 109 P.A.

On April 14, 107 P.A., a coordinated Gargoyle attack resulted in the assassination of *NGR President Helmut Mayer.* News of his death spread quickly to the allied Polish nations and to the Sovietski. It was evident that the monster kingdoms of Europe were still on the move and capable of making intelligent, orchestrated attacks against the human nations in ways never before thought possible. The Sovietski immediately reached out to extend condolences and to let the NGR (New German Republic) know that they would assist them in any way they could. For the Gargoyles, the attack backfired, only serving to strengthen the relationship between the two nations and causing the NGR to respond with devastating force.

## Romanov Treaties, 107 P.A.

By July of 107 P.A., Romanov and the Sovietski had become strident allies. Support from the Sovietski flowed to the Warlord's sphere of influence and a strong worker exchange existed. The relationship between the two had started to draw the public ire of other Warlords, concerned about the destabilizing effect of the Sovietski playing them against each other.

On July 6th of 107 P.A., General Director Nikoforov and Warlord Sonya Romanov met at the Winter Palace in Kharkov to discuss the terms of a true alliance between the two nations. There was no official record of the conversation, but the two leaders came to an understanding and had their associates draft a formal agreement according to their specifications.

Even before the ink was dry, copies of the treaty were dispatched to all the Warlords of Russia, with an invitation to join in an alliance for the benefit of all Russian people. Truth be told, no response was expected. There was no timetable for acceptance of the treaty, but any attack against either the Romanov camp or the Sovietski would be considered as a rejection of the offer.

**Warlords Alekseyevna** and **Burgasov** received the news of the treaty with open minds and were considering the effect such a treaty would have on the highly chauvinistic warrior culture of their war camps. The fact that the two primary signatories, and a third close ally (the NGR president) were all women was a point of contention among the traditional Warlords. Neither had shown their hand to Romanov, but as of Autumn 107 P.A., neither had acted aggressively toward either group. **Warlord Orloff**, on the other hand, refused an audience with anyone claiming to bear word of a treaty, while **Warlord Sokolov** had the courier killed, quartered and his remains sent to the other Warlords (excluding Orloff) as a warning to reject the proposed alliance. This bloody message only served to cement Sokolov's reputation as a monster and psychopath.

# 108 P.A.

The Sovietski and Warlord Romanov knew that the relative calm of the previous year would not last. In March of 108 P.A., scouts and observers in the Carpathians began reporting heightened Brodkil activity exhibiting tactics and equipment reminiscent of the Army of Goll from two years prior. Preemptive strikes were ordered against any identified gathering of Brodkil. Such hostile forces were targeted by missile volleys from distant **SU-91 Red Hammer missile carriers**. This served as a precautionary measure to break up any army the Brodkil may field, but it also allowed General Goll to test the level of response to his incursions.

After these initial appearances, which lasted into the middle of April, the Brodkil simply vanished. It was speculated the monsters were plotting something big, but what that plan may be had proven indiscernible. As a precautionary measure, Warlord Romanov increased the number of warriors defending the western fortifications and a large number of Sovietski troops followed suit.

## An Alliance Forms

In June 108 P.A., in a surprising move, representatives from both **Warlords Seriyev** and **Kolodenko** arrived at the Winter Palace with formal requests from their Warlords to be accepted into the Alliance between Romanov and the Sovietski. The Warlords saw the need to unite, but laid out certain conditions that would need to be met. Seriyev had been in contact with Kolodenko ever since the original notice of the Romanov Treaty, and had been urging him to join in the alliance. Warlord Kolodenko was already strongly allied with Romanov, making the treaty much more palatable.

Seriyev had stated that, for any formal alliance to exist between the three warlords, no single warlord could command the troops of the other, nor could authority of the alliance fall to a single leader. The concept of a **Council of Warlords** was revisited. As proposed, it would consist only of Romanov, Seriyev and Kolodenko, with the Sovietski claiming *observer status*. The Sovietski government could provide input, but not vote on any matter concerning the Warlords. This would allow the Warlords to save face with their own troops and not be seen as bowing to the will of another government or leader. However, the understanding also stated that any new member would have to cede their rights to occupied Sovietski lands.

Kolodenko thought the ideas were respectable, and agreed to sign onto the Seriyev proposal.

Romanov, initially surprised to see that the two Warlords were offering official support, accepted Kolodenko's membersip in the treaty without pause. However, as reparations for the perceived slight by Seriyev during the initial attacks by the Brodkil, she insisted that Seriyev, as a gesture of goodwill, return any lands acquired through direct conflict with the Sovietski during the early years of the Warlord invasions. This gesture was mostly symbolic, since the majority of land was taken by Orlof and Sokolov, but Seriyev played his part in the conquest of Sovietski territory as well. Admiring Romanov's ability to drive a hard bargain, and knowing that refusal would effectively destroy any hope of future political alliances with the leader, Warlord Seriyev agreed to the terms and vowed to yield any former Sovietski territory by January 1st of 109 P.A.

Upon news of the two Warlords officially joining with Romanov, **Warlords Sokolov** and **Orloff** both issued individual decrees declaring that the Western Warlords and their obvious preparation for new hostilities would not be tolerated. If the newly named **Council of Warlords** did not immediately disband, the remaining Warlords would deem it an act of aggression and cause for war. They would not consider any justification for the alliance, including the obvious Brodkil menace, no matter how many times it was reiterated. Though their words were not seen initially as a valid threat, both the Sovietski and Warlord Kolodenko bolstered their troops along the requisite borders as a buffer against potential attack.

## The Return of General Goll, 108 P.A.

After the withdrawal of troops in 106 P.A., General Goll was forced to reassess his strategy. His forces were able to cause substantial destruction and chaos throughout Romanov territory, and capture a fair amount of cybernetic and bionic technology, but the heavy losses sustained were disappointing to say the least. The general submitted himself to the Angel of Vengeance for disciplinary measures, expecting to be executed for failure, but the Angel had another plan in mind.

The Angel of Death and the Angel of Vengeance had long been intent on expanding the technological base and the industrial capabilities of the Brodkil Empire via Mindwerks. The more Brodkil they could equip with their state-of-the-art implants, the more attainable their ultimate goal of crushing Triax and the New German Republic would be, but they needed to find a place that had the industrial capabilities required for such technical work. After searching through collected intelligence of known pre-Rifts facilities, the ideal target was the main industrial center of the Sovietski: **Kaliningrad**.

The Angel of Vengeance refused to accept the failure of General Goll. Instead, she ordered him to reform his fighting force and offered additional support, including 20,000 allied Simvan Monster Riders. Goll's forces were given top of the line bionics and access to new and experimental **Psynetic implants** (see the **Rifts® Mindwerks sourcebook**), making them deadlier than ever. This re-envisioned and rebuilt horde was ordered to go back to Russia and attack Kaliningrad with the sole purpose of capturing the city and taking its resources in the name of the Angel of Death.

In August of 108 P.A. the Army of Goll emerged in force once more. After more than regrouping, plotting and planning, the army avoided the Carpathians entirely and marched north through the lightly occupied parts of Eastern Poland. The Polish kingdoms had little presence there and Warlord Seriyev, who laid claim to much of the region to the immediate east of the area, had little reason to send scouts beyond his own territory. The area was traditionally claimed by the Brodkil Empire, but had been in dispute among these three powers for years, with only the Brodkil maintaining any continuous military presence.

The massive army could only travel so far without drawing attention to itself, and as it moved north, it encountered a number of Brodkil tribes and scattered Gargoyle flocks that were completely unaligned with the forces of Mindwerks. When faced with an immense army marching through their territory, they either

fled (most of the Gargoyles chose this option) or joined General Goll. The additional troops helped swell the size of the army and provided intelligence on the local area. Transporting food, equipment and weapons for such a large force was difficult, but support from allied Simvan and their giant beasts of burden eased the logistical strain on the army.

General Goll had been able to set up a sizeable fortress and base of operations in the ruins of **old Warsaw**. It was from this forward base that he planned to deploy troops and organize the effort to take Kaliningrad. His army set up camp in the ruins with certain units claiming city blocks and neighborhoods as their own. The troops were allowed freedom to do as they wished in their downtime to prevent restlessness, including conducting small raids into the west near the **Poznan Collective** or the southeast towards **Tarnow**. Most chose to stay in the city or the surrounding countryside, however. After three months of establishing the headquarters for his field army, General Goll was ready for the next phase in his invasion plan.

## 109 P.A. to Present (Summer 109 P.A.)

By January of 109 P.A., Warlord Seriyev joined Romanov and Kolodenko as a member of the Western Russian Alliance, or the *Zapadnyye Russkogo Al'yansa*, as it became known. The three Warlords and the allied Sovietski all established individual embassies in *New Moscow, Kiev, Minsk* and *Windshorn*. Meetings of the *Council of Warlords* would rotate among each of the four locations every three months or more frequently as circumstance dictates. The threat of increased military action from Warlords Orloff and Sokolov was still a very real concern, but it had done little to diminish the new sense of hope many Russians had gained from the largest Russian alliance in centuries.

Rumors of increased Brodkil hostilities in the heart of Poland were a source of growing concern, causing the Council of Warlords to set their militaries on high alert. The forces of Warlord Kolodenko watched and observed the activities of the Eastern Warlords while Seriyev and Romanov observe the developing situation in the west. The Sovietski fortified its cities, sent additional troops to Kaliningrad as a precautionary measure, and prepared for the next incursion by the Brodkil Army of Goll.

## The Battle for Kaliningrad

In the bitter winter months, the forces of Goll moved north to surround the Sovietski city of Kaliningrad. The intent was to lay siege to the fortress city and cut off any overland supply or escape route. If the citizenry was to escape, they would have to go by sea, a difficult prospect with the seasonal winter storms. Three forces of 25,000-40,000 Brodkil and Simvan each surrounded the city from three separate directions. One came from the southwest, one from directly south, and one circled back to come directly from the east. People living in small villages and agricultural centers surrounding the city were forced to flee to Kaliningrad in droves, with the Brodkil forces slaughtering any stragglers.

Civilians were ushered into the massive pre-Rifts bunker complexes under the city as the Sovietski military mobilized and the legendary **Storm Cannons** were raised from their subterranean storage facilities. For the first time in more than a generation, the Storm Cannons of Kaliningrad unleashed their firepower on a monstrous invader, devastating masses of enemy troops. Yet General Goll was undeterred.

The Sovietski followed the cannon barrage with tank battalions, massive heavy cyborgs, and combat vehicles accompanied by air support. The Brodkil were not expecting such a staunch response, but were more than happy to oblige the Sovietski defenders. The first weeks of combat were the bloodiest, with both sides claiming small victories. General Goll was quick to alter his battle plans in the face of such forces. The city was still cut off, but the Brodkil were smart enough to avoid being drawn within range of the Storm Cannons, often feinting to pull Sovietski troops away from their city, where they were more spread out and vulnerable to savage Brodkil attacks. The Sovietski had exacted a heavy toll on the invading forces, but the soldiers were ordered not to pursue the enemy into the wilderness for fear of leaving themselves and the city vulnerable. Stalemate. For now.

The initial and heaviest fighting lasted until early March, with reinforcements and supplies coming from *New Leningrad* by *Ekranoplan* transport when weather permitted. These transport vehicles brought in cargo and evacuated as many civilians as possible. However, many citizens of the city refused to leave and stayed to work the factories and contribute to the defense of their home. On a regular basis, the Sovietski forces at Kaliningrad repelled Brodkil insurgents that moved too close to the city, but were unable to fully break the siege. An estimated 140,000 Brodkil troops are believed to have been destroyed since the siege on Kaliningrad began. However, General Goll has been able to call up more troops from Warsaw to keep the city surrounded, giving the illusion of an endless supply of Brodkil warriors at his disposal. Truth be told, nobody, not even General Goll, knows how many Brodkil, Simvan, Gargoyles and other monsters in the Angel of Death's forces she is willing to sacrifice to this war effort. Meanwhile, more Brodkil and monsters are spilling into other parts of Russia. Most are small, independent bands emboldened by the assault on Kaliningrad and the presence of Goll's Army. Thus far, they have been easy to repel or destroy. A task that has mainly fallen upon the Warlords of Russia and local heroes.

## The Siege Continues

The siege on Kaliningrad has gone on for months. And while Goll's Army has taken the brunt of casualties, he shows no sign of giving up, and replenishes his army with infuriating regularity.

The Sovietski has tempered its military response for fear that a greater show of force, a) may cause greater civilian casualties (which so far have been minimal), and b) could stretch its military forces too thin and leave other parts of the nation inadequately defended. Moreover, the Sovietski and its Warlord allies fear this siege is only part of a much larger and deadlier invasion. Consequently, the Sovietski and its allies wait and prepare for the worst yet to come. The Angel of Death and Angel of Vengeance are both quite mad, which makes them unpredictable and capable of anything. For now, they both seem obsessed with Triax and the NGR, but that could change in a heartbeat, and the defenders of Russia must be ready when that day comes, and they feel the full force of the Brodkil Empire. In the interim, Kaliningrad, though under daily siege, is holding its own and keeping its enemy at bay. With summer arriving and the sea ice melting, the waterway offers the city additional resources and options via Sovietski naval support.

Collateral damage to the surrounding countryside is a different story. Fighting has ravaged the farms, towns and villages in the surrounding region. What was once picturesque farm country is now a blasted wasteland with the occasional ruined town and the exposed skeletons of burned out buildings. The Sovietski machines of war fighting the monstrous Brodkil soldiers are a daily sight close to the city, while farther away, staging areas for both sides of the conflict can be found. Seriyev, Romanov and additional Sovietski forces regularly launch attacks from the east to flank Brodkil formations and hit targets of opportunity, while the factories of Kaliningrad continue to churn out weapons, vehicles and cyborg frames for the war effort and its own defense.

Though the city remains under siege, it has not yet been breached by Brodkil forces and stands strong and defiant. The supplies coming in on Ekranoplan transports and supply planes, and soon by sea, all help to keep Kaliningrad going strong. If the Brodkil find a way to achieve air superiority or otherwise cut this vital lifeline, the situation could become more dire, but until that unlikely event happens, Kaliningrad should be able to hold off the enemy and keep going indefinitely.

Thus, the Sovietski is faced with questions that are difficult to answer. How long will General Goll keep at it? How many warriors is he willing to expend? As a species of sub-demon, life is cheap, so he may be willing to fight down to his last warrior. There is also the concern that at some point, he might turn his attention to an easier prize, or be joined by additional armies of monsters that could overwhelm the Sovietski and its allies.

While fording up their defenses and building their armies, the Sovietski and its allies are also considering ways to assassinate General Goll and his insane masters: the Angels of Death and Vengeance at Mindwerks. The Mindwerks facility has been a thorn in the side of humans for far too long. The NGR alone has made countless attempts over the years to infiltrate Mindwerks and assassinate these crazy monsters without success. However, now the Spetsnaz and others are getting involved.

Meanwhile, the Sovietski has placed an **open bounty** on both of the Angels' heads — 75 million credits for the head of the Angel of Death and 40 million credits for the head of the Angel of Vengeance. Proof of their destruction is mandatory to collect on the reward. (**Note:** Unknown to anyone, though a cash reward is the offer, the Sovietski will pay only 10% in credits and the rest in trade of military grade weapons, bionics and combat vehicles. Which is still a tremendous opportunity for any adventurer group, mercenary company or would-be Warlord and his lieutenants.)

# Sovietski Government

*"Where and when have riots and anarchy been provoked by wise measures? If the government had acted wisely, and if their measures had met the needs of the poor peasants, would there have been unrest among the peasant masses?"*

*– Vladimir Lenin*

## The State is All

At the center of life in the New Soviet nation is the government. The government – including the military – is the largest employer, and government activity accounts for 75 percent of the Soviet economy. More movies and television programs are produced by various government agencies than all other media outlets combined. Every aspect of Sovietski life is either overseen by, approved by, cataloged by or reported on by some kind of government functionary. This kind of all-pervasive government is what Sovietski citizens mean when they talk about ***Gosudarstvo***. The word simply means "the state," but in the Sovietski it is a proper noun and refers to the state as a powerful, living thing in its own right.

A famous slogan declares, "The State is Mother. The State is Father. The State is all." The Sovietski system of today is largely unchanged from the days when Sasha Dukov first organized the New Soviet Union. There have been inevitable changes as Sovietski territory expanded and contracted, but there is continuity all the way back to those early days.

The most obvious presence of the government in the life of the average citizen is their time in the military. The Sovietski requires *universal military service* from every citizen for at least five years. All citizens of sound mind become soldiers in some form for at least the minimum five year period, and many make a career of it. Everyone in the country is a soldier, ex-soldier, or ward of the state. The training and discipline taught in the military and the camaraderie instilled there is one of the strongest ties that binds Sovietski society together.

Outside of military service, the government still plays a major role in society. All economic, religious, intellectual and recreational activity is regulated in some way. Almost anything is legal, but many activities require the proper permits. Making an *official request* is the first step to doing everything in the Sovietski. Unfortunately, the application process and red tape can be a nightmare without the proper connections. Being friends with people in high places certainly helps. Most politicians and Party members have to be re-elected or re-appointed to their positions from time to time, and helping resolve their constituents issues keeps voters on their side.

**The Planning Bureau** is the final arbiter of what infrastructure projects, business ventures and land developments are approved, but military projects always receive top priority. In general, the "Planburo" is good at its job. The small size of the country helps keep the efficiency up and no one is too far from the center of power.

Of course, there are ways around the system. Sometimes people take matters into their own hands. If their efforts are covered in the media and make good propaganda, then they are probably allowed to continue. Independent efforts that help the military in some way (for example, organizing a wagon-train to take food and blankets to the war front), or are conducted by soldiers (an ex-Spetsnaz soldier retires and takes up surveying), often receive preferential treatment. Failing all of that, money talks, even in a communist society. There is always the possibility of getting things done with bribes.

# Economic Opportunities

*"The market is not an invention of capitalism. It has existed for centuries. It is an invention of civilization."*

*– Mikhail Gorbachev*

The economics of the Sovietski are an interesting study in contrasts. A planned economy and an open market exist simultaneously. It is really a question of scale. The largest and most important industries are controlled outright by giant, state-owned businesses. Everyone in the Sovietski is required to work. If someone is not inclined to find a job for themselves, they will be assigned to drudge work in the government itself or in one of the state-run businesses. Factories often employ hundreds of low-skilled, illiterate workers to do unpleasant or unnecessary grunt work.

The largest and most famous of the state-run businesses is **Cold Front Manufacturing**, responsible for producing much of the Sovietski's weapons, cybernetics, armored combat vehicles and aircraft. Cold Front has production centers in every city in the nation. "The company" is, of course, really an arm of the government, as the Sovietski military is the only buyer of its products. Though exports to the NGR have recently increased, production schedules, labor needs, costs and prices are all set in committee by government officers. In addition to the wholly state-run businesses, there are officially licensed private monopolies. These include companies like **Lozovsky Vodka**, which has exclusive rights to make and distribute all commercial vodka in the Sovietski, and **Raikh Manufacturing**, which produces, among other things, 95% of the toilets and sinks in the nation. The government receives a significant portion of the profits made by these monopolies in return for their monopoly rights. There are also a few partnerships between the state and wholly independent businesses which exist by special exemption. The most prominent among these is the government's partnership with the Kiev-based (and Romanov owned) company **Novyet**, which makes weapons used by the Sovietski at factories located inside the nation. Between these various large-scale companies, the Sovietski government controls nearly all economic activity. Profits and salaries at these companies are typically low, but there is no chance of the businesses collapsing, as they are considered too important.

In smaller industries a lot more leeway is given to market forces. Meaning the adventuresome, the crafty and the dedicated can all turn significant profits. This open market realm of the economy is ruthless, with no sympathy for mistakes and no safety net to catch those that fail.

Owning a business is a dream of many, but the achievement of only a few. In the major cities there are numerous successful capitalist ventures operating under heavy regulations. Similar to other aspects of Sovietski life, these companies are free to do what they want (within reason) but are closely monitored. A typical example is **Red Tide Books**, the largest bookseller in the Sovietski, which is not as impressive as it sounds. From their bookstore and printing house in New Leningrad, they ship books – physical, paper-bound books – to wherever there are reading customers.

Officially recognized, but wholly unregulated capitalist ventures also exist. These are usually rural, one-person or small family operations, such as farms, fishing villages, fur traders, tanners, leatherworkers, carpenters, handyman businesses, migrant workers, small shops, tailors, bakers, and so forth.

Completely below the level of legality is the **Black Market**. A few highly-organized criminal groups like the German **VGN** and Russian **Blue Flash** (both arms of the Black Market in Europe) operate within Sovietski territory. Outside syndicates like the magic-wielding *Immaterial Hand* make the occasional appearance as well. Far more common are the many individuals who supplement their income by offering goods and services on the side (and under the table).

# Government Regulation of Religion

While the government allows some freedom within the economy, it also encourages citizens to develop a personal belief system apart from the love of money. Generic patriotism is good enough for the state, but most people participate in some kind of religious life through one of the Sovietski's many sanctioned religious Enclaves. Most Enclaves encourage the values that the Sovietski leadership wants to instill: large families, respect for authority, dedication to the task at hand, peace of mind in trying times, helping the downtrodden, and basic morality.

Not all Enclaves promote all of these things, however. While private belief is strongly encouraged, public religious worship is somewhat curtailed, especially if it hurts property values or disturbs the peace. Any ritual involving bloodletting or animal sacrifice is outlawed, although some of these continue in secret, especially in rural areas. Religious Enclaves cannot have elaborate churches or meeting buildings since those resources could be put to better use for the government. Donations from adherents are not limited, but each Enclave has a budget set by the Budget Office, and if they collect more than their allotted funds, the rest is absorbed by the State. Most Enclaves inclined to charity avoid these budget limits by encouraging members to help others directly rather than giving money to the Enclave's coffers. Petitions can be made to the Budget Office for increased budgets, larger buildings and more freedom but, as in all aspects of society, tabs are kept on the organization's activities and the government will deny requests from Enclaves they deem as more harmful than helpful. The most prominent religious Enclave is the *Russian Catholic Orthodox Church*. The actual Enclave grounds are situated in New Moscow, but there are adherents and small churches throughout the Sovietski.

# Freedom and Media

One right which is generally lacking in the Sovietski is freedom of expression. Any public gatherings larger than ten persons require a permit. Music, books, television shows and movies are all subject to review and approval by the **Culture Office**. Academic life and scholarship within the Sovietski is a tiny field; illiteracy is rampant. Research is rarely interfered with, but is often closely monitored. There is a very limited market for scholarly works of a non-technical, non-scientific nature and the Education Office makes no attempt to grow the field. While a majority of the urban population is college-educated, very few students graduate with any kind of training in the liberal arts beyond art or music appreciation. Dissent in education and in the media is allowed and gently encouraged as the government does not want to seem oppressive nor impassive to the voice of the people.

As with religious Enclaves, freedom of the press is broad but records are kept on everything and everyone, especially "agitators." More than one politician has found their career grind to a halt when their actions or writings as an angry youth came back to haunt them years later. Publications of all types need a permit whether in physical or digital form. Various groups such as the Secret Police, the military, the Public Relations Office and even the Politboro itself have a say in what permits get approved and when permits are denied or revoked. It is best to stay well away from controversy if one wants to keep delivering content to the public.

In competition with the approved private media groups, the State runs its own media companies and propaganda machine disguised as the free press. Publications such as **The Star**, the flagship government newspaper, and **Modern Times**, a glossy culture and society television show, are just two examples. The Star has a newspaper for the small percentage of literate citizens, and public (government run) radio and television outlets which present official government communications and entertainment, all of it pro-government and propaganda. However, only select, high-ranking members of the government are allowed to give public interviews and make presentations in the media, most of it presented as news, entertainment, game shows, public service and educational fare. The market dominance of these State run media groups is not just because of pervasive marketing and government funding. In general, they are skilled at producing content that people want. The official reports covering the Kaliningrad fighting have been of huge interest with content that includes exclusive interviews with generals, mayors and heads of various government offices, as well as combat footage from daring battlefield reporters – always pro-government operatives whose film footage is edited and authorized by the State. A photo-spread highlighting the personal style of Director Nikoforov and members of her Politburo really was of interest to the public because, for the most part, all of these people are *national heroes*.

# The Communist Party

*"The Party is a voluntary association, which would inevitably break up, first ideologically and then physically, if it did not cleanse itself of people advocating anti-Party views."*

*– Vladimir Lenin*

While media voices can impact public opinion and some personalities become influential, the first step towards making policy in the Sovietski is to join **the Communist Party**, the only political party within the country and thus a de facto part of the government itself. The basic requirements of Party membership are essentially the same as patriotism. Anyone who wants the best for the Sovietski is allowed to become a Party member. However, Party membership alone is not a ticket to high society or government politics. It is not hard to join the Party, but it is also not easy to rise through its ranks.

Membership is viewed as an additional responsibility on top of being a citizen, and Party members are expected to advance the needs of the Party and protect the Soviet State. People who prove they can handle these duties are asked to take on additional responsibility. The Party has its own internal structure that parallels the structure of the government. Each member is reviewed every two years to determine their eligibility for advancement. Well-connected and *right thinking* (conformist) Party members have access to better jobs, are promoted faster and assigned to more challenging and/or lucrative job positions. Loyalty to the Party is usually the fastest path to success.

The governmental structure of the Sovietski is a blend of parliamentary democracy at the lower levels and command oligarchy at the higher levels (a form of government in which power lies within a few individuals and/or a few powerful cliques). The lower tier is made of two parts: the Local and Regional Soviets. In a tradition stretching back to the first days of Lenin's Soviet, each school, factory, military unit, Enclave, business and government office constitutes a **soviet**. A soviet is simply any group of people within the government called together to make decisions. All the Party members in each institution are automatically part of their local soviet. These Local Soviet groups are considered the basic governmental unit of the Sovietski Nation.

At the lowest levels each soviet has little power. It is mainly a force for encouraging productivity and dispensing official government proclamations to other Party and non-Party members of the workforce. The local soviets listen to the concerns of the local population and report them up to the next level of government. Each of these Local Soviets selects one representative for each hundred persons to send to the Regional Soviet. Usually,



but not always, the selection is made by a vote of all the soviet members. These elections are free and very democratic. Every member of the soviet is theoretically eligible, but there are only so many people who are actually willing, qualified and trusted enough to represent the local workforce or regional population. A small number of these willing, qualified and trusted persons are recruited directly into the governing structure of the Party itself.

Since every member of the government is also a member of the Party, it might seem that having both is redundant. To some extent this is true. There is almost no difference between a meeting of the Local Soviet and a meeting of the local branch of the Communist Party. However, the Party does not see its own hierarchy as redundant. The government is a force for administering the daily operations of the New Soviet Nation, while the Party is a force for discussing and implementing communist ideals.

# Party Secret Police & Cultural Enforcement

The Party does more than just remind government workers of communist ideology. The Party takes an active role in the day-to-day lives of all citizens through the **Committee for the Preservation of Soviet Ideals** (Komitet po Sokhraneniyu Sovetskikh Idealov or KSSI). According to the Party, the best way to ensure a strong government is to support the Party in all things. Any dent in the armor of Soviet ideology is a weak point that can be exploited by the enemy to subvert the rebuilding of the great Soviet Nation. The **KSSI** keeps tabs on the various political movements and radical groups within the borders of the Sovietski. Even though such groups are small and operate in clandestine cells so as not to attract attention, it is a fair bet that almost any dissident group has at least one member who is an informant for the KSSI if not the Secret Police.

The Secret Police are officially known as the **KSSI Enforcement Subcommittee**. Officers of the Subcommittee have training equivalent to *military police*. The group is officially *outside* government control and answers only to Party leadership. The officers are empowered with almost unlimited jurisdiction in the Sovietski to make arrests and interrogate individuals.

Subcommittee officers act as the eyes and ears of the Party within the citizenry. It is this group that investigates rumors of political unrest and dissidence to assist the Party in finding those who need *reeducation*. They are the ones who keep detailed records on average citizens and Party members, and they are the ones who come knocking on doors in the middle of night when workers stray from the Party line. Once shirkers, backsliders and wreckers have been identified, it is all too common for them to be whisked away to detention facilities, sent to trial, or even transported to work camps and prison factories to "better serve the war effort" and "prove their dedication to the Fatherland." In a land of euphemisms, "preserving Soviet ideals" translates to "do not mess with the Communist Party."

# Supreme Soviet Authority

Above the level of the Regional Soviets and city mayors is a glass ceiling through which only those with perfect political records or powerful connections can pass. Elections continue to be part of the process, but become much less important at this level. On this national stage, the Government, the State, the Party, and (crucially) the military are all essentially the same entity. This is ***Gosudarstvo*** in its purest form. These upper echelons of the Sovietski are almost completely dominated by the military, as they have been from the first days of the Great Cataclysm. Many old soldiers do not want to share power with *untested* business types and farmers from the outlying areas. They believe they know best and intend to hold on to the reins of power.

The top tier of the Sovietski is made up of three parts. Each of the twelve Regional Soviets sends 6-10 representatives up to the **Supreme Soviet**. The 100 members of the Supreme Soviet then select ten of their own to form the leadership cohort called the **Politburo** (short for Political Bureau). In turn, the Politburo then selects a single individual to serve as **Director**. This is the absolute top position in the Sovietski. While the Director technically owes his or her position to those below, anyone qualified enough to be selected for the job also has the clout to influence the decisions of those in the lower positions.

Once the composition of the **Supreme Soviet** is set, the body is officially seated in a grand State ceremony. The membership cannot be changed again until the next election, held every three years. Even if members die (or are killed), their seats remain empty. Meetings are held in spacious chambers in the State House in New Moscow. Being a member of the Supreme Soviet is a full-time job and members receive a salary as well as an office and modest accommodations in the city, though many members prefer their own housing.

Officially, the Supreme Soviet makes all the final policy decisions. The agenda is set by **the Politburo**, but instead of just rubber-stamping decisions the Politburo has already made, members can also introduce their own motions for debate. The Supreme Soviet frequently has lively debates and usually works out consensus before any issues are put to a vote. The meetings are often noisy affairs as representatives clamor to make their own regions' concerns a priority, and there is little worry of speaking one's mind once they have reached this height of power, surrounded by supposed equals.

In addition to its responsibilities to the lower body, the Politburo also has responsibilities to **the Director**. First of all, it is the Politburo's job to actually select each new Director. This occurs when a Director dies of old age, is killed, or (less commonly) steps down. In theory, the Politburo has the right to choose anyone in the Sovietski as the next Director. The person must be a citizen in good standing, a Party member, and over the age of 35. Other than that, everyone is eligible. Of course, the Politburo would never select one of the "common people" out of the blue. The number of individuals at any one time who are really qualified to step into the position of Director is always very small.

Once a Director is in place, the Politburo serves as the Director's cabinet. The ten members of the Politburo divide the reins of power between themselves. There are ten positions enshrined in law referred to as portfolios: *Agriculture, Air Command, Army, Labor, Navy, Planning, Police, Production, Transport*, and *the Directorate*. Each of these portfolios corresponds to a Bureau of the state bureaucracy. Commonly, each Bureau is known by a contraction of its full name. The Agriculture Bureau becomes the Agburo, the Transportation Bureau becomes the Tranburo and so on. Whoever holds the portfolio of each bureaucratic office serves as the Secretary of that Bureau. Each Bureau is made up of several offices which specialize in different areas.

Usually, each member of the Politburo holds just one of the ten portfolios, but occasionally a general will take the reins of more than one branch of the military, and the Navy or Air Corps is often given short shrift in this way. This allows another Politburo member to act as a dedicated liaison to the Supreme Soviet or even as an ambassador to another nation.

**The Directorate** is slightly different than the other Bureaus. The Secretary of the Directorate is effectively the Prime Minister of the Sovietski, serving as second-in-command within the Politburo. *The Secretary of the Directorate* also serves as the nation's *figurehead*, even more than the Director. Whenever the Director wants to step away from the limelight and get real work done, the Secretary of the Directorate steps in and attends official state functions and meetings with foreign dignitaries. The head of the Communist Party usually holds the position of either the Secretary of the Directorate or the Director of the Sovietski.




## The Apex of Power, the Director of the Sovietski

If there is one person who is the distillation of everything the Sovietski holds dear, it is the Director. The person who sits at this apex of power has to be perfect in Communist ideology, an accomplished leader, deeply enmeshed in political networks, a paragon of virtue, and made of the toughest material around (sometimes literally). More than eighty percent of the Sovietski's Directors have also been military heroes of one kind or another. Military experience is a boon because one of the Director's main roles is to act as the **Commander in Chief** of all Sovietski military forces. The Director can also select a ranking general or Politburo member to serve as Commander in Chief, a common move when a serious military threat must be dealt with and requires a military commander's full attention. Running the state and managing an ongoing war at the same time is a feat few Directors can successfully accomplish without jeopardizing the war effort or their nation.

In addition to military oversight, the Director presides over the daily functioning of the Sovietski government. Sometimes conducting debates and building consensus is required, while at other times the Director must go out on a limb and trust that personal loyalty and mutual respect will eventually convince critics to change their tune. Never has this been more evident than with the Romanov Treaties and the blossoming alliance with the NGR. The Director sets the direction of scientific research, establishes the tone of culture, creates relationships with other nations and explains the rationale for any and all troop deployments.

### Politburo (Sovietski Cabinet) in Order of Relative Power

The important subsidiary offices of each Bureau are also listed.

**Director of the Sovietski.** Generalissimus Katya Nikoforov, 10th Level Spetsnaz Intelligence Division Agent.

**Army Bureau.** Secretary: Marshall of the Sovietski, Konstantin Gustonon, 11th Level Sovietski Cyborg Soldier, Armored Assault Corps.

**The Directorate (includes Culture Office, Propaganda Office, Law Office and Foreign Policy Office).** Secretary: Iosif Tarruski, 12th Level Commissar, Administrator.

**Police Bureau (under military jurisdiction).** Secretary: General of the Army, Yury Mordovkin, 11th Level Sovietski Police Officer.

**Planning Bureau (includes Budget Office and Tax Office).** Secretary: Vyacheslav Briukhanov, 10th Level Commissar, Propagandist.

**Air Corps Bureau.** Secretary: General Gavriil Shkuro, 12th Level Sovietski Infantry Soldier, Army Aviator M.O.S.

**Labor Bureau (includes Education Office, Mutual Aid Office and Health Office).** Secretary: Alla Pastryulin, 9th Level Spetsnaz Strategic Reconnaissance Operative, Snow Queen.

**Production Bureau (includes Infrastructure Office and Energy Office).** Secretary: Shahin Giray, 10th Level Sovietski Vedmak Cyber-Doc.

**Navy Bureau.** Secretary: Admiral of the Fleet of the Sovietski, Anatoly Dachenko, 10th Level Sovietski Infantry Soldier, Naval Infantryman M.O.S.

**Agriculture Bureau (includes Parklands Office).** Secretary: Trofim Domanov, 14th Level Typical Sovietski Citizen.

**Transportation Bureau.** Secretary: General-Polkovnik, Ruslan Tomsky, 9th Level Sovietski Tanker, Commander M.O.S.

# Foreign Relations

*"An ally has to be watched just like an enemy."*

*– Leon Trotsky*

## Relations with the Warlords of Russia and European Nations

**Warlord Alekseyevna:** As of 109 P.A., the Sovietski and Warlord Alekseyevna conduct trade on a regular basis, but that is the extent of their relationship. Alekseyevna is still a loner and tends to control his remote Sphere of Influence with savage efficiency, destroying inhuman looking D-Dees, monsters and gypsies. The recent, coordinated incursions by Brodkil into the Romanov and Seriyev spheres are of little interest to the old man, but he and his *War Knights* are watching the developing relationship between the Sovietski and Warlord Romanov and the other western Warlords with keen interest. If pushed to make a choice, Alekseyevna is undecided as to whether he would join forces with the Sovietski and Romanov or if he would join Orloff and Sokolov. Right now, Warlord Alekseyevna is keeping all of his options on the table until his hand is forced.

**Warlord Burgasov:** This Warlord is more worried about the conniving and power hungry Warlord Orloff than the Sovietski, and he has sent increasing numbers of troops to deal with Warlord Orloff's incursions into the Burgasov sphere of influence. The Brodkil have left his sphere mostly alone, but he is constantly dealing with threats and tests of strength from Warlord Orloff and groups of Gargoyles from the splintered Gargoyle Empire. There are a growing number of Gargoyle flocks gathering along *St. Peter's Spine* as well as increasing run-ins with Werewolf tribes from Scandinavia. With all of these threats pulling Warlord Burgasov in different directions, he has had little time to pay much attention to developments within the Sovietski.

Burgasov distrusts Warlord Seriyev. His feelings reinforced by what he sees as an obvious betrayal of Warlord Romanov when Seriyev failed to come to her aid, a supposed ally. Warlord Burgasov also claims to have seen the alliance between Romanov, the Sovietski and the western Warlords coming for some time. He does not know if Romanov's decision was prudent or shortsighted, but the fact that she seems to have chosen to side with the Sovietski speaks volumes to those Russians who see her as a saintly figurehead. Privately, Burgasov respects the woman, but wonders if she has the fortitude to uphold the alliance should Warlords Orloff and Sokolov unite their forces against her.

**Warlord Kolodenko:** Warlord Kolodenko sees the Romanov Treaties as the first step towards building a strong, unified government of Russia that will ultimately help all Russian people. Kolodenko has been watching the relationship between the Sovietski and the NGR develop for a number of years and he is willing to conduct trade with both nations. In 107 P.A., Warlord Kolodenko began working with Sovietski engineers to try to find a better way to transport oil produced at his desert drilling operations. This goodwill has gone a long way to improving the relationship between the two political powers.

Warlord Kolodenko is committed to standing with both the Sovietski and Romanov in order to remain in Romanov's good graces. He has promised her future military assistance, much like the Sovietski provided during the Brodkil incursions, and has repeatedly apologized for failing to come to her aid in the past, citing difficulties dealing with continued raids from Warlord Sokolov. Romanov knows that Kolodenko has the unified strength of *the Cossacks* with him – but also knows that the ambitious and treacherous Warlords Orloff and Sokolov stand between them.

**Warlord Orloff:** The Sovietski and Warlord Orloff have been at each other's throats for decades, ever since Orloff conquered vast holdings that belonged to the Sovietski and claimed them as his own. The alliance between Romanov and the Sovietski and the establishment of the *Council of Warlords* has only served to incense Warlrod Orloff, who has vowed never to take orders from the Sovietski. Orloff and his ally, Warlord Sokolov, are closer to launching an all-out invasion of the Sovietski than ever before, though the other Warlords rallying to Romanov's side and the potential of assistance from the NGR to the Sovietski has given them pause.

The powerful and impudent Warlord Orloff still sends regular raids into Sovietski territory, but they seem to be more strategic, testing the defenses of particular areas and the response times of troops. He also allows Warlord Sokolov to move troops through his territory to attack the Sovietski whenever he feels the urge. Warlord Orloff has sent communications to every War Camp warning them *not* to unite under Warlord Romanov and to dissolve any alliance with the Sovietski or face the combined might of his and Sokolov's armies. This threat did not stop Warlords Kolodenko and Seriyev from doing just that, but it has given others reason to hold back. Warlords Burgasov and Alekseyevna are both content, for now, with observing the situation, but neither has taken Warlord Orloff's threat idly and the threat of war hangs in the air. The only thing that has kept the two aggressive Warlords from challenging the strength of the Romanov and Sovietski forces is the impending threat from the Brodkil Empire and the insane Angel of Death.

The other Warlords have not dignified Orloff's warning with a response, but they have not taken sides either. Meanwhile, the Sovietski has increased its military footing and political alliances as best it can, and recognizes Warlords Orloff and Sokolov as dangerous threats to their nation and to their allies.

**Warlord Romanov:** Diplomatic relations between the Warlord Romanov and Sovietski have never been tighter than they are in 109 P.A. In direct response to the assistance provided when the Romanov sphere of influence was under attack by the Brodkil Empire, Warlord Romanov has ceded rights to all land that she had seized from the Sovietski in past military conflicts, and has signed a robust nonaggression treaty with the nation. She has called upon the other Warlords to do the same and to come to the table to discuss a better way of unified life for all Russians. So far, only Warlords Seriyev and Kolodenko have had the courage to reply and do something, with Warlord Seriyev returning stolen land and Kolodenko pledging his assistance. Both also joined *the alliance* and signed on to the **Romanov Treaties**. Of course, Warlords Orloff and Sokolov see this as a sign of weakness and have utterly refused to heed Romanov's call, even going so far as to consider declaring open war on her camp and allies.

Warlord Romanov trades everything from weapons, cybernetics and bionics to food and medical supplies with the Sovietski, and has increased the output of goods by the Romanov owned **Novyet Industries**. The Sovietski has returned the favor and expanded the number and types of weapons that it makes available

to the Romanov camp. The two groups are quickly becoming trusted allies and partners, creating a true sense of unity and stability in the region. This in turn has garnered them the attention and promise of increased trade and diplomatic assistance by other groups in Europe such as the NGR and the Free Scandinavian Alliance.

**Warlord Seriyev:** Warlord Seriyev is still upset that the Sovietski came to the aid (and possibly rescue) of Romanov when the Brodkil attacked, effectively stealing his thunder and ruining his scheme, but recognizes that he overplayed his hand. As a gambler and risk-taker, he is less upset that his plan failed, and more upset that it failed because of coincidence or happenstance. He was not outmaneuvered or outwitted by the Sovietski, simply beaten to the punch.

Warlord Seriyev continually uses his contacts and spies to undermine the success of the alliance between Romanov and the Sovietski. He is comfortable with the status quo and unhappy with the current changing political ties. A unified Russia, under the banners and control of *the Sovietski and Romanov*, is bad for business and his personal fortunes. He uses his position on the *Council of Warlords* to gather as much information about the other members as possible, but has yet to uncover any serious intelligence he can use to undermine what he sees as an unholy union. In public, Warlord Seriyev claims to be totally behind Warlord Romanov ever since the Brodkil incursions. To prove his sincerity, he has followed her lead and returned some of the land which his camp took in combat from the Sovietski, an act which the Sovietski appreciates and which has greatly improved their image of the Warlord and his war camp. However, Seriyev has also been in contact with Warlord Orloff through his network of spies and information brokers to secretly plot against Romanov and the Sovietski. Seriyev is not burning any bridges, and if things go poorly, he is a man willing to do anything to ensure that he is on the winning side, but a unified Russia – unless he and his War Camp are running the show – is not in his (or Orloff's) best interest.

**Warlord Sokolov:** Sokolov is just as crazy and irrational as ever, and with Orloff constantly prodding the Warlord and his camp to violence, his attacks on the Sovietski have become more bloody and frequent. The Warlord has absolutely no interest in sitting at a negotiation table to discuss any form of peace with either the Sovietski or the other Warlords. He sees them as weaklings to be destroyed or enslaved under the boots of either his War Camp or Orloff's. In the potential alliance between his camp and Warlord Orloff, Sokolov truly believes that he would be in charge and that he would command the most powerful fighting force in all of Russia. It is a prospect that he generally keeps to himself but which would result in tension between the two leaders if it was ever voiced aloud. Warlord Orloff has a thick skin and is willing to let Sokolov believe whatever is necessary to keep his dog, Sokolov, on a leash.

Warlord Sokolov hates the Sovietski with a passion and, with Warlord Kolodenko openly and brazenly heeding the call of Romanov to unite the Warlords of Russia and ally themselves to the Soviet nation, Sokolov is almost blind with rage. Any ally of his hated rival is automatically lumped in with him and so it is that he has marked the Romanov War Camp for destruction along with the Sovietski.

**New German Republic:** The NGR sees the Sovietski as the only real and stable government in Russia and a bastion of civilization. The rest of the Warlords, with the noted exception of the Romanov War Camp, are regarded as savage and craven barbarians who use military might and bloodshed to settle their differences and conquer new territory. The Sovietski has cautioned the NGR not to underestimate the Warlords. They may be savage and ruthless, but they are capable warriors skilled in the ways of war and unafraid to die for the greater good of their war clan. The NGR sees the Romanov Treaties as a positive sign and a step in the right direction in taming the barbaric War Camps. However, they are not convinced it will happen. The NGR and the Sovietski have had increased contact over the past five years as the Sovietski is easing out of their isolationist policies. There is minor trade of older technologies from both the Sovietski and the NGR, including a limited exchange of bionics, cybernetics, and rail gun technology. There has also been a significant increase in Triax exports of energy weapons and raw materials to the Sovietski.

The NGR moderated discussions between the Sovietski and the *Poznan Collective* have started to yield results as well, but none of the Warlords have taken the NGR up on their offer to serve as an intermediary between them in their conflicts. The fact that Romanov is trying to unite the Warlords on her own is seen as a sign of progress by the NGR, but the fact remains that the entire region is like a powder keg waiting for just the right spark – which the Romanov/Sovietski alliance could ignite.

The Germans are well aware of the potential chaos that could result from Warlord Seriyev, the Sovietski, the nations of Poland and the Brodkil Empire all laying claim to the same parts of Eastern Europe. The present siege of Kaliningrad is just the most recent development in a long string of territorial disputes. The Sovietski sees the NGR as a strong ally against the Brodkil forces and hopes that the relationship between their two nations will eventually lead to a joint effort to destroy the monsters, recover Soviet territory and deter other Warlords like Orloff from attempting land grabs in the future. Presently, the NGR is in no position to help by sending troops, but if the Sovietski was in real danger, they would be glad to send a fleet of air transports with 20,000-40,000 soldiers, power armor, robots and Triax Dyna-Bots to deploy with 24 hours of notice. Their new Sovietski ally is quite valuable to the NGR, because they are one of the few human powers within reach and a strong supporter in their war against the Gargoyle Empire, and even more so against the Brodkil Empire and villainy of Mindwerks. Of course, no one is expecting to see the Minion War spill across the planet Earth. An event that will compromise everyone and change everything. See **The Minion War**, below.

**The Kingdom of Tarnow, Poland:** The Kingdom of Tarnow is as reclusive and arrogant as ever. King Peter Wojtyla refuses to share in the blame for the destruction of Wroclaw at the hands of the Brodkil and Gargoyles, a fact that doesn't necessarily affect the Sovietski other than to reveal to them the true colors of the Kingdom's leadership. The Sovietski doesn't feel as though the King has any claim to the Kaliningrad complex or the industrial capabilities within, and ignores any communications from the small kingdom stating otherwise. The true threat to both is the Brodkil Empire, a fact of which both are more than aware.

**Poznan Collective, Poland:** After Wroclaw was destroyed in 106 P.A., the Sovietski sent food and aid to this tiny grouping of city-states. Triax Industries is in talks with the Poznan Collective to determine if the area could house new industrial complexes to replace those lost at Wroclaw, and there was some discussion

of assistance from the Sovietski at Kaliningrad to the north. The Sovietski has stated that they will take additional workers and military volunteers in exchange for increased aid, a prospect that many have found very exciting. Kaliningrad has significantly increased the size of the labor force by incorporating refugees from Wroclaw and volunteers from the Poznan Collective, both of which have taken some of the burden off of the NGR.

**Free Scandinavian Alliance:** The Sovietski and the Free Scandinavian Alliance have a common enemy in the **Werewolf Tribes of the north,** but the tribes are much less of a threat to the Sovietski due to their location within the Warlord Spheres of Influence, with Warlord Burgasov's holdings as a buffer zone against the lycanthropes. The two governments have known about each other for years, are on good terms and have traded some technology, supplies and intelligence during that time.

**The Brodkil Empire:** The Brodkil take their marching orders straight from the *Angel of Death*. They are determined to get their hands on Kaliningrad and the factories and secrets contained within. The massive attacks on the Romanov and Seriyev War Camps were shortsighted and have potentially done more harm than good, serving as a catalyst for Warlord Romanov to finally try to unite the Russian powers. The Sovietski has noticed that Brodkil attacks over the past few years in areas other than Kaliningrad have become much more focused and strategic, which has become a point of concern. The Sovietski military leaders fear these attacks are testing the defenses of the Soviet nation and its allies in advance of a much larger confrontation. Things may accelerate if the Brodkil think that Warlords Romanov and Seriyev can be overrun and eliminated. Also see **The Minion War**, below, for how it will change the dynamics of the growing conflict with the Brodkil Empire and Mindwerks.

**Note:** See **Rifts® Sourcebook Three: Mindwerks** for information about the Brodkil Empire, Poland, the Angels and others in this part of the world.

**The Gargoyle Empire:** The freshly fractured Gargoyle Empire is a problem only in that many small bands of Gargoyles and Gurgoyles (wingless Gargoyles) have started flocking eastward towards Russia, where they are stirring up trouble and feeding on livestock and people. These small Gargoyle flocks represent the greatest threat to remote communities, but both the Sovietski and the Warlords are vigilant about protecting their citizens. If the Gargoyle Empire reunites or receives additional support from Atlantis or a European monster kingdom, then they will be considered a much more potent threat to the security of the Sovietski. For now, however, they are mostly the NGR's problem, and until they claim territory in Eastern Europe or Russia itself, are not perceived to pose a direct threat to the Sovietski. **Note:** That will all change with the advent of the Minion War, but nobody has an inkling that it is coming. Also see **Rifts® World Book 5: Triax and the NGR™** and **World Book 30: Triax 2™** for information about the New German Republic, Triax and its high-tech arsenal, and the Gargoyle Empire, Poland and others in this part of the world.

**The Minion War, Hell on Earth**! Not the Sovietski nor the Warlords, and least of all the overconfident NGR (New German Republic) are prepared for the Minion War. The NGR has the Gargoyle Empire by the throat and seems on the verge of total victory (see **Rifts® World Book 31: Triax 2™**) when swarms of Hades demons and the Deevils of Dyval appearing without warning. Their arrival changes everything.

Demon Lords take command of the splintered forces of the Gargoyle sub-demons, bringing order and unity to the monstrous rabble and augment, their forces with much more powerful Lesser and Greater Demons. Creatures the NGR military has seldom faced and never in such larger numbers. It is only a matter of weeks, not months or years, in which the NGR's Armed Forces are forced to take defensive positions and holding actions to keep the monsters at bay. Cities fall under siege, and the great German Republic is thrown into chaos as its armies suffer defeat after defeat. Better prepared and better equipped than most, the NGR put up a valiant, ongoing fight that surprises their demonic adversaries, but they are in serious trouble very quickly. Whatever support Romanov and the Sovietski may have hoped for from the NGR evaporates as the Germans funnel all of their resources into the defense of their homeland. It is a war nobody, anywhere, saw coming and casualties run high.

For the moment, Russia and Asia are largely free of demonic incursions, but there are small, isolated incidents scattered across the region. Some quite bloody, with entire villages destroyed and their population forced into slavery ... or worse.

The Minion War may completely change the dynamic of the Warlords' political and military wrangling. When the demon and/or Deevil hordes come, the Sovietski is almost certain to be seen as the most dangerous human stronghold, which could make them a prime target. Who knows what might happen if power-mad Warlord Orloff or Warlord Sokolov (or even one of the small War Camps who see an opportunity to become a major player via supernatural intervention) should make a pact with one of the forces of Hell in exchange for the promise of power. And as always, the creation of a **Hell Pit** represents an apocalyptic crisis to the entire world.

The Russian people get indirect help against the demonic minions of Hades and Dyval from the two most unlikely of sources: *Archaic Russian Demons* and *Mindwerks/The Brodkil Empire.*

**Archaic Russian Demons and Woodland Spirits** are older, less powerful species of demons and supernatural beings who have been mistreated, run-off and slaughtered by the newer breed of monsters populating Hades and Dyval. The demons and Deevils of the Minion War consider Archaic Demons to be primordial, weak and inferior to them, so they have been routinely subjugated, tormented and killed for eons. From the point of view of the Russian demons and Woodland Spirits, the planet Earth is their domain. They were here first, and the Coming of the Rifts enabled them to return to torment and prey upon mortals once again, as is their destiny. It has been a delightful few hundred years and they are not going to give up that fun without a fight.

As a result, eldritch Russian demons and Woodland Spirits may appear out of nowhere to rescue humans, free them from captivity, provide them with information, and even fight alongside the humans in battles against the new invaders! These archaic beings do not hang around nor do they befriend or follow the commands of any mere mortals – which can be a problem on the field of battle. More often than not, these strange beings appear when least expected, help or fight as best they can, and then vanish back into the shadows from whence they came.

Humans and D-Bees are wise to remember that while these beings may help in the battle against a greater and more despised enemy, these creatures are wicked, bloodthirsty demons who can never be trusted and are always a danger to mortals. A helpful demon or spirit can turn on a person in a heartbeat, take offense

at the slightest thing (and retaliate with wicked cruelty) or trick, cheat, manipulate and hurt a person or group of "allies" simply because it is in the demon's nature. That said, it is better to have the Archaic Russian Demons on your side than not, and it usually works towards the people's advantage, at least until the Minions of Hell can be routed.

**Woodland spirits** are, as a rule, less wicked and murderous, but are equally unpredictable and dangerous. They too are more primordial, simple beings of chaos and nature. Often shy and reclusive beings, most make a sudden appearance out of nowhere to help or effect a rescue or escape, or to turn the tide in a battle (if they can), before disappearing without so much as a goodbye. They don't need recognition or a thank you, and like the Russian demons, see the monsters in the Minion War as the greater evil. However, many still regard humans and D-Bees as despoilers of nature and undesirables; they are just not as bad as the Minions of Hades and Dyval who want to turn Earth into an annex to Hell.

**Mindwerks** is an even less likely ally of humanity. The motives of the *Angel of Death* and *Angel of Vengeance* have nothing to with good intentions or even dealing with a greater evil. For these two deranged creatures, it is all about maintaining power. To them, the Minions of Hades and Dyval are dangerous rivals appearing from the pits of Hell to take what is theirs. And neither of the Angels like to share. Poland, Russia and all of Europe belongs to them. Which means the Minions of Hell are a pair of more immediate and dangerous rivals to be defeated before the Angels can take the land and enslave the mortals for themselves. As a result, the **Brodkil Empire**, while still intent on conquering Russia and Eastern Europe, are quick to attack and shut down demons and Deevils operating in "their territory." If that includes helping or joining the Warlords of Russia or Sovietski troops in combat against the Minions of Hell, so be it. The Angels and their henchmen engage in all manner of operations to undermine the forces of Hell, which may included freeing (or slaughtering) human and D-Bee captives, slaves, and people kept in food pens, helping powerful heroes and mages, and most certainly finding, targeting and preventing any Hell Pits from being created.

Again, when the battle is done, the Brodkil and Mindwerks monsters and cyborgs are likely to go their separate ways, but not without a lot of fanfare, catcalls, chest thumping, and threats about how their time is coming and how they are saving Russia for themselves. That said, if there is going to be any monstrous force willing to temporarily join and fight alongside mortals, it is some of the Brodkil and other monstrous minions of Mindwerks and the two Angels. (**G.M. Note:** Such an alliance or partnership is likely to be a confrontational and uneasy one, but if the Game Master so desires, one or two such beings could join a player group as NPCs [Non-Player Characters], or there could be a band of Brodkil/Mindwerks thugs who regularly associate and work with or fight alongside the player group. Game Masters, please use your discretion, be fair and do NOT usurp control of the player group. Any such monstrous NPCs should take a back seat to the player characters and be there more for backup and intel than anything else.)

Of course, if Mindwerks and one or both of the so-called "Angels" survive the Minion War, they will go back to their old ways and plans of conquest as soon as the Minion War is over.

**Note:** See **Rifts® World Book 35: Megaverse® in Flames™** for details about the Minion War on Rifts Earth.

# Relations with Other Powers

**Atlantis:** The Sovietski maintains no foreign relations with the Monster Kingdom of Atlantis. Sovietski troops have encountered Slavers and Minions of the Splugorth many times over the years, but other than sporadic fighting, there is no contact between the two groups. Lord Splynncryth is more interested in the situation that has been developing in Central Europe with the division of the Gargoyle Empire and the increased fervor with which the NGR is fighting. Flocks of Gargoyles in that part of the world have allowed him to add more Gargoyle minions to the forces of Atlantis, a situation he hopes will develop in Eastern Europe and Russia with the Brodkil Empire making moves and laying siege to the city of Kaliningrad. More Brodkil minions and slaves for the gladiatorial arenas are always good for business.

**China:** Much like the eastern parts of Russia, China is overrun with monsters and demons. The Sovietski has too many problems close to home to spend the time and resources necessary to reassert themselves in what used to be the Russian east. There have been rumors of human soldiers fighting the hordes of monsters in the Far East, but those rumors cannot be proved as anything more than hearsay. Several well organized, well equipped scouting forces sent to explore the Russian Pacific Coast have failed to return. If concrete, reliable news of the Geofront ever reached the Sovietski government they would very likely try to reach out and establish contact with them. It would be good to know that there is another enclave of human survivors, even if they are descended from a pre-Rifts rival. This type of news is not likely to reach the Sovietski for decades, however.

**Coalition States:** The Sovietski and Coalition States have come to know about each other through their common ally, the New German Republic. Each has sent out preliminary diplomatic missions in an attempt to feel out their positions and cultural attitudes, but both are so deeply ingrained in their own conflicts that any greater contact is not likely any time soon.

The Coalition is wary of the Sovietski. It questions their conflicting stance regarding D-Bees and is uncertain where they stand on the use of magic. Presently, both sides are comfortable just knowing that the other exists as a bastion of human civilization. Old U.S./New Soviet tensions from the Golden Age of Humanity have been long buried by the debris of the Great Cataclysm, and the Cold War of the 20th Century is remembered only by historians and archaeologists. Ultimately, the CS and the Sovietski are geographically too distant to be a concern.

**England:** Most news regarding England and the British Isles has come from the NGR and the occasional overflight by Sovietski aircraft. The Sovietski knows only that the island is full of magic and Faerie Folk. It is too far away to be of any concern.

**Free Quebec:** As with the Coalition States, the Sovietski has heard about Free Quebec through their mutual ally, the NGR. Presently, information and communications between the two are relayed via the Germans, but neither has any immediate desire to expand relations right now. They are both satisfied with learning more about the other over time. Potential trade treaties could be worked out in the future.

**New Navy:** Though the Sovietski has no firsthand knowledge or contact with the New Navy, its very existence gives them reason for grave concern.

**Republic of Japan:** Knowledge that the Japanese Republic still exists is welcome news to the Sovietski, and the NGR is

trying to organize a diplomatic mission that might contain a Sovietski ambassador or two. There is little potential, however, for any real military support or sizable trade to or from the small, isolated nation. The Sovietski is considering sending one of their submarines on an exploratory mission off the coast of Japan, but any such mission is at least five years away.

# Some Notable Sovietski Cities

Aside from the ideals of communism and its throwback culture based on what descendants believe are the ways from the time of the Golden Age culture before the Rifts, what really sets life in the Sovietski apart from elsewhere in Russia is the presence of large cities. The Soviet Nation is Russia's only truly *urban culture* with most other communities in Russia being rural farms or armed War Camps under the thumb of a Warlord. Of the Sovietski's 3.78 million people, 70% live in one of the five major cities. Proper infrastructure like paved streets, reliable electricity, liquid fuel depots and radio towers are common to all Sovietski cities and most military encampments.

People living in the country can usually reach the nearest urban city, trading post or military camp via at least one major roadway, though it may only be a dirt road cleared through the fields and forests. Of course, around and within the cities proper the roads are paved and public busses and rail transport are available. This infrastructure is patrolled and protected by the Armiya Sovietski and each major city is defended by a least two of the legendary **Thunderstorm Cannons**.

## New Moscow

At the center of the whole network is New Moscow, the biggest, brightest and most heavily defended Sovietski city of them all. A permit is required to live in one of the five largest cities, but temporary visitation papers are granted to almost anyone who arrives at the city gates.

New Moscow is, literally and figuratively, the center of life in the Sovietski world. All roads lead there, people come from far and wide to hear the word of the Director, and all soldiers serve a tour of duty in the city. New Moscow is all things to all Soviet people. It was the first city the Sovietski rebuilt after leaving their underground complex, and it has been the capitol of the nation ever since. The trappings of Sovietski power are most visible in New Moscow. It is the home of each Government Bureau's headquarters, the Supreme Soviet and the Politburo. In the midst of pomp and circumstance is the full diversity of the New Soviet Nation, with its many factories, heroic statues, ornate buildings, frequent military parades, political speeches, petition lines and bread queues.

The city is on a tributary of the Volga River, so it is connected to the large river system. It is also the center of the Sovietski's road network and has ample ground transport that ranges from ox and horse drawn wagons and carts to trucks and hover vehicles. Compared to elsewhere in Russia, New Moscow has the highest percentage of paved roads (more than half) designed like the spokes of a wheel that lead to the city's center and allows for fast troop movement throughout the city. Everywhere else the roads are dirt or packed gravel.

New Moscow even has a sprawling, highly advanced subway system that is very clean and keeps an efficient schedule. Just as the subterranean fortress protected the soldiers and survivors of the Great Cataclysm during the Long Winter, the underground subway system is both a method of transportation and a refuge. There is no need to go out into the harsh Russian winter or expose oneself to potential attack from an invading Warlord or monster when there are miles and miles of subway and accompanying underground walkways, shops and way stations. This should not be a surprise when a visitor realizes that one third or more of the city is completely underground! All major businesses have underground entrances as well as street level access. Some factories, apartment buildings, shopping districts, and military bases are entirely underground. Others have as many or more underground levels as they do surface levels. Traveling and operating underground provides protection, conceals population numbers and armaments, conceals movement, makes it difficult for enemies to evaluate, and holds warmth during the frigid winters and cool air in the summer. The Russians have embraced underground travel and living for centuries because it works.

New Moscow is also the center of Soviet manufacturing. All the Sovietski's cities have production facilities, but nowhere near as many as New Moscow and Kaliningrad. Stubborn industrial grime coats buildings and windows in certain districts, and the streetlights flicker as factories run giant machines and assembly lines or begin and end shifts.

A large number of military grade weapons and bionics are manufactured in New Moscow. Production of military hardware far outweighs all other goods produced. Arms production is tied to New Moscow's role as the center of the **National Military Complex** and as the first city and heart of the new Soviet. The largest facilities for arms development, training new recruits, cybernetic enhancement, and housing combat ready soldiers are all in New Moscow.

By design, the city is an expansion of the Sovietski garrison that survived the Long Winter. A place that is meant to be both a place to live and a place to hole up and defend against any invader. Paved access streets are very wide to accommodate tanks, armored vehicles and columns of heavy cyborgs and troops to pass. Where these streets meet are large roundabouts with circular fortifications in the center. Fortifications that can house dozens or hundreds of troops depending on its strategic importance within the city. Eight of the largest of these fortress bunkers contain lift platforms for **Storm Cannons**, central to the city and the nation's defense. It was the use of Storm Cannons in its early days to absolutely devastate invaders, dragons, demons and monsters that enabled the First City of New Moscow to survive and grow to become the center of the Sovietski nation. The fortresses that house Storm Cannons tower over the homes and businesses around them, but they are very welcomed, giving the city's residents a sense of protection and heritage. Each mighty weapon a reminder of the power held by the Sovietski alone. The cannons are carefully maintained, well protected, and function at full capacity even after all these centuries. (Each is a pre-Rifts

artifact!) Other fortifications are topped with watchtower platforms designed for Sovietski Heavy and Superheavy Machines and soldiers to keep an ever watchful eye on the capital of their fledgling nation.

New Moscow is also the Russian city with the biggest target on its back. A stronghold that, historically, has been able to stand against all enemies that have tried to capture or destroy it. The light from its businesses, the smoke from its factories and the giant cannons which defend it announce its presence to everyone. Many people living in Russia who are not citizens of the Sovietski have a tradition of pointing at New Moscow and the Sovietski and blaming them for all their misfortunes. Warlords have made the city a target of advances and displaced demons and monsters still harbor a grudge. The image of the city as *the enemy* is starting to change as a result of the Romanov Treaties, but outsiders still like to blame everything they can on the Muscovites whether it is deserved or not.

There are many aspects to New Moscow which are hard to notice at first. The crush of people is so great that a newcomer can hardly make sense of it all. Many strange wares are offered in the city's trading districts and the back alleys: livestock, exotic animals, riding animals, meat and produce, baked goods, animal hides, fur, herbal remedies, potions, drugs, cybernetics, weapons, adventuring gear, magic and contraband. Here, among the many legitimate vendors, the European Black Market reigns supreme. It is the same story in other Soviet cities. Everyone seems to know someone who can get you what you need. Many are the clandestine meetings under bridges, behind taverns and warehouses, in the back rooms of tea shops or tattoo parlors, or the basements or parking lots of factories. Likewise, the D-Bee population is not so much underground as it is barely noticeable and seldom spoken of. "Are we not all Russians?" is a common refrain whenever the subject is brought up.

New Moscow is the easiest city to get a permit to live in, and it houses more than half of the population of the entire Sovietksi. It is the largest city by a wide margin, with the most developed urban and civilian infrastructure. It is also the most cosmopolitan with the widest variety of ethnicity. Fifty percent of all Sovietski human-looking (and even some not so human-looking) D-Bees live and work in the city. However, they make up such a tiny part of the overall population and are so human in appearance, they are sometimes hard to notice. (See the section on **Sovietski D-Bees** for details.)

# The City of New Moscow

**Total Population:** A staggering 1.8 million people reside in New Moscow. The city's population has actually shrunk in recent years because of the major shift of military manpower to conflict areas in the east and south. A whopping 400,000 residents are in the military and stationed at strategic locations throughout the city. An additional 50,000 are temporary residents in the city for 2-8 weeks for various business or personal reasons.

**Population Breakdown:** 98.2% Human. The Sovietski insures 100% employment and this policy is most clear in New Moscow. In addition to all the bureaucrats, soldiers, paper-pushers, engineers, factory workers, carpenters, cargo haulers, laborers and shopkeepers, there are innumerable small State jobs such as window washers, street sweepers, plasterers, road repair crews, messengers and common laborers. These official jobs designed to insure that 100% employment figure only require 1D4+2 hours work per day, leaving many in the city employed but poor and looking for other ways to make ends meet.

Officially, only a tiny 1.8% of the city's residents are D-Bees, but that number is incorrect. There are actually three times that number, maybe more, but the vast majority of D-Bees allowed Sovietski citizenship are so human-looking that they are indiscernible from humans. In fact, most people don't even think of them as anything but fellow Russians. This even applies to the Shu-Shuum who are rather homely looking Dwarvish people who love the drudgery of clerical work and are openly accepted as fellow Russians.

The D-Bee population in New Moscow represents half of the Sovietski's overall official D-Bee population. Most inhuman looking D-Bees live and work in rural areas or survive as peasant farmers, hunters, trappers, traders and nomads. That said, visitors may encounter any type of D-Bee living in Sovietski cities, provided they accept the communist tenants and lead peaceful, productive lives. Shu-Shuums apply their importance to keep themselves near their own kind, but other D-Bees are assigned housing throughout the city without any special consideration.

# Points of Interest in New Moscow

The most famous place in all the Sovietski – besides the fortresses housing the Storm Cannons, is the sprawling **Medvedev Garrison Complex**. Part of which is now a Soviet Heritage Site and rest of it still an active military installation. This is the immense underground bunker complex where the survivors of the Great Cataclysm sheltered throughout the Eighty Years of Winter to emerge in the first century of the Two Hundred Year Dark Age. A very select 12% of the famous facility is open to the public. Rooms of historic importance have been preserved and restored to the way they looked when the Sovietski first emerged from seclusion. Other areas serve as the State History Museum and Museum of the Revolution. These contain recreated versions (very imaginative) of Dukov's and Polovtsev's offices, as well as copious displays that cover the whole history of the Sovietski and pre-Rifts bits and artifacts from the Golden Age of Humanity. More than 250,000 tourists come to look at the historical portion of the base each year, including every student at every school in the city. The remainder of the Garrison is still an active military base, continuing to serve as the Sovietski's primary Command Center and a garrison for tens of thousands of troops.

North of the Medvedev Garrison is New Moscow's central plaza, famed for its patterned brickwork. At the center of the plaza is the **Moscow Memorial**, dedicated specifically to the Muscovites who died so suddenly and so mysteriously during the Coming of the Rifts. The monument's inscription also honors all who died in the Great Cataclysm worldwide. The Memorial is positioned so it is visible to everyone who comes out of the Garrison's main entrance. It is a white stone spiral topped with a stainless steel starburst.

Surrounding the plaza is the **Old Town Historic District**. The oldest surviving buildings in New Moscow located around the Medvedev military complex. The area is home to tourist shops, bakeries, small art galleries, tailors and a number of small taverns and businesses, but it is dominated by prestigious office space for politicians and business people.

The District and the plaza are not part of any New Moscow administrative region, instead they are directly administered by the State Government.

**The Soviet State House** sits just outside of the historic district. From the outside, the building looks like a stylized version of all the famous buildings from Old Moscow and even contains a replica of the iconic, onion-domed St. Basil's Cathedral. Looking north from the plaza it is possible to imagine Old Moscow still exists in the distance. Inside the State House are meeting rooms for the Supreme Soviet and the offices of most of the Soviet's staff; half of which extend underground. There are also meeting rooms for the Politburo and the Director, although they are rarely used. Being occupied mostly by military administrators and personnel, politicians, Politburo members and Directors have always felt more comfortable at **the Kremlin** on the eastern side of the plaza. The Kremlin – a name which literally translates to "Fortress" – is an above-ground facility with only three underground levels.

Near to the Kremlin, in **New Moscow East**, is **Office Square**. Government buildings are spread throughout the city, but in the Office Square there is nothing else, a nine-block area of almost identical buildings. The only way to be sure which building is which is to look at the plain, stenciled number painted on the side. Much like the red tape bureaucracy the buildings contain inside, the Square is a confusing maze that almost requires a guide to get through. There are, however, always street people milling around willing to offer their services as porters, messengers and guides to either maze for a handful of rubles, and some can function as an insider who can arrange a meeting with the right person for the right price; i.e. bribes and a service fee. Others will share rumors and information for the price of a drink or a hot meal.

Another building close to the center of the city is **Stalin Hospital.** It is the best medical facility in the entire Sovietski and comparable to any hospital in the NGR or Chi-Town. It is named for the original Soviet "Man of Steel," and it is ironic that the *Vedmak Cyber-Docs* at Stalin Hospital are literally making new men out of steel and other M.D.C. materials every day. Conventional (non-cybernetic) medical procedures are also performed at the hospital as well as other smaller clinics.

In contrast to the all business, somber tone at the center of New Moscow, the southern suburbs have a vibrant and active nightlife. Restaurants, bars, State-run brothels, theaters, nightclubs, and jazz clubs open to everyone, D-Bees and cyborgs included. No visit to the area would be complete without a stop at **Uncle Vanya's**. This huge liquor store is famous for selling as much vodka as every other outlet in New Moscow combined. Every type of vodka imaginable is available, as are all the different *zakuski* (hors d'oeuvres) traditionally eaten with it. Uncle Vanya's also offers souvenirs from a trip to the big city for every tourist's budget. The store is rumored to sell Black Market goods and services, fence stolen items, and sometimes hire mercs and adventurers for "under the table work," provided you know how to ask nicely. Demanding to speak to Uncle Vanya himself is not the right way.

New Moscow is also home to the Enclaves of the **Russian Catholic Orthodox Church**, the **Church of Synthetic Movement**, the **Way of the Ancient Fathers** and the **Nihilists**. See the Enclave section later in this book for more information about these groups.

# New Leningrad

New Leningrad is the newest name for a city which has gone by many names in the past: St. Petersburg, Petrograd, Leningrad, St. Petersburg again, and finally, New Leningrad. Located on the banks of the Lena River in northeastern Russia, the city was first built by the Tsars. It has been expanded, besieged and rebuilt numerous times in its long history. The storms and rising sea levels that accompanied the Coming of the Rifts reverted much of the city to swampland. Waterlogged ruins are all that mark New Leningrad's original ancient extant. These inhospitable ruins are sometimes home to drifters, gypsies, criminals, demons and spies and scouts from the Warlord camps, but no one stays long. The modern city of New Leningrad lies on an island at the mouth of the river. This island has no official name, but it is widely know as **Lenin's Tear**. Old-timers say that the waters of the Lena are made of all the tears cried by the Russian people throughout all time; more than enough to fill a mighty river.

New Leningrad is squeezed between the territory of *Warlord Burgasov* to the south and hostile wilderness filled by *werewolf tribes*, monsters and spirits of the northern bank. The residents are confined to their small island and everything is packed tightly together like nowhere else in Russia. The city feels very much like the urban spaces of the nineteenth century. New Leningrad's narrow streets wind between towering brick tenements, personal vehicles are limited, standard living quarters are small and the appliances that fill them are scaled to match. There is even a much loathed, extra-compact toilet known as the "Leningrad Special" found in temporary buildings, government offices, military camps, and throughout the island city. Space conservation is so important that buildings are literally built on top of and underneath each other. Addresses are given for both streets and the "understreets" below them, which creates a city-wide maze of stairwells going in every direction. Here City Rats run through the labyrinth of streets, tunnels and stairs like their rodent namesake. There are no open parks or plazas and the tight living conditions and lack of privacy foster a sense of claustrophobia and a culture of paranoia. No one knows who is watching from a nearby rooftop or listening from just around the corner or under the stairs. Most everyone in the city feels as if eyes are on them at all times, be it their neighbor, government officials, Warlord spies, KSSI informants, criminals, Archaic Demons, or worse.

New Leningrad's connection to the ancient Russian past makes it a destination for the Sovietski's scholars, artists and thinkers. Some fragments of buildings from before the Great Cataclysm can still be seen sticking up out of the marshland and along the understreets. The city feels old, pre-Rifts, and that is what people love about it. The oppressive conditions of the city only add to the appeal for many. Russian intellectuals have long believed that suffering and artistic genius go together hand-in-glove. As a result, the city has developed a reputation for its well-educated residents, artists, poets, song writers, freethinkers and cosmopolitan visitors. New Leningrad is home to many newspapers, colleges, film production companies and a disproportionate number of Enclaves relative to its population. New musical compositions and works of art constantly push the limits of censorship. In some ways, New Leningrad is the most open city in the nation where residents really can speak their mind and express themselves.

Due to its bohemian and anarchist reputation, developments in New Leningrad are watched very closely by the Government, the Party and the KSSI. The local KSSI branch is among the largest in the Sovietski and occupies one of the oldest and most ornate buildings in New Leningrad. Propaganda posters reminding everyone of their duty are thick throughout the city. There is a constant game of friendly one-upmanship between the artists and the police.

Everyone admits New Leningrad is no place to raise a proper Soviet family. Unlike New Moscow and the Sovietski's other cities, people need permits to have children in the city, and few are issued. This is one way the government keeps dissent from building from one generation to the next. As a result, children are very rare in New Leningrad even though the rebellious, artist community attacks many students and college age people, which has resulted in a very strong, underground youth movement.

Adding to all the feelings of isolation in New Leningrad is the fact that there is no way to walk or drive out of the city. The island is not connected to the shore by bridges or tunnels. Entry and exit are only possible via ferries and boats over the water or by air (or by forbidden magic). **The Lenigrad airfield** is one of the largest and busiest in the Sovietski. Its runways are the lifeline that connects New Leningrad to the rest of the country and keep supplies flowing in. The water route to the city is just as vital. The ocean facing western end of the island is covered with docks and slipways. In addition to the many docks set aside for military use, the city supports a small fishing and trading fleet that plies the waters of the Baltic Sea. Trade is conducted with coastal cities and villages in Scandinavia and throughout the Baltic, but mostly with the *NGR (New German Republic)* and the *Free Scandinavian Alliance*. There are plans, still in the early stages, to rebuild the old railroad line that used to connect Leningrad and Moscow. It would be a huge undertaking, however, and require the cooperation of Warlord Burgasov, which is by no means guaranteed, and it would be vulnerable to attack, so there is no rush to build the railway and there are many who oppose the notion.

New Leningrad is sometime known as the **Festival City** for its tendency to celebrate *everything* in a big way – religious holidays, dates of famous events, the city's founders anniversary, spring, summer, fall and winter, and on and on. With the tight and crowded living conditions, and pent-up tension in the city, everyone appreciates an opportunity to blow off steam whenever they can. *The Red Sails celebration*, for example, started in ancient Leningrad and continues to be one of the largest gatherings in the country. With space at a premium, major festivals and parades are actually held on the runways of the airfield. Smaller affairs are held at churches and civil centers as well as at every bar, restaurant and place of entertainment. Parades to show off military hardware and portraits of past and current Directors are held throughout the year. By far the biggest celebration is the *Ice Festival*, held for an entire week in mid-winter. Iconic, lost Russian architecture is recreated in miniature with ice cut from the frozen river. St. Basil's Cathedral, the original Kremlin, the Hermitage and, of course, the Winter Palace are all perennial favorites. The ice is polished and lit from inside with various colored lights. The event is open to both residents and visitors.

## The City of New Leningrad

**Total Population:** Approximately 175,000. The civilian population is below 95,000 and the rest are military. Troop numbers in the city have actually decreased because of the current focus on Kaliningrad. However, since New Leningrad is a major transit area, an additional 20,000 soldiers are in the city at any one time, passing through on their way to or from the fighting. This constant influx of soldiers is resented by the city's long-time residents. A relatively small number of people (just 1,200 at any one time) are in the city temporarily for reasons of business or pleasure. During holidays as many as 5,000 extra visitors may visit.

**Population Breakdown:** 90% Human, almost all are ethnic Russians. In addition to work in the artistic, entertainment, media and academic fields, important employers include the military, the government and companies conducting scientific research and programs for the arts. Those who would otherwise be unemployed serve the city as stevedores and dockworkers in the summer and ice-breakers in the winter. A relatively high 10% of citizens are D-Bees. They are attracted to the city's culture of acceptance and lack of overt prejudice.

# Points of Interest in New Leningrad

The single most important location in New Leningrad is **Kalinka Airfield**. The runways of Kalinka extend the length of the island, nearly cutting the city in two. Even before the troubles in Kaliningrad, Kalinka Airfield was the busiest in the Sovietski. Now, it is swamped with air traffic. In addition to its own trade goods, it has become the hub that keeps the civilian and military population in Kaliningrad stocked with food, vital supplies and ammunition while they are under siege by the Brodkil. This has not only increased air traffic in Leningrad, but also ship traffic which keeps the docks busy all the time now, day and night. Not to mention the troops transiting in and out fo the besieged city. Air transports, military gunships and squads of flying cyborgs are constantly arriving and departing, twenty-four hours a day. Kalinka airfield also has a larger military air base located at the western end of the island with easy access to the runways and the port. New Leningrad's Storm Cannons are also located there, usually aiming south.

**The many docks, dry docks and slips of the city** are collectively known as **Port Peter and Paul**. The congestion at the docks is only a little better than the airfield. The docks have always been well managed, and even with sea-going traffic up 359% (mostly military), the docks have been able to keep up. The most infamous dock is **Slip 39** where a huge submarine, intended to rival the NGR's Poseidon class subs, is in the process of being constructed. Officials (apparently, without any sense of irony) labeled the submarine the *Albatross*. It has been under construction for almost fifty years. Work continues slowly and is often stopped as funding has not been a priority. While the large military docks are all on the western end of the city, there are small commercial and private docks surrounding the rest of the island. More are being built and existing ones are being improved upon all the time.

The two most famous religious Enclaves in the city belongs to The Reborn and the Red Saints. The Reborn maintain an underground facility called **The Crypt** where rituals that simulate death take place. Adherents of the Enclave must all make the journey to New Leningrad to be buried alive in one of the obsidian coffins kept in the Crypt. In contrast, a small administrative building in the heart of the city houses the central offices of the **Red Saints Enclave,** an almost entirely mail-order operation. Their **Home of Saints** receives very few visitors, but is always busy printing religious texts and literature. They publish yearly and monthly


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calendars of their saints' days as well as pamphlets and books of all the proper prayers which are to be said. The Enclave building is part printing house, part data-net café, part museum and part shrine where the saints are worshiped by those who visit.

The mysterious range of mountains known as **St. Peter's Spine** is never far from the minds of those in New Leningrad. The volcanic mountains are close enough and tall enough to be seen from any point in the city. The mountains are completely inconsistent with the geography of this part of Russia and are generally accepted to be the result of magic connected to the Coming of the Rifts. Not only are the mountains volcanic, routinely causing earth tremors and spewing ash into the air, they are unnaturally wreathed in winter storms throughout the year with constant snowfall swirling around the peaks. Both ash and snow occasionally make their way to the modern city of New Leningrad, and watching the two volcanoes and the weather swirling round their peaks has become something of a pastime for residents. Though a major eruption would spell disaster for New Leningrad, most residents consider the mountains just a minor inconvenience. Few give any thought to what might be hunkered down inside the two unnatural mountains. Most Russians focus on the day to day routines of life.

# Kaliningrad

Known as "the Exclave" even in the time before the Rifts, Kaliningrad is isolated and distant from the main landholdings of the Sovietski. The city and region around Kaliningrad has historically been one of the most densely militarized spots in all of Europe. It has long been home to a large naval base, air base and two full field armies of the Red Army, and has enough space and resources to maintain troop deployments three times the size of current levels. Before the current Brodkil siege, Kaliningrad was a huge industrial center, responsible for 35% of Soviet military production. Production volume has dramatically increased since the destruction of Wroclaw, Poland, and the large influx of skilled laborers fleeing that city.

At the center of Kaliningrad is the **Kaliningrad Research Complex**. This was the heart and soul of Golden Age research in Russia. One of the first places that Sovietski troops secured when they emerged from the Medvedev Garrison after the Long Winter. Unlike military strongholds like the Medvedev base, the Kaliningrad Complex was devoted solely to the development of new technologies and the reverse-engineering of stolen military secrets. In the Golden Age, this complex focused heavily upon military grade bionics research and was responsible for many of the cyborg designs the Sovietski would become famous for. Technology that after the Great Cataclysm would help them to survive the apocalypse and fight back against the monstrous forces ravaging the country. Today, the complex has been completely rebuilt and includes the main branch of the **Division of Paranormal Research (OPI)** responsible for developing weapons and techniques for combating supernatural foes and creatures of magic.

Kaliningrad is a modern city with amenities equal to 20th Century technology. There are only a few skyscrapers and tall apartment blocks, but the majority of buildings extend down into the earth rather than up into the sky. Aesthetically, it is very industrial, with its many factories and buildings designed for function rather than style. To that end, many resemble massive bunkers with a heavy facade and few windows. While the heavily fortified city walls have never been breached, activity on the surface streets is seen as risky since there is a constant threat of trouble from invaders and monsters such as the Brodkil, Gargoyles, demons, Simvan and flying beasts. Anti-aircraft vehicles and cyborgs are deployed near key positions around the city and are an ever-present sight near the industrial centers, the airfield and the naval yards. Though not as modern as its counterpart in New Moscow, there is a well-maintained subway system that connects the subterranean labyrinth to the bunker complexes and buildings to enable people to move about freely and safely underground. All of the industrial complexes are connected to this transportation system as are most other key buildings and locations in the city.

The citizenry of Kaliningrad are among the most loyal and ideologically committed members of the Communist Party. These are people who refuse to give in to invaders, no matter how monstrous, and vow to die fighting rather surrender.

Laborers in the city receive an additional 10% boost to wages as a form of hazard pay which has contributed to more people from other Sovietski communities volunteering to move to Kaliningrad and Leningrad. Both cities offer plenty of full-time jobs in factories, on the docks and airfields, and rebuilding structures damaged by enemy forces, as well as military service.

Getting to the city under war conditions is difficult. The Brodkil army has all land avenues blocked, leaving sea and air as the only means to reach the city. Both of which are fraught with peril. The Sovietski Government also does not want to put additional strain on the resources of the besieged city, so anyone wishing to relocate to it must meet a strict set of requirements. Those selected must leave families back home in their current city, and the newcomer travels by military transport even if he is a civilian taking a civilian job.

Kaliningrad was once surrounded by rich farmland and a number of quaint Russian towns, but since the Brodkil army laid siege to the city, the countryside has become a blasted wasteland. Buildings outside the city walls are shattered ruins with only their wooden or steel frames exposed, if anything is left standing at all. Most fields and farmland are trampled acres of dirt and mud. What ruins, partial walls and blown out tanks may remain are used as cover and hiding places for scavengers, bandits, Brodkil and D-Bee war bands. While most of the forests still stand, they look ragged, are dotted with craters, and areas of knocked down trees. They too serve as hiding places for the enemy and evildoers. The Army of the Sovietski go back and forth in a teeter-totter conflict with the Brodkil, taking back land, losing it again, taking it back. The stalemate may last for as long as the Angel of Death and Angel of Vengeance are willing to keep replacing the troops they lose to the Soviets with new Brodkil, Gargoyles and monster races hungry for vengeance and bloodletting. Sovietski snipers and extermination squads go out almost daily to eliminate encroaching threats or to spy on war bands.

## The City of Kaliningrad

**Total Population:** 425,230 including 100,000 refugees from Wroclaw and an additional few thousand from the Romanov camp. In addition, there are nearly 60,000 troops stationed in and around the city, many of them heavy cyborgs and armored di-

vision. This includes infantry, tankers, airmen, sailors, logistics and administrative support. The transient population is virtually non-existent, but during times of peace there are around 12,000 visitors from around Europe at any given time.

**Population Breakdown:** 99.1% Human. Like in New Moscow, the Sovietski ensures 100% employment. If you are in Kaliningrad, you work. The factories operate 24 hours a day, seven days a week with workers simply coming in to take shifts. A tiny 0.9% of the city's residents are D-Bees, mostly hardworking Gridgitz, but just about any type of D-Bee willing to live in peace and work with humans can be found.

# Points of Interest in the City

Kaliningrad has three concentric defensive wall fortifications known as **The Matryoshka** after the famed Russian nesting dolls. These walls are each over 40 feet (12.2 m) high and 10 feet (3 m) thick. The battlements have multiple reinforced firing positions and automated weapon turrets, as well as patrolled by Heavy Machines and Superheavy Machine cyborg troopers at all hours of the day and night. The main gates are massive, 1,000 M.D.C. metal doors, and the main door of each layer is offset from the one before it so any attacking enemy would have to travel through the kill zone between the outer and the next inner wall before reaching the next door. This must be repeated in order to breach the next door/wall (a 10 foot diameter of reinforced M.D.C. concrete wall also has 1,000 M.D.C. and is repaired as quickly as possible whenever they sustain significant damage). This simple design, paired with the city defenses, including two Storm Cannons in addition to the armored vehicles, troops and air superiority, has kept Kaliningrad safe during the Brodkil siege.

The **Kaliningrad Research Complex** is the third largest bunker complex in the Sovietski behind the Medvedev Garrison and the Kurlensk Restricted Area. The original purpose was to be a place where the greatest Soviet scientists, engineers and thinkers could come and collaborate in developing new technologies. Old research files on everything from ion propulsion to self-healing materials to space exploration are still being reviewed, and Kaliningrad is responsible for virtually all of today's cutting-edge designs in Russian bionics, new medical technologies, sensor enhancements and cybernetic prosthetics. However, it was turned into a government research and military compound when it was re-occupied some years after the Long Winter by Sovietski forces. The city of Kaliningrad was built around this complex and the two Storm Cannons. It is overcrowded and being expanded deeper underground now, since the invasion of General Goll and his Brodkil army. Security at the facility is tighter than any other military base or factory anywhere in the Sovietski. In fact, it might be thought of as the equivalent of the Old American Empire's Area 51/Groom Lake top secret testing ground. Special security clearance is needed to enter the complex, and each separate research division has its own, separate and additional security requirements. The most secure research area of all is the space given to the **Division of Paranormal Research (OPI)**. It is also located away from other sensitive research, weapons development and troops stationed at the compound.

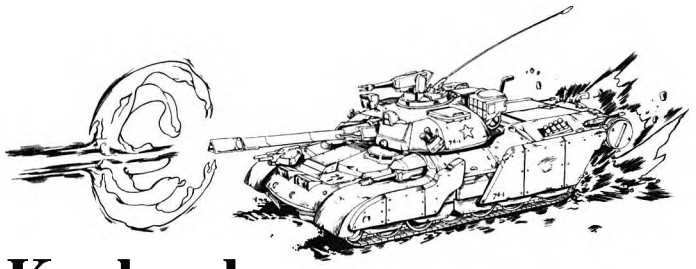
Not far from the Research Complex is the **Industrial Quarter**. This factory district has seven, massive factories (two-thirds underground) that fabricate Sovietski ammunition, weapons and machines of war. There are many other smaller factories within the Quarter as well as scattered around the city, but the Industrial Quarter houses the largest and the greatest concentration of them, and all government controlled. Each of these factories has the capability to run numerous assembly lines at a time, each producing different final products. Small factories and machine shops often do piece work for the larger factories. These smaller factories may also be given the responsibility of creating prototype weapons and gear for field testing before being put into full production.

**The Shaposhnikov Air Base** is home to the Kaliningrad combat air forces, with numerous hangars and storage facilities for military and civilian aircraft. The military hangars normally only house 3-5 fighters that can be scrambled at a moment's notice. The remaining fighters are housed in reinforced underground bunkers that can launch aircraft up a ramp and into the air from six locations without exposing the aircraft to enemy fire. These have a ramp and an opening at the end to launch fighters with short take-off and VTOL capabilities and are reminiscent to the systems used on aircraft carriers. Other fighters and combat aircraft are loaded onto lifts, raised up to the tarmac and launched within minutes.

Until the Brodkil siege, the air base regularly received flights from the New German Republic, but those have been suspended or diverted to Moscow unless the aircraft are bringing in humanitarian supplies or munitions or combat equipment to specifically help Kaliningrad in its war effort. These days, most traffic to the airfield involves military planes or supply planes coming from other Russian cities, though any air traffic must be directed around Brodkil occupied areas and approach from over the Baltic Sea.

Most of the supplies coming to Kaliningrad come from New Leningrad via ekranoplan transport or by sea. They also get the occasional shipment from the *Free Scandinavian Alliance*. All ships are funneled through the **Chernavin Naval Base** which houses one of the Sovietski's blue water fleets. Supply shipments are unloaded by advanced forklifts and heavy machine cyborgs, cataloged and dispersed by the military and government officials as needed. The port and naval base ensure a lifeline to the city and the preservation of the supply route is crucial to surviving the ongoing siege.

Kaliningrad also serves as the home of the **Enclave of the Seventh Sabbath Sect**. This group of zealots are effectively apocalypse worshipers that are awaiting the coming of the Seventh Age, which will be heralded by the last apocalypse. They consider the Great Cataclysm the Sixth Apocalypse and believe that the seventh will shatter the world. They see the siege of Kaliningrad, the fall of Wroclaw, rumors of the four Horsemen in Africa and the hints of aggression from Warlords Orloff and Sokolov as signs that the end of all things is coming. When word of the Minion War reaches them – and worse, when demon and Deevil swarms reach Europe, the sect will be certain the end is at hand. They will not engage in acts of outright violence or combat, nor raise their hand to protect or defend their fellow Russians or their own city. In fact, they may deliberately keep quiet about any danger or invasion plans they may come to know about, and quietly welcome the coming apocalypse being brought to the world by the hellspawn, for they believe it ushers in the new age.



# Kurlensk

The city of Kurlensk is the easternmost possession of the Sovietski. It is situated in the transition zone between the forests, steppes and mountains. Kurlensk is directly east of New Moscow and directly north of the Caspian Sea, within sight of a spur of the Ural Mountains and a major ley line that ends there. The city, and the farmlands which surround it, are themselves surrounded by *Warlord Sokolov's* territory and his war bands. Sokolov hates the Sovietski almost as much as he hates Warlord Kolodenko, and both remain a thorn in his side which he cannot remove. Yet.

Like other Sovietski cities, Kurlensk is built around a military base left over from the old Soviet Empire. Instead of a single bunker, however, the heart of this modern city is the sprawling **Kurlensk Special Restricted Area**. This was originally a series of workshops, labs, assembly buildings, machine shops, storage and launch facilities for the Soviet nuclear program. Everything they needed to build, maintain and use long-range and intercontinental nuclear weapons was stored at Kurlensk. When the New Soviet Nation moved to consolidate its power after the Eighty Years of Winter, the Restricted Area at Kurlensk was one of the first strategic locations to be reacquire. When the first Sovietski troops reached the facility they found that the majority of exterior buildings were destroyed and what was had survived above ground had become homes for clans and bands of gypsies and D-Bees. They called the domed storage areas *the Cauldrons*, after an old legend, and looked upon them as divine providence and would not leave. It was still the early days after the Great Cataclysm and the Sovietski was willing to take on additional citizens, so they established a proper town to guard the handful of nuclear weapons still present in the Restricted Area, and incorporated the gypsy population into the Soviet system. D-Bees that were too inhuman looking were run out of the area, and those who resisted were dealt with accordingly.

The unusual origins of the city of Kurlensk continue to show in the unique character of it today. Even most people in the Sovietski considered it to be something of a backwater town on the edge of the world. The association between the town, gypsies and nuclear weapons gives the city a reputation for being dangerous. It residents are rumored to be low-brow, layabout gypsies, thieves and mutants who cannot be trusted and whom possess strange powers. In reality, nothing could be further from the truth. There are no mutants and there never have been. The residents of Kurlensk are as hardworking and earnest as any Russian living anywhere. For their part, the locals carry themselves with pride and consider themselves to be more down to earth, loyal and trustworthy than the average Sovietski citizen. They are tough, uncomplicated (and some would say uncultured) people who tend to have traditions that date way back, making them more superstitious than some people. Those of gypsy heritage hold onto many old beliefs and rituals said to protect against supernatural evil and certain magicks. Fiercely independent and plain speaking, there many in Kurlensk who believe they understand how the world works, including its mystical aspect, better than most people in the Sovietski. And while loyal to the Sovietski and the Communist Party, they have no problem bending the rules when it is practical or gets more expedient results.

That bending of rules includes the practice of mysticism and the discreet use of traditional gypsy magic and mysticism. Though the use of magic is outlawed in the Sovietski, many of those with gypsy roots in Kurlensk continue to see the world as a mystical place haunted by spirits and plagued by demons, and which sometimes requires magic or psychic abilities to deal with them. As a result, psychics and Mystics are looked upon as special, wise and touched by god. Fortune tellers and tea reading is commonplace, as is consulting tarot cards, reading bones, and interpreting dreams and other "signs" to glimpse into the future or warn of supernatural influences. The old ways of *Nature Magic, Bone Magic* and even *Gypsy Witchcraft* are still practiced and fellow gypsies, including outlaws, may be given temporary refuge among some Kurlensk families who have not completely abandoned their gypsy past, which are many. Though they may not parade it openly, city residents descended from gypsies tend to be a proud people and unashamed of their heritage. Many consider a badge of honor. However, there is a long history of Russians and Eastern Europeans who look down upon gypsies, labeling them as con artists, thieving rabble and dabblers in shadey mystic arts best left alone.

Though they are called by other names and labels such as doctor, pharmacist, elder, etc., Gypsy O.C.C.s such as the *Gifted One, Gypsy Seer, Layer of Laws*, and *Gypsy Fortune Teller* are all common among the Kurlensk population and considered harmless and beneficial by the most citizens. *The Gypsy Beguiler, Wizard-Thief*, and *Gypsy Witch O.C.C.s* are much less common and looked upon as duplicitous and dangerous by most residents. Such O.C.C.s function within the dark underbelly of the city. To find one of them a person must know where to look and have the right connection to arrange a meeting. Such unsavory characters operate in the shadows and within the criminal underworld of the city, and on a larger scale, across the Soviet nation. All living in or visiting Kurlensk are discreet and careful, otherwise their career is likely to be very short-lived in the Sovietski.

The city of Kurlensk is situated in Russia's belt of arable land and agriculture where farming and raising livestock has always been an important part of the city's operations and purpose. Many of the residents grow up on in communes and on collectivized farms where they raise crops or livestock and maintain strong connections with family members scattered across the area. Many others are clerks, factory workers or simple laborers. There is no opera house, orchestra or live theaters here, though there are a handful of cinemas, a few dance halls and many taverns where boisterous song can be heard. Such places of culture are replaced by peasant-style festivals held regularly with dancing, food, drink and good times. Families may also host parties for birthdays and both religious and some "pagan" holidays. Ancient themes still run through much of the music and songs at these gatherings. This commitment to their individual cultural heritage does not prevent the people from being dedicated to the Sovietski, and many dedicated soldiers and patriotic citizens live and work in Kurlensk or serve in the Armed Forces.

Despite their isolation from other Sovietski modern cities and the ever-present threats from Warlords and Archaic Demons, the

people at Kurlensk are probably among the happiest in the nation. Demons are something the Russian people understand and have dealt with for generations and Warlord Sokolov's forces continue to be under-equipped compared to the Sovietski army. The natural beauty of the Ural mountains and the wide blue sky that dominate the region and helps make even city dwellers feel more like country folk who appreciate the simple goodness and wonders of life. There is certainly room to stretch one's elbows. The complete opposite of New Leningrad, Kurlensk is sprawling and spacious. It is also one of the largest Sovietski cities when it comes to land area rather than population. Many people visiting Kurlensk are impressed with the sense of openness and the simple rustic pleasures of rural life. They feel they can breathe easier in Kurlensk than anywhere else in the Sovietski. It is a feeling the citizens of Kurlensk know well and fight to protect.

# The City of Kurlensk

**Total Population:** 167,000. One quarter are of gypsy descent, and close to 60,000 residents are employed in the military, mainly in and around the Special Restricted Area. Another 6,000 people are temporary residents or workers living in the city for 3D4 weeks at a time. Up to 10,000 nomads (including small gypsy clans) can be found just outside the city, passing through the area on their journeys or visiting relatives in the city itself or the rural communities around it. Security is always heightened when large, nomadic bands or suspected bandits or mercenaries are known to be visiting the area.

Numerous small, Russian villages and farms exist in the region just beyond Kurlensk's borders. They are not counted as part of Kurlensk. They are independent communities with people who take advantage of the military presence in Kurlensk which regularly chases away and exterminates dangerous monsters and troublemakers in the area. This makes the nearby countryside a safer place to live and attracts people to establish small villages (typically 1D6x100 people) to the area. This is true of most cities in Russia and elsewhere.

**Population Breakdown:** 98% human. About 25% of the population is descended from gypsies. Only 5% of the people are fully gypsy, maintaining their heritage and customs despite residing in a Sovietski city. The rest of the human population is the usual mix of Russians, Ukrainians, Byelorussians, Turks and Georgians. The few D-Bees in the city are mainly *Gridgitz* farmers and laborers and the military-trained *Wolverine Men*, but sometimes more exotic D-Bees can be found as well. Almost everyone is employed in industries that support the military or agricultural sector. Those not otherwise employed are sent on patrols beyond the outer ring of Kurlensk on collectivized farms (not the unaffiliated villages a bit further outside Kurlensk territory) or are assigned to maintain the irrigation network.

# Points of Interest in Kurlensk

The buildings most associated with Kurlensk are the domed silo covers found in the **Special Restricted Area**. In some areas of the fenced and well-guarded Restricted Area, the domes are placed so tightly together that they look like a field of giant mushrooms. The domes are the only part of the sprawling nuclear complex that is visible above ground. Below the surface, the originally separate production, storage, testing and launch facilities have been interconnected, making Kurlensk home to the second-largest underground complex in all of Russia. No official will say how much of the original nuclear stockpile has been removed or how many more new weapons the Sovietski have managed to build, nuclear or otherwise.

The potential for the Special Restricted Area to store more than just nuclear material has occurred to everyone. The Restricted Area is dotted with hangars, warehouses and the entrances to underground bunkers; most of which date from before the Great Cataclysm and are in a terrible state of disrepair. However, rebuilt and new facilities do exist.

Speculation centers around **Bunker 119**, rumored to house the Sovietski's darkest secrets. Aboveground, the infamous building is long and flat, only two stories high, but at least ten subterranean levels are said to exist. Rumors about the contents run wild among the soldiers who guard the facility. Everything from state prisoners, tons of gold and illegal genetic research facilities to enslaved monsters, demon weaponsmiths, talking swords of incredible power and other magic items, to living dragon heads in tanks of blood (who knows where that rumor came from), have been proposed. Very few personnel have clearance high enough to enter the bunker, and those who do are not allowed to speak of what they see or do there. All records on the facility are classified. (**Note:** The truth is said to be a little bit of everything. The Sovietski uses the bunker to house anything that is unexplainable or deemed excessively dangerous until it can be researched by their top scientists. More often than not, it is where the Sovietski puts things it wants to disappear.)

Outside the eastern edge of town is the religious Enclave of the *Window of the Infinite East*. Also known as the **Infinite Window**, it is the most famous non-Catholic monastery in Russia. The monastery is positioned with a scenic view of the outer foothills of the Ural Mountains, the absolute easternmost point in the Sovietski. The Enclave is set up like a typical monastery: a walled compound centered on a square church building, surrounded by fields and other work spaces. Monks, nuns, visiting church members and non-members can be seen performing meditations en masse at various times of the day. The monks here are said to include those with psychic abilities, healing powers and martial arts expertise. But like so much about distant Kurlensk, it is difficult for outsiders to know what is true and what is rumor and fiction.

Much closer to the center of town, right against the fence around the Restricted Area, is the Enclave of the **Atom Watchers**. They maintain a series of temporary structures in the style of an infantry camp, with tents and mobile structures. They periodically pick up and move to areas of higher radiation for their ceremonies, but always return to Kurlensk where they live and work. The central focus of the encampment is a portable tower from which they keep a watchful eye on the Sovietski's nuclear arsenal.

As for the nuclear arsenal at Kurlensk, that too is a mystery. According to some stories, the facility contains one or two hundred nuclear missiles of various types. Others say that the complex is mostly for show, and that there are fewer than a dozen nuclear weapons, and half of them are so old they don't work anymore. Another rumor suggests the compound has been converted into a massive Heavy Machine (cyborg) factory were flying Heavy Machines and other experimental 'borgs and combat vehicle, are designed, tested and built.

# Volga Fortress

One of the largest Sovietski military and civil projects after the Eighty Years of Winter resulted in the construction of the Volga River Fortress and Hydroelectric Dam, or as it is simply known, the **Volga Fortress**. The city built around the largest hydroelectric power station in Europe also functions as a naval base for the second largest brown-water (river) navy of the Sovietski. Just southeast of the Ruins of Nizhny Novgorod, the Volga Fortress was built as a self-sustaining military outpost to combat the piracy rampant on the Volga River and provide a base from which to stage military operations into *Warlord Burgasov's* territory. As such, there are slips for fast-attack ships on either side of the dam to engage threats up or down the river, and a system of locks to allow vessels to pass through. Since the political climate between the Sovietski and Warlord Burgasov has cooled in recent years, there is a noted lack of action around the facility. Most combat takes place down river against military raids and incursions from Warlord Orloff's troops and independent pirates and bandits.

There is a small civilian population at Volga Fortress. Mostly the family members of the soldiers stationed here. The Volga Fortress is the smallest fortified city in the Sovietski, and some would contend it is little more than a large military complex with civilian laborers and support. However, the population has been growing, alon with a number of new merchants and businesses. There is even a trading post that does business with people and organizations outside the city and whom are not members or allies of the Sovietski. As a result, both the trading post and little city buy and sell goods from all around Russia and parts of Europe.

The recent expansion of the military detachment at the Fortress and the burgeoning merchant trade has ushered in an era of growth for the city with new construction going on daily. There are new apartment buildings, administrative buildings, military barracks, vehicle depots and all manner of new businesses manned by hopeful entrepreneurs.

To the southwest, there is a large collection of industrialized farms and villages that all receive electric power and military protection from the Volga Fortress. These farms are responsible for much of the food that sustains the city, and the excess they produce on top of that goes to support the people of Kaliningrad and New Moscow, with some of it sold at the trading post to outsiders.

The dam and its defenses are one of the more imposing sites in the Sovietski. The dam stretches for 2,200 feet (671 m) across the river and has three large rail gun turrets along the top to attack threats approaching from upriver (2D6x10 M.D. per burst with a range of 4,000 feet/1,219 m). For two miles (3.2 km) upriver and one mile (1.6 km) downriver, there are radar and sonar posts equipped with rail gun turrets every 1,000 feet (305 m) and mini-torpedo launch systems and sonar buoys mounted on the riverbed every 2,000 feet (610 m). Half a mile (0.8 km) in either direction is a large mesh net stretched across the river to prevent any large bodies (submersibles, river serpents, half-submerged trees, etc.) from passing through to damage the dam. The fortifications are impressive and have prevented dozens of minor attacks from both Warlord and monster forces, but some military brass are concerned that the Volga Fortress has never really been tested, and doubt its ability to withstand a prolonged battle.

## The Volga Fortress

**Total Population:** 108,000. Between the relocation of Soviet citizens seeking better fortunes, business people seeking new opportunities, and the huge military presence (44,000 troop), the population of the city has exploded over the past five years. However, despite the heavy military presence, this is a post for rookies and well-connected officers trying to avoid combat missions.

In addition to the official residents, there is an estimated transient population of 8,000 at any given time, mostly gypsies, D-Bees, traveling merchants, adventurers, mercenaries, fur traders, woodsmen, farmers, and traders. It is interesting to note that the trading post and most merchants do not discriminate against D-Bee customers, not even inhuman looking ones. Most sell basic goods to outsiders, not military ordnance, and are happy to make a sale to anyone. So far, the Government has not expressed any concerns about this unorthodox practice.

**Population Breakdown:** 97.9% Human. The D-Bee population is generally relegated to the older areas of the city near the docks, but even these areas have lavish accommodations compared to most other cities.

## Volga Points of Interest

**The Mercantile** is the main marketplace of the Volga Fortress. It is a large square with many side streets dotted with vendors selling everything from meat, milk and produce fresh from the surrounding farms, to fabrics, trinkets, herbs, potions, computers, equipment and vehicles. This is one of the most popular places in the city and is constantly buzzing with activity and the cries of barking vendors. Those with Black Market connections will be able to find the very strong presence of the Russian Black Market, the VGN (see **Triax™ Two**) and the Immaterial Hand (see **Rifts® Black Market™**) selling contraband Sovietski and Triax military hardware and magic items respectively.

**Steel Canyon** is a small section of town packed full of body chop-shops, Cyber-Doc facilities and cybernetics and bionics dealers. Bionic limbs, weapons, attachments, commercial cybernetics and black market cybernetics from almost every War Camp can be found here, including the occasional complete cyborg body.

# Other Sovietski Towns

As is the case across all of Russia, while the Sovietski claims large swaths of land, they are mostly untamed and mostly uninhabited wilderness. The sites of cities under Sovietski control, which are heavily populated, tend to be larger, safer and more prosperous than most communities, villages and Warlord War Camps. Most cities and communities established by the Sovietski are typically centered around a military compound left by the Old Soviet Empire, just like New Moscow is centered on the Medvedev Garrison Complex, or built upon a strategic location. These cities, towns and outposts benefit from the power generation capabilities and defenses of the bunker/base at the community's core. While often becoming a center of trade for regional farmers and peasants in Sovietski claimed lands, even communities without the benefit of a central garrison or outpost are, generally, better off than the average Russian settlement elsewhere. This is not to say that small-town life is any easier in the Sovietski than

anywhere else. There is plenty of hard, daily work to do in the fields and forests, but at least villages in the Sovietski have the advantage of access to basic modern technology, a higher standard of living and the military protection of the Red Army.

Most Sovietski farmers live and work on large collective farms, but those who do not are far from mere subsistence farmers. Most villagers manage to carry on some form of cottage industry and conduct trade with other villages and with the larger cities. Occasionally, a village houses an actual factory which turns out limited quantities of various types of finished goods from nuts and bolts to nuclear power packs or bionic components. More common are small-scale operations that make components which are assembled in the large cities.

This relative prosperity is a direct result of centralized control by the Sovietski Government. Without central control there would be no roads to the capital and no visits by political operatives or regular military patrols. By keeping contact with outlying areas the central economic authorities are able to encourage certain areas to produce goods needed elsewhere and can redistribute any agricultural surpluses. All of this involvement from above helps to keep trade moving across the countryside.

A Sovietski village may range for 50-12,000 people, with most averaging 4D6x100.

## Mustering a Village

One aspect of New Moscow's periphery integration has always been military service. Efforts to ensure smooth recruitment are just another aspect of the recent focus on rural areas. All young people from the towns and countryside serve five years in the Armiya Sovietski, just like young people from the cities. Most of the soldiers with rural origins return to their family farms, either at the end of their initial five years or at the end of their careers. Even in the most backwater Sovietski villages there is a good chance of finding experienced and decorated soldiers.

Trained soldiers are a huge advantage for a small town, considering all the threats present in Rifts Russia, from bandits and Warlords to wild animals and monsters. If a patrol in the hinterlands needs additional firepower to deal with monsters or Warlord troops, they always have the option to muster a nearby village or town. If a member of the **Red Star Reserve** is present in the town, the reservist is typically assigned to muster and command the other militia troops. A town militia can be ordered into action anywhere within 100 miles (160 km) of their village.

# Underground Bunkers

Throughout the years of the old Soviet Empire there was a perceived need for underground bunkers. Underground facilities were out of sight from spies, foreigners and overly curious citizens. They were also protected from most conventional weapons, spy satellites, and could even be shielded from WMD attacks (Weapons of Mass Destruction). They were cheaper to heat throughout the long Russian winter, could be built in complete secrecy by workers who operated totally underground, and be accessed only by obscure entrances linked to subway tunnels or camouflaged access points that would later be filled in. Subterranean bunkers were also perfect for dangerous and top secret science. Many of Russia's contributions to Golden Age technology were invented and developed underground.

Underground facilities and armored bunkers in particular became a symbol of Soviet authority, technological advancement and resistance to foreign opposition. Hundreds of bunkers were built throughout the Soviet Union of the 20th Century and even more during the Soviet Empire of the Golden Age. These underground complexes are well-hidden, and while some were known to locals living in the area, that knowledge was lost after the Great Cataclysm. The Sovietski's maps of the old Soviet Empire's underground are incomplete and even many of the known sites are not easy to find or reach if they are located in territory controlled by Warlords, inhuman monsters, or, in the case of the distant Pacific coast and Central Asia, completely unknown powers.

As fate would have it, an underground bunker – the Medvedev Garrison – would enable a sliver of pre-Rifts society to survive and give birth to the Sovietski nation. This might explain the Sovietski's predilection for continuing to build underground facilities. After all, the world is still an incredibly dangerous and hostile place. Bunkers still serve as strategic positions, production facilities, safe and hidden living quarters (and entire cities) and occasionally, as museums. They are a treasured resource protected, preserved and utilized as best as can be whenever they are found.

From a scavenger or Warlord's point of view, finding and breaking into the remains of a pre-Rifts bunker is like finding a buried treasure. It is not unlike archeologists at the turn of the 19 Century who unearthed ancient tombs of Egyptian pharaohs, complete with treasure. Only in the case of Golden Age bunkers, it is a treasure trove of weapons and technology. The only creepy part of excavating underground bunkers is the dead bodies inside many of them. Skeletons manning their post still clad in their uniforms and combat gear. Bunkers also present the danger of encountering various types of Entities/ghosts, especially if hundreds or thousands of people perished inside. Likewise, bunkers that have been previously breached or left unsecured may have become home to D-Bees, bandits and worse.

There are close to two dozen **known bunker complexes** spread throughout Sovietski territory and hundreds of smaller weapon depots and military sites. Eleven of these military complexes have become the center of a city or village, with the rest serving as military outposts. No one knows how many additional bunkers are still hidden in the wilderness and ruins throughout the old Soviet Empire's expansive borders. Some of the most important facilities are in Warlord held lands and have yet to be recovered by anyone. Some have been found and thoroughly looted over the decades. Sovietski military planners consider an angry Warlord in control of a bunker complex with a "wheat field" of missile launch silos to be a doomsday scenario. As a way to protect these bunkers from discovery, records of their locations have been expunged from all but the most secure Sovietski archives. Such facilities would make a wonderful bandit hideout, Warlord base or demon treasure trove, and the

Sovietski leadership would rather have them go forgotten than fall into hostile hands.

## Bunkers from Two Eras

There are plenty of bunkers and even missile silos built during the original Soviet Union's existence (1922-1991) that were already abandoned, overgrown and essentially forgotten by the time of the Golden Age. Centuries later, most of these are empty holes in the ground or death traps with rusting metal, collapsing concrete and all manner of animals, monsters or worse living inside. The largest, most modern and best located facilities were updated and improved during the Golden Age, and many bunkers left in their 20th Century condition have completely returned to the earth, indistinguishable from any other cave or crevasse apart from the occasional bit of pitted steel or M.D.C. blast door.

Facilities built or rebuilt during the Golden Age of Man, however, are a different matter. Advances in construction techniques and materials pushed the science of building underground to all new heights. Massive drilling machines, mining exoskeletons, powerful hand tools, and even specialized cyborg bodies allowed incredible facilities to be sculpted out of existing caves, blasted into solid rock and bored deep into the earth's mantle. Chambers mounted on giant springs or lined with specialized concrete designed to flex with the motion of the earth were intended to resist earthquakes and nuclear bombardment. Of course, the majority of missiles and many bunkers were destroyed during the Great Cataclysm and others fell into ruin over the next three centuries, but some held up to the planet's convulsions during the Great Cataclysm.

Architects and engineers who designed bunkers that required minimal structural maintenance also inadvertently made perfect time capsules, preserved in a functional state for generations. When the Rifts opened, the workers who staffed many of these facilities fled. Some ran to larger cities and bigger military compounds, or attempted to find their families on the surface above, leaving underground sites locked and sealed, but unmanned and undefended, their Golden Age equipment and technology intact. Others locked *themselves* up inside bunkers, using them as the bastions they were designed to be, but had to abandon their hideaways as food, water and supplies ran out.

There is no telling what Golden Age wonders might be waiting to be rediscovered in Russia's underground vaults. Deactivated robots, cyborgs in stasis (or dead but wearing valuable bionics), prototype vehicles, experimental technology, power stations, bionics, cybernetics, and lost weapons are all possibilities, but Golden Age Russia was also known for its immense underground mining complexes, and was home to several subterranean research stations dedicated to studying the earth's crust, located miles below the surface.

**Golden Age Bunkers**. All bunkers have at least basic security, ranging from a heavy metal door with a deadbolt lock to space-age airlocks and blast doors. Often, closed circuit television and monitoring systems located in or outside the bunker allow the doors and other locations to be monitored from inside the base. Typical exterior doors have 120 M.D.C., while blast doors and airlocks have 240 M.D.C. and walls are 3-5 feet (0.9 to 1.5 m) thick reinforced concrete with 200 M.D.C. per ten foot (3 m) section. All facilities were built with ventilation systems, heating, cooling and humidity control, but most have probably stopped working centuries ago and will require being cleaned, repaired and rebooted to get them operating again. A task that could take weeks or months depending on the size and skill of the team doing the rebooting. The biggest and best bunkers are full environmental enclosures with lock-down systems designed to keep germs, toxic gas, radiation and other impurities, out of the bunker. Many smaller sites do not have full environmental protection, but are still heavily fortified and potential treasure troves. All bunkers are buried, leaving only pillbox-like entry points on the surface. The current state of any individual bunker varies widely. Some remain buried, sealed and secret, others have been partially excavated and adapted for the needs of the Sovietski, Warlords or local population, while others have been completely destroyed by nature, monsters, salvagers or looted, their computers, wiring and other systems torn apart by scavengers or destroyed by vandals.

# Random Bunker Creation Tables

Use the tables given below to randomly generate Soviet Empire era bunkers and bunker complexes. First, roll for (or select) a bunker size. The size of the bunker determines which additional Bunker Component Tables are used.

## Bunker Size Table

**01-20% Outpost/Local Shelter:** These small bunkers were scattered throughout Russia, particularly along borders. They were designed to be manned by squad-sized units of 6-12 soldiers housed in basic accommodations. Outposts generally housed radar stations, communications interception equipment or other advanced sensors and spy gear. Similar sized facilities were also built at many small communities, remote mines and small airfields to provide protection from potential nuclear attack; local bomb shelters not intended for long-term use. All Outposts have *Basic Accommodations* and *Light External Security*. Roll once on *Primary Function* and *Power Generation* tables.

**21-49% Small:** These bunkers used to be larger radar facilities, surface-to-air missile sites, listening posts, monitoring stations or bomb shelters. Functional bases supported staffs of between 20 and 50 soldiers/technicians, while local bomb shelters might be able to accommodate up to 250 people for short periods (2D4 weeks), but have limited facilities. Roll once on *Accommodations, External Security, Primary Function, Power Generation* and *Additional Weapons* tables. **Bonus:** Apply a +10% size modifier to all rolls on Bunker Component Tables.

**50-69% Medium:** This size is what people tend to think of when they imagine the average bunker. Bunkers of this scale were intended for maximum diversity of purpose, without becoming too large. It might have once housed a radar station and/or missiles, a small research facility or a medium-term bomb shelter (2D4 months). The bunker can house up to 100 personnel plus 500 people crammed inside for short periods. Roll once on all component tables. **Bonus:** Apply a +20% size modifier to all rolls on Bunker Component Tables.

**70-85% Large:** Most facilities that housed ICBMs, safeguarded nuclear material, contained underground labs or protected small wings of fighter jets were of this size. Designed for up to

300 personnel, with room for 1,000 during temporary emergencies (3D4 months). Facilities this size were usually connected to one or more of the following: roads, rail lines or long-distance subway tunnels, but those may have been completely destroyed; wiped away by time and the effects of the Great Cataclysm and the turmoil of the subsequent three centuries.

Roll twice on *Secondary Function, Additional Weapons* and *Amenities* table. Roll once on all other tables. **Bonus:** Apply a +30% size modifier to all rolls on Bunker Component Tables.

**86-95% Huge:** This type of base was most often built in isolated areas without access to support from urban infrastructure. Intended for up to 500 staff and 1,000 soldiers. Civilian and additional military support personnel usually resided in a nearby town or surface buildings. Such a huge bunker featured large offices, recreational facilities, bunkhouses, medical lab, sick bay, cafeterias, showers, storage rooms and the like, and probably had underground runways and helicopter landing pads that once connected to the surface via giant hatches, lifts and mechanical doors.

Roll twice on *Primary Function, Additional Weapons* and *Secondary Power Source* tables. Roll three times on the *Secondary Function* table and four times on the *Amenities* table. Roll once on all other tables. **Bonus:** Apply a +40% size modifier to all rolls on Bunker Component Tables.

**96-00% Massive:** Bunkers on this scale are very rare and usually referred to as bunker complexes. The most famous is the *Medvedev Garrison* where the people inside could survive for decades and eventually found the Sovietski. The logistics of building and supporting such large underground complexes pushed the capabilities of even the Golden Age Soviet Empire to their limit. Several natural cave complexes in Russia were expanded into facilities of this scale in order to save on cost and effort. With multiple strategic objectives, bunker complexes needed a large staff (800-1,200), and were designed to house thousands of soldiers and other personnel, dignitaries and government leaders in times of national crisis. They all featured concealed runways/landing pads, railway tunnels, water and fuel reserves, hydroponic gardens, independent power stations and dedicated emergency shelters for civilians, government officials or additional soldiers. Most held supplies and capabilities for the occupants to remain inside as long as 10 years, and a few, like Medvedev Garrison, indefinitely, but those were rare, state of the art compounds.

Roll three times on *Primary Function, Additional Weapons* and *Secondary Power Source* tables. Roll four times on the *Secondary Function* table, and six times on the *Amenities* table. Roll twice on the *Vehicles* and *Power Generation* tables. Roll once on the *Accommodations, External Security* and *Internal Security* tables. **Bonus:** Apply a +50% size modifier to all rolls on Bunker Component Tables.

# Bunker Component Tables

## Primary Function

**01-12% Long-Range Listening Post:** Houses equipment for intercepting long-range communications; 1,000 mile (1,600 km) range. Requires the Sensory Equipment skill to use. 01-20% chance that the equipment is still operational, but may require a new power source.

**13-24% Long-Range Radar Station:** Houses equipment for tracking the movement of aircraft and ships; 800 mile (1,280 km) range. Requires the Sensory Equipment skill to use. 01-25% chance that the equipment is still operational, but may require a new power source.

**25-36% Ammunition Dump:** Ammunition for various types of weapons is stored inside, along with the possibility of hand grenades, rifle grenades, mini-missiles and other man-portable explosives. Roll on the following table to determine the exact type and amount (do not apply a size modifier to the roll).

01-15%: 1D4x100 crates of ammunition of all calibers used by the Sovietski are available.

16-25%: 4D6+20 crates of rifle grenades, each crate containing 24 grenades. High explosive grenades are most common, but other types may also be included at the Game Master's discretion. All grenade types fit the S-10-54, S-20-20 and S-500.

26-40%: 1D6x100 E-Clips.

41-60%: 2D4x10+40 G-Clips.

61-70%: 1D4x10+20 rail gun canisters, each packing 600 or 800 rounds of ammo; light, medium or heavy depending on the discretion of the G.M.

71-75%: 1D4x1,000 sticks of dynamite, plastique or similar explosive.

76-83%: 1D6x100 mini-missiles carefully packed in crates of 30 missiles and each crate weighing 90 pounds (40.5 kg).

84-92%: 1D6x10+20 crates of fusion blocks! Each crate weighs 30 pounds (13.5 kg) and is carefully packed with 12 fusion blocks.

93-00%: 1D6x10+100 crates of tank rounds. Each crate weighs 200 pounds (90 kg) and contains 10 tank rounds. High explosive rounds are most common, but other types can occasionally be found.

**37-48% Weapon Storage:** For bunkers of medium or small size, roll twice on the *Additional Weapons* table. For bunkers Large and larger, roll four times. Remember to apply the proper bonus for bunker size.

**49-60% Missile Silo:** Even before the Great Cataclysm, the Soviet Empire was moving away from missiles as a primary means of defense and many silos were left empty. Roll on the following table to determine what type of missiles, if any, were stationed at the bunker (no size modifier). **Note:** See **Rifts® Ultimate Edition**, page 363, for complete information on all these missile types.

01-25%: 2D6+12 medium-sized *empty* silos.

26-50%: 2D6 large *empty* silos.

51-65%: 3D6 medium-range high explosive missiles.

66-75%: 2D6 medium-range multi-warhead missiles.

76-85%: 2D6 long-range high-explosive missiles.

86-95%: 2D6 long-range plasma/heat missiles.

96-00%: 1D4 long-range nuclear missiles.

**Note:** At the G.M.'s discretion, any of these numbers and types of missiles may be adjusted up or down. Moreover, just because the missiles are present does not mean the silo or launch system is intact. There may be issues with the silo or the bunker or it is missing the required launch codes, all things that could prevent the player characters from launching one, let alone several missiles.

**61-72% Population Housing:** Civilian quarters for three times the normal number of soldiers/staff listed under bunker size. There is a 15% chance that the population being housed were prisoners or under quarantine.

**73-82% Research Facility:** An underground laboratory conducting secret, dangerous or sensitive research. Roll once on the

following table to determine what kind of research was being conducted (no size modifier).

01-25%: Weapons.

26-50%: Medical/genetics.

51-75%: Power storage/batteries.

76-00%: Cybernetics or bionics.

**83-92% Factory and Storage:** In addition to the factory machinery itself, products in all stages of production as well as components ready for assembly are stored on site. Roll once on the following table to determine what type of goods were being manufactured (do not apply a size modifier to the roll). **Note:** All factory types are set for pre-Rifts designs only.

01-10%: Domestic goods.

11-20%: Furniture.

21-25%: Small, military grade firearms (energy pistols) or Energy Clips.

26-30%: Military grade assault rifles (probably energy weapons).

31-35%: Military grade M.D.C. body armor for police or soldiers.

36-40%: Light cyborg bodies.

41-45%: Heavy cyborg bodies.

46-50%: Super-heavy cyborg bodies.

51-60%: Civilian automobiles.

61-70%: Motorcycles or snowmobiles.

71-80%: Tanks or trucks.

81-90%: Aircraft.

91-00%: Computer components or communications equipment (radios, cell phones, portable computers, language translators, or similar).

**93-98% Mining Complex:** The bunker is actually the access point and support facility for a large mining complex that extends down and away in several directions. The support facility has a cafeteria, lockers, showers, offices, living quarters, medical station and equipment storage. The mine might connect to natural cave systems, and there is no telling what creatures may have moved in since the Great Cataclysm. Parts of this compound could make a good hideout, lair, supply depot, or a place to hide contraband, hide and protect civilians (or themselves), start a town, and other uses. Game Masters may want to decide what type of mine (no, not a gold mine, uranium mine or diamond mine; probably mining an ore of some sort, such as iron, nickel, bauxite, etc.).

**99-00% Intact U.S.S.R. Facility:** A time capsule to the 20th Century, this bunker has been sealed up for many years, and might have been a local museum or tourist attraction during the Golden Age, kept in perfect U.S.S.R. conditions. There is nothing military grade nor high-tech to be found inside, but it does contain historical videos, books, documents and some pre-Rifts artifacts that provide a glimpse into Russia and the U.S.S.R.'s history. And might have some value to historians, scholars and collectors. Depending on how hidden this old bunker is, it could be repurposed, same as 93-98%, above, as a hideout, lair, supply depot, place to hide contraband, and so on.

# Secondary Function

**01-07% None:** No Secondary Function.

**08-14% Short-Range Listening Post:** Houses equipment for intercepting local communications; 500 mile (800 km) range. 01-20% chance that the equipment is still operational, but may require a new power source.

**15-21% Short-Range Radar Station:** Houses equipment for tracking the movement of aircraft and ships as well as weather-monitoring equipment; 400 mile (640 km) range. 01-25% chance that the equipment is still operational, but may require a new power source.

**22-28% Storage/Mothballed Site:** Roll on the following table to determine what was being stored (no size modifier).

01-10%: Empty.

11-20%: Boxes of paperwork/files/records.

21-30%: Outdated and probably mostly broken computer equipment.

31-40%: Surveillance equipment. Much of it may be broken or ruined by the passage of time, but there should be some equipment the player group can use and/or sell.

41-50%: Assorted machinery and machine parts that may have some minor resale or salvage value.

51-60%: Automotive parts, with some definite salvage value. G.M. discretion.

61-70%: Low M.D.C. building materials (2D6+20 M.D.C. per sheet) for housing and construction of military base camps, storage sheds, etc. In the alternative, could contain concertina wire, barbed wire and similar.

71-80%: Tools and equipment! And lots of them for working on military vehicles, trucks, tanks or aircraft.

81-90%: Vehicle depot that still contains 1D6 hovercycles or motorcycles or snowmobiles, two jeeps (or something similar at the G.M.'s discretion), and 1D4 small, light combat vehicles complete with one basic load-out of ammunition. These vehicles have sat for 300 years and will need work and repairs to get them up and running, and probably a new energy supply/battery (or recharge).

91-98%: Mostly empty, but there are 1D6+2 suits of M.D.C. military or police environmental body armor, and maybe some riot gear. The type or types are left to the discretion of the G.M.

99-00%: Mostly empty, but contains 2D6 Proletarian cyborg bodies in a crate.

**29-35% Ammunition Depot:** See the description under the *Primary Function* table, above.

**36-42% Recruitment Office:** Features nice offices, comfy chairs, large quantities of propaganda fliers, posters, and computers for filling out application forms online.

**43-49% Safehouse:** Used by political leaders or top military commanders. Features 1D6+4 fully furnished individual apartments (as described under the *Accommodations* table, below).

**50-56% Jail/Brig:** In bunkers Medium-sized or smaller, there are 3D6 cells designed to hold two prisoners, 1D6 single occupancy maximum security cells and 1D4 isolation cells. In bunkers Large or larger there are 2D4x10 cells designed to hold two prisoners, 4D6 single-occupancy maximum security cells and 2D6 isolation cells.

**57-63% Garrison:** Additional military quarters for twice the normal number of soldiers/staff listed under *Bunker Size.*

**64-70% Engineering Corps Operation:** Houses the offices, computers and equipment needed for large civil engineering projects such as dams, roadways and railway lines.

**71-77% Intelligence Gathering Office:** Houses banks of computer terminals and hard copy archives where intelligence was processed. Any files which remain will be of no strategic

value, but might be of interest to historians. **Note:** This facility might have information about 1D6+6 other bunkers.

**78-84% Multiple Secondary Functions:** Roll twice on this table, ignoring any rolls of 78-84% (roll again if they come up). Remember to apply the proper size bonus for bunker size.

**85-91% Training Facility:** A school for infantry recruits and young officers; 4D6 classrooms, gun range, cafeteria, showers, administrators' offices, computer library, and a small ammo depot (10% of what a large ammo depot might hold, assuming it has not already been discovered and looted). **Note:** This facility might have information about 1D6 other bunkers.

**92-98% Military Production Facility:** In additional to the factory machinery itself, products in all stages of production are stored on site, as well as components ready for assembly. Roll once on the following table to determine what type of goods were being manufactured (do not apply a size modifier to the roll). **Note:** All factory types are set for pre-Rifts designs only.

01-20%: Boots and uniforms.

21-25%: Small, military grade firearms (energy pistols) or Energy Clips.

26-30%: Military grade assault rifles (probably energy weapons).

31-35%: Military grade M.D.C. body armor for police or soldiers.

36-45%: Light cyborg bodies.

46-50%: Heavy cyborg bodies.

51-60%: Rail guns or rail gun rounds.

61-70%: Motorcycles or snowmobiles.

71-80%: Trucks.

81-90%: Tanks or other armored vehicles.

91-00%: A pre-Rifts version of the *SUMi-185 Red Squall Cybernetic Attack VTOL* (it will have differences) or other type of small aircraft.

**99-00% Medical Field Equipment:** Robot medical systems.

# Accommodations

**01-15% Makeshift:** No plan was made to actually house soldiers, or the bunker could be incomplete or have been basically destroyed by some catastrophic event such as fire, flood or earthquake, etc. Hammocks and cots have been tucked into convenient and inconvenient nooks and crannies. Pit latrines can be dug nearby but a bath means walking to the nearest river.

**16-30% Terrible:** The bunker's living space is a big room with cots and a toilet in the corner. No privacy is possible.

**31-45% Basic:** Group quarters (barracks style) with bunk beds and space for stowing personal items. Features communal bathrooms with sinks and showers.

**46-60% Extra Capacity:** Roll again on this table. The accommodations are the same quality but for double the occupancy listed under the *Bunker Size Table*. Each time this same entry is rolled, double the occupancy again. Some bunkers are very large or were meant mainly to safeguard large numbers of people for short periods.

**61-75% Moderate:** Suite living with units of four individual rooms around one common area. One bathroom, one kitchenette and designated eating area per suite.

**76-90% High-End:** Individual quarters with private bathroom, bedroom, study/den, and small kitchenette for officers and VIPs. Communal mess hall and dining room for everyone else.

**91-00% Individual Apartments:** Individual quarters with private bathrooms and full kitchen for all soldiers and staff. Officers and high-ranking Party members receive the largest and most well appointed rooms. This was likely a bunker intended for the Soviet Empire's political, scientific and/or economic elite.

# Primary Power Source

**01-12% Coal:** Coal-fired power plant with waste heat used for heating; 01-25% chance of being fully or mostly fueled.

**13-50% Nuclear:** A large-scale nuclear power-generation facility; 01-75% chance the plant is still in standby mode and can be reactivated with a little careful work and attention.

**51-84% Geothermal:** The bunker is positioned atop geothermal vents that provide heat for a reliable source of power that cannot be sabotaged from the surface.

**85-94% Hydroelectric:** An underground water current provides power for a modest-sized hydroelectric station. The base may also have been connected to a nearby dam on the surface that collapsed long ago, in which case it is now reliant on backup power.

**95-00% Convection Tower:** A power facility that operates using the differential between the temperatures outside and underground. The tower is either concealed or is actually below the surface of the ground, but with vented access to the outside. A very reliable source of power.

# Backup Power Source

**01-16% Diesel:** A simple, diesel-powered generator. Whatever fuel is left in the system is deteriorated and useless; a new source of diesel must be found.

**17-32% Coal:** Miniature coal-fired power plant; 01-25% chance of being fully or mostly fueled.

**33-48% Solar:** Part of the base was topped by solar panels which charged batteries for emergency use. The panels have been buried, and new panels must be reinstalled or another power source connected to the system.

**49-64% Hydrogen Fuel Cells:** Massive fuel cells (the size of semi-trailers) provide quick and clean energy; 1D6 additional cells have been left on site. The cells are degraded, but each one can power the facility for 1D4 days.

**65-80% Nuclear:** A medium-sized nuclear power plant; 01-35% chance the plant is still in standby mode and can be reactivated.

**81-90% Hydroelectric:** An underground stream powers a small hydroelectric station.

**91-00% Multiple Backups:** Roll twice on this table, ignoring any further rolls of 91-00%. Remember to apply the proper bonus for bunker size.

# Additional Weapons

**01-10% Unlucky:** No additional weapons after all.

**11-17% Kalashnikovs:** 2D6 AK-247 Kalashnikov rifles and one SVD Dragunov sniper rifle.

**18-22% Melee Weapons:** One SH-04 Blade Shield, 1D4 SH-12 Bullet Hammers, and 1D6 swords which deal 1D6 S.D.C.

**23-28% Big Guns:** One S-20-20 Popper assault pistol, one S-30-56 Door Knocker missile pistol, one S-310 Blast Rifle and one AR-60 Nikita super-rail gun.

**29-34% Sickle and Hammer Set:** One large SH-10 Energy Hammer with 1D4 E-Clips, and one SH-21 Vibro-Sickle.

**35-40% Kalashnikov Stash:** 3D6+6 AK-247 Kalashnikov rifles, 2D4 AKS-247 Super Kalashnikov rifles and 1D4 SVD Dragunov sniper rifles.

**41-46% Weapons Locker:** 1D8 S-10-26 machine pistols, 1D4 SH-37 sword rifles, 1D4 AR-40 Howler rail guns, 1D4 S-500 Cyclone pulse laser rifles and one AR-210 Grapeshot Cannon with 1D4 100 round ammo belts.

**47-52% Mini-Armory:** 1D6 S-253 Drakon triple shotguns, 1D4 AR-44 Sledgehammer rail guns, 1D4 AR-M36 rifle mini-missile launchers, one S-261 Chimera multi-rifle and one AR-M45 cyborg missile launcher.

**53-58% Sickle and Hammer Sets:** 2D6 sets. Each set contains one large SH-10 Energy Hammer with 1D4 E-Clips, and one SH-21 Vibro-Sickle.

**59-64% Sniper Equipment:** 2D4 SVD Dragunov sniper rifles.

**65-70% Peasant Rebellion:** 2D6+20 melee weapons (such as swords and axes) which deal 1D6 S.D.C. each, 3D6x10 blunt weapons which deal 1D4 S.D.C. each and 2D6+3 S-10-54 Special Yaroslav grenade pistols.

**71-76% Double Weapons Cache:** Roll twice on this table, ignoring any further rolls of 71-76%.

**77-82% Large Kalashnikov Stash:** 4D6+12 AK-247 Kalashnikov rifles, 2D6 AKS-247 Super Kalashnikov rifles and 1D6 SVD Dragunov sniper rifles.

**83-88% Armory:** 1D6 S-10-26 machine pistols, 1D6 S-10-38 sharpshooter pistols, 1D4 AR-36 Clenched Fist light rail gun, 1D6 S-500 Cyclone pulse laser rifles and two AR-210 Grapeshot Cannons with 1D6 100 round ammo belts each.

**89-94% Sniper Equipment:** 2D6 SVD Dragunov sniper rifles.

**95-97% The Mother Lode:** 1D6 S-30-51 grenade revolvers, one AR-110 Razor Disk Cannon with one 200 round ammo belt, 1D6 S-1000 Thunderhead assault rifles, 1D6 S-261 Chimera multi-rifles, two S-310 Blast Rifles and 1D4 AR-60 Nikita super-rail guns with 1D4 ammo clips/belts/drums for each weapon.

**98-00% Thunderstorm Artillery Cannon:** One operational double-barreled Howitzer of the type found on the Thunderbolt assault truck and Thunderstorm cyborg. The cannon is stationary and extremely heavy (19.5 tons), so moving it will be a serious undertaking. 3D6 cannon shells can be found in the immediate area.

# Vehicles

**01-20% None:** No vehicles.

**21-40% Motor Pool:** A garage that contains at least two SM-212 Red Lightning Motorcycles and one Land Crawler-Sku. Bunkers Medium-sized or larger have one SM-212 Red Lightning Motorcycle for every ten soldiers/staff, with one-third that number of Novyet Snow Jetsleds, one Land Crawler-Sku for every 50 soldiers/staff and one Bear ATV for every 150 soldiers/staff. In addition, bunkers Large size or larger have a 15% chance of having 1D4 SM-420 Road Hammer Cyborg Assault Vehicles. All motor pools have the capacity for fuel storage, minor repairs and an access ramp to the outside.

**41-60% Multiple Transportation Types:** Roll twice on this table, ignoring any further rolls of 41-60%. Remember to apply the proper size bonus for bunker size.

**61-80% VTOL Air Deployment:** 2 SUMi-224 Stormbringers with all the proper support facilities.

**81-00% Region Specific Transport Vehicles:** If the bunker is located near a river or lake, an attached dry dock or concealed cave port will contain a transport ship or N-1051 Volkhov Ekranoplan. Land-locked bunkers will feature heavy tracked vehicles. Very rarely, transport aircraft may also be operated out of the bunker (2% chance).

# Amenities

**01-07% Computer Lab:** 4D4 computer terminals. +5% to Computer Programming and Computer Operation skill rolls while in the lab and +10% to Computer Hacking skill rolls when accessing the systems of the bunker from one of the terminals.

**08-14% Medical Bay:** 1D6+4 hospital beds and 1D4 fully-stocked surgical suites. +5% to all Medical skill rolls and +10% to Medical Doctor skill rolls made at this location.

**15-21% Athletics Facility:** Gymnasium with 1D6 workout machines, running track and free-weights. +5% to applicable Physical skill rolls.

**22-28% Library/Lenin Room:** 6D6 shelves of books and 3D4 comfortable places to read. There is a 25% chance that 1D4 rare (and valuable) books will be present. +10% to Research skill rolls and +5% to History skill rolls as they pertain to pre-Rifts Russia while at this location. +5% to Creative Writing skill rolls.

**29-35% Film Room:** Projection equipment, screen and seating for 2D6+20 (ten times the size in Large or Massive bunkers). 2D6 films to choose from. +5% to History skill rolls as they pertain to pre-Rifts Russia while at this location. A movie theater is a great place to make a move; characters receive an additional +1% to Charm/Impress for each P.B. attribute number above 15.

**36-42% Granary/Food Pantry:** 1D6x10+50 pounds of intact rations/preserved food and cooking facilities. +10% to Cooking skill rolls.

**43-49% Kennels/Veterinary Bay:** 2D4 kennels and 2 fully-stocked surgery suites. +10% to Veterinary Science skill rolls made at this location. +5% to Breed Dogs and Animal Husbandry skill rolls.

**50-56% State Museum:** 4D4 display cases with only 1D4 items of real value to collectors. 10% chance of some kind of true national treasure worth 1D6x10,000 credits. +5 to History skill rolls as they pertain to Pre-Rifts Russia and +10 to Public Speaking skill rolls when making a speech in this location.

**57-63% Print Shop:** 1D6 machines used primarily for making copies of documents and political leaflets. The shop also has facilities for making art prints and propaganda posters. +10% to Art skill rolls while at this location. **Note:** In the alternative, could be an art room or other type of classroom or place for hobbies or gaming.

**64-70% Command and Control:** A centrally located room which controls all the other bunker systems with 2D6 computer terminals. +15% to Computer Operation, T.V./Video and Sensory Equipment skill rolls as they pertain to the bunker itself.

**71-77% Hydroponics Farm:** Large room with overhead lights, sprayers and 3D6+10 bays for growing plants without soil. +5% to Gardening skill rolls while in this location.

**78-84% Church/Chapel:** A small stage and seating for 3D6+20. Characters receive an additional +1% to Invoke Trust/ Intimidate for each M.A. attribute number above 15.

**85-91% Clean Room:** Isolated room with locking door and separate air filtration system. +10% to Computer Repair, Electrical Engineer and Robot Electronics skill rolls while at this location.

**92-00% Cybernetics/Bionics Shop:** A workbench and 1D6 surgery bays for making cybernetic and bionic upgrades. +10% to Cybernetic Medicine, Cybernetics: Basic and Bioware Mechanics skill rolls while at this location.

## External Security

**01-20% Bare Bones:** The most basic security only. An exterior door with 120 M.D.C. and a deadbolt lock is all that keeps intruders away.

**21-40% Light:** Gun slits. One laser or rail turret with manual controls only. Outer fences once provided security, but have been buried/overgrown long ago.

**41-70% Medium:** 1D4 underground choke points covered by laser or rail turrets controlled from a security center. Exterior doors have 200 M.D.C. and locks are opened by keypads.

**71-90% Heavy:** Defenses with limited automatic control. Full video surveillance of the exterior and all the approaches, complex locks for all external doors, motion detectors and trip sensors. Choke points covered by multiple guns/weapon turrets or guard posts. 1D4 concealed anti-aircraft weapons. No need to go outside the base for anything. Hardened physical structure providing 1D4x10+20 additional M.D.C. per ten foot (3 m) section. Doors have 250 M.D.C.

**91-00% Super-Heavy:** Full monitoring of the exterior via closed circuit television with complete range of imaging (motion detection, thermal, etc.) as well as magnetic locks. Defenses are largely automated with a Gromeko system that assesses risks and responds accordingly. Human override is always an option. 1D6 concealed anti-aircraft guns with the ability to launch flak or surface to air missiles. Hardened physical structure providing 1D6x10+50 additional M.D.C. per ten foot (3 m) section. Hardened against EMP attacks. Doors have 300 M.D.C.

## Internal Security

**01-25% Minimal:** Hollow core metal doors with simple, push-button locks. Doors have 30 M.D.C. each.

**26-55% Medium:** Key locks throughout the complex. A security desk with internal phones and silent alarms. Doors have 85 M.D.C. each.

**56-80% High:** Electronic keypad entry locks and full closed circuit television monitoring of the inside of the complex from a central security office. Has an attached holding cell. Internal doors have 120 M.D.C. each.

**81-00% Maximum:** Biometric thumbprint or retina-scanning locks and full monitoring of the internal spaces with light laser turrets at all major intersections. Bunker has a full brig with capacity for twenty prisoners and a separate barracks just for the guards. Doors have 165 M.D.C. each.

# Bunker Condition and Occupancy

Using the tables above creates a fully-functional pre-Rifts bunker. While it is possible to find a bunker in that condition today, it is extremely rare. After a bunker or bunker complex has been created, roll or make a selection from each of the two tables below to determine the state of the military structure as of 109 P.A. If so desired, roll for each room of the bunker to create a mix of ruins, broken, repairable, and functional components. Exploring, infiltrating or assaulting a bunker can be a fun optional objective for gaming groups or form the main purpose and setting of a whole campaign. No bunker size modifiers apply to these rolls.

## Bunker Current Condition Table

**01-20% Completely Destroyed:** The bunker is mostly just an empty shell. The interior is littered with debris and shows areas of severe structural damage from combat, fire, flooding, earthquake or other catastrophic event. Some rooms and areas may be partially collapsed and caved-in, flooded, burnt out or blown up. Further collapse may be likely, so enter and explore with caution. Only a skilled eye can discern the original purpose of this wrecked and delapidated facility. No or very minimal salvage.

**21-50% Looted and Stripped:** Anything of value has already been taken. Only a 01-15% chance of finding anything of value to salvage. What can be recovered (including any weapons or E-Clips) is not in working order and can only be sold for scrap. The structure of the bunker itself is in good condition, but wiring and mechanical components are likely to have been ripped out by whoever looted the facility over the years.

**51-58% Worse for Wear:** The place looks like it suffered a firefight or monster attack in the first days of the Great Cataclysm and has been sealed ever since. Extensive damage to all systems, but 1D4x10+30% can be repaired if enough time and muscle is put into it. Any vehicles are damaged and have only 1D6x10% of their original M.D.C. and no operational weapons remain.

**59-85% In Disrepair:** The bunker seems to have been occupied many times and probably used for many things during the three centuries that followed the Coming of the Rifts. In between it has sat vacant and unattended. Little is obviously damaged but 1D4x10+20% of systems, vehicles, weapons and other equipment or salvage are in need of operational parts and maintenance. Everything else works just fine. The bunker may need some serious cleaning and paint, but it can be made operational or repurposed.

**86-98% Powered Down/Mothballed:** The bunker's rooms are dusty and cobwebbed, but otherwise look like the former occupants simply turned off the lights, locked up and left. Virtually all systems can be reactivated with minimal effort and time. The bunker might be well stocked, or could have been partially or completely cleared out before it was closed down and locked up.

**99-00% Fully Operational – LIKE NEW:** A once-in-a-lifetime find! The place is dust covered and there are some signs of deterioration, but otherwise, all but 2D6% of the facility is operational! Weapons and vehicles are in equally good condition. Of course, food supplies and other things vulnerable to the passage of 100-300 years time (depending on when the facility was last occupied) are no good, but the facility itself is in excellent working order and well stocked. There may be skeletons of

the original or last inhabitants, sitting in chairs, laying in beds or in the sick bay or the morgue somewhere.

# Bunker Occupants Table

Game Masters, this table offers ideas for the creature(s) that may now inhabit the bunker and is using it as its lair or safe haven. These are just some of the possibilities. Please use your imagination to include others. Likewise, please adjust the number of villains or monsters up or down to best satisfy your player group, their level of experience and capabilities. Have fun.

**01-05% Vampires:** 1D6 Secondary Vampires use the bunker as their lair. There is a 01-15% chance a Master Vampire will be present as well.

**06-10% Greater Russian Archaic Demon:** One of the worst of Russia's demons. The monster will have at least 1D4+2 lesser Archaic Demons under its command.

**11-15% Russian Necromancer Cabal:** 1D6 second level Necromancers, each likely to have 1D6 undead each under their command, and one 6th level Necromancer who leads them.

**16-20% Brodkil:** One of the monsters for every player character. They are ornery and bloodthirsty beasts, but this crew always underestimates their human opponents.

**21-25% Werewolves or Other Monsters**: Werewolves from the north (or other monsters from Poland or Scandinavia) have turned the bunker (or some portion of it if large) into their lair. Interlopers are slaughtered. Anyone who happens upon this lair had better hope there aren't more than one or two home. The rest are out hunting or terrorizing the locals. Upon returning to the bunker, they will try to kill any intruders (negotiating peaceful settlements with Werewolves is difficult), and they will try to track down anyone who has slain any member(s) of their pack.

**26-30% Hostile Warlord Troops:** A war party of 1D6+6 troops; half cyborgs, all well-armed and hungry for battle and bloodshed in search of glory and the spoils of war. This lot are as much bandits and raiders as they are soldiers. **Note:** Another group of equal size is coming to join them in their adventures. Should they find their brothers slain or even just defeated, bound and turned over to the authorities, they will seek bloody revenge against those responsible for their brethren's predicament.

**31-35% Small Mercenary Company or Smuggling Operation:** 4D6 individuals, all well-armed, but second and third level. It's their numbers (if there are many of them) and their 1D4 leaders (5-6th level) or any practitioner of magic or monster in the group who poses the most danger.

**36-40% Gargoyles (or Ghosts):** A nest of 1D4+2 of the monsters and two Gurgoyles. In the alternative there could be 1D4+2 different Entities, from relatively harmless Haunting Entities or Poltergeists to Syphons, Tectonic or Possessing Entities. Be careful.

**41-45% Cossacks:** 2D6+2 of these combatants and their horses have made the bunker (or some portion of it if large) their lair or temporary base camp. They may be thieves, raiders or warriors looking for revenge.

**46-50% Lesser Russian Archaic Demons:** At least 1D6 lesser Archaic Demons or Spirits, or one or two Greater Demons call the bunker (or some portion of it if large) their lair. In the alternative, there could be any type of slobbering monster or two, or Russian Woodland Spirit or even an errant demon, monster or spirit from *Poland* or *China*.

**51-55% Russian Mages:** A group of 1D4 magic-users and possibly 4D6 family members or friends. They could be Fire Sorcerers, Old Believers or other O.C.C.s from **Rifts® World Book 18: Mystic Russia**.

**56-60% Haunted (Entities):** 2D4 Lesser Entities with a 01-25% chance of 1D4 Greater Entities as well. In the alternative there could be 1D4+1 Russian Lesser Archaic Demons, like the Unclean or a Woodland Spirit.

**61-65% Mystic Kuznya:** One of the magic smiths has set up a forge in the bunker. He/she is likely to have 2D6 support staff.

**66-70% D-Bee Refugees or D-Bee Bandits:** 4D6 D-Bees of various kinds. Likely armed and dangerous. In the alternative the bunker could be home to wild animals, a mated pair of bears, a wolf pack, other S.D.C. creatures or lesser M.D.C. beasts.

**71-75% Gypsies:** 1D4x10 gypsies of various classes make the bunker their home or hideout if raiders, bandits and thieves. Mostly non-combatants, including children, but there are enough combatants/Men-at-Arms O.C.C.s and one or two other dangerous Gypsy O.C.C.s (Wizard-Thief, Witch, Beguiler/shapechanger, etc.) to represent a serious problem or danger to anyone who happens upon them as well as to innocent people in the region who might be victimized by this crew.

**76-80% Renegade Warlord Troops, D-Bees or Monsters:** 1D6+8 defectors from the nearest Warlord's War Camp turned bandits or raiders and up to no good. In the alternative, it could be 2D6 hostile, inhuman D-Bees or monsters. See **Rifts® Sourcebook 3: Mindwerks** for a nice selection of possible misanthropes and creatures.

**81-85% Sovietski Deserters or Angel of Death Experiments:** 3D6 former Armiya Sovietski personnel who have a criminal record back in the Sovietski, and are up to no good. They are likely to be well-armed, on the run and desperate. In the alternative, there could be 1D4+1 mutants or strange cyborg creations – twisted experiments of the *Angel of Death* that have either run away from Mindwerks, deserted General Goll's army or were deemed as undesirable failures by their cruel creator and exiled into the wilderness. These characters could be brutal monsters, raiders, and bandits (even spies), or well-intentioned and heroic, depending on the needs and mindset of the Game Master. Befriending or trading goods and information with them could garner valuable intelligence about General Goll, the Brodkil Empire, Mindwerks, one or both of the so-called "Angels," the Minion War in Germany, or other villains or impending trouble in the area.

**86-90% Unaffiliated Nomads:** 2D6x10 civilians, mostly non-combatants, including children. Just 1D6 Men-at-Arms or Magic O.C.C.s to protect them. They have nowhere safe to go if forced out of the bunker and rely on the kindness of strangers (and heroes).

**91-92% Dragon:** A dragon (hatchling or adult) has made this bunker its home or secret lair (or even its secret treasure trove) and it is not happy to have its lair invaded by intruders of questionable character (i.e. the player characters). Adventurers had better talk fast and back up to get out of this mess or prepare for battle. Or the dragon could be terrorizing the area, working for General Goll or one of the Angels, or just be wicked and cruel. Or it could be a nice dragon hatchling with a selfish or good alignment.

In the alternative, the bunker could be inhabited by one or two *Elemental beings*, spirits or monsters from China, or other crea-

ture of magic or supernatural being; good or evil. Probably the latter.

**93-95% Necromancer, Shifter or Witch and His Minions:** An evil Necromancer or Witch, or other practitioner of magic has made the bunker his base of operation. This is likely to be one or two mid-level (4-6th level) mages, or one high-level (8-10th level) mage and 1D4+2 non-magic wielding henchmen or lesser monsters under his thrall. If a Necromancer, there are likely to be corpses and skeletons laying around that he or she can animate and make attack. This villain may be a raider or someone terrorizing the villages, city and even Sovietski and Warlord troops in the region.

**96-00% Unoccupied:** Nothing living inside except for snakes and spiders. If it has not already been looted, anything here is free for the taking.



# Life in the Sovietski

*"Victory will belong only to those who have faith in the people, those who are immersed in the life-giving spring of popular creativity."*

*- Vladimir Lenin*

While the government and the military are central to life in the Sovietski, they are not everything. The New Soviet Nation is the heir to Russian culture and society, with its own practices, beliefs, prejudices, social classes, etc. Some of these elements have been part of life in Russia for countless centuries. Others are responses to the terrifying world that the Rifts have brought to Earth. Rural farming, religion and family relationships are all relatively free from overt government control. A person who buries himself in one of these aspects of life can almost forget about the modern war machine and the heavily urbanized existence of the rest of the Sovietski's citizens. However, the daily threat from invading D-Bees, monsters, demons and magic is ever present.

## Views on Magic

Practitioners of magic are looked upon with a wary, uneasy eye by most citizens of the Sovietski, and with paranoia and superstition by some. There are rural villages, towns and kingdoms, like the nearby Tarnow, and countless small communities of wilderness folk who actively (and often exclusively) use magic for their protection and to go about their daily life.

The Sovietski, as a government, has few specific laws and regulations preventing citizens from using magic, except that it cannot be practiced within the limits of any Sovietski city without being registered and sanctioned by the military or the KSSI, and a few outlawed magicks. *Witchcraft, Shifter magic, Necromancy* and anything involving *supernatural beings* are the only types of magic that are forbidden and outlawed entirely. To practice magic illegally is considered a crime and is met with strict punishment. Committing a violent crime using magic almost always leads to a deadly response. Most magic users avoid revealing their powers at all costs while within city limits or within view of the police or the Sovietski military.

That said, most urban citizens are not interested in the practice of magic whatsoever, and view any magic that is not part of the military, as dangerous and to be avoided. Rural people generally appreciate the potential and power of magic and psychic abilities and see it as a gift from God to protect them from evil. Many have superstitions, myths and legends about magic and how it can be used to heal and protect, and how it can also be used to enslave and harm others. Most rural magic practitioners use it only so far as it pertains to their daily lives and the welfare of their community. **Mystic Kuznya** are generally regarded as heroes and respected because of their ability to provide useful tools and equipment to ease the work of the average person, while **Gypsy Wizards** are looked upon as tricksters, thieves and protectors of questionable reputation. Most communities look upon any Gypsy, whether mage, psychic, fortune teller or healer, with a certain amount of trepidation, but they are more widely accepted and welcome among the people of rural communities and in Warlord territory than they are at Sovietski cities. Rural folk are also more accepting of all types of magic practitioners than city folk, especially *Ley Line Walkers, Mystics/Born Mystics, Old Believers* and *Russian Fire Sorcerers.*

As for the Sovietski, it sees value in magic under controlled circumstances. Soviet mages may be assigned to the *Sovietski Infantry* and *Police* as special advisors, monster slayers, support, and heavy backup, but are most numerous and accepted as members of Special Forces teams within the *Spetsnaz.* Moreover, independent mages such as *Old Believers, Mystics, Fire Sorcerers, Mystic Kuznya,* and *Gypsies* (all described in **Rifts® World Book 19: Mystic Russia**), as well as *Yaganar, Ley Line Walkers, Mystics* and other magic practitioners, may be hired as consultants, private contractors and mercenaries as needed. Presently,

there are an estimated 3,200 registered and licensed *Sovietski citizens* of various magical disciplines living and working within the Sovietski, most in the military and law enforcement. As noted earlier, practitioners of magic who are not Sovietski citizens or an official part of the military, may be hired as mercenaries and freelance contractors by the Sovietski military or government. They are paid for their skills and services either by the assignment or under short term contracts lasting 1-4 years. Rather than risk its own citizens, these outside mercs, adventurers and contractors are often given some of the most dangerous assignments and jobs that take them outside of Russia and into China, Europe or other parts of the world.

With the siege on Kaliningrad and increasing incursions by Brodkil forces, Gargoyles, Werewolves and other demonic and unnatural enemies, the Sovietski is considering loosening its policies on the practice of magic. Of course, they have no idea what's coming with the advent of the *Minion War*. **Note:** Shifters, Witches and Necromancers are seen as dangerous and unpredictable sorcerers and are never employed, not even as specialists, consultants or mercenaries.

# Views on Psionics

Many in the Sovietski regard psychics and Mystics as an emerging next step in human evolution, and whose powers are to be appreciated, studied and encouraged. The average citizen accepts psionics as *natural abilities* that people do not choose, but are gifted with. They are generally accepted into the proletariat so long as they use any abilities they have to the benefit of the common good. Crimes committed using psychic powers are punished harshly, often with the corresponding fine, prison sentence or penalty doubled.

The government officially recognizes psychics as valuable *military assets*. If psychics are willing to undergo special training to harness their powers and subject themselves to further research at the hands of Sovietski scientists, they are offered positions with the **Spetsnaz**. There are, however, many psychics who choose not to join the Armiya, wash out in training, hold positions in other branches of the military, or are more interested in other occupations. All Sovietski psychics are required to register their abilities with the local authorities and declare their support for the Sovietski. Failure to do so results in arrest, interrogation and perhaps exile from Sovietski territory.

One interesting fact regarding psychics in Russia is the larger prevalence of physical psychics, especially those with elemental based psionics such as *Cold Born*, *Bursters*, and *Zappers*. These three, along with *Mystics*, are among the most frequently encountered Master Psychics in Russia, with *Mind Melters, Psi-Stalkers, Psi-Slayers*, and other types of psychics manifesting on a less frequent basis. And even they tend to have a greater likelihood of psionic abilities like Hydrokinesis, Electrokinesis, Pyrokinesis or Telekinetic abilities. Researchers are unsure why this phenomenon occurs, but it has been speculated that the psyche of the common Russian is more closely aligned with the physical world as opposed to the realm of pure mentalism or spiritualism.

# Views on Outsiders & D-Bees

Like all places on Rifts Earth, a little bit of just about everyone and everything can be found in Sovietski territory, especially



in New Moscow and other big cities. Adventurers, D-Bees and Men-At-Arms of all sorts can be granted permission to enter the major cities, though usually just for one day, to purchase goods and resupply. Limited numbers of diplomats and troops from Warlord Camps are granted visas for diplomatic missions. All representatives of the Warlords are escorted by Sovietski troops or police, with the one exception of some of *Warlord Romanov's* trusted representatives. Similar rules apply for official visitors from other nations.

The Sovietski has a very low tolerance for practitioners of magic, inhuman-looking D-Bees, and psychics who use their powers too freely and openly, especially when they are outsiders/foreigners. Outsiders who are practitioners of magic, psychics and inhuman-looking or unknown D-Bees are not welcomed, but may occasionally be allowed entry to a Sovietski city, town or village. This is especially true if a known and trusted member of the government, Communist Party or community is willing to vouch for the outsiders. Similarly, *Gypsies* are generally seen as troublemakers, con artists and thieves, and viewed with considerable suspicion, though if Russian, they are allowed to visit and stay at Sovietski communities.

The Sovietski makes it well-known that *Witches, Necromancers, Shifters, demons*, and anyone associated with *supernatural forces* are not welcomed and will be arrested, interrogated and thrown out of town, or much worse. Any such individuals convicted of committing a serious crime, spying or act of sedition are quickly tried and executed. And such outsiders who may fall victim to violence at the hands of Sovietski citizens, police or military, are not likely to find justice in the least. Even if completely innocent and the non-aggressor, the outsider is likely to be treated like a criminal and evildoer. The word of Sovietski citizens is almost always believed over that of an outsider, and especially if that outsider is a mage, psychic or "monster" (unknown or monstrous-looking D-Bee).

Most know better than to come into a Sovietski city or even rural community. In less civilized, lawful and paranoid communities, such outsiders and unwelcomed individuals may be forcibly run out of town or attacked, robbed and/or slain on sight, without the locals having any fear of facing legal consequences for their extreme actions. The same holds true for *shapechangers, dragons* and other *creatures of magic*. Obvious dragons, werebeasts, known shapechangers and monstrous D-Bees are likely to be attacked and driven away or killed on sight. Members of any unwelcome group of beings who successfully disguise themselves or conceal their nature may, of course, enter the Sovietski on false pretenses, but do so at their own risk.

# Religious Enclaves

*"Discrimination among citizens on account of their religious convictions is wholly intolerable. Even the bare mention of a citizen's religion in official documents should unquestionably be eliminated."*

*– Vladimir Lenin*

The Russian Catholic Orthodox Church is so well integrated with the history of Russia that it is often regarded as the church of the Sovietski State. The Sovietski, however, does not officially recognize any church or religious group. They welcome citizens of all faiths, as long as they do not oppose the Sovietski or the Communist Party. The deep influence the Russian Catholic Orthodox Church has had on the long history of Russia is seen in the number of fragmentary groups that have split from it in the time since the Great Cataclysm. Each group claims to preserve the essential truth of the ancient church. These groups are known as Religious Enclaves, or just Enclaves, because they are theoretically kept isolated from the rest of the Sovietski.

Like other social institutions, all the Enclaves are under the supervision of the government. Though they are not funded by the State, they are not allowed to collect unlimited funds from parishioners and adherents, and the operating budgets of all the Enclaves are set by the Budget Office. Funds raised in excess of the budget are seized by the government. Gifts in kind and barter are not allowed. Religious Enclaves have to be very careful with their funds to ensure they can remain in operation all year. Seventy-four different Enclaves are officially licensed within the Sovietski. A few of the most notable Enclaves are detailed below. Other information about Enclaves, including a Russia specific Priest NPC, is presented in **Rifts® World Book 17: Warlords of Russia.**

## Atom Watchers

This group of people believe that proof of the divine exists all around us in the form of the subtle radiation that everything gives off. Since everything has a radioactive signature, including things that are commonly believed to be non-radioactive, radiation is seen as evidence of a common force connecting all things. There are many sites the members of this Enclave view as sacred, but the most famous one is the radioactive crater where Moscow used to be.

The members of this Religious Enclave believe that the more radioactive one becomes, without dying, the closer they are to true divine power. This often leads to individuals, or occasionally large pilgrimage groups, venturing into the wilderness to radioactive *Dead Zones*, or to the *Moskva Crater* itself, to bask in the radiation emanating from within. Hours or days can be spent meditating, singing or worshiping in these places, depending on how far these believers venture in. For the most part, these adherents are fairly rational and will only stay long enough to increase the level that registers on a Geiger counter and not to any long term detriment to their health, but there are other fanatics who stay in these places until the radiation overwhelms and kills them – making them martyrs for their belief.

Additionally, since magic utilizes an unexplained "energy" and energy is a type of radiation, they see *Mystics* as blessed and gifted, because their magic (and psychic abilities) comes to them naturally. Other practitioners of magic who study and learn to channel and use magic energy are regarded as dangerous dabblers of the unknown best to be feared and avoided. Strange, but that's how they see things.

Atom Watcher practices have been deemed risky by the Sovietski so any soldier who identifies as an adherent of the Atom Watchers is watched for signs of radiation exposure, including radiation sickness.

## Church of Synthetic Movement

Since so many Soviets have cyborg bodies or at least cybernetic implants and a bionic limb or two, it is no surprise an Enclave has sprung up focused on this specific aspect of life. The Church of Synthetic Movement believes the divine can be experienced through machines. The individual life force of a living thing interferes with its ability to connect to the greater divine life force. Those joined to machines, such as cyborgs, have a greater chance to experience being "touched by the divine power," for they share the existence of two worlds, the flesh and blood of the living and the world of cold, hard machines.

All adherents receive the Technical skill *Cybernetics: Basic* (or a +5% bonus to the skill if they already have it) and are taught how to install a program – some would call it a *virus* – which allows them to give up conscious control of their artificial parts. This procedure is very much against the recommendations of implant manufacturers and the Sovietski government. A machine arm, eye or sometimes the whole body is allowed to *wander*, in which case the cyborg parts are left to rely on feedback loops and random pulses of nerve information at the point of human/machine interface which they try to interpret as instructions from the divine. The resulting random movements and sensory information make the participating adherents twitch and move on their own, which is seen as evidence of the divine presence and possibly a message She is trying to deliver to Her followers.

Giving oneself over to the mysteries of a higher power can be a profound and frightening experience, but also exhilarating and the shared excitement is what binds the faithful of this Religious Enclave together. They ask each other in hushed tones, "Do you have the Movement yet?"

The Church of Synthetic Movement is one of the fastest growing Enclaves. Everyone has taken notice of this, and numerous orders have been issued by the Red Army banning active duty military from the Enclave. Sweeps of military hardware for the Church of Synthetic Movement virus program have started to become routine.

Even non-cyborgs have taken an interest, though the fully-human are not allowed to join the Church since they have no synthetic parts, and thus cannot participate in synthetic movement. Despite this, a bio-movement group has also appeared which attempts to apply the Church's principles to their flesh and blood bodies. This alternative group has yet to receive official recognition.

This Enclave is set up in *New Moscow North*. It combines all the services cyborgs need in one place, and its cyber-hospital is among the best in the Sovietski, staffed by doctors who bring a sense of artistry and fanatical devotion to their augmentations. They also have computer terminals, recharging stations, lubrication treatments and attending components dealers who feature

new products or church specials at half-price. These service shops line three sides of the church courtyard. The fourth side is the entrance to the hall where the Movement happens. Traditional Russian religious iconography prepares its adherents to release control of their bodies to the will of the divine.

# Nihilists

This Enclave is seen by outsiders as one of the most dangerous groups in the Sovietski. Outsiders wonder what place a group that believes in nothing has alongside other Enclaves and many fear and condemn its followers. The Nihilists, however, is one of the most misunderstood Enclaves. Nihilist adherents smile to themselves when they hear such negative opinions expressed, as their actual belief is closer to ruthless pragmatism. They are loyal to nothing but that which is effective. They believe in trying new ideas, weighing them against the status quo, and evolving whenever possible. They seek to become stronger all the time.

Within their Central Temple the Nihilists apply their characteristic pragmatism to their methods of divine exploration. Since the Coming of the Rifts some rituals have worked like never before. Nihilist Priests are well-known (at least among other Nihilists) for their copious use of holy water in healing ceremonies. As strange as it may seem, a greater percentage of Nihilist adherents train as priests than in any other Enclave. Even those who do not learn the mystic arts wish to be of use to society. They dedicate themselves to physical training to prepare for any emergency, and a number of their religious elite are Minor and Major Psychics with abilities that focus on *healing* (any) and *divination* (i.e. senstive psionics such as Clairvoyance, Commune with Spirits, Empathy, Machine Ghost, Object Read, Read Dimensional Portals, Sense Dimensional Portals, Sense Evil and Sense Magic). **Note:** All Nihilist Priests and the most devout followers receive the following bonus and skills: +2D6 S.D.C., and the skills Begging, Fasting, First Aid and Philosophy.

The Central Temple of the Nihilist Enclave is located in *New Moscow East* near Office Square. It has a black exterior of smooth stone with little other decoration. Inside, Nihilists and guests engage in vigorous discussions about philosophy, political theories and current events. Any and all theories can be presented and sometimes extremely strange opinions are voiced, but words need to be supported by evidence to gain any traction. Nihilist services incorporate what they consider to be the best of Russian and non-Russian traditions. Healing ceremonies are (so far) performed with only other adherents present.

# Reborn

This is a small Enclave, but its membership is very committed. Beyond their regular worship, adherents dedicate themselves to charity and performing good works whenever they see the opportunity. The central tenet of the Reborn Enclave is that faith alone is not enough. Its followers must demonstrate their faith through their actions, and through a potent symbolic ritual. In short, they must be reborn.

The Enclave invites all interested persons to worship and work alongside them. To become a true member of the faith, however, one must survive what is often called a temptation or **the Ordeal**. Prospective Reborn members are actually buried in a coffin under several feet (one meter) of soil for a three hour period. At the end of that time, they are uncovered and those who survive are considered *reborn* as a new, hopefully better, person. The process is not considered suicidal nor deadly, though it can be dangerous, and once in a while someone dies, usually from a heart attack or suffocation from lack of air. Both are usually caused by fear. Hyperventilating consumes oxygen too quickly and leaves insufficient air for the faithful to survive the Ordeal. Everyone who undergoes the Ordeal is thoroughly prepared first, and the size of the coffin calculated to provide just enough air for the duration. Less than 1% of those who attempt the Ordeal die or suffer oxygen deprivation. Those who do are deemed to have been judged unworthy by the divine power. Cyborgs with oxygen enhancements are allowed to perform the ritual, but only if they deactivate or completely remove their lung tanks and oxygen storage cells. Most Reborn focus on the mental aspects of the ritual which are said to bring about enlightenment and sometimes sensory deprivation- or fear-based visions.

Characters who willingly undergo the Ordeal and survive are changed in some way, even if they only feel calmer and more focused. Many Reborn say the process has helped them realize they can overcome any obstacle in life. There is a 01-05% chance of picking up a Random Phobia (roll or pick an appropriate one from the table in **Rifts: Ultimate Edition**, page 336) during the burial ritual.

The Reborn Enclave's headquarters, commonly called **The Crypt**, is located in *New Leningrad* on one of the out-of-the-way understreets. There the Reborn have a series of coffins built from obsidian taken from the volcanoes of St. Peter's Spine. They have imported soil from all over Russia to the Crypt so each burial symbolically represents the spirit of the entire nation. Smaller chapels are present in other cities, all underground, but the only crypts are in New Leningrad and all adherents must make a pilgrimage there to endure their Ordeal and be reborn.

# Red Saints

The veneration of saints has been a part of religious practices all over the world for thousands of years. The Red Saints Enclave pays particular veneration to the great communist heroes of the past; the people they believe are the last and greatest saints of all.

The Red Saints are dedicated to chronicling the exploits and celebrating the achievements of such heroes from Russia and the Soviet Union. They are also in the business of finding and validating relics of the Red Saints. A tooth, toe bone, preserved finger or piece of skull can have great significance to the followers of this Enclave, provided the authenticity of such relics can be confirmed. Specially trained adherents travel the country to examine new claims as they appear, and bring any worthy relics back to the Home of Saints in *New Leningrad.* There are some rumors circulating that the preserved body of Lenin is actually in the possession of the Red Saints, but these rumors have yet to be substantiated. At the Enclave's headquarters, candles are kept burning at all times for Saints like Vladimir, Leon, Joseph, Sasha and Mikhail. If they actually possess relics from these most famous of Russian communists, they keep it a secret among themselves.

The most extreme followers of the Red Saints believe that all good communists are Red Saints. This wing of the Enclave in particular has a great relationship with the many veterans' societies. They receive countless petitions every year from grieving comrades asking for the fallen to be officially added to the

pantheon of Red Saints. The Enclave's interviewers and library staff are always busy determining the merit of soldiers, Party members and all those awarded medals by the Sovietski Government. However, only a few new Saints are proclaimed each year. All Red Saints adherents are knowledgeable in the history of the Sovietksi and Russia. They receive the Technical skill *History: Post-Apocalypse* and receive a +10% bonus to this skill as it pertains to Soviet Russian history.

The Home of Saints main church and office is an unassuming building in the administrative heart of *New Leningrad*. The Enclave headquarters is largely given over to administrative tasks such as record keeping and application processing. Communication with members in the far-flung Sovietski is accomplished mainly through mail and private courier. The Enclave's museum of saints, their shrines and their printing presses are located on site as well. The Red Saints print more materials than any other Enclave, mainly in the form of calendars noting official saints' days. And as you might guess, with all this paperwork and research, many Gridgitz work on site and are counted among its true believers.

## Seventh Sabbath Sect

This group of zealots are effectively apocalypse worshipers who are awaiting the coming of the **Seventh Age**. An age of enlightenment that is to be foreshadowed by the last apocalypse. One of the main tenets of their belief is that each new apocalypse will be progressively worse than the one prior. They consider the Great Cataclysm to be the Sixth Apocalypse and believe that the seventh will shatter the world. They see the *siege of Kaliningrad*, recent disasters, increasing numbers of *werebeasts* in the mountains, and rumors of the *Four Horsemen in Africa* and other brewing conflicts to be signs that the end of all things is approaching. Their belief that the end of the world is imminent results in many of the sect's followers casting off their worldly possessions to live an austere lifestyle, and imploring others to do the same.

There are some members of the sect who do not subscribe to the belief that the final apocalypse will shatter the world, but rather transform and cleanse it. These believers think that when the end comes, it will rid the world of ley lines, Rifts, monsters, demons, D-Bees and magic users to bring about a new age of enlightenment the world has never known. They believe the world shall be wiped clean of these defiling and corrupting elements, and start over as something new and better. Moreover, they see *psychics* as heralds and prophets, whose psionic abilities are a triumph of the human mind, and a gift to be cherished. Though there is no doctrine claiming human supremacy, the majority of this cult's adherents are, indeed, human supremacists who look down upon D-Bees and magic users and avoid them. However, the group does not advocate violence and does little more than shun such beings, and speaks of them as the "filth and unholy that shall be cleansed by the advent of the Seventh Age." Of course, they hope that the most deserving of their Enclave shall be rewarded by living into the Seventh Age or by being transformed into something greater at the moment of their own death.

It is not a surprise that the Seventh Sabbath Sect is located in the besieged *Kaliningrad*, and members of this sect located in other communities regularly brave travel to the city and through the dangerous territory surrounding it to make pilgrimages to the holy site. Here, in Kaliningrad they gather at the sacred *Sabbath Sanctum*, where psychic members meditate and hope for insight and visions of the future. Other followers study numerology, various calendar systems and complex mathematical formulas to see if they can predict the coming of the end of the world. If a follower has made this pilgrimage, the character receives a +5% bonus to the Mathematics: Advanced skill and a special number steeped in personal and mystic significance (roll 1D12 or 1D20). It is entirely left to the Game Master's discretion whether or not any psychic members (at least one quarter of its members possess some level of psionic ability), receive any psychic premonition, visions, or insight of any kind. Some are likely to sense the coming of the **Minion War** and the many new demon plagues it will unleash across the globe. They may also see the NGR pushed to its limits by the onslaught that is coming from the Minions of Hell. Some may even predict the NGR will fall. And when it does, the demon hordes will turn their full attention to Russia and China.

Learning of the **Minion War** will convince these true believers that the end is most definitely coming. This is based on Dark Age teachings passed on by oral tradition that foretells, "demons and monsters shall gather and swarm half a world away and threaten all." This demonic invasion is seen as the catalyst for the Seventh Apocalypse, but not the apocalypse itself. The cataclysmic arrival of the *Minions of Hell* will, for the Seventh Sabbath Sect, signal the coming of the new age is soon at hand, so members of the Seventh Sabbath Sect will do nothing to stop it nor to defend their city or people. They might even do things to hasten the apocalypse so that the Seventh Age arrives sooner. Such action (or silence and inaction) should not involve direct fighting or violence on the part of any Sect member, but could involve things like not sharing information, not issuing warnings of disaster or an impending attack. They may even leave a gate or door unlocked, bury strategic information, and so on.

## Way of the Ancient Fathers

More so than other new religious groups in Russia, the followers of the Way of the Ancient Fathers are obsessed with the pre-Rifts past. They believe the modern day Russian Catholic Orthodox Church has been corrupted from its past, pure form. They conduct many of the same rituals, but in the most archaic form known. They continuously seek out even older forms in such ancient records and artifacts as are still available. Though they have very particular beliefs about the way things should be, they generally do not criticize others. They see their mission as one of education, not conversion.

In many ways, the Ancient Fathers are more of a research group than a religious sect. They have their worship and prayers, but they are mainly dedicated to locating and studying delicate manuscripts and recovered computer hard drives. Even children's toys and scraps of technical manuals can tell them things about the past and the beliefs of that time. Though the Ancient Fathers focus on religious studies, most are genuinely curious about all aspects of the past, particularly pre-Rifts history. **Note:** Adherents to the Way of the Ancient Fathers receive the Technical skill *History: Pre-Rifts* with an additional +1% skill bonus per level, and also receive one additional Lore skill of choice.

The museum of the Way of the Ancient Fathers is the envy of historians and the scholastic community of the Sovietski. Military historians and adventuring archeologists all make the journey to

the museum to examine its impressive collection of historical artifacts. The Ancient Fathers use revenue generated by museum visitors to sponsor their own expeditions to search for additional pre-Rifts artifacts and knowledge about the past. The museum is open to all for a modest fee of 10 credits or 20 rubles during regular business hours, but is closed and well guarded at night.

The most dedicated group within the Enclave is obsessed with searching the *Dead Zones* for relics of the past. They are particularly interested in the radioactive craters, including the *Moskva Crater*. They suspect these sites were all destroyed for some important reason, not just by random chance. They hope to access crypts and underground archives which may remain under the craters and reveal pre-Rifts secrets. They have been conducting a thorough grid search of Moskva Crater for the last twenty years, and are frequently joined in their efforts by *Atom Watchers* and State sponsored researchers and thrill-seekers looking for remnants of the Golden Age.

The grounds of the Way of the Ancient Fathers are located just outside the Moskva Crater and the compound's bell tower has an excellent view of the destruction. The grounds also include a square church building topped with five of the iconic Russian "onion" domes and contains an underground private library, research labs and restoration facility.

## Window to the Infinite East

The deep roots of Russian mysticism and religious practice intertwine. Adherents to this Religious Enclave are known as *Lookers*, because they close their minds to the visible world through meditation and look instead at the world through what they call the **Infinite Window**.

The practices of the Window to the Infinite East are rooted in ascetic traditions of ancient Russian monks, but include elements from Buddhism and Daoism, and attract many Minor and Major Psychics, especially Psychic Sensitives. Chanting, incense burning, bell ringing and prayers all punctuate the daily routine of its adherents. However, the main distinguishing feature of this Enclave is the practice of mass meditation. Adherents gather together in the same quiet space and try to block out the world around them. They take strength from each other's silence and united energy. It is as a group that Lookers can find a peaceful meditative state and calm in a dangerous world. Other groups reach inner stillness through physical movement. They borrow techniques pioneered by Tai-Chi masters, dancers and the dervish tradition to meditate in motion. Either method results in a collective pooling of P.P.E. similar to shamanistic rituals. Those familiar with magical energies who participate in the meditations will realize immediately what is happening and can spend the pooled P.P.E. (one point per participant) as they wish. This is usually limited to the Mystics who lead the enclave. If a spell or ritual is performed in this way, the group meditative state ends and all participants will feel tired, as if something went wrong. If no such drawing of their linked P.P.E. occurs, all participants in the group meditation leave feeling refreshed and energized as if they have just awoken from a sound night's sleep. Moreover, any who are ill or injured are healed one S.D.C. point for every 15 minutes of meditation. This includes any non-adherents who join in the meditation ritual and accept the power of the ritual.

The monastery known as the *Infinite Window* is the center of the Enclave. It is located at the remote, easternmost point of the Sovietski, just outside *Kurlensk*. Only in this isolated place can its participants escape from the hustle and bustle of normal life and focus on the spiritual through meditative practices. An increasing number of Lookers from the Sovietski heartland and even the non-religious have begun making the trek to the monastery. Particularly psychics who seek to unlock and learn to control their psionic abilities, whether they are Minor, Major or Master Psychics. The country atmosphere, the green hills and the exhausting routine of hard work and meditation help obliterate all thought for a time, and let people find their spiritual way. Even non-believers who visit can see and feel the peace and quiet power of this place.



# Dead Zones

"Dead Zone" is the general designation for any region which is unsuitable for human habitation. Dead Zones are caused by natural phenomena, magical intervention, nuclear bombardment, long-lasting man-made damage, and other known and unexplained events. Most are characterized by a lack of plant life, although some are harmful only to animals or even only to intelligent life. These are really the most dangerous because people crossing into the zone seldom realize they are in danger until it is too late.

In addition to the inability to support life, most Dead Zones have immediate harmful effects such as radiation or dimensional or magical anomalies. Some Dead Zones are well known because of their proximity to human settlements. Others are unknown until a patrol stumbles upon them, possibly losing a few soldiers in the process, and manages to report the location. The less dangerous Dead Zones sometimes become a refuge for those with no other place to hide, like monsters and hardy D-Bees.

When a Dead Zone is encountered, roll once on the following table or make a selection to determine its exact nature.

## Dead Zone Effect Table

**01-08% Barren Dead Zone:** Plant life simply will not grow in the area. Fertilizer and irrigation makes no difference. There is no apparent cause and seemingly no other effects from this type of Dead Zone. Whatever causes plants to die affects plant-based sentient D-Bees and plant-aligned Woodland Spirits as well, and

they will take 1D6 M.D. (or 1D6 S.D.C./Hit Points damage) every five minutes they remain in this Dead Zone. Thankfully, these dead areas are usually small: 2D6x100 feet (61 to 367 m) in diameter; just 2% are larger than one mile (1.6 km) across.

**09-16% Carbon Dioxide Degassing:** These sites are normally fueled by volcanic and geologic processes within the earth. The movement of magma releases massive amounts of carbon dioxide which seeps upward to the surface. This can happen anywhere there is volcanic activity, but there is a higher likelihood in geologically active areas such as *Lenin's Spine* near New Leningrad.

What makes a Dead Zone different is that the gas becomes trapped below a non-porous layer of rock or clay. When the layer is disturbed, all the accumulated gas is released at once. There is no damage to plants, but animals, insects, humans and anything else that breathes oxygen is at risk of suffocating until the massive plume of gas dissipates. Gas plumes typically cover a one mile (1.6 km) diameter. Once a gas release begins, those in the area have a number of melee rounds equal to their P.E. attribute number to escape the toxic cloud, put on a gas mask or get someplace with its own self-contained air supply, or be rendered unconscious. That's just 2-3 minutes for the average person! Of course, anyone inside an environmental enclosure (environmental body armor, power armor, robot, sealed vehicle or spaceship with its own air supply, etc.) is safe. Once rendered unconscious, the individual remains knocked out for 1D4 minutes and might suffocate, but most gas clouds dissipate quickly enough for that not to happen. Small animals are not likely to be that fortunate. Duration: A toxic gas cloud dissipates within 5D4 melee rounds (1-5 minutes). **Note:** Finding dead birds or other small animals in the area can tip alert individuals (Perception Roll) to the possible danger.

Escaping the cloud is easy enough for a cyborg with sensors to detect the gas plume, a backup oxygen supply and speedy running capabilities, but ordinary people, sleeping travelers and animals, especially if secured, in pens, or transport vehicles, are at much greater risk. Occasionally, these sites are accompanied by other signs of volcanic activity such as fumaroles, smoking fissures, sulfur smells and hot springs, but not always. 01-15% chance of a degassing event for every 1D4+4 hours spent in this type of Dead Zone.

**17-24% Ley Line Nexus Point:** The unpredictable nature of this particular nexus point and the random Rifts that appear make the area around it totally unsuitable for human habitation. Earthly or alien vegetation may exist, but animals are smart enough to avoid this Dead Zone. In other instances the surrounding area of the nexus point (2D6x100 feet/61-366 meters in diameter) may be dirt, scorched earth, or pockmarked with craters and other signs of battle. Of course, there must be at least two ley lines that crisscross this nexus point.

Roll again to see what activity is happening when the player characters pass through:

*01-25%* No danger. Calm at the moment.

*26-50%* Ley Line Storm.

*51-60% Random Rift with toxic fumes*, same as #09-16% Carbon Dioxide Degassing, above.

*61-70% Random Rift opening*, G.M. discretion. This may be an opening to someplace else in Russia or Europe, or elsewhere on Rifts Earth. Act quickly to use it. Or the Rift may simply release a flock of butterflies or harmless alien birds, or 1D4 alien animals or monsters, or just a burst of air before it closes an instant later.

*71-80% Dimensional anomaly time shift.* Whatever amount of time the characters spend within this Dead Zone, double the amount of time that has actually passed outside. So if the group spent 10 minutes at the location, 20 minutes has passed in the real world.

*81-90% Dimensional anomaly time jump.* When the player group leaves the Dead Zone, it is actually 1D4 hours later – or 1D4 hours earlier! Or a similar time displacement event. G.M. discretion.

*91-95% Dimensional anomaly, alien ghost environment.* The player group find themselves walking through a ghostly, alien forest, jungle or grassland that is not quite there, but rather is more like a ghost image of another world. In the alternative this may be a Fadetown.

*96-00% Dimensional anomaly displacement event!* Suddenly the entire group, including vehicles, gear, and anyone with them are teleported to one end of one of the connecting ley lines, or the other (this may be helpful or take them out of their way), or teleported halfway to their destination. If they had no specific destination, it teleports them to someplace in Russia where adventure can be found. Perhaps someplace in need of heroes. (See **Rifts: Ultimate Edition**, pages 191-196, for more information about ley lines, Ley Line Storms and Rifts.)

**25-52% Radioactive Crater:** The Moskva Crater, the most famous Dead Zone in all of Russia, is just one of this type. There are a number of radioactive craters scattered along an east-west line which runs through the old city of Moscow as well as other radioactive Dead Zones scattered across Russia. About 25% of these are under 900 feet (274 m) in diameter, 60% are 1D4x1,000 feet (305 to 1,219 m) in diameter, and 15% are 1D4 miles (1.6 to 6.4 km) in diameter. Comparatively few are large and none are larger than the Moskva Crater.

All radioactive craters are believed to originate from one of the following events: missile strike, nuclear power plant meltdown, radioactive devices from an alien spacecraft or vehicle, or an unusual radioactive asteroid, space station or spaceship of some sort that broke apart in the upper atmosphere and scattered itself across the Russian landscape during the Great Cataclysm or the Two Hundred Years Dark Age that followed. The crater remains radioactive to this day, indicating the radioactivity of the original body was unusually high.

Whatever the cause, there is little or no life here. People who enter the crater or come within a half mile (0.8 km) of its rim suffer standard radiation poisoning, unless properly protected.

Where the nuclear event hit a part of a city (like old Moscow), it melted everything to slag. However, underground structures may yet remain intact beneath the crater. It is this thin chance that gives such hope to the members of the Ancient Fathers Enclave and drives them to explore the ancient ruins that may have survived in these radioactive hellscapes.

These Dead Zone craters have dangerous levels of radiation. In the mutation zone, a large area towards the edge of the craters where plants have grown stunted and deformed, people can stay for 48 hours without any ill effects.

Deeper into the craters the radiation is higher. Staying in the middle area for 4-5 hours is too long and causes light radiation poisoning: fever, nausea, diarrhea, vomiting, and headaches, but may not be lethal provided the exposed individual is not exposed

to more radiation over the next 96 hours. However, lingering in the crater for 9 hours or longer, or visiting the site for periods longer than 3 hours over several days in a row, inflicts lethal radiation poisoning and slow death!

The centers of these Dead Zone craters hold the highest and deadliest levels of radiation. Operating in these hot-zones causes people to suffer 1D4 points of damage direct to Hit Points for every 30 minutes of exposure and there is a cumulative 30% chance of contracting lethal radiation poisoning as described below. This means a character will want to get out in 25 minutes or sooner and not expose himself again for at least 36 hours. Chance of lethal poisoning is 30% for the first 30 minutes, 60% for 31-60 minutes, 90% for 61-90 minutes, and automatic if exposed for more than 90 minutes.

Lethal Radiation Poisoning: Painful skin rashes cover the body and turn into blisters and open sores, hair loss, chronic fatigue and physical weakness, dehydration, continuing diarrhea, nausea, vomiting blood, and organ failure that leads to death in 3D4 days. Penalties: After 1D4 days of lethal exposure/contracting radiation sickness, reduce all combat bonuses, attacks per melee, and P.E. attribute by half. Reduce Spd attribute and Hit Points by 10% every day after lethal radiation exposure and -5% per day to the performance of all skills. Hit Points do NOT recover without immediate and decisive treatment or magic or psionic healing. These penalties apply as long as the character is sick, get worse and the person will die without intense and proper treatment. Any Sovietski hospital knows how to treat radiation sickness. Psychic healing and magical spell healing only work if treated within the first four days with the Restoration spell or immediate treatment will see recovery within 3D4 days, but add three days to the recovery time for every day treatment is delayed.

**Note:** Surviving Radiation Poisoning! Once lethal radiation poisoning occurs, the effects are fatal without the proper *magical, psionic* or *high-tech medical treatment* within four days of exposure. Medical treatment sees full recovery within 3D4 days, but penalties remain in place until complete recovery. Magic and psionic Healing Touch works only if performed with four days of exposure and only if *ALL Hit Points* are restored to 100% plus an additional 30 Hit Points within one hour of treatment. The spells *Purge Self* and *Purge Others* are also capable of restoring/healing victims of lethal radiation poisoning, but only if they are performed with the first 72 hours/3 days of exposure.

*After the first four days*, only the spells *Super-Healing* (and only if ALL Hit Points are restored to 100% plus an additional 60 Hit Points within one hour of treatment), *Restoration* or *Resurrection* (even if not completely dead, death is imminent) can save a victim of lethal radiation poisoning. Medical treatment only has a 33% chance of success if treatment takes place after four days. Roll to save vs coma and death. Bonuses to save vs coma apply. Good luck.

**53-60% Scorched Earth and Flaming Pits:** This Dead Zone looks like it was blasted from outer space or suffered a devastating fire. Any signs of vegetation that may be present are likely to be scattered tufts of grass, a few weeds and the remnants of dead, burnt trees. Such scorched earth zones are often pockmarked with burning sinkholes. A cave collapse or a sinkhole at the surface unleashes a slow steady stream of natural gas or a coal vein ignites and smolders and burns, creating a flaming pit. These dramatic Dead Zones are often given colorful local names such as "Hell's backdoor," "field of fire," "the Jinn's cave," and similar. There is no smoke, only fire and heat. The heat from the underground fires (fed by the gas or coal) weakens the surface rock, leading to further burning sinkholes and fire pits. Walking through a field or crater of flaming pits is like walking through a furnace, getting hotter the closer one gets to one of the many flaming pits. If the scorched earth is of volcanic origin, there may also be 2D4 boiling hot springs or boiling mud pits, a sulfuric odor and volcano within 50 miles (80 km), active or dormant.

Though a half mile (0.8 km) to a mile (1.6 km) in diameter, people have to get close, usually within a half mile (0.8 km), to actually see or smell the Dead Zone and feel the heat; easier to see from the air. The heat above the fire pits or above any portion of a burning cave system that has not yet collapsed averages 400-600 degrees Fahrenheit (204-316 degrees Celsius), but can reach 1,000 degrees (538 degrees C) for large flaming pits or cave systems. These temperatures are dangerous even for those in environmental armor. If the cooling system of the armor is overworked, the person inside could be cooked alive inside his suit.

Keeping warm in the winter by camping nearby is possible, but dangerous as one never knows when another flaming sinkhole might appear, and the melted snow creates many puddles, pools, and little streams, as well as a steaming mist above and around the Dead Zone. Besides, all sorts of beings may come to the location to stay warm or hunt those who do. Predators, monsters and wise enemies always know where they can find potential prey or victims gathered.

The most famous Dead Zone of this type is the *Gates of Hell* in what used to be the Central Asian republic of *Turkmen* which has been burning since before the Great Cataclysm.

Fire damage from falling or being thrown into such a fire pit is standard fire damage.

For those properly equipped and feeling adventurous, there is 5% chance that one of these burning caves or a large pit actually connects to one of the dimensions of Elemental Fire. The entrance will be guarded by 1D6 Major Fire Elementals.

**61-68% Morozko Demon Perpetual Winter Dead Zone:** Morozko Frost Demons are beings of evil and ice. Wherever they make their homes, pain, suffering and a cold aura of death follow. They typically reside in abandoned structures, caves or towers deep in isolated areas. These haunts, and the lands surrounding them up to a radius of ten miles (16 km), are trapped in perpetual winter with arctic temperatures and constant snowstorms. Nothing can grow and few animals stay long, making the zone entirely inhospitable. Morozko Demons love to torment humans and other lesser beings, so if there happens to be a village near the Dead Zone, the people are likely to suffer the demon's wrath on a regular basis. The powerful Morozko Frost Demons attract other Archaic Demons to themselves, so some Winter Dead Zones can be swarming with Unclean, Il'ya, Hell Horses and Nalet demons.

**69-76% Pocket Desert Dead Zone:** This area can be a stone desert of parched, cracked earth and dust or an actual sandy desert. Desert Dead Zones may be the result of almost anything, from an ancient blast or radiation that has faded away, to a dimensional anomaly or Rifts, ley lines and magic energy that has created a desert in unexpected places. More than 70% of these Pocket Deserts are just 2D4 miles (3.2 to 13 km) in area. Only a few cover more than 20 square miles (51 square km). Though you might expect this type of Dead Zone to occur most frequently in southern and far eastern Russia, close to the preexisting deserts of Central Asia and Mongolia, they are often unnatural, so they can

be found anywhere in Russia, China and Europe. Desert Dead Zones are not necessarily hot, just dry with minimal vegetation and life. Given how terrible other Dead Zones can be, these small patches of desert are comparatively non-threatening. As long as travelers bring plenty of water, they can survive in desert Dead Zones without other ill effects. One gallon (4 liters) of water per person per day is required. Without enough water, the effects of dehydration set in. Creatures immune to the effects of temperature, full conversion cyborgs, or those who can Bio-Regenerate are safe from the effects of desert climates and exposure.

**77-84% Dead Swamps:** The temperate forest regions of Russia are not the right conditions for salty basin lakes or estuaries common in some other parts of the world, yet for some reason, these salty lowlands exist right across Eastern Europe. Stretching roughly from the Baltic to the Caspian, something has created hundreds of these salt marshes. Most of these swamps are under four square miles (10 square km) in size with only 5% covering more than 25 square miles (64 square km). Like other salt marshes, they are low-lying areas full of salty to brackish water.

Unlike the typical salt marsh, these Dead Zones are almost devoid of higher life beyond water plants and some insects. There are no trees, fish, or birds native to Russia which are adapted to these environments, leaving them void of other life. The swamps are filled with rotting muck, dead and sun-blackened tree trunks sticking up from these stinking fens, and are home to mosquitoes and disease, and sometimes, creatures from other worlds. Occasionally, salt-tolerant creatures from elsewhere in the Megaverse have found their way to these swamps, but most are eerily quiet and devoid of life. Worse, the fetid saltwater slowly leeches into the surrounding ground, killing native plants and making crops impossible to grow in the area immediately surrounding the swamps. With sufficient effort, most of these marshes could be rehabilitated or stocked with species that can tolerate the saltwater. No one has been sufficiently interested to do so as of yet.

Travel through a Dead Swamp on foot is slow going and a disgusting mess. Reduce speed by 60%, even for Heavy Machines, and roll to save vs disease (14 or higher)! The swamps are mostly wet muck and shallow pools of water, so travel by boat, even by canoe or a flat-bottom barge is out of the question. As long as they don't stop, ground hovercraft and hovercycles have no problem riding over these swamp Dead Zones, but the driver and passengers need to roll to save vs disease (14 or higher). If the vehicle stops, it will sink into the soggy muck and need to be towed out. Likewise, unless completely frozen over, snowmobiles sink into the swamp.

**85-92% Toxic Industrial Dead Zone:** This is perhaps the saddest type of Dead Zone. There is no mysterious magic or dimensional anomaly at work, this is a toxic dump site leftover from human activity. The glorious technologies of the Golden Age of Man were not produced without byproducts, especially in Russia. Those which couldn't be used for something else were deposited in convenient lakes, streams, ravines and landfills. All of these dump sites are from before the Coming of the Rifts. Some are very old, dating from the Twentieth Century, and characterized by toxicity of one kind or another. They may look like nature preserves, filled with animal life, but there is a very good reason the lands are left fallow year after year. The water is not suitable for drinking, nor the fish and frogs for eating (roll to save vs non-lethal toxins or disease; 14 or higher), and some of the animals show signs of mutation and deformity. There is no immediate danger, but humans and D-Bees living in the area will, over time, get sick and suffer from a number of different toxin related illnesses, and die at a 40% younger age.

Most Industrial Dead Zones cover about 1D4 square miles (2-10 square km), but 10% are just a few yards (meters) in diameter, and 5% cover as much as 10 square miles (26 square km). The toxicity of these sites can readily be detected by standard sensors and chemical tests, including some cybernetic equipment, though many cyborgs would not be affected by the toxins in any case. When a waste site is encountered, roll to determine the exact nature of the contamination:

01-20% Heavy Metals: Contamination left from past industrial production. There are no immediate effects on characters, but for each week that a character eats food (plants or animals) from the contaminated area, there is a chance the character's mental attributes will be affected. Start with a 01-25% chance. Roll for I.Q. first. A roll under 26% means the attribute number is reduced by one for 2D6 weeks. If I.Q. is not affected, roll for M.A. Continue this process until one attribute has been reduced or until all three mental attributes have been rolled. If any attribute number was reduced, start with a 25% chance again the next week and repeat the process. If no attributes are affected by the poisoning then increase the odds by 25% for the next week's determination (maximum chance is 98%). A particularly fortunate character may never be affected by toxins, but most characters will see their intelligence and their ability to express themselves slowly reduce over time.

21-30% Munitions: The production of explosives requires a lot of heavy metals and the same rules apply as for heavy metal contamination. In addition, there is a 17% chance of stumbling into unexploded ordnance for every hour spent in the Dead Zone. The detonation deals 4D6 M.D. to everyone in a ten foot (3 m) area. There is also an 11% chance that any explosions, incendiaries, campfires or open flames in the Dead Zone will set the chemical-soaked ground alight! Standard fire damage applies and the flames can spread very quickly throughout the Dead Zone.

31-40% Radioactive Material: Either left from energy production, weapons manufacture, or industrial use. See the Radiation Poisoned Dead Zone, above.

41-60% Chemical Waste: A cocktail of chemicals polluted the ground and water table centuries ago, making the area unsuitable for sustaining humanoid life ever since.

61-70% Defoliant: Chemicals from a former industrial and military production center remain in the soil. Contact with the soil or the plants growing in the area causes skin irritation and a rash. Characters suffer 1D4+2 S.D.C. (or 1D4 M.D.) per day from the rash, which takes 1D4 weeks to heal. Those with weakened immune systems or fragile constitutions also suffer from weakness, fatigue and diarrhea. This toxic dump has no trees and the ground is only covered in scattered patches of different types of grasses, weeds, and scrub. The rest of the Dead Zone is dead, parched earth.

71-80% Mining Dead Zone: The land is mostly an uneven crater or sunken area of dirt, gravel and stone. The desolate landscape is broken by small patches of grass and scrub, and the occasional scrawny tree or two. Sinkholes, long runoff ditches, ravines and piles of boulders also mark the Dead Zone. This area and the water table below the surface were destroyed by mining practices. It has been ever so slowly coming back. In another century it may be habitable again.

81-90% Plastics: This is a very slow-acting contamination. Tiny inorganic particles accumulate in the digestive systems of anything eating food (plants or animals) from the area of contamination. The particles prevent the absorption of nutrients and the victim will eventually starve. The process takes years of continuous exposure (2D6+10) before the toxic effects begin to show. After that the victim has only 2D6+3 months to live.

91-00% Genetic Engineering: Something went amiss with an agricultural genetics experiment (or nanomachines). The end result is a Dead Zone in which nothing can grow (parched earth) or only one or two types of plants are able to grow here and there.

**93-00% Haunted Dead Zone:** Though not usually devoid of life, a haunted Dead Zone is usually the site of ancient city ruins, military base, or industrial compound. The buildings are either crumbled to almost nothing, half-melted to glass and slag, or partially standing Mega-Damage buildings being reclaimed by nature. Other haunted Dead Zones may be a forest, grassland, or a blast crater where a city or military base once existed. Whatever remains of the past that may still be visible, the place is haunted by Entities or spirits. Within the Sovietski, areas believed to be haunted are usually examined by the OVPUB Spetsnaz section to make an official determination.

Roll on the table below to see just how bad the infestation is.

01-10%: Two Haunting Entities.

11-20%: 2D6+6 Haunting Entities or Poltergeists.

21-30%: 1D6x10 Haunting Entities plus 2D6x10 Poltergeists.

31-40%: One Nightfeeder Greater Archaic Demon or Khitaka Abducter, or 1D4 Midnight Demons (aka Dream Ghosts) or Kaluga Hags. If there are more than one, they see each other as rivals and do not fight as a unit, but rather stalk humanoids as lone hunters.

41-50%: Bad news! The haunting is actually caused by 1D6 Shadow Beasts. In the alternative the area is the lair of one or two Archaic Russian Wood or Stone Demons (aka The Cursed Earth), or by a vampire!

51-60%: 1D6x10 Poltergeists and 1D4 Tectonic Entities.

61-70%: 1D4x10 Haunting Entities, 4D6 Poltergeists, and 1D6 Syphons.

71-80%: 2D4 unhappy Russian Woodland Spirits haunt this Dead Zone. They may all be the same type of spirit or a mixed group of them.

81-85%: 2D6 Poltergeists and Haunting Entities, but the real danger is the dozen Lesser Russian Demons that inhabit the Dead Zone (any combination, G.M. discretion).

86-90%: Minion War advance scouts on a reconnaissance mission in Russia, or demonic troops that have gone rogue and broken away from the Minion War invasion of Earth. If it is a force from *Hades* there are 1D4 Banshees or 1D4 Ghouls, a ghostly Labassu, a Succubus, and a Nightmare. If Dyval forces they are 1D4+2 Bonelings and two Stalkers or Tiger Beasts led by one or two Ice Wraiths.

91-95%: A ghostly haven. 1D6x100 Haunting Entities, 1D6x10 Poltergeists, 1D4 Syphons, 1D4 Tectonic and 1D4 Possessing Entities plague this area.

96-00%: 1D6 Wild Vampires (no Secondary or Master Vampires) or Unclean or Hell Horse Archaic Demons.

**Note:** Any of these Entities, spirts or demons can be swapped out for Entities such as the Beautiful Ghost, Conglomeration, Contagion, Gluttonous Entity, and other Entities described in **Rifts® World 29: Madhaven;** or Russian Archaic Demons, spirits from China or Lesser Demons, sub-demons or host of any kind. As always, the G.M. may increase or decrease the number of opponents any player group may face, and substitute the creatures they face. Archaic Russian Demons and Woodland Spirits are described in **Rifts® World Book 18: Mystic Russia.**

# Holidays & Festivals

National holidays and official celebrations are an important part of life in the Sovietski. They give the masses a diversion from the drab conditions under which they live. Holidays also offer an opportunity for leaders to expound on the values, ideals, history and goals of the Sovietski. The major official national holidays are listed below, during which all government offices are closed. Various religious Enclaves, certain cultural groups and families may have their own celebrations in addition to these.

**Revolution Day – February 23:** The anniversary of the Revolution led by Dukov and Polovtsev which created the Golden Age Soviet Union. This remains roughly equivalent to the Sovietski's Independence Day. Pride for the State and excitement about what has been accomplished in these dangerous times never runs higher. New ideas, however, are not so welcomed. The more traditional the slogans and speeches are, the better everyone feels. Official ceremonies in New Moscow always include parades of military hardware; columns of cyborgs marching, tanks, armored vehicles with missiles on display, and flyovers by jets. Veterans of the Armiya Sovietski also march in the parades in their own columns.

**Survival Day – April 17:** Held on the anniversary of the official end of the Eighty Years of Winter, April 17th was the date when the Sovietski first emerged from its underground seclusion. This is the most solemn of all Sovietski national days as it serves to memorialize those who died in the Great Cataclysm and struggles since that fateful event. Soldiers killed in all the generations of Sovietski fighting as well as all who have passed on are remembered by their loved ones. Two wreaths are laid by the Director at the Moscow Memorial. One honors all the Muscovites who died during the Great Cataclysm. In a rare gesture of solidarity with the rest of humanity, the other wreath honors all people in all countries who were killed by the Coming of the Rifts. While there are no parties or celebrations associated with the day, there is a defiant and altogether life affirming aspect to April 17th. People remember what they have survived in the past and take strength from those memories to endure through their current troubles.

**The First of May – May 1:** Since the days of the original Industrial Revolution, this day has been set aside to celebrate the workers at the heart of modern civilization. The Sovietski continues this long tradition in the spirit of socialism and labor solidarity. Parades and marches to celebrate workers and advocate for workers' rights are the primary events. All citizens are allowed and even encouraged to make public speeches on this day.

**Red Sails – Second Friday of May:** *Red Sails* is a holiday that first began in Russia during the ancient days of Lenin's Soviet. It marks the end of the school year and the start of the summer holidays. Officially celebrated everywhere, but most popular in New Leningrad, where a small sailboat with red sails spends the day circling the island. Traditionally, the day is an excuse to cut loose and social taboos are greatly relaxed. This is one of the

only days where such freedom is allowed and exceptions to the nation's strict behavioral expectations are permitted.

**Mid-Summer – June 21:** Mid-Summer is marked with small official ceremonies that recount progress achieved since the last year. The government works hard to convey a general impression of stability and forward momentum. During this time it is common to see the sun portrayed as a golden sickle as people look forward to the ripening of the grain in the fields. Citizens often mark the day with family get-togethers and outdoor activities throughout the long evening of the longest day of the year.

**The Director's Birthday – Varies, currently October 28:** The newest national holiday created by the previous Director as an excuse to praise the Sovietski's leaders. If Revolution Day is for celebrating the continuity of the State over time, the Director's birthday is for celebrating the current leadership.

**Mid-Winter – December 21:** The holiday paired with Mid-Summer. Indoor activities like card games, storytelling and drinking tea (or stronger beverages) around the family fireplace are the traditional methods to pass the longest night of the year. During this time it is common to see the raw power of the Russian winter symbolized as an icy hammer. It is a time to make plans for spring. In the back of everyone's mind, however, is the memory of the Great Cataclysm, which also began on a Mid-Winter's night. The nation collectively holds its breath in anxiety until the sun comes up again.

# Veterans' Organizations of the Armiya Sovietski

Veterans' organizations are central social institutions in the Sovietski. Almost everyone is a veteran and eligible for one organization or another. For the 33% of the population that makes a lifelong (at least 20+ year) career serving in the Red Army, connection to army life is even more important. At least 85% of retired solders are active in veterans' organizations in some capacity.

**Red Star Reserve:** Even when a career in the Armiya ends, service to the nation continues. Many soldiers opt to join the Reserve as a way to keep their military skills (and their hardware) up to date. The Red Star Reserve is the only veterans' group run by the military itself. It is by far the most famous and is generally regarded as the most prestigious. Reservists receive preferential treatment at cyber hospitals and food distribution centers, as well as from law enforcement and, particularly, active duty soldiers.

**Armiya Retiree Corps:** The Retiree Corps is for those soldiers who want to keep up the fight by pushing paper. The ARC essentially works as a lobby group for retired soldiers. They keep watch on the laws that affect pensions and disability payments and organize public events to spark conversation about the ongoing needs of veterans. The group is mostly populated by older military retirees and those honorably discharged after suffering injuries and declining augmentation.

**Politicalia:** One of the more subtle veterans' groups, Politicalia is primarily a networking organization focusing on veterans of any age who seek a second career in politics. It is made up of mostly younger officers who complete their required years of service and then go into government or Party leadership roles. Older veterans who join, especially those with distinguished records, are highly valued for their clout and the extensive connections they have formed over their long years in the service.

**All Russia Sport Federation:** The ARSF is a sports oriented organization that manages amateur sporting leagues and stages annual tournaments. It is open to active military personnel as well as veterans, but most members are veterans who are no longer tied to a strict military schedule. Older members continue to attend and participate in events as long as they are able. The Federation oversees separate leagues for augmented and un-augmented players. 'Borg ball – similar to *Juicer Football* – is one of the most popular games the group organizes, followed by gymnastics and biathlon competitions. Recently there have been exhibition games with players from Poland, the NGR and even some of the Warlord Camps. The days of sport as a proxy for national conflict, a prominent feature of life in 21st Century Europe, are beginning again.

**PrideStar Foundation:** PrideStar is the most overtly patriotic of the veterans' groups, mainly centered around their namesake publication. Their mission is to celebrate the achievements of soldiers in all aspects of life. Their monthly journal celebrates the life events of members, including promotions, medals won, children born and battles survived. They also give out a Soldier of the Year award in a huge annual ceremony, as well as honorable mentions for bravery, efficiency and distinguished service.

**Mir:** The Russian word for *peace*. It is a simple name and a simple goal. These veterans fought the good fight, but are now dedicated to reducing the need for war in the future by talking about their experiences with combat and military life. The orga-



nization is tiny, but it is closely watched by KSSI Enforcement. Their publications are frequently redacted and their members are issued gag orders and arrested more frequently than any other veterans' group. This kind of treatment only reinforces their commitment to their work. They take the very long view that hopefully someday the need for war and war-making will disappear, even though many higher-ups in the Sovietski government fear pacifism as a potentially fatal disease in the world of the Rifts.

# Chance Encounters

## Sovietski Small Talk Table

Due to the small size of the Sovietski, most citizens have at least some tangential connection to one another. Most of the time this connection is revealed through casual conversation or small talk. Small talk is a crucial part of Soviet culture and is important in establishing and nourishing their national identity and social connections. When a Sovietski character meets another they can almost always find something to talk about. If Game Masters and players want a little help coming up with random connections and ideas for small talk between characters, they can roll on the following optional table. If a particular entry does not match with the story or character concept, simply re-roll or create something of your own.

**01%** Characters are from the same neighborhood.

**02%** Characters are from the same town.

**03%** Characters are from the same city.

**04%** Characters are adherents in the same Enclave.

**05%** Both had relatives who served in the same military unit.

**06%** Characters stood next to each other in a queue for sausage, and that sausage (or other food) was REALLY GOOD.

**07%** Both characters lost an uncle or other relative or friend during an infamous failed military expedition.

**08%** Characters met previously at a military funeral.

**09%** Characters rode into New Moscow on the same train next to each other once.

**10%** This character is known as a reliable source of information.

**11%** This character is known as someone who should not be trusted.

**12%** The characters' ancestors were in the same wing of the Medvedev Garrison back during the Eighty Years of Winter.

**13%** The characters are both descended from the civilians who took shelter in the Medvedev Complex, but not the military.

**14%** Both characters remember the story about a famous dog that saved a boy from that well.

**15%** The characters can't find a connection. That is something worth talking about, possibly even suspicious.

**16%** The characters stood beside each other at last year's May the First parade or danced with the same girl. She didn't go home with either one of them.

**17%** Both characters lost a relative during an infamous failed military expedition to the Baikonur spaceport.

**18%** Both characters served in the same basic training unit at the start of their mandatory military service.

**19%** One winter night, the characters shared a fire barrel outside of the garrison.

**20%** The other character is your character's former commanding officer or squad leader, or teacher at some time.

**21%** You were this character's commanding officer or squad leader as some time.

**22%** Rode in an Ekranoplan or train together the last time you were coming back from assignment.

**23%** Both characters have had a run-in with the same police officer or precinct.

**24%** Both characters grew up on a farm or rural community.

**25%** The characters met at the last citizen awards ceremony.

**26%** One of the characters used to buy supplies (or information) from the other.

**27%** One or both of the characters were questioned, or once investigated, by the Spetsnaz, and cleared. Or are they under surveillance even now?

**28%** The player character owes this character a favor from many years ago and the character has come to collect.

**29%** This character shirked his responsibility of fulfilling a favor to the player character. Is it time to collect or something to laugh about?

**30%** Both characters knew the same person who was killed in the "Night of Unseen Fire" or other tragic event.

**31%** Both characters were thrown out of the same bar one night.

**32%** Both characters have heard about a strange theft or series of thefts, or rumors that something strange is going on.

**33%** The characters are first cousins.

**34%** The characters are second cousins.

**35%** The characters are third cousins, twice removed or old classmates who haven't seen each other in years.

**36%** The characters talk about a recent series of gruesome or mysterious murders.

**37%** The character was romantically involved with a friend or sibling.

**38%** The characters worked together at their first jobs.

**39%** Both characters lived in the same building or went to the same school or worked at the same company, but never met each other until now.

**40%** Both characters pursued the same person romantically but were never successful in wooing that person.

**41%** Both characters have read the KSSI approved version of *Traversing Our Modern World* by Erin Tarn.

**42%** Both characters have secretly read the uncensored version of *Traversing Our Modern World* by Erin Tarn.

**43%** Both characters used to read the same German magazine, *Volkstimme,* before the KSSI deemed the publication incompatible with Soviet ideals and banned its import.

**44%** The player character has admired this character's hat while both were riding public transit or at a gathering.

**45%** Both characters used to subscribe to the Russian magazine *Lyubov' Kurgana* before the KSSI deemed the publication lewd and shut down publication.

**46%** The characters have a mutual acquaintance.

**47%** The characters have a mutual acquaintance in a Warlord Camp.

**48%** The characters have a mutual acquaintance in the Black Market or other criminal organization.

**49%** Both characters have at least one family member in the same religious Enclave.

**50%** Both characters think that D-Bees should be more accepted (or that they should never be accepted).

**51%** Both characters are fascinated with psychics or psychic abilities (or maybe one or both possess psionic abilities).

**52%** Both characters have lost a friend or family member to troops of the newly allied Warlord Romanov Camp.

**53%** Both characters have lost a friend or family member to an enemy Warlord Camp or raiding party.

**54%** Both characters have lost a friend or family member to the Brodkil or other type of demon or monster.

**55%** Both characters have lost a friend or family member in the current siege of Kaliningrad.

**56%** The characters agree that if the Brodkil were smart, they would bypass Kaliningrad's gates and try to breach the Matryoshka defensive walls themselves.

**57%** The characters are both very opinionated about the relative merits of the newest particular weapon, vehicle, cyborg or organization.

**58%** One or both characters like to gamble and share their favorite locations or brag about their most exciting wins.

**59%** The characters have discussed who would win in a match-up: a Tsar Superheavy Machine or a Warlord's Tempest Shocktrooper.

**60%** The characters discuss their favorite fairy tales, superstitions, myths or legends from childhood.

**61%** Both characters like to fish or hunt and exchange stories.

**62%** The characters both considered becoming a Vedmak Cyber-Doc or Spetsnaz before they began their current career.

**63%** Both characters enjoy the same sport(s), probably as spectators.

**64%** The serial numbers of the two characters' cyber limbs or address or I.D. numbers are only one number apart.

**65%** Some of the characters' bionics must be set to the same frequency; they notice a hint of feedback when they get too close.

**66%** The characters share an interest in speculating on what Bunker 119 in Kurlensk might conceal and/or other mysteries.

**67%** Both characters were raised in the New Moscow State Orphans House and Worker Training School.

**68%** Both characters were fostered and raised by a civilian Maternity Award recipient.

**69%** Both characters are fascinated with magic (or maybe one is a mage or Mystic).

**70%** One or both characters had a close encounter with a Brodkil or Russian demon, ghost or Woodland Spirit.

**71%** The characters have both read *In Bed with the Enemy: The Dangers of the Romanov Treaties* by Warlord Pyotr Burgasov, banned by the KSSI.

**72%** Characters have both read *Being the Bigger Man: One Woman's Plan for the Future* by Sonya Romanov.

**73%** The characters have a mutual acquaintance in the Red Star Reserve.

**74%** Both characters have expressed interest in joining the Red Star Reserve.

**75%** Both characters have at least one friend or family member living in Kaliningrad. Or have fled or fought there.

**76%** Characters were both at the premier of the propaganda film *Heroes Bleed Red.*

**77%** Characters are both supporters of at least one Veterans' Organization such as *Politicalia.*

**78%** One or both characters have concerns about Werewolves. Maybe they even think they've seen one from a distance recently.

**79%** The character believes the Eighty Years of Winter never really happened.

**80%** The character believes that the Politburo is secretly controlled by a cabal of Chinese communists or the Angel of Death at Mindwerks.

**81%** The character believes that Nikoforov, Romanov and Sperling (or other leader or boss) are secretly controlled by an unseen power.

**82%** The character believes that the Four Horsemen of the Apocalypse were never actually defeated and the world is surely doomed. Or has heard rumors about something called the *Minion War* that has erupted in North America.

**83%** One or both characters believe that there is a secret Russian base on the moon, building an army to come to Earth and restore the glory of the Soviet Union.

**84%** The character knows a deep, dark secret of the player character but refuses to reveal how he knows such information. Is the character psychic? A spy? A Gypsy con-artist?

**85%** Characters have a mutual acquaintance who is a nomadic Gypsy.

**86%** Characters both have at least one relative who is a Gypsy!

**87%** Characters have a mutual acquaintance who is a Cossack.

**88%** Characters have at least one distant relative who is a mercenary, explorer or adventurer.

**89%** Characters have a mutual acquaintance or relative who is a psychic and works for the Spetsnaz.

**90%** Characters have at least one relative, friend or acquaintance who is an Old Believer or other type of magic practitioner.

**91%** Characters both consider themselves connoisseurs of fine vodkas or other alcoholic beverage.

**92%** Characters both consider themselves connoisseurs of good food.

**93%** Characters have discussed their mutual interest in the work of the Mystic Kuznya.

**94%** Characters each possess a Kalashnikov that was passed down to them.

**95%** Characters share an interest in pre-Rifts history and/or collect pre-Rifts artifacts.

**96%** Characters have discussed their interest in coin collecting, especially pre-Rifts rubles.

**97%** Characters have met at an underground cyborg fight club, gambling place, or other underworld or less than reputable establishment. One may have a connection to the Black Market.

**98%** One or both enjoy having their fortune read by Gypsies or psychics, or fear having their fortunes read.

**99%** Both characters know of someone who has defected to another country or who mysteriously disappeared.

**00%** Both characters have met, or know, or have considered joining a mercenary or adventurer group composed of outsiders from other lands.

# D-Bees Accepted by the Sovietski

*"We think that a powerful and vigorous movement is impossible without differences — 'true conformity' is possible only in the cemetery."*

*– Joseph Stalin*

Across the vast landscapes of Russia, there is little refuge for the many dimensional beings (D-Bees) who wander the land. Most Russians assume all inhuman D-Bees are part of the *monster hordes* that threaten humanity, and they have no interest in hearing otherwise. As a result, D-Bees tend to keep to themselves in their own ragtag bands and tiny communities and farms in and around Russia.

In contrast, the communist ideals of the Sovietski compel its people to treat everyone fairly, no matter their origins. As a result, alien nomads, traveling D-Bees and outsiders are usually allowed to pass through and even shop and temporarily stay in Sovietski cities and villages, provided they follow the letter of the law and there are no serious problems. Break the law, and D-Bees and outsiders can expect to be dealt with very severely by the unsympathetic authorities.

Only a tiny handful of D-Bees, mainly the most human-looking, have been allowed to become full Soviet citizens. Only in the Sovietski can these D-Bees work side by side with humans as their common equals. Even within the Sovietski, however, D-Bees face misunderstanding and fear, and the isolation that comes from being such a tiny percent of the population (less than 5%) in the Sovietski is difficult. Despite these challenges, some D-Bees manage to make a place for themselves in Sovietski society and are faithful to the nation that has given them a place to live, security and hope. A few types of D-Bees have become so well-integrated within the Sovietski society, they are practically inseparable from the people as a whole and think of themselves as Russians and productive members of the Sovietski. Perhaps it is not coincidence that they all can pass for human, more or less.

## Gridgitz

The Gridgitz are D-Bees who can easily pass as human. On average, they tend to be a little larger, a little stronger, broad in the shoulders and hairier than the average Russian, and a bit less intelligent, but they are hard working, honest folk who otherwise look completely human. The Gridgitz are so integrated into Sovietski society and speak such fluent Russian, that it is hard to believe they are not human and have not *always* lived in Russia. They have certainly been living side by side with humans for long enough that there are no cultural differences. In fact, they are human enough that cybernetic augmentation and Bio-Systems designed for humans work perfectly well with their physiology without the slightest modification. Presumably integrated into the Sovietski in the early days of the Dark Age after the Coming of the Rifts, generations later, many Gridgitz themselves did not realize they were not human until genetic identification became standard in the Sovietski. Even then, most simply shrugged their shoulders and went on with life as farmers and workers. There was certainly no push back from the Sovietski human citizenry, who consider the Gridgitz to be as human as they are, or at worst, close cousins. "We are all Russian, yes?" is a common refrain from the Gridgitz and most Sovietski humans.

Many Gridgitz are farmers engaged in subsistence agriculture, while others are miners or make a living at hard labor. Those who turn to adventuring or the urban life can readily find work as Men-at-Arms or in the labor force due to their physical strength and endurance. Aside from physical oriented work, Gridgitz can be quite stubborn and this includes a dedication to a particular area of study when they have set their mind to learn something. This kind of thick-headed approach actually serves them well as doctors, engineers, Operators/mechanics, lawmen and scholastic pursuits, though their numbers as skilled and scholarly professionals are small.

Only magic seems to elude the Gridgitz. Not that they doubt it exists, they simply believe it is not for them and do not even try to learn its secrets. Gridgitz universally consider magic to be "dishonest and untrustworthy." In fact, they call it "dishonest work." This disdain for "dishonest work" is ingrained among the Gridgitz on an almost instinctive level. They even avoid using magic items, including Techno-Wizard devices. This de-



spite the fact that half of all Gridgitz have some level of psychic healing abilities. They do not think of their own healing abilities as being unnatural nor dishonest, but they are wary of other types of psychics and psionic abilities. Some Gridgitz and Russian peasants do not even think of their healing capabilities as special or psychic in nature, but rather the blessings of a merciful and benevolent god.

It is tradition among the Gridgitz, as it is with most Russian common folk, that when someone they know gets sick, they prepare a traditional peasant remedy, the family gathers around, prayers are said, and with luck, love and prayers the person gets better. The power of "faith," not psionic abilities. The fact that two or three people may have deliberately or unconsciously used their healing psionics never occurs to anyone because it does not matter. They were simply praying that the ill or injured person fell asleep, be in less pain, and for the wounds or illness to be healed quickly through good thoughts and prayer. Of course, most Gridgitz, especially those with Major Healing Psionics, recognize their powers and learn to hone them quite expertly, often becoming the *village healer* or *wise man* (or woman as the case may be), or a Body Fixer with psychic abilities to supplement his medical training.

Local Russian Gridgitz healers/Body Fixers and wise persons are likely to hold an elevated position in the community and are consulted in times of need on all matters. Such healers may even become famous beyond their home village and take to traveling throughout Russia to help people in other communities much like a doctor or priest.

For its part, the Sovietski has no desire to separate Gridgitz from the general population. Gridgitz are decent, patriotic people who enjoy hard work and make valuable citizens. The idealized life of the rural peasant has powerful appeal to the Sovietski propaganda machine, and no one typifies that simple, good life better than a Gridgitz. As a result, rural Gridgitz as well as those who have succeeded as Body Fixers, adventurers, warriors or urban professionals are a frequent presence in propaganda videos and advertisements.

## Gridgitz – Optional Player Character or NPC

**Pronounced:** GRID-jitz

**Note:** A full 4% of the Sovietski population is made up of Gridgitz, but they are so human-like that they are included in the human population stats, and not as a separately identified D-Bee.

**Alignment:** Any, but most are Scrupulous (40%), Unprincipled (25%), or Anarchist (20%).

**Attributes:** I.Q. 2D6+3, M.E. 2D6+9, M.A. 1D6+10, P.S. 2D6+11, P.P. 1D6+10, P.E. 2D6+10, P.B. 2D6+3, Spd 2D6+6.

**Size:** 6 feet to 6 feet, 9 inches (1.8 to 2 m).

**Weight:** 200 to 300 pounds (90 to 135 kg).

**Hit Points:** P.E. attribute number plus 1D6+2 per level of experience.

**S.D.C.:** 3D6+30 S.D.C., plus any from Physical skills.

**Horror Factor:** Not applicable.

**P.P.E.:** 2D6

**Disposition:** Gridgitz are hardworking, physically oriented and honest folk. Most are proud of their physical strength and endurance and wear their callouses and laborious jobs like a badge of honor. When it is time for work they work hard. When work is over they like to drink, dance, sing and party just as hard. Gridgitz greatly respect those who are similarly inclined, and a favorite saying is, "Mother Russia is built on the backs of the laborer."

While some become warriors and adventurers, such professions are not held in as high esteem as farmers and laborers. Gridgitz, like most Russian peasants, are polite and hospitable to strangers and most people regardless of their species, but they do not easily open up to others, not even close friends. Problems and fear are another burden to be carried and endured on the back of the common man, and not to be discussed or complained about.

**Average Life Span:** 2D6+66 years for males, 4D6+70 years for females.

**Natural Abilities:** None, other than some of the attributes above, and bonuses below.

**R.C.C. Skills:** None. As per O.C.C.

**Available O.C.C.s:** Theoretically any, except magic-based or Master Psychic character classes. However, most Gridgitz gravitate to occupations involving physical labor such as farming, raising livestock, hunting, trapping, clearing land/lumberjacks, carpentry, woodworking, building, mining, Operator/vehicle mechanics, and similar, as well as other physical jobs such as oil drilling, warehouse work, digging ditches, picking crops, etc.; half of all Gridgitz are farmers (**Note:** Use the *Sovietski Citizen O.C.C.* or the *Russian Villager O.C.C.* to determine skills).

**Gridgitz who become adventurers or warriors** are most likely to lean toward *Body Fixer* (especially if a Major Psychic with 9 healing abilities), *City Rat, Operator, Vagabond, Wilderness Scout, Hunter/Trapper/Woodsman* or any *Men-at-Arms O.C.C.* except Robot Pilot. NEVER a practitioner of magic or Psychic O.C.C. Most Gridgitz are illiterate and only speak one or two languages beyond their native Russian tongue.

**Experience Level:** Level 1D6 or as set by the G.M. for Non-Player Characters. Player Characters should start at first level. Use the Experience table of the selected O.C.C.

**Attacks per Melee:** As per Hand to Hand Combat skill.

**Damage:** As per combat skill or weapon.

**Bonuses:** +1 to disarm, +2 to roll with impact, +1 to save vs possession, +1 to save versus poison/drugs/alcohol and disease, and +1 to save versus magic. These are in addition to any gained from high attributes or skills.

**Vulnerabilities:** None per se.

**Magic Knowledge:** None.

**Psionics:** Roll percentile for random determination or pick one, provided the G.M. allows it. Only abilities under the Healing category apply (see **Rifts® Ultimate Edition**, page 164).

01-25% Major Psionic: The Gridgitz has the Deaden Pain psychic ability and seven additional Healing powers of choice.

26-50% Minor Psionic: The character has the Meditation ability and three additional Psionic Healing abilities of choice.

51-00% No psionic ability.

**I.S.P.:** M.E. attribute number x3 at level one plus 2D4 I.S.P. per each level of experience for *Major Psychics.* M.E. attribute number x2 at level one plus 1D4 I.S.P. per each experience level for *Minor Psychics.*

**Standard Equipment:** As per O.C.C.

**Money:** As per O.C.C.

**Cybernetics and Bionics:** As per O.C.C., but considering the Russian culture, most are agreeable to cybernetics or some

level of bionic augmentation. Most Gridgitz just can't afford it.

**Habitat:** Most numerous in rural parts of the country and farmlands throughout Russia. They do not try to isolate themselves from humans as most think of themselves as human. All Russian villages and cities will have Gridgitz (1D4%) living among the population.

**Slave Market Value:** Roughly the same as humans, double for skilled professionals such as Body Fixers and Healers, but they are not in demand. Gridgitz do not take well to being enslaved and become belligerent and aggressive in captivity, always looking for a way to escape and free others.

**Alliances and Allies:** They consider themselves 100% Russian, so they generally work within the law of whatever local power they live under, so long as that power is also Russian. Woodland spirits are to be avoided, but are accepted as a positive force.

**Rivals and Enemies:** Demons, Witches, and Necromancers in particular, practitioners of magic, gypsies and outsiders (i.e. non-Russians) in general.



# Shu-Shuum R.C.C.

In the early years after the Great Cataclysm, a Sovietski patrol came upon a tribe of "aliens" in the wooded foothills of the Urals. The patrol decided, for once, to ask questions of the grey-skinned humanoids first, and save the shooting for later. This might have had something to do with the D-Bees not being armed with anything but a few sharpened branches and clubs. Their short stature (all under four and a half feet tall/1.3 m) and their calm, passive nature certainly helped as well. A few of the small, grey people had learned enough Russian to communicate and they agreed to peacefully follow the patrol back to base. It would prove to be a fateful turn of events, as the Sovietski accepted them and the beings who call themselves "Shoo-Shoom" managed to survive in a hostile environment. In the short few months since the Shu-Shuum had been ripped from their world and deposited on Rifts Earth, more than half their number, 5,241, had been slain by one monster or crisis after another. When the Russian soldiers found them, they were near starvation and had lost all hope of surviving in the long run.

Being brought to civilization, even a shattered one struggling to survive, was a welcomed relief. The Shu-Shuum thrived and almost all living on Earth today are descendants from the group rescued by the Sovietski. They did well among the Sovietski survivors of the Great Cataclysm because the Grey Dwarves, as they are sometimes called, are self-disciplined, obedient, and possess a natural talent for language and mathematics as well as a head for logistics, planning and organization. They have no desire for power or wealth, they simply enjoy being free and handling what many people consider to be drudge work. Shu-Shuum enjoy pushing paper, accounting, and handling logistics and planning. Their love of details and math makes them ideally suited for clerical work, as well as middle-management and supervisors who lack any desire to "climb the corporate or political ladder." In short, they are happy little bureaucrats glad to come to work and toe the line without question. They also obey the letter of the law, making them good citizens. This is, at least in part, the result of the Shu-Shuum's home world having been invaded and their people forced into servitude for ten thousand years. Over time, the Shu-Shuum, who were a passive and quiet people to begin with, and never brutalized by their conquerors, came to accept their fate and place in society, as they do most things, and became an obedient and subservient people. In many ways, the Russian people, and the Sovietski in particular, are just a new master who allows them more freedom and choices than they have ever known. The Shu-Shuum appreciate this and make sure their children understand and appreciate their good fortune in the Sovietski among the Russian people.

Most Shu-Shuum consider the Sovietski their new home, but some families have slowly spread out over the last 300 years, making small clans and families found at work in governments and businesses, here and there, across all of Eurasia.

In appearance, Shu-Shuum are considered (at least by humans) to be rather homely and even a bit ugly. They rarely clear more than four and a half feet (1.3 m) and many are almost as wide. They have wrinkled and leathery skin that is usually some shade of gray, with a small percentage having grayish-brown skin or dark grey complexions. The skin is so wrinkled that a teenage Shu-Shuum more resembles what a human would think of as a person in his 60s or 70s. Most have a pug nose, small dark eyes and large, crinkled ears that remind some of a leaf of lettuce, earning them the nickname of Cabbage People or Cabbage Heads. Both males and females are mostly bald. What hair they have is sparse, patchy, stringy, and always black. Both sexes wear it in the same style, swept back and dangling down from the back of their heads. Females tend to wear the hair longer, down to the shoulder blades, but most humans don't make the distinction. While males and females look startlingly similar to humans, Shu-Shuums can tell each other apart at a glance.

Their homely appearance, dull personalities and boring work as number crunchers and middle management causes most humans in the Sovietski to ignore the Shu-Shuum, except when they need them. This suits the D-Bee just fine as they are not usually adventurous and prefer to lead quiet, safe lives. They find humans

to be too loud and aggressive for their taste, and disturbingly tall. Looking up at humans all day at work gives them a kink in their thick necks. When not busy working, most Grey Dwarves would rather spend time with their own kind.

That said, there are some, both young and old, who develop an uncharacteristic desire to see the world and meet other people. After all, Rifts Earth is so rich in diverse people and places. Even then, such Wanderers, as they are called by the Shu-Shuum, usually take up occupations such as language interpreters (see Natural Abilities, below), Operators, traveling Merchants, Pilots, Rogue Scholars, Smugglers, Vagabonds and Wilderness Scouts. And every once in a great while, a Techno-Wizard or Merc Soldier.

## Shu-Shuum – Optional Player Character or NPC

**Pronunciation:** Shoo-SHOOM

**Also Known As:** Grey Dwarves, Cabbage Heads, Number Crunchers and Money Rollers.

**Alignment:** Any, but most are Principled (33%), Scrupulous (33%), Unprincipled (20%), or Anarchist (10%). Evil Shu-Shuum are very rare and usually Aberrant.

**Attributes:** I.Q. 2D6+13, M.E. 2D6+9, M.A. 1D6+6, P.S. 1D6+8, P.P. 1D6+11, P.E. 1D6+10, P.B. 1D4+6, Spd 2D6+2.

**Size:** 4 feet to four feet, six inches tall (1.2 to 1.3 m).

**Weight:** 100-150 pounds (45 to 67.5 kg). Short, stout and husky.

**Hit Points:** P.E. attribute number plus 2D4 per level of experience.

**S.D.C.:** 20, plus any from Physical skills, but they are not very physical unless you count mathematics and filing paperwork as physical activity.

**Horror Factor:** None.

**P.P.E.:** 2D6

**Disposition:** Shu-Shuum love to be part of a job well done. Most are willing to make heroic efforts to get things done ahead of schedule and under budget. They enjoy the company of their own kind and like-minded people who are also passionate about their work. On the other hand, they do not enjoy loud, pushy people, bullies, lazy people or party animals who are more concerned about having fun than doing a proper good job. (There is a time and place for everything.) Shu-Shuum generally get along with anyone who is honest and genuine, willing to let them do their work in peace, and listen to what they have to say. Grey Dwarves enjoy being the brains behind the scenes and never need or want recognition for their diligent work.

By contrast, most hate physical work and adventuring. They appreciate the value of it and the people who do it, they just despise having to do it themselves. It's not the Shu-Shuum way. Most are buttoned-up tight and rarely complain out loud to anyone, especially a superior, they just dutifully fulfill the responsibilities of their job. Likewise, Shu-Shuum seldom stand up to loudmouths, bullies or overbearing bosses, though they are masters of passive-aggressive behavior, especially when they think someone around them is being lazy or a liar.

**Average Life Span:** 3D6+50 years. Shu-Shuum become sexually mature at 12 years old. Males and females get together to mate several times throughout their lives, but most do not form lasting relationships with each other. Shu-Shuum tend to be healthy throughout their lives and most work almost to their dying day.

**Natural Abilities:** Fundamentally, the same as humans plus the following.

Acute Memory (special): Shu-Shuum can easily memorize almost anything they read or have orally recited to them twice. This is particularly true when they are told they must always remember something, or that it is important, but it also applies to rhymes or anything that appeals to them, including rules, laws, orders, poems and songs. As a result Shu-Shuum memorize entire books of rules or laws, songs and poems. When it is something the character does not believe is important or does not like, it is easily forgotten.

Once a Shu-Shuum has chosen to memorize something, he can recall and recite the information flawlessly (100%), as if he is reading from the book itself (-1D6% penalty to flawless recollection when angry, distracted or scared; -2D6% penalty when a life or death outcome relies on the character's recollection). So if a Shu-Shuum "makes an error" in accurately presenting an important memorization, it is either deliberate or a very rare mistake. The sheer volume of information a Shu-Shuum can recall at one time is stupefying. They can remember up to 20,000 pages of written material at first level and can memorize 1D4x10,000 additional pages per each additional level of experience! This information can be every wine list of every restaurant in the city, every spreadsheet from each budget since the Sovietski began, or whatever the character wants to be able to remember later. Best of all, Shu-Shuum can just as easily forget certain topics to free up space for new ones.

Language (special): The Shu-Shuum's s head for details enables them to learn any spoken language at 50% proficiency within a matter of 2D6 days! And the skill improves at a rate of +12% per level of experience. Literacy in written languages is as usual but starts with a +20% bonus.

Pattern Recognition (special): The way a Shu-Shuum's mind works, he can make lightning fast observations to recognize patterns in data, math, numbers and visual images. This enables the character to quickly recognize mistakes in math, miscounts, missing inventory, missing files and paperwork, and so on. This also applies to noticing something that is missing or misplaced on a shelf, desk, packing crate, and even on a person's body. For example, the Shu-Shuum may notice a weapon missing from a holster or find it odd that an Operator or merchant is missing a particular tool or item for that trade. Or the character may notice a couple of the items are dirty, while the others are all clean, suggesting they were recently used; or that one pair of shoes are muddy and wet, suggesting someone just came indoors. Which, in turn, may make him realize or suspect something is wrong or another character is lying or perhaps misrepresenting himself as something he or she is not.

When it comes to inventory, the Shu-Shuum quickly notices if even one screw or widget is missing from a gross of 144 items. This means a Shu-Shuum always knows exactly what he has in his home, backpack or credits and notices if anything goes missing or shows up in another person's hands! Moreover, a Shu-Shuum is likely to be able to identify most personal items by making note of the scratches or tiny dents on the handle, blade, etc.

Base skill: 70% +3% per level of experience.

**R.C.C. Skills:** All Shu-Shuum in Russia and Eurasia, or descended from that group, have the following skills, in addition to those of any chosen O.C.C.
Language: Russian and Euro 99%.
Language: +4 of choice to start; see Natural Ability, above.
Literacy: Russian at 90%.
Computer Operation (+20%)
Law (Russian, General) (+20%)
Mathematics: Advanced (+30%)
Mathematics: Basic (+45%)
Research (+20%)
Sing (+15%)

**Available O.C.C.s:** Most Shu-Shuum rely upon their head for numbers and patterns to find work as accountants, clerks, stock workers, data processors, planners, administrators, analysts, managers, mathematicians, and paper pushers of all kinds. Those who find such work do not need a specific Adventurer or Men-at-Arms O.C.C. The skills and abilities they already possess serve them well enough. If the G.M. allows it, they can select 1D4+1 Secondary Skills from the usual list in **Rifts® Ultimate Edition**. **Note:** Their low-key and dull personalities makes them not very good teachers.

**The rare adventuring Shu-Shuum** (or one who is reluctantly dragged into adventure or war) may remain the classic numbers guy/accountant, above, or may select one of the following O.C.C.s: *Operator, traveling Merchant, Pilot* (or equivalent thereof), *Rogue Scholar*, or *Rogue Scientist* specifically limited to an electrical or mechanical engineer or chemists, not someone who actually builds the machines he may help design or test (unless he's an Operator). Other O.C.C.s may include Smuggler, Vagabond, Wilderness Scout, and once in a great while, a Techno-Wizard or Merc Soldier. **Note:** In all cases, reduce the usual number of *O.C.C. Skills* by 25%, and reduce the number of *O.C.C. Related Skills* and *Secondary Skills* to zero. Any O.C.C. Special Abilities are unchanged.

**Experience Level:** 1D6+1 for most Non-Player Characters (likely mid-level managers). Player Characters should start at level one and use the *Rogue Scholar* experience table. Those with an O.C.C. should use the experience table for that O.C.C.

**Attacks per Melee:** Use the rules for No Hand to Hand Combat Skill. Shu-Shuum never learn to fight, unless it is required for their occupation, and then it is usually Basic.

**Damage:** As per strength or weapon.

**Bonuses:** +2 on Perception Rolls (+4 when looking for patterns or mathematical errors), +2 to save vs disease, +1 to save vs possession, and +4 to save vs insanity.

**Vulnerabilities:** None per se.

**Psionics:** None.

**Magic:** None, unless a magic O.C.C. is chosen, which is extremely rare.

**Standard Equipment:** As per chosen O.C.C. Most clerical workers have basic tools of the trade, markers, pens, pencils, erasers, notepads, a few reams of paper, portable computer, calculator, and common personal effects such as clothes, shoes, suit or other appropriate work attire, books, a modest apartment, and similar.

**Money:** Shu-Shuum tend to be frugal and excellent savers and have 50% more money than the average Sovietski citizen. Those with an O.C.C. have +30% more cash on hand to start.

**Cybernetics and Bionics:** None. These don't work with their alien physiology.

**Habitat:** Russia and Eurasia, but mostly (70%) in cities of the Sovietski. Found in all of the cities of the Sovietski and sometimes at other places in Russia, Europe and Asia, including Poland and the NGR. Most Warlords of Russia, Mindwerks, Triax, and even the Yama Kings have "acquired" some Shu-Shuum to work for them.

**Slave Market Value:** 2D4x10,000 credits for a trained accountant, manager, engineer or numbers man; half that for a less experienced individual.

**Alliances and Allies:** Shu-Shuum have taken well to the ideals of the Sovietski and most are loyal Communist Party members. Outside of the Sovietski, Shu-Shuum willingly attach themselves to all kinds of large, efficient organizations, including the European Black Market. They accept humans and most intelligent life forms without bigotry or resentment.

**Rivals and Enemies:** They often compete with other Shu-Shuum and with human brown-nosers for most efficient worker or manager, but do not really care about position or wide recognition. They take an instant dislike to rugged individualists, jocks, bullies and lazy people. They fear and dislike all types of monsters, demons, evil supernatural beings, human supremacists and slavers. They've heard stories about the Minion War, the Angel of Death and the Splugorth, and hope to never encounter any of them.

# Wolverine People R.C.C.

In the Sovietski, when something or someone needs finding or rescue in the wilderness, guarding or protection (a V.I.P., a military patrol stopped for the night, an ammo dump, a secluded bunker), you will almost always find Wolverine People among the team. One or more are usually members of reconnaissance patrols, especially deep reconnaissance, and assigned to wilderness operations. With their sharp sense of smell and psychic senses, these relatively human-looking D-Bees are perfect for early detection of encroaching enemies, bandits, or monsters. The only thing they do better is tracking and hunting down fugitives in the wilderness. (**Note:** Senses and tracking skills suffer a -25% penalty in urban settings.)

In the wild, Wolverine People can easily survive the harshest winter conditions, living off the land and feeding on the raw flesh of the animals they hunt. They are bold, strong and aggressive by nature, possess instinctive fighting abilities, and even look wild and dangerous. However, despite their rather animalistic appearance – some have compared them to the legendary Yeti or abominable snowman of the Himalaya mountains – they are smart hunters and man-hunters, who can be cunning and resourceful. In short, they are canny trackers, huntsmen and scouts with brutish, fur covered bodies.

Though they are not animals, Wolverine People look like they could be. They bear some resemblance to their namesake, particularly in their fur-covered bodies and markings. Their thick, sleek fur coats are always a shade of brown with long, black or dark brown manes of hair often streaked with white, cream or silver highlights. The males have beards and mustaches and shaggy fur on their shoulders, forearms, and lower legs. Under that fur is a powerfully-built, broad-shouldered and muscular humanoid




with an arched back and a narrow, pointed face. Their furry ears are constantly in motion listening for trouble, their noses sniffing out intruders or prey, and their amber eyes pulse with animal magnetism.

They can speak, and males have deep, warm baritone voices, but tend to be people of few words and say what they mean. Those who come to know them learn to see past the wild exterior and appreciate Wolverine People as intelligent hunters, loyal and courageous teammates, and when not on duty, playful, graceful and funny. Male and female Wolverine People like to roughhouse, wrestle, laugh, drink and enjoy games of skill, like knife throwing, darts, and arm wrestling, as well as card games and rolling dice. They can't sing worth a lick, though many try, especially when inebriated, and are surprisingly warm and positive toward their comrades, and life in general, even under the harshest and most bleak conditions.

Wolverine People females are savagely beautiful. Their bodies shapely, lithe and feminine. Their fur is shorter, silky, and less shaggy than the males, and their body frame is smaller, thin and seemingly delicate. Which is not true. Female Wolverine People are every bit as deadly as their male counterparts. While not quite as strong, they are faster and just as merciless in combat.

Scouting, detecting and identifying approaching threats is only part of the Wolverine People's job in the Sovietski Army. Another is to issue a warning to their comrades or take out the threat before it becomes a problem. This can be done in a number of ways, but among them is the Wolverine People's natural ability to unleash an ear-splitting shriek or bellow. Like the warning cry of a howling wolf, it can carry for two miles (3.2 km) in the frozen tundra. Best of all, enemies unfamiliar with this D-Bee are likely to believe the sound comes from a wild animal, not an intelligent being and not realize that Sovietski soldiers are trained to recognize it as a warning signal.

Unlike the quiet and humble Shu-Shuum, Wolverine People love adventure and physical challenges, and excel at stalking, hunting, black operations, and fighting. Even better from the Sovietski Government's point of view, they are incredibly inexpensive to hire and maintain. Most are willing to fight and risk their lives for room and board, food, a bottle of vodka and the opportunity to hunt and fight with their comrades. Wolverine People love the camaraderie of their fellow soldiers. And while humans may see a nonhuman brother or sister in arms as someone who can never be their equal, Wolverine People only see comrades and equals.

Wolverine People recruited into the Sovietski Army are given their own barracks and training facility dubbed, perhaps cruelly so, as "the Kennels." Not that the cheerful D-Bees take any offense by the designation. Many Wolverine People are taken into the military as young as 10 or 12 years old (they reach physical maturity by 15) – and grow up in the Sovietski military kennels. There they are first introduced to organized military methodology, self-discipline and the ideology of communism. Most are trained for scouting, tracking and combat duty. Wolverine People take well to military discipline and because they love the work and combat duty given to them, stay in military service until they are too old, infirm or killed in the line of duty.

They are especially good at scouting, tracking and black ops in winter and wilderness conditions. The hardest part of training for them is learning to stifle the impulse to howl or shriek when they capture or slay an enemy, and to stand firm when facing the supernatural. Wolverine People instinctually fear and hate the supernatural. In the wild they howl a warning and flee from demons and other supernatural beings. Careful training turns their natural flight response into a fight response. Once they realize they can actually do damage to supernatural beings (with the proper equipment), they relish the chance to fight. In general, Wolverine People love to jump right into combat and use their own bare hands, and claws and teeth if necessary. As Mega-Damage beings with Robotic equivalent strength, their punches, claw strikes and bites inflict Mega-Damage. That said, while they do not wear confining environmental armor, they will wear patchwork armor and are happy to use guns and other M.D. weapons, particularly Vibro-Blades and other melee weapons.

In addition to hunting, tracking and combat, Wolverine People enjoy fishing, skinning animals, swimming, most outdoor sports, springing traps, and taking things apart and finding out what is inside sealed boxes. In the wild, Wolverine People can easily survive the harshest winter conditions, living off the land and feeding upon the raw meat of the fish and animals they hunt. They don't eat the flesh of humans and other intelligent beings, but under dire conditions, might make an exception.

Not all Wolverine People fall under Sovietski authority. There are always a few clans and tribes of wild Wolverine People to be found in the Russian wilderness. For the most part, they share all the same instincts and common traits of the Sovietski cultivated D-Bees, and speak Russian and Euro, but tend to be more gruff, rougher and less civilized. Wilderness Wolverine People are much more likely to interact with rural folk. Whether it is hearing a howl or catching a distinctive whiff, Russian peasants know when Wolverine People are nearby. Preferring to hunt and live off the land, wild Wolverine People seldom attack others unless they feel threatened or are attacked first. Even then, they are likely to fight only enough to make good an escape. There are sometimes conflicts when a wild Wolverine Person steals or kills and runs off with livestock, but that too is a rare event. There is no challenge or honor is such action, so the D-Bee must either be desperate, hurt or vengeful to engage in such behavior. As it stands, there is plenty of wide open wilderness and wildlife for Wolverine People to hunt without having to steal from farmers and peasants. However, when Wolverine People feel wronged, their vengeance can be terrible in the extreme, deliberately slaughtering livestock and doing property damage in addition to killing the person(s) responsible for the wrongdoing that invoked the Wolverine Person's wraith, perhaps even slaughtering the man's entire family and fighting anyone who gets in their way.

When wild Wolverine People do interact with humans, it is usually to trade fur or the meat from game animals (fish, caribou, elk, deer, bear, seal, etc.) for basic supplies, medicine, weapons, ammo, or alcohol. And sometimes just for the company. As noted, Wolverine People generally like humans and other people and enjoy their company.

## Wolverine People – Optional Player Character or NPC

**Also Known As:** "Guard Dogs," "Russian Yeti," and "Wolverine Men" (even though both males and females are members of the Sovietski Army, and females are shapely and attractive).

**Player Character Note:** Playing a Wolverine People character may be a bit restrictive only because most are members of the Sovietski Army, loyal to Russia and seldom travel beyond Eastern Europe. However, most Wolverine People are assigned to combat zones, front-line action and wilderness assignments as well as Black Ops, all of which give the character more freedom than the average soldier. A special operation might even require a Wolverine Person to join forces with a group of outsiders (i.e. the player group) to gather intelligence or to infiltrate, sabotage or defeat a particular enemy.

Of course, the character may also be a deserter or accidentally separated from his combat unit – especially if swept away to a different part of Rifts Earth or another world entirely. And not all Wolverine People serve in the Sovietski military. The character might be a retired Sovietski soldier or a wild Wolverine Person not part of the Sovietski. Such individuals, small groups or family clans might be encountered anywhere in and around Russia, Scandinavia and other parts of Europe, Mongolia and China. This can be a fun character to play, so G.M.s, make it happen.

**Alignment:** Typically, Principled (10%), Scrupulous (50%), Unprincipled (20%), Anarchist (10%) or other.

**Attributes (Male):** I.Q. 1D6+10, M.E. 2D6+3, M.A. 2D6+10, P.S. 2D6+22 (Robotic), P.P. 2D6+10, P.E. 2D6+11, P.B. 2D6+5, Spd 3D6+3.

**Attributes (Female):** I.Q. 1D6+11, M.E. 2D6+4, M.A. 2D6+12, P.S. 2D6+17 (Robotic), P.P. 3D6+10, P.E. 2D6+9, P.B. 3D6+8, Spd 3D6+9.

**Size:** Male: 6 feet, 6 inches to 7 feet, 3 inches (1.8 to 2.2 m). Female: 6-7 feet (1.8 to 2.1 m).

**Weight:** Male: 200-400 pounds (90 to 180 kg). Female: 160-250 pounds (72 to 113 kg); muscular, athletic builds.

**Mega-Damage Creature with M.D.C.:** Males: P.E. attribute number x10 M.D.C. plus 1D6+10 M.D.C. per each level of experience. Females: P.E. attribute number x9 M.D.C. plus 9 M.D.C. per each level of experience.

**Horror Factor:** 12; at least until you get used to them.

**P.P.E.:** Male: 4D6. Female: 5D6.

**Disposition:** Wolverine People tend to be cheerful, happy-go-lucky and unconcerned. Most have warm, friendly personalities. Those in the Sovietski enjoy military service and like that their basic needs are guaranteed by the military in exchange for their duty. The fact that many die in combat is of no consequence as long as their preceding life was honest and comfortable. And they have a very loose definition of the term *comfortable:* a cot, three hot meals and the opportunity to fight is comfortable to most Wolverine People. Those who are Sovietski soldiers share the same attitude and outlook on life as the wild born who fend for themselves. Both see food and shelter as easy to come by, and good times are always just ahead. Females and males have very similar outlooks and both enjoy combat, but females tend to be more cunning and tricky, while males are more straightforward and like brawling, duels, gunfights and physical competition. Both genders can be merciless in combat, especially when out for revenge.

**Average Life Span:** 4D6+50 years. Wolverine People reach maturity by age 15. Females give birth to 1D4 children as often as every three years. Those in service to the Sovietski military breed much less often. In the wild, Wolverine People tend to die young.

**Natural Abilities:** Fundamentally the same as humans and speak Russian and Euro. The main difference, besides being covered in silky fur, is their natural M.D.C. bodies (Natural A.R. 15 in S.D.C. settings), and the following notable abilities.

Alarm Howl: There are a few different loud, long-distance sounds Wolverine People make. A howl indicates danger of a conventional nature or a target having been found, i.e. troops, prey animal, etc.

A shriek indicates a supernatural/demonic danger/enemy/monster.

A bellow indicates entering into combat or triumph in combat.

They are all so loud that they have a 60% chance (+20% for the shriek) of waking anyone sleeping within 3,000 feet (914 m, or about half a mile/0.8 km); double the range if carried on the wind. In ideal conditions, the sound can be heard two miles (3.2 km) away, three (4.8 km) if carried on the wind.

Fast Healing: Wolverine People recover lost M.D.C. at a rate of 2D6 points per 24 hours of rest, half if continuing to fight or engaging in strenuous activity, double along a ley line.

Impervious to Cold: Temperatures as low as 50 degrees below zero Fahrenheit (-46 Celsius) do not affect them. Colder temperatures only inflict half the usual penalties and damage, and magic cold-based attacks do half damage (ice weapons do full damage).

Instinctive Fear of the Supernatural: Wolverine People fear and hate the supernatural, particularly demons, Entities, ghosts and evil supernatural beings. Their first instinct is to flee from the supernatural. While Sovietski military training enables the D-Bees to resist that instinct, if the human soldiers retreat from a supernatural foe, the Wolverine People are there with them at the front of the line.

Musk: Not really an ability, but Wolverine People always have a slight animal smell about them. It is a sweet, musky, musty smell that becomes stronger when they are agitated and during mating season.

Psionics: Wolverine People have a few minor psionic abilities; see below.

Robot Equivalent Physical Strength: Most males inflict 1D6 M.D. with a full strength punch (+6 M.D. to a claw strike) and 2D6 M.D. with a Power Punch (2D6+10 M.D. for a power claw strike). A bite does 1D4 M.D.

Females typically inflict 1D4 M.D. with a full strength punch (+5 M.D. to a claw strike) and 2D4 M.D. with a Power Punch (2D4+8 M.D. for a power claw strike). A bite does 1D4 M.D.

Superior Sense of Smell: Sovietski Wolverine People in the military are trained to use their superior olfactory sense to detect machine oil, vehicle exhaust and explosives, as well as the telltale scents of brimstone and hoarfrost that characterize some of the Greater Archaic Demons found in Russia. This is in addition to their natural ability to recognize animals and track by scent like a bloodhound. Those not with the Sovietski military soon learn to pick out most of the same smells as a matter of survival.

*Identify and Track Familiar and Strong Scents (animal, humanoid, explosive, chemical known to the character):* 76% +1% per level at a range of 300 feet (91.4 m) per level of experience.

*Identify and Track Unfamiliar and Weak Scents:* 50% +2% per level at a range of 100 feet (30.5 m) per level of experience. This includes specific people known to the D-Bee, or following a scent like a bloodhound with a point of reference like an article of clothing recently worn by the subject being tracked. -25% to track and follow that specific scent in snow, fog and light rain. +10% to follow a blood scent.

In most cases, Wolverine People should roll once for every 1,000 feet (305 m) to see if they stay on the trail (half that distance if the trail is unusually light or covered in light rain or snow). A failed roll means that the trail is temporarily lost. Two successful rolls out of three means that the trail has been rediscovered. Two failures means that the trail is lost. **Note:** Cannot track through water or in a heavy rain or snowstorm, and cannot detect or sense Astral Beings, Entities, ghosts or spirits, but may sense them using psychic powers.

**R.C.C. Skills:**

Languages: Russian and Euro at 70% (+2% per level).
Climbing (+15%)
Detect Concealment (+10%)
Fishing (+10%); they catch fish with their hands or using a spear.
Hunting
Identify Plants & Fruit (+20%)
Land Navigation (+20%)
Prowl (+10%)
Skin and Prepare Animal Hides (+10%)
Swimming (+10%)
Track and Trap Animals (+20%)
Tracking (people/humanoids; +15%)
Wilderness Survival (+30%)
W.P. Spear
Hand to Hand: Basic unless changed by an M.O.S., below.

**Sovietski Military Training:** Pick one of the following M.O.S. Packages:

**Infantryman/Soldier/Mercenary/Warrior Training:** No requirements.

M.O.S. Bonuses: +2D6 to M.D.C., +1 on all Perception Rolls outdoors, +1 on initiative, +1 to strike, +2 to pull punch, and +2 to save vs Horror Factor.

Additional Cybernetics/Bionics: None.

M.O.S. Skills:

Athletics (General)
Military Etiquette (+20%)
Radio: Basic (+5%)
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Knife or W.P. Sword, pick one.
Hand to Hand: Remains Basic.

**Reconnaissance/Wilderness Scout Training:** No requirements.

M.O.S. Bonuses: +2 on Perception Rolls outdoors, +1 to save vs Horror Factor and +10% additional skill bonus to Land Navigation, Prowl and Tracking.

Additional Cybernetics/Bionics: None.

M.O.S. Skills:

Detect Ambush (+15%)
Lore: Demons and Monsters (+20%)
Lore: D-Bees (+10%)

Intelligence (+20%)
Military Etiquette (+15%)
Radio: Basic (+10%)
Running
Tailing (+20%)
W.P. Energy Rifle
W.P. Knife or Staff or Sword; pick one.
Hand to Hand: Upgrade to Expert. Cannot be changed.

**Special Forces Training:** No requirements.

M.O.S. Bonus: +2 on all Perception Rolls, +1 on initiative, +1 to strike, +2 to disarm, +3 to pull punch, +3 to save vs Horror Factor, and for females only: +1 attack per melee round!

Additional Cybernetics/Bionics: None.

M.O.S. Skills:

Escape Artist or Demolitions (+10%)
Military Etiquette (+15%)
Palming or Tailing (+15%), pick one.
Pick Locks or Pick Pockets (+10%), pick one.
Pilot: Motorcycles and Snowmobiles or Horsemanship: General or Exotic Animals (+5%), pick one.
Recognize Weapon Quality (+15%)
W.P. Energy Rifle
W.P. Heavy M.D. Weapons
W.P.: One of choice (any).
Hand to Hand: Upgrade to Martial Arts or Commando (pick one).

**Wild Wolverine People R.C.C. Related Skills:** Applicable only to characters who have never served in the Sovietski Army. Select a total of seven other skills, but only from the following categories.

Domestic: Any.
Espionage: Detect Ambush, Detect Concealment and Tracking (people; +10%).
Horsemanship: General and Exotic Animals only.
Medical: Animal Husbandry, First Aid, Holistic Medicine, and Veterinary Science only (+10%).
Physical: Any, except Hand to Hand skills beyond Basic.
Rogue: Tailing (+10%) only.
Science: Astronomy and Mathematics: Basic (+10%) only.
Technical: Art, Breed Dogs, Firefighting, Lore (any), Rope Works, Salvage and Whittling only (+5%).
W.P.: Any.
Wilderness: Any (+10%).

**Secondary Skills:** Select one skill from the Secondary Skill List on page 300 of **Rifts® Ultimate Edition** at levels 2, 4, 8 and 14. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Available O.C.C.s:** None. They mostly make it on their natural skills and abilities only. Also see Psionics.

**Experience Level:** 1D4 or as set by the G.M. for Non-Player Characters. Player Characters should start at first or second level. Use the *Wilderness Scout* experience table.

**Attacks per Melee:** As per Hand to Hand Combat skill, +1 attack at level 5 for males. +1 attack at levels 2, 8 and 16 for females!

**Damage:** As per Robotic P.S., see Natural Abilities for typical damage.

**Bonuses:** +1 on Perception Rolls, +1 to strike, parry and dodge, and +2 to roll with impact. Female Wolverine People are also +1 on initiative and get an additional +1 on Perception Rolls.

**Vulnerabilities:** -2 to save vs Horror Factor when dealing with the supernatural (-4 for those wild-born), but +1 to save vs Horror Factor when dealing with all other threats. Their instinctive fear of the supernatural makes them jittery and unnerved when forced to associate with them or fight them. Combat Penalty vs the Supernatural (Demons, Entities, Ghosts, Spirits, Gods): -1 melee attack, -1 to all combat bonuses and -10% on skill performance.

Wolverine People have a low aptitude for technology, math and science, and do not care much about them. They will use guns and melee weapons, and understand basic technology such as turning on a light, locking a door, using a radio or camera, setting an alarm, driving a car, etc., but otherwise don't much care for technology themselves. They tend to be more physically oriented and attuned to nature than reliant upon machines. Computers, computer games and television have little appeal to them. Live shows, musical performance, singing, dancing, skating, skiing, wilderness exploration, fishing, hunting, sports, physical competitions, creating works of art (especially wood and stone sculpting), and similar activities they love.

**Magic:** None.

**Psionics:** Minor Psychics with the following abilities: Presence Sense (4), See the Invisible (4), Sixth Sense (2), and either Sense Evil (2) or Sense Magic (3).

**I.S.P.:** M.E. attribute number x3 plus 1D6 per level of experience.

**Standard Equipment:** Wolverine People within the Sovietski like to use brass knuckles (1D4 M.D.), punching daggers made from juniper or birch so that they can damage Archaic Demons (2D6 M.D.), Vibro-Blades, M.D. energy rifles and hand grenades when it comes to weapons. Other gear includes a backpack, knapsack, bedroll, cigarette lighter, portable language translator, binoculars, passive nightvision goggles and/or weapon scope, two canteens, 1D4 bottles of vodka, a utility harness, belt, pants and basic gear. They only wear boots and their whole uniform for official ceremonies and when ordered to wear them. Otherwise, Wolverine People like to wear as little clothing as possible, leaving boots, helmet and uniform (other than trousers or better yet, shorts) behind. Heavy Mega-Damage weapons, body armor and other gear are available on a per assignment basis.

*Wild Wolverine People* carry minimal equipment, wear little more than a cloak and a loincloth or robe, if that, waterskin or canteen, a large sack or backpack, fur blanket, bedroll, flint for making fire, and common weapons are one or two spears, 1D4 knives and maybe a Vibro-Blade and an energy rifle stolen or won in combat.

**Money:** Minimal. Those in the Sovietski get paid 200 credits a month, enough to buy them booze, candy and snacks that they like, and are otherwise happy getting room and board. In the wild, even the most worldly and adventurous Wolverine People are unlikely to have more than a few thousand credits worth in trade goods, 4D6x100 credits, plus their adventuring gear and weapons.

**Cybernetics and Bionics:** None to start. Particularly brave and experienced Wolverine People may acquire a bionic limb or

eye after one is lost in combat, and perhaps a few cybernetic implants like a clock calendar, compass and similar. A pair of Bulletdusters and other cyber-melee weapons might also appeal to these D-Bees, but not much else.

**Habitat:** Most live within Sovietski territory and travel with military units to wherever the army wants them to be. As noted, the vast majority of Wolverine People have joined the Sovietski Army. Those who remain independent and "wild" can be found as lone individuals, pairs and small family clans or hunting bands anywhere in Russia, and occasionally farther north in Scandinavia and as far west as Poland and Germany. Most prefer woodlands and cold regions, including Siberia. They would like Alaska and Canada, should any find their way to such a place.

**Slave Market Value:** Up to 1D4x10,000 credits for the average low to medium level soldier or scout, as much 70,000 credits for a high-level and aggressive warrior/soldier for use as a gladiatorial combatant. Both males and females fetch the same amount.

**Alliances and Allies:** Those who are citizens (and probably soldiers) of the Sovietski are usually loyal to the nation for life. They know their role is to protect and die for their country and human comrades. They also see Wild Wolverine People as their kin and potential allies. Otherwise, they feel camaraderie with other men-at-arms, Wilderness Scouts, hunters and people who use their hands and muscles, including sculptors and other artists, as well as respect and appreciate poets, storytellers, musicians, dancers and singers.

**Rivals and Enemies:** All enemies of the Sovietski, supernatural evil, and anyone or anything that tries to hurt them, their family or friends. They are distrusting of technology, scientists, technicians, robots and cyborgs, as well as beings who are strange and alien looking, including other D-Bees, especially if they wield strange powers, magic or technology.

# Yaganar R.C.C.

One of the strangest D-Bees known from Russia has to be the Yaganar, a humanoid creature that is sometimes considered an Ice Elemental, demon or monster. These beings often suddenly appear without warning on the outskirts of human civilization, dirty and naked, perhaps on the edge of a plowed field or beside a road, seemingly waiting to make contact with humans. They look human from a distance, but could never be confused with one up close where they appear more like a walking, frozen corpse than alive. Long, unkempt white hair hangs about the head and face. Their white or pale blue skin is leathery, cracked and frozen. Their bodies resemble a dessicated corpse with hollow cheeks, sunken eyes, long arms and visible ribs. However, it is the eyes that mark a Yaganar as altogether inhuman. A Yaganar's eyes are entirely one color and there is a depth and intensity to them that few can stand to look into for long. Looking into a Yaganar's eyes is like staring into an abyss that seethes with energy. If a being from one of the Elemental dimensions tried to express itself on Earth by inhabiting and animating a corpse, the result might be the Yaganar. This is, in fact, the prevailing theory about the Yaganar. Their abundance in the northwestern corner of Russia near St. Peter's Spine only strengthens this belief for many people. It is this unsettling look that gives them their name, after the mythical Russian witch, *Baba-Yaga*.

Many are the rumors and tales about the Yaganar. Some speak of how they may appear humanish or to be some sort of D-Bee, but are really composed of one of the four Elements. **Yaganar with pale white or pale blue skin** or white hair are said to be made of water and ice. **Those with pure white or grey hued skin** are said to be the embodiment of air and storms. **Yaganar with a yellow or brownish hue** are said to be born of earth and stone. And those with **red or bronze skin or red hair** are said to burn with fire inside of their misshapen bodies.

Other stories claim that in the distant past, an army of Elementals were imprisoned inside human bodies. Some tales say it was to punish the Elementals for losing an important battle, another suggests it was to disguise their true nature so that the enemy – expecting to fight men – would be torn asunder by Elementals in human guise. According to another popular myth, a mage or witch was trying to create an army of men with Elemental powers, but the magic went awry and the result was the creation of monsters that are neither truly men nor Elementals. Another the-



ory holds that Yaganar are the undead remains of *Gypsy mages* or *witches* given life again by the power of the ley lines or a Necromancer or Chaos Demon. Most stories suggest that at some point the Yaganar were trapped in ice and are just now beginning to break free from their long confinement. Such is the superstitious nature of Russians that few ever consider that they might simply be Dimensional Beings (D-Bees) from another world in possession of Elemental powers or magic.

Whatever their origins and original purpose, the Yaganar know nothing of it. Every Yaganar has the same story: He or she has no memories at all until the first time someone spoke to them on a deserted road or farmer's field. A mystery that makes some people all the more wary of the strange beings.

If the people who encounter a Yaganar are willing to look past the creature's disturbing appearance, they might find they have a valuable ally and potential teammate. Most Yaganar take an immediate liking to humans and are quick to clean themselves up and try to fit into human (or D-Bee) society. They desire to learn everything they can about the human way of life – particularly about how some humans manipulate the elements. Most Yaganar exhibit a child-like joy for pouring water from one jug to another or turning the flame of a gas stove up and down, or playing with fire, playing in mud, splashing through puddles and playing or running about joyously in the rain. With their range of natural skills and abilities, Yaganar are useful as farmers and laborers. They also seem to have an instinctual desire to defend humans and are willing to fight monsters and demons to protect them. This makes the D-Bees valuable to police and military units as well as civilian groups.

In a classic example of "from each according to his ability," the Sovietski promotes the capture, study and integration of Yaganar. The standard policy is for all Yaganar found within Sovietski territory to be sent to one of the collectivized farms or factories to work alongside humans and become acclimated both to human life and to the ideals of the Sovietski. After the individual is suitably indoctrinated and can invoke an Elemental form, Sovietski leaders may have the creature join a branch of the military or law enforcement, usually in support roles and special operation teams and assault forces. On the other hand, some are left to toil in the field or work in warehouses and factories in order to have a powerful defender among the common people to fight off any invaders when necessary.

Though the Yaganar do not seem naturally predisposed to fighting, they can pack a punch in battle and are sometimes deployed as if they were a piece of walking military hardware. Border patrols, perimeter defense duties and special forces are the most typical positions for these D-Bees. This transition into soldiering can be jarring for a Yaganar and for the unit he joins. Magic is not something the Sovietski has a lot of experience with, and Yaganar magic, in particular, can be chaotic and frightening. As a result, the older, powerful and unpredictable Yaganar are either sent on missions away from Sovietski communities or on assignments and outposts in the wilderness and against other "monsters."

Even though it has never happened, some military leaders do not trust the Yaganar, fearing one or more may turn on their human comrades without warning. As a result, they are treated more like robots or attack dogs (at best, grunts who never achieve rank), not people with feelings or rights. Despite this, Yaganar are happy to fight alongside humans against any and all threats, especially supernatural threats and creatures of magic. Yaganar are not the most astute or strategic fighters around, but enjoy combat because it allows them the opportunity to use their natural Elemental powers and cut loose with them.

Over time, the Yaganar begin to lose what human features they once had to become even more alien or monstrous in appearance. They remain humanoid, but begin to look more like the element they represent. **Earth Yaganar**, for example, develop skin that more resembles tree bark, sand, or polished marble to rough stone. **A Water Yaganar's** body may appear to be covered, or made of, ice or snow, or glisten as if it were wet, polished blue or white ice or stone. The body and limbs of the gray-skinned **Air Yaganar** become even more slender and its mane of light colored hair seems to be constantly flowing and windswept even when there is no wind. The skin of the **Fire Yaganar** turns a deeper bronze or red color and takes on the appearance of hardened leather or beef jerky, their long red and yellow streaked hair standing up on end, moving in much the way you'd expect of a lit flame.

This unusual D-Bee exists in its human-like form for 1D6x10+12 years after its first appearance in the mortal realm and another 1D4x10+6 years in its more Elemental form. When the Yaganar exhibits a stronger and stronger Elemental appearance, the creature is at it greatest level of power. The personality changes only in that the D-Bees become less inquisitive and a bit quieter, keeping to themselves, but they remain loyal friends of humans and other D-Bees. At this point in life, most elder Yaganar leave military service or any sedentary lifestyle, to take up one of travel, adventure and exploration. If already in a group of adventurers, the Elder Yaganar is likely to be content and remain, provided the group offers him travel and new experiences. Of course, he jumps at any chance to see new places, new civilizations, new continents and new worlds.

When the Yaganar reaches the pinnacle of his power, the creature shimmers and disappear into thin air. No one knows if this is how a Yaganar dies of old age or whether he is transformed or called back to the world or dimension (Elemental Plane?) from whence he came.

## Yaganar – Optional Player Character or NPC

**Also Known As:** Elemental Zombies or just Yaga. Individuals often end up with nicknames that reflect their element such as "Firecracker," "Rocky," "Snowball," and "Stormy."

**Player Character Note:** The Yaganar can be a challenging but rewarding character to play. Not only will you be hampered by social awkwardness at first, you will blow past most companions in terms of power. Yours is a life of going from inhuman to even more inhuman, and your character will eventually cease to exist altogether! It can be a lot of fun to take this wild ride.

**Alignment:** Any. Inclined toward Principled or Scrupulous alignment when young (first discovered), and many remain good their entire existence, but may change to a Selfish or Evil alignment over time. Alignment shifts usually depend upon each individual Yaganar's life experience among humanoids. The path their life takes and the story that is told varying with each Game Master and player running such a unique character.

**Attributes:** I.Q. 2D6+4, M.E. 2D6+3, M.A. 2D6+10, P.S. 2D6+11 (Supernatural), P.P. 2D6+3, P.E. 1D6+12 (Supernatural), P.B. 1D6+6, Spd 3D6 (+10 to Air, +8 to Fire).

**Size:** 6 feet to 7 feet, 4 inches (1.8 to 2.4 m).

**Weight:** 115 to 200 pounds (52 to 90 kg) to start; tall and gaunt.

**M.D.C.:** P.E. attribute number, +8 M.D.C. for Air Yaganar, +12 for Earth, +9 for Fire, and +10 M.D.C. for Water/Ice, per each level of experience starting at level one. (**Note:** M.D.C. becomes S.D.C./Hit Points in S.D.C. environments. So does M.D. inflicted in hand to hand combat, elemental blasts, and magic). Also see M.D.C. bonuses gained during level advancement.

**Horror Factor:** 8 to start.

**P.P.E.:** Starting P.P.E. varies with the elements as follows.

**Air:** 1D6x10+20 P.P.E., +8 per level of experience and periodic bonuses.

**Earth:** 1D6x10+40 P.P.E., +10 per level of experience and periodic bonuses.

**Fire:** 1D6x10+20 P.P.E., +8 per level of experience and periodic bonuses.

**Water:** 1D6x10+30 P.P.E., +9 per level of experience and periodic bonuses.

**Disposition:** In many ways, Yaganar function like well intentioned, but dull-witted children eager to please and protect their mortal friends. Young Yaganar are often curious to a fault about the ways of humans and D-Bees, as well as being fascinated with their own Elemental nature (Water/Ice, Fire, Air/Wind and Earth). They are fiercely loyal to people who befriend them or who even treat them with simple kindness and make them feel welcomed and accepted. Conversely, Yaganar can be become cold and distant toward those who mistreat or abuse them, and even develop a lasting hatred, though few ever seek bloody vengeance toward those they hate. They would rather get away from such people.

When young, they gladly talk to anyone about anything, and the docile Yaganar can become a chatter box, asking a lot of child-like questions from those patient enough to answer them without becoming annoyed and lashing out at them. The older, more alien looking Yaganar tends to ask much fewer questions and quietly observes.

When with other Yaganar, the creatures automatically speak in the Elemental tongue (unknown by humans) without even realizing it. They talk to each other about their experiences among humans and D-Bees, their own growing abilities, and how they are slowly realizing they are not human and are meant for something else. The older they get, the more they sense they belong someplace else, but don't know what or where that someplace is.

**Average Life Span:** Unknown and varies greatly. They are believed to live for 1D4x10+20 years after their first appearance in the mortal realm (or upon reaching Level 15 in experience, whichever comes first). Many Yaganar in Sovietski military service perish in combat long before they live out their full life cycle.

**Experience Level:** Level 4-8 to start or as set by the G.M. for Non-Player Characters (NPCs). *Player Characters* should start at level one. The Yaganar experience table is unique in that it takes more time to level up at first, but at some point, subsequent levels require much fewer experience points as the D-Bee races toward the end of its life cycle. High level Yaganar may be powerful, but are only around for a very short time.

**Available O.C.C.s:** None, but can function as fighters/soldiers, guards, muscle, scouts, laborers, farmers and similar jobs.

**R.C.C. Skills:** All Yaganar possess Hand To Hand: Expert, Land Navigation (20%), Physical Labor, Wilderness Survival (+30%), and speak Russian, Euro and Chinese at 92%, but cannot seem to learn to read or write. Additional skills vary as per the element represented by the Yaganar.

**Air:** Acrobatics (+20%), Escape Artist (+15%), Prowl (+15%), Sing (+15%; professional quality), Wardrobe & Grooming (+10%), and two W.P.s of choice (any).

**Earth:** Camouflage (+20%), Gardening (+30%), Gemology (+20%), Holistic Medicine (+15%), and two W.P.s of choice (any, Ancient or Modern).

**Fire:** Climbing (+20%), Detect Concealment (+10%), Firefighting (+30%), and three W.P.s of choice (any).

**Water:** Dowsing (+30%), Fishing (+30%), Swimming (+30%), Pilot Boats (ALL, +10%), and one W.P. of choice (any).

**R.C.C. Related Skills:** Select a total of two additional skills at levels 2, 5 and 9. Limited to the following skill categories: Cowboy (or the equivalent), Domestic, Weapon Proficiencies (any, Ancient or Modern) and Wilderness. All new skills start at level one proficiency.

**Secondary Skills:** None, but also see *Natural Abilities* and *Advancement Bonuses by Element.*

**Natural Abilities:** Supernatural P.S. and P.E., Nightvision 200 feet (61 m), impervious to disease, resistant to the elements (heat, cold, fire and exposure do half damage), and magically understands all languages, but only at a 50% level. As the Yaganar's physical body changes to look less human and more elemental, the D-Bee is able to metamorph for a limited period into its level one, sickly human-looking appearance.

Yaganar are not human. They are sustained, at least in part, by their Elemental nature. They need only 1D4+1 hours of sleep a night and require only half the amount of food and water of a normal human. Most Yaganar *do* still breathe, and can be affected by gases, drugs and poison.

Young Yaganar recover M.D.C. at a rate of 3D6 M.D.C., +1 M.D.C. per level of experience, per every 24 hours. Double in the Elemental Realm or for every full 24 hours spent on a ley line or 18 hours at a nexus point. This and other abilities improve over time. See *Advancement Bonuses by Element* per each new level of experience, below, as the D-Bee grows in experience and power.

**Advancement Bonuses by Element (per Level):** As a Yaganar advances in experience, he becomes more powerful and gains new abilities. **Damage Note:** Inflicts M.D. in Mega-Damage environments, S.D.C./Hit Point damage in S.D.C. environments.

Level 1: Appears as an young human, but one who has recently been very sick or near death, hence the corpse-like or sickly appearance.

**Air:** +6 to P.P., +1 on initiative, +1 to dodge, +300 feet (91.4 m) to Nightvision and has perfect 20/20 vision.

**Earth:** +6 to P.S. attribute, +1 to P.P., and +10 to M.D.C.

**Fire:** +4 to P.P., +1 attack per melee round, +1 to strike, and +200 feet (61 m) to Nightvision.

**Water:** +3 to P.P., +1 to roll with impact, and Spd attribute is double when swimming.

Level 2: The character gains a limited ability to control the same element as his own Elemental nature. This spell-like

ability does not offer fine control, only brute force movement. Only the applicable element applies:

**Air:** Moving air can, with practice, generate a thunderclap once per melee round, or blow in a gust strong enough to blow out a candle, muss hair or knock a hat off a head or tabletop up to 50 feet (15.2 m) away per level of experience.

**Earth:** Stones, fruit and nuts no larger than a grapefruit can be picked up and thrown with skill and accuracy (+1 to strike) up to 50 feet (15.2 m) per level of experience. The Yaganar can also make a stone (no larger than a grapefruit and within 50 foot/15.2 m range of him) leap into his hand or roll without touching it (50 feet/15.2 m maximum distance). This is not levitation.

**Fire:** Already existing flames can be made to lean one way or another, stretch upward to double their original height (but narrow), and curl and move as if dancing, but cannot be ignited or extinguished. A Yaganar may be able to spread fire in this way, but only in a very limited way. Range to Influence Fire: Line of sight up to 30 feet (9.1 m) per level of experience.

**Water:** Water and liquids made of at least 75% water can be made to roll out of open containers, and made to flow in the direction or pattern the Yaganar desires. Range to Influence Water: Line of sight up to 30 feet (9.1 m) per level of experience.

All count as one melee action/attack and are natural abilities that require no P.P.E. **Note:** The average fist-sized rock weighs three pounds (1.35 kg), a gallon of water weighs about eight pounds (3.8 kg; one liter of water weighs 1 kg) and all the air in a four foot cube weighs five pounds (one cubic meter of air weighs 1.2 kg).

Level 3: Elemental union, subtle and unobvious. The Yaganar looks the same, but has the following ability as per his corresponding element.

**Air:** Impervious to lightning.

**Earth:** +10 to M.D.C. and resistant to poison (half damage, penalties and duration).

**Fire:** Impervious to fire.

**Water:** Impervious to cold.

Level 4: Shows additional, small signs of Elemental manifestation. Depending on the specific Elemental nature, skin may be dry and dusty or moist/clammy, warm or cold to the touch, or hair may occasionally billow out on its own or move like a candle's flame.

**Air:** Can slow his descent in a leap or fall from any height to land with a thud on his feet; +4 to roll with impact.

**Earth:** +6 to P.S. attribute (Supernatural) and +1 to save vs magic.

**Fire:** Can see through smoke and breathe smoke without penalty, injury or suffocation.

**Water:** Impervious to the ocean pressure and can swim at any depth without injury or penalty, as well as hold his breath for three minutes per P.E. attribute point. A P.E. of 10 means 30 minutes.

Level 5: Expulsion powers. In all cases, each blast or shard fired counts as one melee attack. The use of these abilities is done at will and requires no P.P.E.

**Air:** 4D6 M.D. lightning bolt +1 M.D. per additional level of experience. Range: 120 feet (36.6 m) per level of experience!

**Earth:** 3D6+2 M.D. stone shard or spike. Range: 80 feet (24.4 m) per level of experience.

**Fire:** 3D6+2 M.D. fire bolt/blast or fireball +1 M.D. additional per level of experience. Range: 100 feet (30.5 m) per level of experience.

**Water:** 3D6+1 M.D. ice shard. Range: 90 feet (27.4 m) per level of experience.

Level 6: The bonuses are automatic and the use of the abilities is done at will and requires no P.P.E.

**Air:** +25 to M.D.C. and the Yaganar can rise, hover and walk in the air above the ground, 10 feet (3 m) per level of experience and ride the wind. Riding the wind, speed is equal to the wind, but the D-Bee is carried by the wind and can only go in the direction the wind is blowing. To go against the wind, he must go back to walking in the air. Natural state is walking 1D6 feet (0.3 to 1.8 m) above the ground, and the character must concentrate to keep his feet touching the ground. Falling from any height always results in a soft landing, stopping 1D6 feet (0.3 to 1.8 m) above the ground. Walking in the air above the ground or snow means the Air Yaganar leaves no footprints in the dirt, mud or snow. Air Walking Speed: As per Spd attribute. Duration: As long as desired.

**Earth:** +50 to M.D.C., +2 to P.S. and P.E. attributes (both Supernatural), +10% to Climbing skill and can climb as fast as he can run.

**Fire:** +30 to M.D.C. The Fire Yaganar can handle fire, burning objects, and molten materials, and walk on top of, or swim through, lava, molten rock or metal and boiling hot water/liquids. Speed: As per Spd attribute. Duration: As long as desired.

**Water:** +40 to M.D.C., floats on water and must concentrate to sink under the waves. He can also walk on water, and ride the waves like a surfer only he does not require a surfboard, as well as hold breath underwater for two hours per level of experience. Swimming Speed is double his Spd attribute, as usual for the Water Yaganar. Duration: As long as desired.

Level 7: Shows some additional signs of Elemental manifestation, and as the Elemental form becomes more powerful, the Yaganar is now able to cast *Elemental Magic!*

Select a total of 1D4+4 Elemental/Warlock magic spells from the Element that corresponds to the Yaganar (Air, Earth, Fire or Water). Spells can only be selected from that one Element and are limited to spell levels 1-4. +25 P.P.E. to Air and Fire, +30 P.P.E. to Water Yaganar, and +40 P.P.E. to Earth Yaganar. In addition, the character can now Bio-regenerate 1D6 M.D.C. per melee round.

Level 8: *Elemental Armor!* The Yaganar can manifest Elemental Armor at will. It forms over the character's body in seconds (counts as two melee attacks). This armor does not impede mobility or speed, but may add to the character's weight. **Duration:** 30 minutes per level of experience and can appear at will. **P.P.E. Cost:** 12. **M.D.C. Note:** If the character's own M.D.C. base is at 50% or less, the armor he or she can generate is reduced by the same amount. So if at half M.D.C., the armor is also half, if at one third or one quarter, the armor's M.D.C. is at the same level. Armor appears at full M.D.C. as long as the Yaganar has more than half his own M.D.C. (In S.D.C. environments, the M.D.C. becomes S.D.C. and the Air and Fire Yaganar armor has an A.R. of 14, Earth has an A.R. of 16 and

Ice/Water an A.R. of 15. Likewise, Mega-Damage attacks inflict Hit Point/S.D.C. damage in S.D.C. environments.) If the Elemental Armor is destroyed, the Yaganar cannot manifest it again for six hours and depending on his own M.D.C., the armor may have a reduced M.D.C.

**Air:** Semi-transparent force field with 130 M.D.C. No weight increase.

**Earth:** Stone plate armor with 200 M.D.C., increases body weight by 50%.

**Fire:** Aura of heat and vapors that functions like a force field with 130 M.D.C. No weight increase.

**Water:** Ice plate armor with 160 M.D.C., increases body weight by 40%.

Level 9: The Yaganar shows increased signs of Elemental manifestation and is -1 to P.B. attribute, but new powers manifest. **Note:** Though the Yaganar becomes increasingly more Elemental and inhuman looking at this level and with each subsequent level of experience, he or she can metamorph into the somewhat more human-looking, Level One appearance for up to 30 minutes per level of experience. Additional abilities are as follows as per Element.

**Air:** Can fly at a speed of 70 mph (112 km) +10 mph (16 km) per each additional level of experience starting at level 10 and is +1 to dodge in the air. Duration: 60 minutes per level of experience. Maximum Altitude: 600 feet (183 m) per level of experience.

Electric Fists: The Air Yaganar can make his fists and forearms crackle with electrical energy to inflict an additional +2D6 M.D. from punches in addition to his usual Supernatural P.S. damage. Moreover, he can parry melee weapons with his electrified hands.

**Earth:** Can form a stone sword, spear, staff or javelin out of stone, rock, pebbles or sand. Each stone weapon does 2D6 M.D. plus Supernatural P.S. damage and can be thrown 100 feet (30.5 m) per level of experience!

Stone Fists: In the alternative, the Earth Yaganar can turn his fists and forearms to stone to inflict an additional +2D6 M.D. from punches, in addition to his usual Supernatural P.S. damage, and can parry melee weapons with his stone hands.

**Fire:** Fire Fists: The Fire Yaganar can make his fists and forearms burst into flames to inflict an additional +2D6+3 M.D. from punches in addition to his usual Supernatural P.S. damage. Moreover, he can parry melee weapons with his hands.

**Water:** Ice Weapons: Can form an ice sword, spear, staff or javelin out of water, snow or ice. Each does 2D6 M.D.C. plus Supernatural P.S. damage and can be thrown 80 feet (24.4 m) per level of experience!

Ice Fists: In the alternative, the Water/Ice Yaganar can turn his fists and forearms to ice to inflict an additional +1D6 M.D. from punches in addition to his usual Supernatural P.S. damage, and can parry melee weapons with his ice hands.

Level 10: Looks much less human and much more Elemental in nature. Select a total of four additional Elemental spells. Selections can be made from levels 1-5.

**Air:** +20 to M.D.C., +20 to P.P.E., triple the range of Nightvision and can see a sign or a rabbit with hawk-like clarity up to two miles (3.2 km) away, can see the invisible, and double flying speed and altitude!

**Earth:** +6 to P.S. (Supernatural), +2 to P.E. (Supernatural), +1 to P.P., +30 to M.D.C., and +40 to P.P.E.

**Fire:** +1 attack per melee round, +1 on initiative, +1 to strike, +25 to M.D.C., +20 to P.P.E., double speed, double the range of nightvision, and can see ultraviolet and infrared light as well as heat radiation (1,000 feet/305 m).

**Water:** +25 to M.D.C., +25 to P.P.E., can breathe underwater and in a vacuum at will and without limit, does not need air to breathe, double swimming speed, double the range of Nightvision, and can see the invisible.

Level 11: The D-Bee's Elemental nature is apparent to all, and though humanoid, does not look human. The Yaganar might actually have smoke or vapor rising from his body, or the eyes may burn with flame, or crackle with energy or look like water, or perhaps water drips from the character's fingertips or body, or the skin looks like ice, stone, bark, or dried leather.

Select an additional 1D4+2 corresponding Elemental/Warlock spells. Spells may be selected from ANY level, 1-8. The Yaganar also gets an additional 1D6x10+10 P.P.E.

Level 12: The Yaganar is more Elemental than human, increase weight by 30% and add 8 inches (0.2 m) to height, and has a Horror Factor of 11. The character no longer needs water or food of any kind, but still needs a couple hours of rest per day and enjoys the company of mortals, especially his friends. However, the Yaganar becomes much less inquisitive and talkative, and is aloof and leery of strangers (but remains friends and loyal to those already known). It takes one melee action of concentration to invoke his somewhat more human form (i.e. his Level One appearance). Even then, the character's eyes still glow and the somewhat more human form can only be maintained for one minute per P.E. attribute point.

Bio-Regeneration increases to 2D6 M.D.C. per melee round (15 seconds), and +20 to M.D.C.

Level 13: The human shape is there, but the Yaganar looks like a walking tree, stone man, ice creature, or corpse with flaming hair or white mane constantly in motion via an unseen wind. The body is likely to be gnarled or twisted. Limbs may be elongated, and the skin resembles the element of the Yaganar, ice, rock, etc. The human form cannot be assumed even for a moment, and Elemental energy is constantly escaping from the body. As a result, elemental residue is left behind wherever it walks, stands or sits (i.e. a wet ring or puddle for Air and Water, dirt, sand or dry leaves for Earth, a black smudge or smear of ash for Fire).

The Yaganar now has a Horror/Awe Factor of 13, is +1 attack per melee round, and +2 on Perception Rolls involving its element and Elemental beings.

Level 14: Select four new Elemental/Warlock spells from levels 1-8. The Yaganar inflicts an additional 2D6 M.D. from Elemental expulsion attacks (lightning, fire, ice or stone shards), add 3D4 inches (0.07 to 0.3 m) to its height, and increase weight by 30%.

Level 15: The Yaganar is at its full power level! +120 M.D.C. to the Elemental Armor it can generate. The armor can be maintained for one hour per level of experience or until destroyed (M.D.C. reduced to zero) and damage to the armor

can be Bio-Regenerated at the same reate as the Yaganar's own body.

*The Vanishing is near.* Further level advancement is not possible. From this point forward, the character may vanish in a blast of smoke and sparks at any time. This could happen in a matter of weeks, months or a few years after reaching Level 15. Game Master discretion or roll percentile dice for a random determination. In either case, it is ideal to let the Yaganar vanish/die in a blaze of glory or other dramatic and heroic manner.

01-25% The vanishing happens in 5D6 days.

26-50% 2D4 weeks.

51-75% 2D6 months.

76-00% 1D4 years!

When Yaganar disappear from the mortal plane, they leave behind a small amount of their Elemental selves; maybe some ropy threads of volcanic glass, a small pool of water, a pile of ash, a small pile of leaves, dirt, sand or pebbles, or a patch of ice or snow. Are they dead, or do the Yaganar leave the mortal realm to return to the Elemental Plane or some other dimension from which they originate? No one knows.

**Attacks per Melee:** As per Hand to Hand combat skill and bonuses as presented under *Natural Abilities and Advancement Bonuses by Element*, above.

**Damage:** As per Supernatural P.S., weapon or magic.

**Bonuses:** As per attributes, skills or bonuses under *Advancement Bonuses by Element.*

**Vulnerabilities:** Heat and fire do double damage to Ice/Water Yaganar. Cold and ice inflicts double damage to the Fire Yaganar. All are vulnerable to magic and most M.D. weapons. Lack of understanding the human experience can lead to trouble and misreading a situation. As the Yaganar grows in experience and power, the increasingly elemental appearance marks the D-Bee as inhuman or even as a monster, and makes blending in with humans and disguise impossible. This can become a liability under some circumstances. Likewise, some opponents may see the Yaganar as a monster or Elemental and respond accordingly. The character's inhuman nature and lack of understanding of the human condition, laws and morality may accidentally cause misunderstandings and problems.

**Psionics & I.S.P.:** None.

**Magic & P.P.E.:** See listings above and bonuses from *Advancement Bonuses by Element*, also above.

**Standard Equipment:** A couple sets of clothes, overcoat or a hooded cloak or cape, hat, a satchel, 1D6 days of food rations (same as humans, but in a pinch, any Yaganar can eat bark, wood, leaves, hay, seaweed, bugs, and small stones), large waterskin or container that holds 1D4 gallons of water, several empty containers or sacks, a pocket mirror, comb or brush, portable language translator, and other odds and ends. Yaganar rarely wear human body armor, but will carry one weapon for each W.P., each with 1D4+1 reloads (or as per assignment from military). Other basic weapons and gear as per current occupation/job or per military and mission requirements. The Yaganar's Supernatural P.S. and Endurance often place them in the role of humanoid pack mule for their teammates or the organization/army they serve.

**Money:** 1D4x1,000 credits and 1D4x1,000 more in tradable items to start. Most have little need or desire for money and wealth, and often spend their money on their friends and people in need.

**Cybernetics and Bionics:** Not possible.

**Habitat:** Can be found throughout Russia and Scandinavia. Less common in other parts of Eastern and Northern Europe. They seem to be most frequently encountered along St. Peter's Spine and wilderness areas around Moscow. Almost always take up with groups of humans and may end up wherever those groups go in their travels.

**Slave Market Value:** 2D6x10,000 credits as powerful slave labor, guard animals and gladiatorial combatants.

**Alliances and Allies:** Gravitate most toward humans, Cold Born, Wolverine People, Warlocks, Elemental Fusionists, Druids, Spirits of Light and other beings who use Elemental magic or have a strong connection to nature, but may associate with other D-Bees.

**Rivals and Enemies:** Yaganar have an instinctive distrust and dislike of Splugorth, demons and other evil supernatural beings, Necromancers, Shifters, Slavers, and practitioners of magic in general, unless it is someone they have managed to befriend. Anyone or anything that threatens a friend is regarded a threat if not an enemy outright, and is attacked. Russian Fire Sorcerers think Yaganar are an abomination and seek their destruction. *True Elementals* also seem particularly disturbed by Yaganar and will target them first in a fight.

# Other D-Bees in Russia

There are scores of other D-Bees scattered throughout Russia, but they exist in small numbers and few are recognized as anything but random, inhuman "monsters" and dangerous "outsiders" by the Sovietski and most Russians. Even when a large number of a particular D-Bee, say 5,000-20,000 arrive through a Rift in a single event, most have considerable trouble surviving in the hostile environment of Rifts Earth. As a result, those five to twenty thousand D-Bees (and often several times that number) are either wiped out on Earth in under five years and forgotten, or so few survive, dispersed across the planet, that nobody notices.

The Russian Warlords are infamous for obliterating (or enslaving) hostile and strange-looking or monstrous "invaders" before they become a problem, and the Sovietski is not much better in that regard. Both forces are especially intolerant and much quicker to destroy inhuman looking D-Bees than those who look reasonably human and attractive. Likewise, the Gargoyles, Brodkil and other demons and monsters are quick to hunt and eat new arrivals, or capture and enslave them to perform hard labor which has the same effect as destroying them, just less quickly. Newly arrived D-Bees need months if not years to acclimate themselves to the hostile setting of Rifts Earth. Until then, they are fish out of water, vulnerable and easy pickings for all manner of cutthroats, liars and monsters. It has been estimated that 90% of all D-Bees who arrive on Rifts Earth are obliterated in the first three years after their arrival. Half of them within the first six months.

Whenever a D-Bee faction becomes large enough or draws attention to their presence, some faction of humans, D-Bees or monsters will see them as potential threats to be exterminated, or as a resource to be plundered (i.e. captured and used or sold as slaves, or eaten as food, or slaughtered for their alien technology, magic or wealth). A temporary resource or asset to be exploited

until they are wiped out. While this may sound cruel and heartless, there are always new creatures arriving via the Rifts to exploit or slaughter in the same fashion for the same reasons. Such is the harsh reality of life on Rifts Earth.

D-Bees who become known or commonplace, such as the Horune Pirates, Larmac, Grackletooth, D'Norr Devilmen and others are the lucky exceptions to the rule. They either appeared in such large numbers or managed to survive long enough that their numbers have grown and they have been (at least to some degree) accepted by humans and other D-Bees. For now. The fate of humanity itself, let alone aliens from other worlds and dimensions remains uncertain on the ever-changing Rifts Earth. Thus, while most people of Earth do not blink when they see a humanoid species they know nothing about, it does not mean they will accept that D-Bee or that the species of D-Bee will survive in numbers more than a few years.

**Note:** For a handful of additional D-Bees and monsters found in reasonable numbers throughout Germany, Poland, Russia and Eastern Europe, see the **Rifts® sourcebook, Mindwerks™.** **Rifts® England** also offers a few more D-Bees and creatures of note who sometimes make their way as far as Russia, including Temporal Raiders and Chiang-Ku dragons. **Rifts® Atlantis** and **Splynn Dimensional Market** World Books also offer a number of Splugorth slave races who may be found in small numbers in Europe and Russia. *Horune Pirates* travel the oceans and seas of Rifts Earth, so they too may be encountered in Russia, though only along coastal areas, and always as hostile slavers and plunderers looking for people to capture and sell to the Splugorth as slaves.

# The Sovietski Army

## Krasnaya Armiya Sovietski Also known as "The Red Army"

*"In the Soviet Army, it takes more courage to retreat than advance."*

*– Joseph Stalin*

The Army of the Sovietski is one of the most well organized and trained on Rifts Earth. The level of training and cohesiveness rivals the militaries of some larger nations like the NGR, Free Quebec and the Coalition States, but falls behind in certain respects. For a nation of its size, however, the Sovietski is capable of fielding a military force to be reckoned with, and is a major player in Eastern Europe.

Unlike some of the larger militaries of the world, the Soviet Army is one large, unified body that has multiple combat services, each with special training and responsibilities, and additional subdivisions within its structure. These combat services are the *Soviet Ground Forces, the Mobile Artillery Defense Network, Soviet Naval Forces* and *Soviet Army Aviation.* There is no such thing as the Soviet Navy or the Soviet Air Force as they once existed. In the present Sovietski model, these branches of the armed forces have been rolled up under the Red Army as naval specialists and army aviators. Each of the combat services has its own leadership up to a certain point, but reports to the Soviet Council of Generals which acts as the ultimate military advisory committee to the Politburo and the Director of the Sovietski.

The Sovietski has had to reassess its overall military strategy over the past few years in anticipation of escalation in the war between the NGR and the Gargoyles, and the legions of monsters that may spill into Russia from it as well as the Brodkil Empire in Poland. The huge migration of Brodkil and Gargoyles from the west attacking the Sovietski's western borders, Kaliningrad, and Warlords Romanov and Seriyev territories has caused a strain on the armed forces that were primarily built up on the eastern front against the Warlords and raiders. The reallocation of forces to defend multiple sites and two fronts is noticeable, and even with the alliance with the Romanov camp, the Sovietski leadership is strongly considering higher levels of conscription to bolster the armed forces.

## Military Strategies and Doctrine

*"Every man must be made to realize that further retreat is impossible. He must realize with his mind and heart that this is a matter of life and death of the Soviet state, of the life and death of the people of our country."*

*– Leonid Brezhnev*

The Sovietski have long focused on the use of *cyborg soldiers* and armored combat vehicles to bolster their armed forces, but the true effectiveness of the military machine is attributed to the return to a full military model. The Red Army uses a full range of combat vehicles for tactical and logistical support across any terrain in the Motherland. Their small naval force and air corps are symbols of greatness and pride among their people, and the targets of great envy from the various Warlords. The well rounded military forces of the Sovietski are supported by the undying devotion of the population and the main military strategies and doctrines of the nation.

**Rapid Response:** The Sovietski uses a number of fast, agile vehicles to deliver troops to hot-spots and war zones quickly in order to address specific strategic needs. Motorcycles, VTOLs and armored personnel carriers allow fighting forces to be dispatched rapidly and with surgical precision to maximize their battlefield effectiveness. These vehicles are also equipped with medium to heavy weapons, missiles and adequate armor protection to allow them to operate independently, defend themselves against unexpected threats and fill a number of roles in supporting combat operations.

**Traditional Armor Tactics:** More than any other group in Europe (and even the Coalition), the Sovietski puts a great deal of pride in its armored forces, *the Soviet Tank Corps.* The Tank Corps may be the best trained and most effective fighting force of its kind in the world, and uses traditional armored vehicles. While many military powers have mostly abandoned the use of the tank, opting for power armor and robots, the Sovietski uses a variety of light, medium and heavy tanks with frightening effectiveness. Tracked vehicles and hovertanks combine to bring a significant amount of firepower to bear upon often disorganized and ill-equipped Brodkil and Gargoyle war bands (easily scattering them), the more dangerous Army of General Goll, and the disciplined and well-organized forces of the Russian Warlords.

**Mutually Assured Destruction:** While not really a military strategy, Mutually Assured Destruction is something that is at the periphery of any long-term Sovietski military strategy. The basic concept of this military doctrine is that if one side is ever at risk of being destroyed, the use of high yield nuclear weapons would be justified to ensure the mutual destruction of the opposing side.

The Warlords have threatened the existence of the Sovietski for years, a fact that is only further emphasized by the constant aggression of Warlords Orloff and Sokolov. Though it has never directly stated it, the Sovietski leadership has vowed to never let the nation fall without severely punishing those responsible. Their tiny nuclear arsenal pales in comparison to that of the Coalition or even what the NGR could bring to the table if forced (they are generally against the use of high-yield nuclear weapons). As it stands now, it is barely a threat to most larger nations, and no serious threat to the likes of the Coalition or Atlantis. But to the smaller groups of enemies surrounding the Sovietski, these weapons play a large role in holding them at bay. If the nation is ever on the brink of destruction, it will unleash its nuclear arsenal, albeit limited, on the central cities of the Warlords and their War Camps.

This threat is enough to make most of the Warlords reconsider their acts of aggression against the Sovietski, but Warlords Orloff and Sokolov refuse to be tamed by this threat, even if they could verify the Soviets are willing to enforce this doctrine of mutual destruction. The Sovietski has been spreading information to War Camps about its limited nuclear arsenal and willingness to use it for the past decade. While it gives most reason for pause, Warlods Orloff and Sokolov insist it is a bluff, nothing more.

## Russian Weapons Technology

*"No revolution is worth anything unless it can defend itself."*

*– Vladimir Lenin*

The Sovietski is easily the most technologically advanced power in Russia, but when compared to groups like the Coalition States or the NGR, Sovietski technology seems to fall a little short in many areas and does not have the full range of weapon systems like the CS, Northern Gun or Triax. The Sovietski does excel, however, in areas that include large-scale energy production/power plants, cybernetics, bionics, and projectile weapons technology.

When the Sovietski emerged from their bunkers to reclaim lost military technology from other bases and research facilities, they found a treasure trove of weapons information and technology in Kaliningrad. For years before the Great Cataclysm, the scientists there had been working on developing single projectile and multi-projectile rail guns for the military, many of which became the foundation for the Ammodyne series of rail guns. The Sovietski began manufacturing many of the pre-Rifts designs as well as trying to finish uncompleted and experimental projects that had been started but interrupted by the global apocalypse.

Russian engineers had been utilizing laser technology for decades, but had only begun working with ion and plasma weaponry a few years prior to the Great Cataclysm. As a result, the vast majority of Sovietski weapons are missiles, rail guns and other slug-shooters. Cyborg rail guns, tank cannons, rifles, missiles, and grenade launchers have become the staple of the post-apocalyptic Red Army and have long been the favorite weapons of Sovietski soldiers. While they have standard lasers, pulse lasers, and other energy weapons, many incorporate some type of projectile weapon in their design.

Rail guns and projectile weapons allowed weapons developers a little more flexibility when designing weapons. First, they were working with a platform that they were already familiar with. Russians had been using rail guns for decades before the Great Cataclysm, and had an intimate knowledge of the principles behind them.

Second, rail guns and explosive devices are very effective against supernatural enemies. Many of the beings the Sovietski has to fight have the ability to shrug off energy blasts as though they hadn't been touched. Metal slugs, more often than not, find their mark and inflict serious damage. Rail guns and projectile weapons are also capable of delivering damage via special anti-monster ammunition such as silver-coated or iron-coated rounds, and even hybrid rounds infused with wood, stone, bone or metal to which supernatural creatures are vulnerable.

While such large, heavy weapons are often difficult for ordinary soldiers to use, the prevalence of partial and full conversion cyborgs makes that issue moot. Moreover, innovations like the *servo-rig* – a device used by ordinary humans and partial cyborgs who use many of the heavy, bulky weapons with no or minimal penalty – expand the range of who can use them. Of course, the largest weapons, such as those created for the new category of Superheavy Machine, may be too large and heavy to be used even by Heavy Machines, let alone ordinary troops.

**Note:** What was once known as *Sovietski "Shocktroopers"* – such as the *Thunderhammer, Thunderstrike* and *Thunderstorm* – have been *reclassified* under the designation of **Superheavy Machine**. This was done, in part, to distinguish them from the "Shocktrooper" cyborg designation of the various as Warlord Camps. The Sovietski desires to stand apart from the Warlord rabble, not to be seen as one of them. In addition, it conforms to the existing Sovietski convention for cyborg designations, i.e. Light, Heavy and, now, Superheavy Machines.

# Combat Training

Each Sovietski soldier, even those who are expected to undergo full conversion into a *Heavy Machine* or *shock trooper*, is required to go through intense basic training. During this time, soldiers begin their indoctrination into the Sovietski military and the Communist Party while also learning basic combat skills such as the proper use of weapons, maintenance, first-aid, hand to hand combat, radio operation and how to drive military vehicles. These

are the core skills that each soldier needs to know in order to become a valued and effective member of their combat unit.

Physical training during basic training is demanding and tough. The troops start each day with calisthenics followed by long runs and hand to hand combat practice. These exercises are followed by repeated drills simulating combat scenarios, many using live fire and simulating deadly battlefield conditions. These training methods are effective in reducing shell shock and fear when going into combat for the first time. Live fire activities are justified by the extensive use of cybernetics and bionics. Thus, if a soldier is injured, even grievously, bionics can repair the soldier, even make him better, deadlier, and return him to duty in short order. Bionics and cybernetics are so commonplace that most recruits think nothing of bionic reconstruction and augmentation.

Soldiers are given a political education, physical training and skills in wilderness survival. Troops are taught to expect the unexpected and be ready to fight any enemy – human and inhuman – at a moment's notice. Little time or consideration is wasted on frills or physical comfort. Since the troops are being trained to fight in any condition and at any time, adverse weather, including rain, heat, blizzards and Ley Line storms, there is seldom cause to cancel training exercises do to the elements.

The Sovietski military is responsible for the protection of the people and the preservation of the nation at the expense of all else. Almost every person in higher leadership within the government has at one point been an officer in the Red Army and seen some combat. This sense of duty and responsibility to country is part of every Sovietski citizen's sense of national pride and self-image. All ingrained by the government and the Communist Party from an early age, from peasant to the government's highest levels. In order to maintain the utmost level of dedication to country and Party, each military company or larger unit has a Political Officer (Zampolit). The sole responsibility of these officers is to educate the troops on politics, the party line regarding D-Bees, magic, psychics, political allies, world events (as much as are known) and the current war efforts, and keep them toeing the Party line. Approximately 10% of every training day is taken up with political indoctrination and education. The Zampolit is a member of the military and armed forces, so the Party may also embed their own propagandists or observers within the troops, especially if there has been any history of dissent within particular units.

Upon completion of their basic training regimen, the Russian soldier is assigned a specialty for further instruction. Soldiers normally have a choice in the matter, but it will depend upon whether or not an individual has been singled out or identified by his superiors for a particular school of training. In most cases, a soldier is given three or four options for which he meets the requirements to select from, and not the entire list of Sovietski military occupations. This training ranges from Communications Specialist, Heavy Weapons training, and flight school, to Spetsnaz duty.

# Sovietski Ground Forces (Sukhoputnyye Voyska)

The largest section of the Red Army is the Ground Forces (or the SV). These are the rank-and-file troops who serve on the front lines, protecting the Sovietski from monsters, demons, dimensional raiders, bandit armies, and invading Warlord forces. Traditional infantry units do not exist in the Sovietski military model. All infantry soldiers are trained to be deployed by trucks, troop transports and armored personnel carriers to the battlefield in units called **Motorized Rifle Companies**. These troops are supported by *tank companies* and *armored cyborg companies* that provide additional firepower, with support divisions, such as artillery, logistics and medical units. Almost any cyborg body type, weapon, vehicle or bionic system is approved for use by the Ground Forces. Popular vehicles include hover vehicles, motorcycles, snowmobiles and light armored vehicles for quick, rapid deployment. These smaller, faster units are often supported by heavy armored vehicles and cyborgs for added punch.

The SV is divided into eight field armies, with full logistical and tactical support. Each is capable of waging war on its own for extended periods of time with minimal reinforcement. These armies can field *Motorized Rifle Companies* or *Tank Companies* depending on the strategic needs.

Each city is responsible for patrolling the region around it, classified as the regional military district. **A regional military district** has one field army assigned to it, with Kaliningrad and New Moscow assigned two each. These soldiers are responsible for protecting the area around their assigned city, including the many farming communities and towns nearby. This protects local trade and ensures that the larger cities (and in turn, the military machine) are supplied with the raw materials needed to sustain them. The two other field armies are tasked with patrolling Sovietski territory, ever vigilant for enemy threats. Presently, one of these armies is on the Eastern Front as a defense against incursions by Warlord Orloff and Warlord Sokolov, while the other is headquartered in the Romanov Sphere, assisting the Red Army forces of Kaliningrad against the newly concentrated attacks of the Brodkil.

## Autonomous Ground Forces

There are two subgroups of the military that report to the *Council of Generals* under the Ground Forces, but are autonomous in almost every other way. They are the **Soviet Tank Corps** and the **Red Star Reserve**. These two groups may work together or as an independent force, and may be temporarily assigned to other branches of the military when needed. However, both of these two groups are usually on their own once they are given their orders.

The rest of the Ground Forces incorporate a number of smaller troop organizations that all collaborate and work in concert as a unified fighting force. These organizations lack the full autonomy of other groups like the Tankers or the Red Star Reserve. These units are all described below:

**Light Cyborg Recon (Svete Priznaniya Kiborga or the SPK):** Cyborgs assigned to SPK groups are usually light, agile cyborgs carrying a few heavy weapons, but whose focus is on espionage, mobility and stealth. They work in tandem with Sovietski infantry and Spetsnaz Intelligence Division soldiers to disrupt logistics behind enemy lines. They are also often tasked with locating Brodkil dens, bases of operations for Warlord raiding parties and demon lairs, relaying their locations back to command. The Cold Born, Gridgitz, Wolverine People and Yaganar are active soldiers in this division.

**Armored Assault Corps (Bronirovannyy Desantnyy Korpus or BDK):** The cyborgs of the Armored Assault Corps are among the most dangerous soldiers in all of Russia, mainly because of their massive hulking frames, access to some of the

heaviest weapons available to the Superheavy Machines (cyborgs), and the support that they receive from Soviet fast attack ground vehicles. This branch is comprised mainly of Heavy Machines and Superheavy Machines, Sovietski Infantry Soldiers, Cold Born, Wolverine People, Vedmak and Cyber-Doc support, with the occasional Spetsnaz Officer to provide intelligence and Yaganar soldiers to provide a bit of magic and additional reconnaissance and sabotage capabilities.

**Sovietski Police – Division of Domestic Security (Otdel Vnutrenney Bezopasnosti or OVB)**: The Sovietski police are all members of the military organization and operate within the military structure. They are responsible for day to day law enforcement in the fortress cities. If a city is ever under attack or siege, the police force helps maintain order, protect civilians and assist the military in any way necessary. All officers have military training and follow military orders in combat, including assisting in full combat operations if ordered to do so.

**Soviet Tank Corps (Sovetskiye Tankovyye Korpusa or STK):** The Soviet Tank Corps is a unique brotherhood within the military. They report up through the Ground Forces, though the SV leadership has limited control over the training and tactics of the STK. Instead, when assigned to joint operations with other units, the Tanker leadership is given orders such as "Hold this line" or "Attack the western flank." It is then up to the Tankers to coordinate with each other in the most effective way possible to accomplish the task.

In an age where monsters, demons, robots, power armor and giant cyborg warriors are commonplace on the battlefield, one might ask why the Soviet Tankers are given such liberty. The answer is simple: They get the job done. Tankers are among the most well trained, highly disciplined and, above all, effective armor forces in Eurasia and possibly the world. Some scoff, invoking the example of 20th century Polish Cavalry and claiming tank columns and traditional armor tactics are obsolete. The Tank Corps leadership, however, says the results speak for themselves. Tank units working in concert with their own aerial support, as well as with ground troops (human and D-Bee), and Heavy Machines (cyborgs), are still deadly opponents on the battlefield. The fact that they are extremely cost effective compared to giant robots is an added bonus in the eyes of the military brass.

The STK is organized into four ranked classes of battalions. There are two **A-1 battalions** full of new recruits who serve strictly support roles. Tankers have to learn the ropes of their machines and trust in their fellow Tankers before they are allowed to see real action. Next are the four **A-2 battalions**. These are the most adaptable units tasked with the most varied missions. Units in these battalions have access to the full range of hardware and training available to Soviet ground forces. The six **A-3 battalions** are the main fighting force of the Tank Corps. There is no subtlety to these units or their missions. Calling in an A-3 means dozens or even hundreds of tanks roll onto a battlefield to pound away at the enemy. Finally, there is a single **A-4 battalion**. Each unit in this battalion consists of one or two elite *SU-56 Shockwave* or *SU-58 Tunguska tanks* with associated support vehicles, air support and infantry backup.

**Red Star Reserve (Krasnaya zvezda Rezervnogo):** The Sovietski spans a large area when compared to many of the smaller nation states that have sprung up since the Dark Age. Their territory is merely a small fraction of what the former Soviet Union



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once held, but still has landholdings that stretch for hundreds of miles all around New Moscow. The farms and villages scattered throughout serve as the lifeblood of the nation and are passionately defended by the Red Army. The Red Star Reserve goes a long way in helping to secure remote areas and is at the forefront of protecting the borders.

Formed as a way to bolster the troop numbers of the Red Army and to act as a response force to immediate threats near wilderness outposts and civilian communities and farms, the Red Star Reserve is a highly trained fighting force that can be ready at a moment's notice almost anywhere within Sovietski held territory. This group is comprised entirely of veteran Sovietski soldiers, both human and D-Bees like the Wolverine People and Yaganar, who have retired from active military service and returned home or put down roots in another community. At the first sign of danger, the Red Star Reserve is responsible for assembling trained civilian militiamen and mounting a defense of the farm community, village or city until active-duty military can arrive.

Some cyborg reserve soldiers have been allowed to keep their full conversion bodies, but most (80%) of the Heavy Machine cyborgs that sign up for the reserve are issued a slightly enhanced version of the *Proletariat cyborg body*. The Sovietski literally has thousands of these cyborg frames and puts them to use very effectively as rapid deployment troops. Cold Born, Wolverine People, Gridgitz, Shu-Shuum, Yaganar and others are also members of the Red Star Reserve force.

Red Star Reservists receive a modest monthly stipend for their reserve status equal to one third their pay at the time of military discharge.

## Mobile Artillery Defense Network (Samokhodnykh Orudiy Oborony Seti or SOOS)

The threat of attack from Warlords Orloff and Sokolov is an ever-present thorn in the side of the Sovietski. In order to protect their larger cities, the Sovietski deploy the terrifying *Thunderstorm cannons*. Each major Sovietski city has at least two permanent batteries of these cannons which act as a deterrent to any large-scale attack on the cities themselves. The weapons were so effective that the Sovietski leadership approved smaller versions to be made for *ZSU 13/14 "Thunderbolt" Assault Trucks* and the *Thunderstorm Cyborg Shock Troopers* (named after the powerful cannon batteries). These smaller, less powerful, mobile cannons can be deployed in cities to support the larger cannons and city defenses, as well as mobile forces in the field. These cannons are operated by the SOOS to this day.

Many of the SOOS's soldiers are descendants from early Sovietski artillerists and consider it a point of honor to continue the family's service to protect the core of the Sovietski. Since most of them hail from the larger cities themselves, soldiers of the Mobile Artillery Defense Network are fiercely loyal to the preservation of the Sovietski's densely populated urban centers. They know if the cities fall, the collapse of the entire nation could follow. The Sovietski cities are the foundation for the nation and must be protected at all cost.

This division incorporates the troops of the **Mobile Defense Division (Mobil'noye Podrazdeleniye Oberony or MPO)** to also act as *first responders* to disasters and incursions by enemy forces into Sovietski territory. The troops, cyborgs and air support of the MPO also serve as support to the Red Star Reserve and are among the first to arrive on the scene to assist the Red Star Reserve, evacuate civilians and provide medical help.

**Thunderstorm Cannons – also called "Storm Cannons."** During the Golden Age, the New Soviet Union had started moving away from solid rocket fuels for putting small cargoes into space. Manned missions and trips to the numerous space stations orbiting Earth were launched from the Baikonur Cosmodrome. This was done to keep launch vehicles powered by the volatile fuel away from populated areas. When dealing with smaller, more rugged payloads, Russia turned to newer technology and super-materials and designed large, electromagnetic sleds and ramps to hurl cargo into orbit. This method of delivery was very cost effective, and the first Space Sled and Space Catapult was built near Baikonur, with two more being built in Siberia and Kamchatka. These new technological wonders became hot topics of debate in the international community. The possibility that they could be used as *weapons* against orbiting spacecraft or space stations was a legitimate threat, and weaponization of the technology to strike earthbound targets was also a concern.

The new Soviet state and the revitalized space program emphasized its peaceful intentions and reiterated its commitment to existing treaties to keep space demilitarized. NATO states refused to believe this rhetoric, however, which only heightened tensions.

Experimentation on this propulsion system was instrumental to the development of many of Russia's early *rail gun platforms*, but never in direct relation to the space program. Tanks and cyborgs were equipped with heavy rail guns as power supplies became smaller. The American military and NEMA were already hard at work on developing their own high-powered flechette rail gun which Russian intelligence had been trying to steal for years without success.

A more direct application of the sled and rail propulsion system led to a cradle system in a long tube that could carry large, single explosive shells or clusters of small explosives to cover large areas. Development on this front was promising for the future of smaller-scale giant artillery weapons. A few old barges and oil tankers were converted into naval test platforms for the experimental weapon system. These ships were effectively floating power supplies, their sole purpose to provide power and stability for the cannon running the length of the ship. The weapons were able to fire, but accuracy was poor. The research vessels were stationed in the Kaliningrad naval station where they would await further testing, but they would not have a chance for decades until recovered by the Sovietski.

Early in their history, the Sovietski recovered these test platforms and reverse engineered them for use in large city defense turrets. They were used extensively to protect Sovietski cities from Gargoyle swarms, invading Brodkil and other demons as well as dimensional raiders, and the cyborg troops of various Warlords. When fired, the carriage that carries the unique cluster ammunition and the scattered explosions sound like rolling thunder. Moreover, when fired, a burst of bright electric static is expelled from the barrel contributing to the name and legend of these aptly named *Thunderstorm Cannons*.

At least two of Thunderstorm cannons defend every major Sovietski city and serve as a symbol of national strength and pride. In Kaliningrand and New Moscow, the turrets sit atop large, retractable platforms that can be lowered into underground bunkers for protection from aerial assault, but in other Sovietski cities, the cannons are prominently and permanently displayed.

**Strategic Rocket Forces (Raketnye Voyska Strategicheskogo Naznacheniya or RVSN):** As part of the Mobile Artillery Defense Network, the Sovietski government resurrected the Strategic Rocket Forces. These specially trained soldiers are responsible for the protection and use of the extensive missile stockpile of the Sovietski military. The Strategic Rocket Forces operate from ships, submersibles and aircraft, and are always on the move from one military hot spot to another. They support the fighting from miles away, firing barrages of medium- or long-range missiles at the command of forward observers calling in or tagging high priority targets or troop formations.

There is also a large complement of RVSN troops located in Kurlensk to protect the small, remaining stockpile of aging ICBM nuclear warheads. While these troops are not out fighting the enemies of the Sovietski every day, they feel as though their duty is one of the most important in the nation. It is believed that some sort of nuclear engagement was at least partially responsible for the Coming of the Rifts, and the Sovietski leadership believes it to be in the best interest of the state not to risk further upsetting the balance of energy that the Earth has seemed to settle into. Therefore, Russia's powerful nuclear warheads have been locked away deep within the vaults of Kurlensk with the hope that their use will never again be required.

The RVSN knows that if, given the order (most likely during a state of emergency or under threat of the destruction of the Sovietski), they can refit their nuclear warheads and have them deployed within 24 hours. Rumors that there are concealed ballistic missile silos or nuclear submarines already deployed with some of these warheads have been widely circulated around the

camps of the Warlords by Spetsnaz agents engaged in acts of misinformation. Though not entirely untrue, the seed of doubt has been planted. The Sovietski neither confirms nor denies these rumors openly, but even the slightest possibility of mutually assured destruction should give the most aggressive enemy pause. Or so the theory goes.

**Soviet Naval Forces (Sovetskaya Voyenno-Morskoy Flot):** For centuries, Russia strived to establish a route to the open sea that was always available and not covered with ice for months at a time. This obsession for access to a warm water port dictated foreign policy for decades. It was one of the last barriers that stood in the way of Russia being a major player in naval operations around the world during the 20th and 21st centuries. With the resurgence of the Soviet Union before the Great Cataclysm, the Soviet Navy became stronger than it ever was during the Cold War. The Soviets built naval bases throughout their territory and in allied countries, allowing them to protect their interests close to home and abroad.

After the Coming of the Rifts and the Eighty Years of Winter, the Sovietski was a shadow of what it once was. Soldiers were sent to the known locations of old military bases and bunkers to try to salvage as many resources as possible. Some had already been looted, others completely destroyed, but the soldiers sent to Murmansk naval installation in the north were shocked to find four *Typhoon II class* submarines in various stages of completion, and two more were later found in New Leningrad. These discoveries were the motivation the Sovietski needed to start developing its naval forces again.

The navy of the Sovietski is drastically different than the large naval fleets that Russia once maintained, and is now little more than a ragtag collection of whatever could be salvaged from the past along with the few newer ships that have been built. While it has a few surface ships used to protect ports, its largest ships are submarines. *Ekranoplans* and *seaplanes* are also used to transport troops, materiel and other supplies. For the most part, the Sovietski naval forces can be considered a *brown water navy*, meaning that they primarily patrol rivers, lakes and inland seas rather than the blue water of the oceans. The Free Scandinavian Alliance, Coalition States, the New Navy and the NGR fleets all dwarf the Sovietski's naval forces.

New Moscow and the Volga Fortress have the largest complements of river vessels, while the Kaliningrad complex and New Leningrad each serve as bases of operations for one seaworthy fleet. Other cities in the Sovietski have a few small patrol craft and SM-451 Blackwater Amphibious Attack vessels to patrol the waterways in their territory, but nothing more.

**Aviators of the Soviet Army (Sovietski Armiya Voyenno-Vozdushnye Sily):** The Red Army has the most competent and highly trained air force in all of Russia. Its army aviators transport troops and supplies, provide air support, maintain air superiority over Sovietski territory and combat zones, and fight off airborne monsters and enemies. Other than licensed mercenary groups operating within Sovietski territory, the Sovietski is the only force authorized to operate aircraft in their airspace. Transport vehicles from the NGR and Poland must be identified using radio communications or transponders or else they find themselves escorted, or engaged, by scrambled *SUT-93 "Firefang" fighters.*

The air power that the Sovietski maintains is feared and envied by the Warlords. Warlord Kolodenko especially would love to supplement his already formidable air combat troops with fighter jets in light of the increased aggression of Warlord Sokolov. Romanov and Kolodenko have both propositioned the Sovietski leadership to sell them fighter aircraft, but the government is in no hurry to give other regional powers access to one of their main advantages.

Each Soviet city has airfields capable of accommodating all military aircraft currently in use by the Sovietski and its allies. Military barracks, hangars, towers and radar installations help keep the Red Army's aviators on alert around the clock. These military airfields are state of the art and regularly host approved aircraft from allied nations. Many of the Sovietski cities and some towns have laws regulating the size of streets and roads so that they can be used as makeshift airstrips during combat operations.

**Russian Airborne Troops (Vozdushno-Desantnye Voyska or VDV):** The army makes use of some special forces (Spetsnaz) soldiers trained in deep insertion behind enemy lines, guerilla warfare, and blitzkrieg tactics. Bold Warlord bands and raiders who dare to target Sovietski communities, outposts and military are often tracked down and eliminated by airdropped Spetsnaz teams. Special Ops soldiers that may include cyborgs, Cold Born, Yaganar, Wolverine People and human troops inserted via gunships. Airborne VDV Spetsnaz operatives report directly to the leadership of the Red Army and not the separate Spetsnaz administration division.

# GRU Intelligence Agencies and Spetsnaz Special Forces

**Main Intelligence Directorate (Glavnoye Razvedyvatel'noye Upravleniye or GRU):** The name Spetsnaz literally refers to general Special Forces: soldiers given unique training pertaining to black operations, espionage, sabotage and intelligence (i.e. spies and commandos). **The Sovietski Spetsnaz Command** is a division of the military that works to counteract a particular threat, or respond to very specific situations. Some Spetsnaz soldiers are embedded into regular military units, though outside the normal chain of command, as advisors, while others are tasked with operating independently for long periods of time in hostile territory or in an enemy's sphere of influence.

Spetsnaz soldiers are not easily identified, since they are issued the same equipment, armor, cybernetics or cyborg frames of other Sovietski soldiers, and work hand in hand with the regular army and other branches of the military. They are simply specialists in covert operations. This is done primarily as a psychological deterrent, since, from the perspective of the enemy, any Sovietski soldier could potentially be a Spetsnaz. The soldiers who fall under the direct command of the **Sovietski Spetsnaz**, also known as the **Main Intelligence Directorate (Glavnoye Razvedyvatel'noye Upravleniye or GRU)** are *Spetsnaz Intelligence Agents*, along with specialists, psychics and D-Bees recruited into the organization, and even the occasional magic user. These agents typically work for one of the GRU divisions listed below:

**Foreign Military Intelligence and Infiltration (Sluzhba Vneshney Razvedki or SVR):** The Military Intelligence and Infiltration Division or SVR is responsible for gathering information about the military capabilities, tactics and weaponry of other states and military forces, both rival and allied, to assist the Sovietski leadership in threat assessment and long-term planning. These special operatives are sent out to other nations and locations on extremely long deployments to gather and retrieve valuable information for threat assessment and military planning.

**Division for the Detection and Suppression of Inhuman Threats (Otdel po Vyjavleniju i Preseèeniju Ugroz Besèeloveènogo or OVPUB):** The members of OVPUB serve as the first line of defense against the supernatural threats that beleaguer the Sovietski. These trained special forces teams and platoons seek out and target monsters, demons, evil practitioners of magic and other nonhuman enemies for termination. OVPUB ops may include anything from seek and destroy missions to targeted termination of specific enemy targets/leaders, to jail breaks and rescue missions, to tailing and intelligence gathering.

The OVPUB has a special subdivision which supports GRU operations by developing new weapons and cybernetics that assist in the detection and combat of the supernatural.

**Division of Paranormal Research (Otdel Paranormal'nykh Issledovaniy or OPI):** Many Paranormal Intelligence Division agents are psychics, D-Bees like the Wolverine People, Gridgitz and Yaganar, or practitioners of magic (including some Gypsy psychics and mages) recruited by the Spetsnaz for their unique capabilities. The use of operatives with special abilities is frowned upon by the superstitious general population, as well as many soldiers in the regular army, but the Sovietski recognizes the need for special "gifted" agents to "fight fire with fire." Of course, not all Paranormal Intelligence agents are psychic, magic users or D-Bees with abilities for finding and fighting the supernatural and creatures of magic. Many are recruited simply for their leadership and combat abilities, or knack for using strategies and tactics strengths against inhuman foes. Not every soldier is emotionally equipped to battle monsters and demons, especially on a regular basis. Those who do not appear to be phased by them and are astute at learning their habits and using the monsters weaknesses against them, are the ones recruited for the OPI. Special forces – or monster hunters, if you will – skilled in the strategies, tactics, and combat techniques necessary to fight and destroy supernatural foes and adversaries.

The OPI has created some amazing pieces of technology since the division's creation. Russia and much of Europe and Asia are plagued by numerous supernatural and demonic invaders, many of whom can turn invisible, take a blast from a rail gun, rip a cyborg limb from limb, wield magic or perform countless other terrible feats. When faced with these monstrous opponents, the Sovietski knew that they had to find a way to fight them beyond simple brute force.

Working with many of the wilderness people who knew of these archaic demons from myth and legend, and combining this knowledge with the technical know-how of the Vedmak Cyber-Eocs and researchers, the Sovietski formed the OPI. Some of the developments have been special *ammunition* and *optical enhancements*. It is important to note that while there are many psychics and magic users in the OVPUB, Techno-Wizard devices and magic weapons are not common and rarely used. All of the OPI's weapons and cybernetics have a strictly technological foundation. The rules of OPI are pretty strict in this regard, even though the end result may not be as potent as a TW device.

# The KGB

**The Committee for State Security (Komitet Gosudarstvennoy Bezopasnosti or KGB)** is the *domestic intelligence division* known as the infamous KGB. It is tasked with rooting out insurgent groups, organized crime and political dissidents at home, within the Sovietski population itself. They try seek out anyone who threatens the security of the Sovietski (terrorists, dissidents, enemy spies, monsters, etc.) and eliminate them before they can do serious harm. There are KGB divisions in every city and town throughout the Sovietski. Even many of the small villages on the outskirts of the frontier believe there are KGB operatives imbedded within their own tiny populations.

The KGB is the GRU division that works closest with the intelligence network of the *Soviet Committee for the Preservation of Soviet Thought (KSSI)*, since their goals are closely aligned. This relationship is primarily one of intelligence sharing. Though both organizations claim full disclosure with the other, there are always bits of information that seem to fall through the cracks. The desire to claim responsibility for a particular sting or arrest is so great between these two organizations that it has sparked a serious rivalry.

**Strategic Reconnaissance Operations (Strategicheskoy Razvedki Operativnyye or SRO):** The SRO is a division of Spetsnaz commandos that operate as forward scouts, reconnaissance troops and snipers. These troops often work with other Spetsnaz soldiers and are occasionally attached to regular army, navy and air commando units deployed behind enemy lines. The support the SRO provides is invaluable to the war effort and defense of the Sovietski from the aggressive and hostile forces of Warlords Orloff and Sokolov in the east. The more recent aggression from the Brodkil in the west around Kaliningrad has also allowed these soldiers to test their mettle against sub-demons. They constantly strive to improve and live up to their division motto, "Winning the war, one bullet at a time."

Three SRO Divisions: Dragunov Cyborg Extermination Corps (DKIK), the Snow Queens (SK) and Long-Range Reconnaissance and Incursion (BDRR). Each of these specialized units plays a key role in the elimination of priority targets.

**Dragunov Cyborg Extermination Corps (Dragunova Kiborg Ispolneniya Kopusa or DKIK):** The DKIK was developed as a counter to the alarming number of dangerous cyborgs and Shock Troopers developed and deployed by the independent and hostile Warlords of Russia. The Warlords field large groups of cyborgs within their armies as well as among the smaller war bands and reavers they send out to raid Sovietski communities and military outposts and attacks upon Red Army patrols and supply convoys. Many of the Warlords field cyborg abominations that are as horrifying and deadly as any band of demons or dimensional raiders, and are just as ruthless. Many such bands of murderous cutthroats are given orders to not hold back, especially when field-testing new cyborg designs and weapon systems. The result can lead to the wholesale slaughter of Sovietski troops or entire villages of innocent civilians, leaving carnage in their wake as terrible as anything you might expect from Brodkil or demons.

The Light, Heavy and Superheavy Machines and soldiers assigned to their teams, track and hunt these raiders and destroy them. The DKIK have quickly become known as great heroes and defenders of the Soviet people living near the borderlands and other areas prone to frequent attack. In addition to seek and destroy missions, the DKIK are also assigned to front-line and borderland military units for back up and support, as well as long-distance reconnaissance, and guerrilla warfare assignments to harass and disrupt enemy operations and supply lines via sabotage, assassination, and other means behind enemy lines.

**Snow Queens (Snezhnyye Korolevy or SK):** The creation of this unit was inspired by war stories said to date back to the time before the Coming of the Rifts. During 20th century conflicts, Russian soldiers saw (or thought they saw) female snipers dressed all in white who attacked them from skis and then disappeared into the wilderness. When they found themselves at war with other Russians, the Sovietski decided to use these stories to their advantage.

The military brass leapt at the concept of the so-called "White Tights" and sought recruits for an *all-female corps* of expert skiers and crack shots to be used as an elite commando unit. A unit that used fear and psychological warfare as a weapon and deterrent against the enemy. These soldiers have performed above and beyond expectations. Using their wilderness skills and advanced firearm training, small teams of skiers are able to silently slip behind enemy lines to pick off guards, assassinate officers, strike soft targets, damage communication lines and conduct sabotage operations. Counted among the Snow Queens are female *Cold Born, Gridgitz* and *Wolverine People*. These femme fatales are as deadly as their male counterparts and said to be twice as cunning. Moreover, because most Warlord troops as well as demons tend to underestimate females and believe the Snow Queens to be nothing more than propaganda and fairy tales, the female warriors are able to bury their gear in the snow and hide among the civilian population whenever they need to do so. In disguise, they can pretend to be frightened peasant folk without most enemies ever suspecting they are the very soldiers causing them all the damage.

**Long-Range Reconnaissance and Incursion (Bol'šaja Dal'nost' Razvedki i Rejdov or BDRR):** These soldiers are often sent into the territory of the Warlords for months on end to learn as much about the enemy as possible. They analyze weaknesses in enemy defenses, study their tactics, track troop movements and supply lines, and make note of important leaders to target. Occasionally, these soldiers are deployed with Tactical Commandos and Intelligence Agents to form a cell within a Warlord's Sphere of Influence from which they can cause chaos and disarray. They are trained to work undercover and blend in with the warriors of the various war camps as spies and to conduct guerilla warfare against the enemy. These men and women often spend months, even years, at a time in the field learning about the enemy, studying schedules, logistics, troop movements, bodyguards (both obvious and disguised), and relaying vital information or waiting for the right moment to strike.

# Sovietski Military Ranks

While similar to their western counterparts, the Soviet ranking structure is slightly different with some unique ranks. Each is listed with their rank (and its equivalent in the Soviet Naval Division), insignia and base pay. Pay may vary greatly based on the higher ranks, with most soldiers of low ranks making minimal salaries compared to other armies, while high ranking officers tend to make significantly more. This disparity is built into the corruption of the Sovietsk's military and political system.

In addition to pay, all soldiers are given uniforms and combat gear, a place to live, food, medical care, and basic accommodations, even if it is barracks life.




## General Officers

**Rank:** Generalissimus of the Soviet Union.
**Insignia:** Gold shoulder board with a gold hammer and sickle in front of a red star. Below that is a large platinum star encircled with a laurel wreath. Only one person holds this rank at any given time. Presently it is General Katya Nikoforov, current director of the Sovietski.
**Base Pay:** Equivalent of 60,000 credits per month.

**Rank:** Marshal of the Sovietski or Admiral of the Fleet of the Sovietski.
**Insignia:** Gold shoulder board with a gold hammer and sickle in front of a red star. Below that is a large gold star.
**Base Pay:** Equivalent of 30,000 credits per month.

**Rank:** General of the Army or Admiral of the Fleet.
**Insignia:** Gold shoulder board with four gold stars.
**Base Pay:** Equivalent of 26,000 credits per month.

**Rank:** General-Polkovnik or Admiral.
**Insignia:** Gold shoulder board with three gold stars.
**Base Pay:** Equivalent of 21,500 credits per month.

**Rank:** Lieutenant General or Vice Admiral.
**Insignia:** Gold shoulder board with two gold stars.
**Base Pay:** Equivalent of 18,000 credits per month.

**Rank:** Major General or Counter Admiral.
**Insignia:** Gold shoulder board with one gold star.
**Base Pay:** Equivalent of 16,000 credits per month.

## Senior Officers

**Rank:** Polkovnik or Capitan, 1st Rank.
**Insignia**: Gold shoulder board with two red bars running lengthwise. Three small gold stars in a triangular pattern.
**Base Pay:** Equivalent of 11,000 credits per month.

**Rank:** Podpolkovnik or Capitan, 2nd Rank
**Insignia:** Gold shoulder board with two red bars running lengthwise. Two small gold stars in a side-by-side pattern.
**Base Pay:** Equivalent of 9,000 credits per month.

**Rank:** Major or Capitan, 3rd Rank.
**Insignia:** Gold shoulder board with two red bars running lengthwise with one small gold star.
**Base Pay:** Equivalent of 7,000 credits per month.

## Junior Officers

**Rank:** Capitan or Capitan Lieutenant.
**Insignia:** Gold shoulder board with one red bar running lengthwise. Four small gold stars, three in a triangular pattern with the fourth slightly above it.
**Base Pay:** Equivalent of 4,000 credits per month.

**Rank:** Senior Lieutenant.
**Insignia:** Gold shoulder board with one red bar running lengthwise. Three small gold stars in a triangular pattern.
**Base Pay:** Equivalent of 3,200 credits per month.

**Rank:** Lieutenant.
**Insignia:** Gold shoulder board with one red bar running lengthwise. Two small gold stars in a side-by-side pattern.
**Base Pay:** Equivalent of 2,600 credits per month.

**Rank:** Junior Lieutenant.
**Insignia:** Gold shoulder board with one red bar running lengthwise with one small gold star.
**Base Pay:** Equivalent of 2,400 credits per month.

## Non-Commissioned Officers

**Rank:** Senior Praporshchik or Senior Michman.
**Insignia:** Solid red shoulder board with three small gold stars.
**Base Pay:** Equivalent of 2,300 credits per month.

**Rank:** Praporshcik or Michman.
**Insignia:** Solid red shoulder board with two small gold stars.
**Base Pay:** Equivalent of 2,200 credits per month.

**Rank:** Sergeant Major or Chief Ship Starshina.
**Insignia:** Solid red shoulder board with two thick gold bars in a "T" pattern.
**Base Pay:** Equivalent of 2,100 credits per month.

**Rank:** Senior Sergeant or Chief Starshina.
**Insignia:** Solid red shoulder board with one thick gold bar with a gold hammer and sickle.
**Base Pay:** Equivalent of 2,000 credits per month.

**Rank:** Sergeant or Starshina, 1st class
**Insignia:** Solid red shoulder board with three narrow gold bars with a gold hammer and sickle.
**Base Pay:** Equivalent of 1,800 credits per month.

**Rank:** Junior Sergeant or Starshina, 2nd class.
**Insignia:** Solid red shoulder board with two narrow gold bars with a gold hammer and sickle.
**Base Pay:** Equivalent of 1,500 credits per month.

## Enlisted Personnel

**Rank:** Efreitor.
**Insignia:** Solid red shoulder board with one narrow gold bar with a gold hammer and sickle.
**Base Pay:** Equivalent of 1,300 credits per month.

**Rank:** Private.
**Insignia:** Solid red shoulder board with a gold hammer and sickle.
**Base Pay:** Equivalent of 1,100 credits per month.

# New and Revised Skills

*"Learning carries within itself certain dangers – because out of necessity one has to learn from one's enemies."*

*– Leon Trotsky*

*"We know that an unskilled labourer or a cook cannot immediately get on with the job of state administration."*

*– Vladimir Lenin*

### Communications (or Rogue):

Contacts – Social Connections (10%/6% +2%)

### Physical:

Ballet
Biathlon
Ice Skating (35% +5%)
Skiing (40% +5%)

### Military (or Technical):

Falconry (30% +5%; can be taken as a Technical skill)

### Rogue (or Communications):

Contacts – Social Connections (10%/6% +2%)

### Technical:

Falconry (30% +5%; can be taken as a Military skill)
Law – Loopholes (20% +4%)
Kremlinology

**(NEW) Communication or Rogue Skill Category: Contacts – Social Connections:** The social circles of the military, the Communist Party and the average Sovietski citizen are so intertwined, there is a good chance that a player character (or NPC) with this skill will at least have heard of a particular person. Success in moving up the military ranks or in the Party is all dependent upon who you know and who you are related to. Every relationship, no matter how minor or tenuous, is worth something

in this culture. Many positions or ranks have certain perks or bonuses that can be leveraged, sold or given away as favors, but there is ALWAYS a cost. Almost everyone will talk themselves up or tout their own importance, and everyone says they are willing to help whether or not they can truly deliver. The tendency when making these types of agreements is to meet face to face and have a few drinks to show respect for the relationship.

The Contacts skill measures just how connected the character is and how well he can get what he wants from the people that he knows. It can also be used to make connections between objects and people particularly associated with them. If a successful skill roll is made, then the character is able to get something needed in a hurry. The base percentage of this skill is a character's chance of having heard of a contact character before. One-tenth of the base percentage is the character's chance of personally knowing the person mentioned. The second percentage is the likelihood of the contact, if known, to actually be both willing and able to assist the character.

**For example:** Ivan, a Sovietski Cyber-Doc from Kaliningrad, notices a cyborg design has recently come on the market. His Contacts – Social Connections skill is 16%, but because custom designs are associated with particular Cyber-Docs, and he is a Cyber-Doc, Ivan adds +5% to his skill percentage (now 21%) before he rolls the dice. He gets a 02 on the dice, less than one tenth of his 21%, and recognizes the stylistic design as being crafted by his old rival, Boris, hinting that Boris may have set up shop in the area. Further investigation reveals the location of the shop, and when encountered, Boris introduces his new business partner, Olaf, a mercenary from New Moscow. Ivan rolls against his base skill of 16% because he is not a mercenary nor is he from New Moscow. The result of 45% shows that he has never heard of Olaf before (too bad, because Olaf is a berserker, psychopath and a danger to everyone around him). **Base Skill:** 10%/6% +2% per level. **Note:** If the character has an M.A. of 16 or better, this skill can be taken a second time in order to *double the base percentage*, illustrating the true social nature of the character. Additionally, with an equally high M.A., the character can take this skill multiple times in order to expand his social circles to other careers outside his own or to other Russian cities, towns or war camps as though he had that career or was from that region.

There are a number of situational modifiers that can further enhance the skill rolls. These bonuses can stack. (**Note:** This is by no means an exhaustive list. G.M.s might set additional bonuses or penalties based on the specific situation.)

Contact from the city: +3%

Contact from the same city, town or war camp as the character: +8%

Member of the same religious enclave: +5%

Character and contact are both Party members: +3%

Contact is the same O.C.C. as character: +3%

Character is a military officer: +5%

Character is a higher rank than contact: +5%

Character has a P.B. of 16 or higher: +5%

Character has an M.A. of 16 or higher: +5%

Request is made while drunk: +5%

Request is potentially treasonous: -20%

Request to help a foreigner: -5%

Request to help a D-Bee: -5%

Request for a stay of execution: -15%

Request to free a person held by police for minor crimes: -10%

Request made to someone of a higher rank: -5%

**(NEW) Physical: Ballet:** Ballet is a well-known form of performance dance that was created during the Italian Renaissance but was most fully adopted and developed in France and Russia. Ballet students range from the casual dancer to professionals performing on stage in large productions. This skill represents the knowledge of a semi-professional student who has studied in one of the premier studios in Russia and has a very high competency with the technical aspects of ballet dance. The physical demands put on the dancer focus upon grace, strength and muscle tone, so those with cybernetic limbs are almost never admitted to ballet schools. The student may have another career entirely and may not have ever been on stage, but has the skill set to do so. **Prerequisite:** Dance skill and no bionic systems. Taking the Ballet skill twice makes it professional quality dance. **Base Skill:** As per Dance skill. **Skill Bonuses:** +1 to P.P., +1 to P.S., +1D6 to S.D.C. and +15% to the Dance skill when specifically dancing ballet. Any other form of dance will use the Dance skill.

**(NEW) Physical: Biathlon:** This winter sport originates from Norwegian military exercises and combines the discipline of cross-country skiing with target shooting. Those trained in the biathlon are most often already proficient skiers and marksmen. Competitions require the athlete to ski a certain distance, broken up by two to four shooting stations where the marksman fires at a target while prone or standing. **Prerequisite:** Skiing skill and W.P. Rifle. **Bonuses:** +2D6 to S.D.C., +1 on initiative when using a rifle, and +5% to Land Navigation skill.

**(Revised) Physical: Ice Skating:** This is simply a recreational skill that makes the character more or less competent on ice skates. This means the character can maneuver on ice skates as well as he would on normal ground. Also, the character suffers only half the maneuver penalties when walking on ice – even without skates.

Speed on ice and skates is double one's normal running speed at half the physical exertion. **Base Skill:** 35% +5% per level of experience. Roll for this skill when beginning to move over ice and when performing some special trick like a quick stop, leap or combat maneuver (strike, parry or dodge), or when traveling faster than 80% of one's maximum speed. A failed result means the individual falls down and suffers 1D4 S.D.C. damage. It takes two melee actions to get back on one's feet and a successful skill roll to resume skating. Can also use in-line skates/rollerblades and old-fashioned roller skates. **Bonuses:** +1D4 to Spd attribute and +1D6 to S.D.C. **Modifiers on Ice:** +1 to dodge on ice, -1 to strike, parry, disarm or entangle, and combat or trick moves require a skill roll at -30%. **Note:** Cyborgs should keep in mind that even though there are certain times of year in Russia when rivers and lakes freeze over with enough ice to support their weight, this is not always the case. Falling through the ice is always a danger and potentially deadly.

Professional Skating Specialties: This requires selecting the Skating skill twice, but adds to the base skill and provides a special area of expertise and skill bonuses. Only one of the following can be selected, and *must* be selected as an O.C.C. Related Skill. A professional skating ability cannot be selected as a Secondary Skill, but the base Skating skill, above, can be. All bonuses are cumulative. If an ability is duplicated, select the highest number. **Note:** Unless it is stated that the skater has a particular trick or combat maneuver, he or she is -20% to perform it.

Figure Skating: +20% to Ice Skating skill. The goal is quick, fluid movement, grace and beauty on ice. The skater can perform quick stops, hopping, running, leaping and spins on ice. **Bonuses:** +1 to P.P., +2 to Spd attribute, +1D6 to S.D.C., +5% to the Dance skill, and +1 to damage with kick and leap attacks, +2 to maintain balance, +1 to roll with impact. Skating speed is three times the character's running speed.

Hockey Skating: +15% to Ice Skating skill. The skater can perform quick stops and hand to hand combat on ice without penalty, which includes hand to hand punches, knee strikes (but not kicks or leaps), strike, parry, dodge, disarm, entangle, grapple, body block/ramming, body flips and use of a hockey stick, Staff, Spear, Pole Arm or any Blunt weapon on the ice, without losing balance or suffering the -30% penalty noted under the Skating skill. Using other melee weapons, bow and arrows, slings or shooting a ranged weapon while standing still on ice inflicts a -10% skill penalty and -2 to strike. Trying to use such weapons while moving/skating imposes a -15% skill penalty and firing a gun is considered the same as shooting from a moving vehicle. **Bonuses:** +1 to P.S., +1 to P.E., +1D4 to Spd attribute, +2D6 to S.D.C., +2 to roll with impact, +2 to maintain balance, and is +1 to strike with body block/ram as well as with hockey stick/blunt weapon while on ice. Skating speed is three times the character's running speed.

Speed Skating: +10% to Ice Skating skill. The goal is speed and endurance, effectively sprinting on skates and ice with quick stops. **Bonuses:** +1 to P.S., +1 to P.E., +1D6+1 to Spd attribute, +1D6 to S.D.C., +3 to dodge on ice, +2 to maintain balance and +1 to roll with impact. Skating speed is five times the character's running speed.

**(Revised) Physical: Skiing and Snowboarding:** Skiing is both a mode of transportation and entertainment in the snowy north. The basic skill enables the character to be reasonably good on skis, keep his balance, have good endurance, and know the basics of downhill and cross-country skiing (the latter being equal to his Spd attribute). **Base Skill:** 40% +5% per level. Roll for this skill when first getting underway and when performing a difficult action like a quick stop, swerve, jump or combat maneuver (strike, parry, dodge, shooting a weapon, etc.) or travelling faster than 80% of the character's maximum speed. A failed result means the individual falls down, loses initiative and two melee actions, and suffers 1D6 S.D.C. damage. It takes two melee actions to get back on one's feet and a skill roll to get back moving again. This skill can also be selected for use with a snowboard instead of skis, but cross-country skiing is impossible on the snowboard. **Bonuses:** +1 to P.E. and +1D6 to S.D.C. **Ski and Snow Modifiers:** No speed penalty when traveling on snow with skis, but combat bonuses are reduced to half because the skis make fast, agile movement difficult (if not completely impossible), and combat or trick moves require a skill roll at -30%.

Professional Skiing Specialties: Counts as an additional skill selection, but adds to the base skill and provides a special area of expertise and skill bonuses. Only one of the following can be selected per skill selection (can select multiple times) and *must* be selected as an O.C.C. Related Skill selection. A professional skiing ability cannot be selected as a Secondary Skill, but the base skill, above, can be. A second professional skiing ability (and its bonuses) can be selected, but counts as one extra O.C.C. Related Skill selection. All bonuses are cumulative. If an ability is duplicated, select the highest number. **Note:** Unless it is stated that the skier has a particular trick or combat maneuver, he or she is -20% to perform it.

Downhill Speed Skiing/Slalom: +15% to the Skiing skill, +1 to P.P., +1 to P.E., +1 on initiative, +2 to maintain balance, +1 to roll with impact. Skiing downhill can reach up to 70 miles per hour (112 km), but cross-country skiing is equal to normal running speed.

Cross-Country Skiing: +10% to the Skiing skill, +1 to P.S., +1 to P.E., +1D4 to Spd attribute, +1D6+2 to S.D.C., +1 to maintain balance, +1 to roll with impact. Skiing downhill at great speed is something that this character is not well acquainted with, so a safe speed does not exceed 20 mph (32 km); -30% skill penalty when going faster and an additional -10% per each 10 miles (16 km) over 50 mph (80 km), but cross country skiing is 20% faster than normal running speed and much faster than someone trying to trudge through deep snow (8 inches/0.2 m or greater; reduce speed by half). **Note:** This ability cannot be used on a snowboard.

Snowboarding and Jump Skiing: +20% to the Skiing skill, +1 to P.P., +1D6 to S.D.C., +3 to roll with impact. On the slopes, the character is also +3 on initiative and +3 to maintain balance. On the snowboard or skis the character can perform quick stops, hops, jumps, aerial somersaults, and ricochet off rocks, trees and snowbanks, but at -10% to his skill performance. Snowboarding downhill can reach up to 60 mph (96 km), while skiing downhill can reach up to 70 mph (112 km). Properly aligned ski or snowboard jumps can send the character flying into the air, over gorges and up to 300 feet (91.4 m) down the slope. Performing a trick or jump requires a skill roll, and landing any jump when more than 100 feet (30.5 m) has been traveled also requires a skill roll for a safe, successful landing. Failure means the character crashes and tumbles, suffers 2D6 Hit Point/S.D.C. damage, and requires a skill roll to stand up and start moving again.

**(REVISED) Military or Technical: Falconry:** The art of training and handling falcons and other birds of prey. This skill entails much more than the traditional use of predatory birds for the hunting of small fowl or sporting entertainment. These animals are trained by skilled handlers to pursue and attack any visible target, flying or ground based, and return to their handlers. Using special hand signals, whistles, sounds and calls, the handler can direct and instruct the animal to attack, perch, return, take flight, etc. Normal, trained examples of these creatures can take flight, target someone and deliver two attacks per melee round (15 seconds) and return to their master. The falcon is trained to strike quickly and return, and little else. Live birds and even bionic falcons are generally used to startle a foe or to create a distraction and confusion. **Note:** The Sovietski have cybernetically enhanced and specially trained birds of prey with special combat abilities well beyond the capabilities of normal animals. These enhanced birds are controlled using many of the same methods but also with additional cybernetic control systems and radio communication which add a bonus to the Falconry skill. Also note that it is impossible to take a falcon or any uncaged bird into an underground dwelling or inside buildings without it panicking, unless it is kept hooded with the head and eyes covered. It is also impossible to engage in combat with a bird on the forearm or shoulder without injuring the falcon or yourself. Before combat, the bird is usually ordered to take flight or the handler finds a safe place for the falcon to stay until he returns. **Base Skill:** 30% +5% per level (live animal).

**Typical Falcon Stats:**

The fastest of the birds of prey when it comes to precision flying and swooping attacks. Primary prey are other birds.

Size: 15-20 inches (0.4-0.5 m).

Hit Points: 3D6+2

Natural Abilities: Fly, Prowl 70% (silent glide attack or hiding in a tree), exceptional hawk-like vision (2 miles/3.2 km), Nightvision 300 feet (91.4 m), track by smell 66%, and track by sight 80%.

Flying Speed: Slow glide on wind currents to a flying speed of up to 60 mph (96 km) with bursts of speed up to 142 mph (227 km) that can last for up to 1D6 minutes and usually used to make a fast escape. A fast diving attack speed is 175 mph (280 km), but counts as two attacks. Casual flying speed is 40 mph (64 km).

Attacks per Melee: Two in order to have time to return to its master. Three if it stands its ground to fight.

Damage: 1D4 S.D.C. damage per strike, 3D4 damage from a diving strike (counts as two melee attacks) and 1D6 from a tearing bite.

Bonuses: +4 on initiative, +4 to strike, and +6 to dodge.

**(NEW) Technical: Kremlinology:** This skill is the study of Soviet politics, policies and social and cultural history. A Kremlinologist will know how intertwined and connected the military and political structures truly are and how to navigate that system. They have the knowledge to influence their language and rhetoric with cultural references, inspirational quotes and historical facts in order to sway politically minded individuals to their way of thinking. This can be an invaluable skill when trying to make a name for oneself within the political structure or trying to expose political frauds who are not "Soviet enough." **Bonuses:** +5% to Contacts/Social Connections, +5% to Public Speaking, +10% to Law (General), +5% to History (Pre-Rifts) and +10% to History (Post-Apocalypse) but only as these skills relate to *the Sovietski.*

**(NEW) Technical: Law – Loopholes.** The character knows about many exemptions, special classifications and ambiguous phrasing within the laws of a particular country or region, such as the NGR or Russia (including the Sovietski and Warlord camps). This includes local, regional and national law codes within the area of expertise. Careful use of this skill can make the seemingly illegal suddenly legal, at least under very particular circumstances, and exploit gray areas of the law. **Note:** Successful use of this skill does not guarantee safety from the authorities or escaping criminal charges. A character's actions may prompt the loophole to be closed, someone else may know the law even better, or the authorities may choose "extrajudicial" retaliation. Most characters with this skill are experts in the laws of their own countries; some international agents will become experts in the laws of the places where they operate. **Base Skill:** 20% +4% per level. **Prerequisite:** Law (General).

# Sovietski O.C.C.s

Cold Born (Psychic)
Cyborg Soldier
Police Officer
Infantry Soldier
Tanker
Vedmak Cyber-Doc
Spetsnaz Special Forces
Citizen (non-combat O.C.C.)
Commissar (non-combat O.C.C.)

# Cold Born O.C.C.

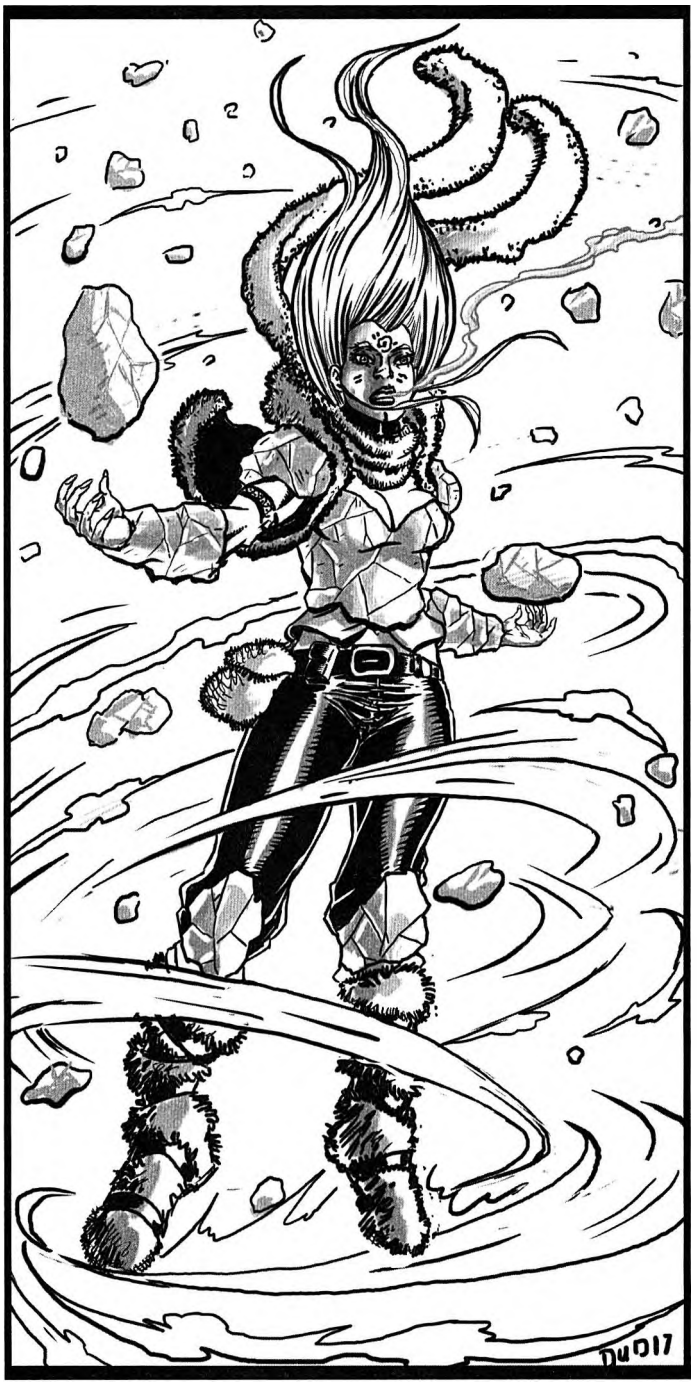
## A psychic character class

**By Matthew Orr and Kevin Siembieda**

The Cold Born are human beings with unique psychic abilities that involve control over water, ice and cold. In this regard they are similar in nature to *Bursters* and *Zappers*, only in this case, the Cold Born are Master Psychics with the power of Hydrokinesis at a heightened level of control and power. The Cold Born are a less common and seemingly regional manifestation of psychics who are unique to Russia, Siberia, the Himalayan mountains and Scandinavian countries. (But not Alaska or Northern Canada.) They appeared, as did most human psychics who wield considerable power, after the Great Cataclysm during what Eastern Europeans call the **Eighty Years of Winter** – the first 80 years of the Two Hundred Year Dark Age when this part of the world was plunged into winter fallout that lasted longer than most other parts of the world.

It is thought that the Coming of the Rifts and the onslaught of supernatural and magical forces triggered psychic abilities that had remained dormant and hidden inside most humans. An explosive resurgence of psychic (and magic) abilities manifested in humans around the globe during the Great Cataclysm and ensuing Dark Age. (See the upcoming **Rifts® Chaos Earth® sourcebook: Psychic Scream** for details.) Psionic abilities that many scholars and scientists suspect had laid dormant in people since the Stone Age. Reawakened in the face of the Great Cataclysm, the return of magic and the flood of demons and other evil supernatural beings. Natural psychic abilities that had been all but forgotten by humanity became activated in response to the torrent of danger from supernatural horrors emerging from the Rifts.

It has been theorized that such psychic (and magic?) abilities evolved in a fairly large percentage of our ancient ancestors millions of years ago as a way to survive against supernatural predators and creatures of magic when the ley lines flowed with much higher levels of energy than known in modern times. (See **Rifts® Dimension Book: Secrets of the Atlanteans™** for some insight on this subject.) Indeed, when the planet was younger and intelligent life was evolving, magic energy along the dragon tracks and ley lines was strong. Nothing on the level of Rifts Earth, but much stronger than what modern civilizations before the Great Cataclysm would know. And where magic energy is strongest, the fabric between dimensions and other realities is weak, and supernatural beings and creatures of magic can find their way into the mortal realm.



Psychic abilities, unlike magic which must be learned, may be a natural, human defense against such unearthly creatures. Demons, Entities/spirits/ghosts, mythological gods, dragons, Faerie Folk, and monsters that modern humans only knew about through legends and superstition, could be managed, held at bay and destroyed by Shamans, Druids, and psychics who possessed unique insights and psychic powers of their own.

It was not until the sudden and rapid reduction of magic energy to near zero levels across the globe (thanks to the folly of ancient True Atlanteans 15,000-20,000 years ago), that these supernatural evil and creatures of magic were forced to flee to other worlds and dimensions or perish. The number of demons and monsters that had hunted and tormented people since the beginning of time was reduced to a tiny fraction. As human civilization evolved and mastered tools and science, the need for psychic abilities (and magic) was diminished further. Soon the ideas of psychic powers and magic were relegated to superstition and old folk tales, and rejected by "modern people of science and intellect." Those who claimed to be psychic and seemed to exhibit psionic or so-called "occult" abilities were inconsistent and much less powerful than the Mind Melters, Bursters and other psychics of Rifts Earth. As a result, they were labeled as charlatans, witches, and the gifted or cursed, and forced to use their powers in secret from the shadows or face public ridicule, condemnation and much worse. Most modern people with innate psychic abilities learned to suppress and reject their powers out of shame or for fear of being labeled insane, a freak or something equally disreputable. In earlier times among certain cultures, they could be stoned, drowned or burned at the stake for displays of "unnatural" or "hell spawned" abilities. In others, they were heralded as healers, wise men and seers.

On Rifts Earth, when the supernatural and magic came flooding back into the world, humans almost immediately began to exhibit considerable psychic capabilities. Powers and insights that helped people survive the aftermath of the Great Cataclysm and subsequent 200 years of chaos. Mind Melters, Bursters and Mystics are among the most famous, but there are others (see **Rifts® World Book 12: Psyscape™**). In Russia and Scandinavia, a lesser known, different breed of Master Psychic appeared: **The Cold Born.**

Similar to their psychic cousin the Burster, the Cold Born can affect the world in a variety of ways, but instead of powerful Pyrokinesis, these psychics perform amazing displays of manipulating atmospheric moisture and cold with psychic energy. The psychic can predict and augment snowstorms, create and throw razor sharp shards of ice out of thin air, and even form a protective layer of ice worn as armor.

Unlike the emotionally hot Bursters, Cold Born tend to be cool, calm and collected under fire. They do not let dangerous or stressful circumstances illicit a strong reaction from them one way or another. This leads some people to mistakenly believe them to be cold and aloof. Cold Born feel emotions as much as anyone, but manage to usually keep them in check and in control to seem composed even in combat and dangerous situations. Many also exhibit a wry sense of humor and seldom use their powers to showboat. This subdued display of emotions gives most Cold Born an air of confidence and power that may be genuine or a mere facade, but almost always works to the Cold Born's advantage.

Most Cold Born psychics feel truly at home in rural and wilderness environments. Most dislike spending long periods of time in large cities, preferring small towns, villages and the countryside where they enjoy hunting, trapping, and fighting monsters and the enemies of humanity. Those who are members of the Sovietski Army can be found in all branches, but are most abundant in Special Forces and Reconnaissance divisions, and quick to volunteer for missions of exploration, scouting, border patrol, escorting convoys, monster hunting, search and destroy, rescue operations and anything that gets them out of the confines of the city and into the country. While most native Russians try to avoid winter in Siberia, the Cold Born love it and are always happy to participate in arctic missions. It should be noted that Cold Born get along well with Wolverine People, Gridgitz and Yaganar, and are often assigned as squad leader or second in command to these D-Bees.

Cold Born who are not members of the Sovietski military fall into the roles of village protectors, monster hunters, nomadic

heroes, mercenary fighters and adventurers. They defend rural peasants, farmers, D-Bee tribes and even gypsies from evil in all its guises, be it supernatural, magical or mortal in nature. Cold Born are often found in the company of the D-Bee *Wolverine Men* and *Gridgitz* who share their love of nature, as well as other psychics and heroes. Their ability to foresee storms is cherished by the Sovietsky military, farmers, and wilderness people alike. As a result, the Cold Born are usually befriended and welcomed at villages and communities wherever they go. This holds true well beyond the borders of Russia, as the Cold Born are known to travel Eastern Europe as far as Germany and south into Mongolia and China. On the downside, their abilities are so highly coveted, there are those who seek to enslave these psychics, an unforgivable punishment for these freedom-loving people.

The Sovietski has long known about the powers of the Cold Born, and have been recruiting and integrating the psychics into Soviet culture for generations. There are many Cold Born who serve in the Red Army as scouts, soldiers and Spetsnaz operatives. These soldiers are often assigned to outlying towns and wilderness outposts and missions along the Sovietski's borders. A few are also assigned to ships that regularly brave the rough, stormy waters of the Baltic Sea around Kaliningard.

## Cold Born O.C.C. Abilities and Bonuses:

The following psionic abilities #2-10 are unique and exclusive to the Cold Born and are not available to other psychics.

**1. Impervious to Cold:** The psychic's body is immune to the effects of even sub-zero temperatures and never suffers from exposure, frostbite, or hypothermia even if left naked in the harshest conditions. The Cold Born only begins to feel a bit uncomfortable at temperatures well below zero. Even when plunged into icy water or their clothing soaked, the Cold Born functions without impairment. Magical or Mega-Damage blasts of cold inflict only 10% their usual damage. The Cold Born can pick up ice, frozen metal, jump into frigid water, sleep under the stars in a snowbank, and even submerge his hand in liquid nitrogen with absolutely no ill effect. The psychic's body is simply conditioned to the cold.

Of course, snow, rain, fog, and sunlight reflecting off snow obscures the psychic's vision as it would anyone else. Regardles, being immune to cold makes a Cold Born an excellent wilderness soldier and hunter in the icy wilderness of Russia.

**2. Clairvoyant Weather Trance (Sense Storms):** The Cold Born's psychic bond to nature, winter and cold enables him or her to sense changes in atmospheric conditions and accurately predict changing weather and the approach of a storm and its level of intensity. Whenever this power of premonition is used, the Cold Born must enter into a meditative trance-like state for 2D6 minutes. When the trance is done, the psychic has insight and knowledge of approaching and changing weather conditions.

**I.S.P.:** Four.

**Range in Time:** The Cold Born can see the weather and storms coming to that specific area (20 mile/32 km radius) up to one day (24 hours) into the future per level of experience. So at first level, a Cold Born sees the weather for that area over the next day, a 4th level character will see the weather for the next four days, and so on.

**What is Learned:** The psychic is able to see and predict the exact time, down to the minute, of changing winter weather conditions and the arrival of winter storms, the direction from which it approaches, the path of the storm, the type of precipitation (snow, rain and snow mix, sleet, freezing rain, ice storms, hail, rain), the length/duration of the storm, its intensity, the speed of the storm, the direction it will travel, the scale/size of the storm, snow accumulation (inches, feet, etc.), wind speed (blizzard conditions), visibility and other conditions involving winter weather including winter fog, temperature (a sudden drop in temperatures can cause frostbite and/or icy conditions; a sudden rise in temperatures may cause a sudden thaw and flooding), and so on.

Such information is valuable in many ways: it can give the character, his teammates and allies time to adequately prepare for the changing weather and use it to their strategic advantage, when to take cover, preparations to endure the storm, how much provisions to stockpile, the ideal provisions, knowing when to travel and when not to travel, where to pitch camp to wait it out, where to travel to avoid the storm (if possible), whether people need to be evacuated, using weather to cover one's trail or activities, using weather against enemy forces by leading them into a storm, delaying them until a storm arrives, using the chaos and lack of visibility of a storm to attack or escape the enemy, or to trap an enemy at a particular location (roads and trails impassable, etc.), and so on.

**Note:** This ability is not limited to just winter, snow and ice. The Cold Born can also see and predict rain, thunderstorms, tornados, hurricanes/cyclones, fog, and any storm or weather condition *involving precipitation*, but not as accurately. Predicting the weather condition's arrival within 2D4x10 minutes, not down to the exact minute. If a windstorm, dust storm, just lightning, or a Ley Line Storm without rain, snow or ice, he cannot see or predict it. Nor can he see or predict storms created or summoned by magic, but the Cold Born will know that the storm is not natural when it occurs.

Related to this ability, when entering a storm, the Cold Born always retains his sense of direction even when traveling in a blizzard or dense fog. He also can sense whether the weather is going to last a long time or end soon, and the direction and speed it is traveling. An exact timetable and details on changing conditions, temperature changes, and accumulation, requires the Cold Born to go into his *Clairvoyant Weather Trance* for 2D6 minutes. Thus, the character can determine if and when rain might transition into sleet or snow, and other changing cold weather conditions.

**3. Sense Cold Weather Danger:** Upon activation of this ability, the Cold Born can sense immediate existing and potential danger such as thin ice that is likely to break under the weight of his or another person's weight, snow pits, fragile ice bridges (use caution and travel light, perhaps cross one at a time), icy road conditions ahead (slow down), avalanche conditions (use extreme caution or avoid the area), deep snow (reduce Spd by half), ice (reduce Spd by 80%), rapid drop in temperature, an approaching iceberg/ice flows (slow down or change course), as well as flash floods caused by snow thaw or rain, storm related flooding, mudslides, a coming storm (within the next 60 minutes), fog, and similar, as well as the direction that danger is coming from or lies ahead, but not an exact location. **Range:** 300 foot (91.4 m) radius per level of experience. **Duration:** 10 minutes +1 minute per level of experience. **I.S.P.:** 2.

**4. Reduce Atmospheric Temperature:** The Cold Born can cause the temperature to drop and hold it there inside a room, vehicle or small area. Temperature drops at a rate of 10 degrees Fahrenheit (5.6 C) per minute to as cold as zero (-18 C). This can

have a profound impact on people not clad inside environmental armor and vulnerable to cold. Over time, the cold will cause water and most liquids to freeze solid and may cause computers and electronics not designed to be outdoors in freezing conditions to glitz or even shut down after 30 minutes. **Range:** 10 foot (3 m) radius per level of experience. **Duration:** 15 minutes, but can be extended by expending the necessary 4 I.S.P. per 15 minutes; the Cold Born must be present and concentrating on creating the cold for it to be maintained. This reduces his number of melee attacks or actions by half and imposes a -30% skill performance penalty. **I.S.P.:** 4 per 15 minutes.

**5. Freeze Water/Liquids:** The psychic can freeze one gallon (3.8 liters) per level of experience by touch or by looking at it; line of sight required. The water freezes solid in one melee round (15 seconds). Does not work on living creatures, oil, gasoline, kerosine, high percentage alcohol like vodka, or liquids with anti-freeze chemicals. **Range:** By touch or up to 8 feet (2.4 m) away +2 feet (0.6 m) per level of experience. The psychic must be able to see or know liquids are within range to affect them. **Duration:** Quick results, the water remains frozen until temperatures are warm enough to melt the affected liquid. **I.S.P.:** 4.

**6. Frost or Ice:** The Cold Born can generate frost to cover one or more specific surfaces, windows, view screens, etc. Frost covered glass is semi-opaque and obscures visibility through it by 80%! Lights and shapes may be visible but no details and it is difficult to judge movement and distance of them; -50% piloting penalty and -5 to strike, parry or dodge when used on a moving vehicle or helmet visor. When used on the floor it creates a slick spot that may cause people to slip and fall; roll D20, on 1-15 the individual(s) slip and will fall, losing two melee attacks and a 55% chance of dropping whatever he may have been holding and carrying. **Frost:** The frost appears out of thin air and there is enough to cover three square feet (0.28 sq. m) per level of experience. **Range:** By touch or up to 15 feet (4.6 m) away. Patches of frost may cover one entire surface (window, windshield, computer screen, table top, floor, etc.) or be spread out to cover several smaller surfaces up to a total area of three square feet (0.28 m) per level of experience. **Duration:** Until scraped away in freezing conditions, or until it melts in warm conditions or when exposed to heat or flame. In temperatures between 38-50 degrees Fahrenheit (3.3 to 10 C), the frost melts in 1D4 minutes; in warmer conditions the frost only lasts for 1D4 melee rounds. **I.S.P.:** 3. **Note:** Double the duration and I.S.P. cost to create a thin sheet of ice instead of frost.

**7. Ice Shards (S.D.C.):** The Cold Born can create two small shards of ice no larger than his index finger as throwing spikes. They appear out of nowhere, two in one hand or one in each hand, and can be thrown together simultaneously (counts as one attack) or individually in rapid succession (two attacks) at an enemy or target; +1 to strike (in addition to other possible strike bonuses). **S.D.C. Damage:** 1D6 S.D.C. per each shard. Not suitable as a melee weapon. **Range:** Up to 60 feet (18.3 m) thrown. Each single or double shard strike counts as one melee attack. **Duration:** A few seconds and must be thrown during the same melee round they were created. **I.S.P.:** 3. **Note:** In the alternative, when this psionic power is activated, it can be used to hurl icicles and shards or chunks of existing ice, one or two at a time, for an entire melee round with the same damage, strike bonus and range regardless of the aerodynamic shape of the ice being thrown. Each single or simultaneously thrown pair of ice shards counts as one attack.

**8. Ice Blades (M.D.C.):** The Cold Born can create two large, *knife-sized Ice Daggers* for melee combat. They appear out of nowhere, one in each hand, and can be used to strike and parry as individual or paired weapons in melee combat. One or both ice blades can also be thrown (both simultaneously counts as one attack; individually, one after the other, counts as two separate attacks). **Bonus:** +1 to strike (in addition to other possible strike bonuses and any appropriate attribute, combat or W.P. bonuses). **Damage:** One M.D. per each ice blade against physical M.D.C. enemies (2D6 S.D.C. in S.D.C. settings or against S.D.C. opponents). However, the Cold Born's Ice Blades are charged with psionic energy that enable the ice blades to do 1D6 M.D. per each blade against *Entities, spirits, ghosts, energy beings* and *Astral Beings*, as well as *vampires in physical form*, but not vampires turned to mist. **Range:** Melee combat or thrown up to 60 feet (18.3 m). **Duration:** One melee round (15 seconds) per level of experience. At the end of the duration, the ice blades turn to water. **I.S.P.:** 6.

Ice Claw Alternative: Same as daggers, above, except the ice blades extend from his four fingertips to be used like claws, and cannot be thrown. Imposes a -30% skill penalty to perform skills that require manual dexterity or a light touch like Art, Computer Operation, Forgery, Pick Locks, Pick Pockets, etc.

Ice Sword Alternative: Instead of two ice daggers, the psychic may create one narrow, three foot (0.9 m) ice blade and use it as a sword. Damage for an ice sword is 1D4 M.D. to physical M.D.C. enemies (2D6+2 S.D.C. in S.D.C. environments or against S.D.C. opponents). Same I.S.P. cost, bonus and duration as Ice Daggers, but cannot be thrown with accuracy (-3 to strike).

**9. Ice Armor (A Super-Psionic Ability):** The Cold Born can cover his body in plates of ice. This can be in strategic locations or from head to toe like a suit of armor. The ice armor is bulky and heavy, reduce Spd attribute by 40% and it imposes a -20% mobility penalty to skills like Acrobatics, Climb, Prowl, etc., but not Swimming. In fact, ice floats in water. Does not impair the psychic's number of attacks per melee. Ice Armor can be layered over existing armor or on the Cold Born's clothing or bare flesh. **Armor M.D.C.:** 15 M.D.C. per level of experience. (24 S.D.C. in S.D.C. settings.) **Range:** Self only. **Duration:** Five minutes per level of experience or until destroyed. **I.S.P.:** 10.

**10. Calm Snowstorm (A Super-Psionic Ability):** This is a bizarre and unique ability in which *four or more Cold Born* can combine their powers to diminish the effects of a snowstorm or ice storm. All must stand or sit outdoors in the storm, holding hands and focused on calming the storm within their radius of influence. This enables them to reduce the storm's intensity, wind speed and snow or ice accumulation by 3% per each Cold Born participating. The end result is that the storm is less severe in the area protected by the group of Cold Born. This means a group of Cold Born can maintain an area of comparative calm in the midst of a terrible blizzard and whiteout conditions, especially if there are dozens of them. To see 8, 12, 20, or more gathered to protect a village, convoy or stronghold is an impressive sight to behold. It is uncommon, because that many Cold Born present in one location is uncommon, but it has happened, especially within the Sovietski Army. **Range:** 300 foot (91.4 m) radius per each participating Cold Born regardless of the character's level. The larger the group, the larger the area protected and the less intense the storm becomes. **Duration:** For as long as the 4+ Cold Born

remain outdoors and actively focus on diverting the storm's intensity. **I.S.P.:** 10 per each Cold Born per each hour.

**11. Additional Psionic Abilities:** The Cold Born selects one additional psionic power from the following list at levels 2, 3, 5, 6, 7, 9, 11, 13 and 15.

Bio-Regenerate (Self) (6)
Death Trance (1)
Hydrokinesis (Varies) (Counts as two selections.)
Mask I.S.P. and Psionics (7)
Meditation (0)
Mind Block (4)
Nightvision (4)
Presence Sense (4)
Resist Fatigue (4)
Resist Hunger (2)
Resist Thirst (6)
See Aura (6)
See the Invisible (4)
Sense Dimensional Anomaly (4)
Sense Magic (3)
Sense Time (2)
Summon Inner Strength (4)
Telepathy (4)

**12. I.S.P.:** Roll 3D4x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 10 I.S.P. for each additional level of experience. The Cold Born is considered a Master Psychic. I.S.P. is regained at a rate of 2 I.S.P. per hour of sleep, or 12 per hour of meditation.

**13. Saving Throw Versus Psionic Attack:** As a Master Psychic, the character needs a 10 or higher to save versus psionic attack.

**14. P.P.E.:** Most of the Cold Born's P.P.E. has been expended in the development of psychic abilities. The remaining P.P.E. is only 2D6.

**15. O.C.C. Bonuses:** +2D6 S.D.C., +3 on Perception Rolls involving cold weather, snow, ice, winter environments, the stability of snow and ice, as well as noticing traps and hidden danger in snow, ice and winter conditions, +1 on initiative, +1 to strike and parry with ice based attacks and psionics only, and +1 to save vs Horror Factor.

## Cold Born Psychic O.C.C. Stats

As noted in the description, Cold Born is this character's O.C.C. or psychic character class, and they rely upon their abilities and the skills common to them below. Most find work as protectors, scouts, monster hunters, trapper/hunters, explorers, adventurers, mercenaries and, in the Sovietski, as soldiers, reconnaissance, and special forces.

**Player Note:** Like most Master Psychics, Cold Born are illiterate and generally have a very minimal education, having spent much of their time learning and mastering their special psychic abilities. The individual has come to rely upon those powers, wits and experience. **Alignment:** Any, but tends to avoid extremes. The vast majority are Scrupulous (30%), Unprincipled (30%), or Anarchist (20%).

**Attribute Requirements:** None. A high M.E. and I.Q. are desirable, but not necessary.

**Racial Restrictions:** Humans of Russia and northern Europe only.

**O.C.C. Skills:**

Climbing (+20%)
Fishing (+20%)
Land Navigation (+20%)
Language: Russian and Euro at 98%.
Language: One of choice (+20%).
Skiing (+20%)
Swimming (+10%)
W.P. Knife
W.P. Ancient: One of choice.

**O.C.C. Related Skills:** Instead of the usual range of skills available, the Cold Born selects one of the following M.O.S. skill bundles, below, based on the Cold Born's area of interest, work and specialty.

**Hunter, Scout, Explorer, Mercenary or Adventurer M.O.S.:** Lives and works in the wilderness. This is not a Sovietski military M.O.S.

M.O.S. Skills:

Hunting
Wilderness Survival (+10% in other environments, +30% in winter and arctic environments).
Wilderness Skills: Three of choice (+15% bonus each).
W.P.: One of choice (any).
Hand to Hand: Expert, cannot be changed.

M.O.S. Bonuses: +3D6+6 to S.D.C., +1 on all Perception Rolls outdoors, +1 on initiative and +2 to save vs Horror Factor.

**Monster Hunter M.O.S.:** A protector and monster hunter. This is not a Sovietski military M.O.S.

M.O.S. Skills:

Lore: Demons & Monsters (+20%)
Lore: Faeries & Creatures of Magic (+15%)
Tracking (Humanoids; +15%)
Track & Trap Animals (+15%)
Wilderness Survival (+10% in other environments, +20% in winter and arctic environments).
W.P.: Two of choice (any).
Hand to Hand: Expert or Martial Arts, pick one.

M.O.S. Bonuses: +4D6+10 to S.D.C., +2 on Perception Rolls involving monsters (that includes demons, spirits and creatures of magic), +2 on initiative when fighting monsters (only +1 on initiative when facing other threats), +1 to strike and parry, and +3 to save vs Horror Factor.

**Sovietski Scout/Reconnaissance M.O.S.:** Being a scout in the Sovietski military is a favorite area of military specialty, and work that appeals to many Cold Born. See the *Sovietski Soldier M.O.S.* and *Special Forces M.O.S.* as an alternative. These are in addition to the O.C.C. Skills listed above.

M.O.S. Skills:

Camouflage or Tailing (+20%), pick one.
Military Etiquette (+10%)
Intelligence (+24%)
Prowl (+15%)
Radio: Basic (+10%)
Tracking (Humanoids; +20%)
Wilderness Survival (+10% in other environments, +30% in winter and arctic environments).
W.P. Energy Rifle
Hand to Hand: Expert, cannot be changed.

M.O.S. Bonuses: +3D6+10 to S.D.C., +2 on Perception Rolls, +1 on initiative, +1 to parry and dodge, +2 to pull punch, +2 to roll with impact, and +2 to save vs Horror Factor.

**Sovietski Solider M.O.S.:** Many Cold Born live out their lives peacefully in the Russian wilderness, but others are motivated to protect Russia and become Sovietski citizens who join the army to become soldiers. Those who join the fight to protect their homeland get the O.C.C. Skills above, and the following skills as part of their military training. See the *Sovietski Military Scout M.O.S.* and *Special Forces M.O.S.* as an alternative, but only pick one M.O.S.

M.O.S. Skills:

Military Etiquette (+10%)

Pilot: One piloting skill of choice appropriate for a grunt (+10%). Boat: Motor, Hover Craft (Ground), Motorcycles and Snowmobiles, and Pilot: Trucks are the most typical.

Radio: Basic (+10%)

W.P. Energy Rifle

W.P. Modern: Two of choice (any).

Hand to Hand: Expert, cannot be changed.

M.O.S. Bonuses: +3D6+12 to S.D.C., +1 on Perception Rolls, +1 on initiative, +1 to strike and parry, +2 to pull punch, and +2 to save vs Horror Factor.

**Sovietski Cold Born Tactical Commando M.O.S.:** Special Forces is another area where the Cold Born excel and enjoy the work. See the *Sovietski Soldier M.O.S.* and *Scout M.O.S.* as an alternative.

M.O.S. Skills:

Demolitions (+20%) or W.P.: One of choice (any).

Military Etiquette (+15%)

Pilot: Motorcycles and Snowmobiles (+15%) or Horsemanship: General (+20%), pick one.

Prowl (+10%, +15% in a winter environment)

Radio: Basic (+10%)

Surveillance (+20%; includes Tailing)

Tracking (Humanoids; +30%)

Wilderness Survival (+15% in other environments, +30% in winter and arctic environments).

W.P. Energy Rifle

W.P. Modern: One of choice (any).

Hand to Hand: Commando or Martial Arts or Assassin, pick one.

M.O.S. Bonuses: +3D6+14 to S.D.C., +2 on Perception Rolls, +1 on initiative, +2 to strike, +1 to parry and dodge, +1 to disarm, +2 to pull punch, +2 to roll with impact, and +4 to save vs Horror Factor.

**Secondary Skills:** Select one Secondary Skill listed on page 300 of **Rifts® Ultimate Edition** at levels 1, 3, 5, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** One weapon for each W.P. +1D4 E-Clips for each (as is appropriate), basic clothing including a scarf, fur cape or cloak, light M.D.C. environmental armor with removable helmet, sleeping bag, backpack, utility belt/ammo belt, two canteens, sunglasses or goggles, air filter, food rations for a week and some personal items.

Country Cold Born not in the army have similar basic equipment as above, as well as 1D6+3 animal pelts that can be used for barter.

Those in the Sovietski may be assigned a hovercycle, motorcycle, snowmobile or robot horse. Army personnel also have their Sovietski Identification card, meal ration card, anti-radiation pills, one standard issue AK energy rifle, six clips or E-Clips per weapon, a survival knife, one Vibro-Knife, and two smoke grenades. Officers may have one pistol of choice.

**Equipment Available Upon Assignment (Sovietski Only):** Any means of military transportation when in the field on an official Sovietski mission. Many Cold Born do not know how to drive, so insertion and extraction is provided. They may also have additional weapons, medical kit, cameras, surveillance equipment, and explosives (including fusion blocks). With the exception of Spetsnaz, most have low level military clearance. **Note:** Availability of equipment and resources may be dependent upon the local commander, supply stock, location, casualties, and combat conditions. The Cold Born rarely has priority over Red Army regulars and never over Spetsnaz operatives, unless he is one himself.

**Money:** Those in the Sovietski Army and city dwellers have 2D4x1,000 credits and 2D4x1,000 credits worth of Black Market goods. Independent Cold Born and those who live in the country or as adventurers have 4D6x100 credits and 4D4x1,000 in salable Black Market items and/or animal furs, teeth, bones, etc., and perhaps ancient relics, precious ore or gems, and magic items or M.D. weapons for sale or trade. Magic items and weapons are likely to be loot from a defeated foe or monster, or salvage found in the wilderness.

**Rank:** Standard Military.

**Cybernetics and Bionics:** Starts with none and avoids implants in favor of natural psionic powers.

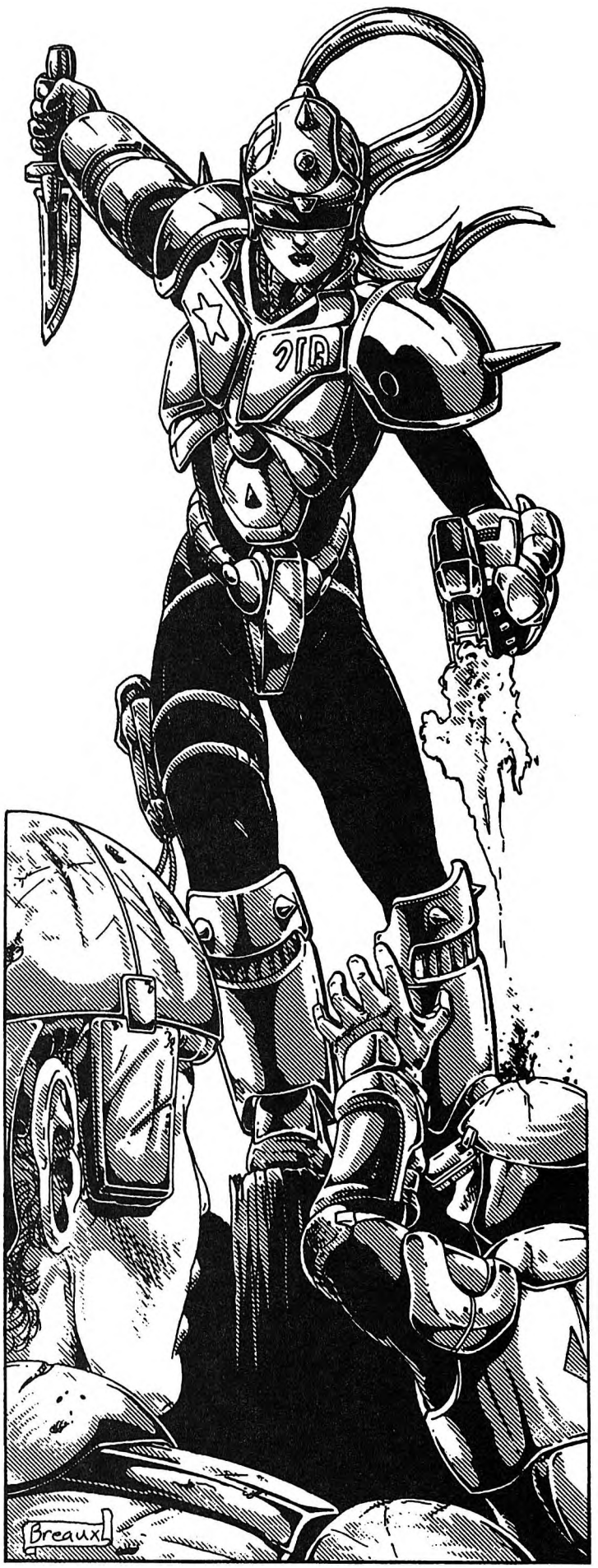
# Cyborg Soldier O.C.C.

*"Modern production sets rapidly rising demands not only on machines, on technology, but also ... on those who create these machines and control this technology."*

*– Leonid Brezhnev*

Light and Heavy Machines have long been a staple of the Sovietski military, with full conversion Superheavy Machines becoming an ever increasing part of the armed forces as a counter to the unique cyborgs of the independent and warlike Warlords. Sovietski cyborgs are the most highly-trained cyborg soldiers in all of Russia, and among the best in the world. The NGR and Coalition States are the only known human powers on Earth with comparable technology and experience.

The factory complexes of the Sovietski and their cybernetic researchers constantly strive to keep the nation's cyborgs equipped and outfitted with state of the art bionic weapons and capabilities. The newest Superheavy Machine frames illustrate the burgeoning technological capabilities of the Sovietski. Since the Sovietski never truly developed robot or power armor technology, they turned their focus on bionics. Light and Heavy Machines fill the same role as power armor and robots in other militaries, but the massive Superheavy Machines are more akin to full-sized combat robots, though they have their share of bugs to work out.




Working within the structure of the Red Army, cyborgs operate in large numbers with terrifying efficiency, able to help level the playing field when significantly outnumbered or overpowered by Brodkil hordes, other demons or the mechanized armies of the Warlords of Russia.

## Sovietski Cyborg Soldier O.C.C. Abilities & Bonuses:

**1. Sovietski Army Cyborg Corps:** All Cyborg Soldiers fight under one of three Cyborg Corps within the Sovietsky Army. Each has its own specific roles for military operations – *SPK Light Infantry and Reconnaissance, MPO Fast Response and Tactical Defense,* and *BDK Armored Assault* – but may be deployed wherever they are needed as squads, platoons, and companies. Individuals may be assigned to special forces teams for specific operations, as well as to support other military units. Once a soldier registers for full cybernetic conversion, he undergoes orientation and combat training. The Infantry M.O.S. skill packages available to cyborgs are listed under **O.C.C. Related Skills.** In the alternative, the character may select the Cyborg Corps M.O.S. described here, under the specific *Cyborg Corps* to which the character belongs.

Every candidate selected to become a full conversion Combat Cyborg undergoes a battery of strenuous mental conditioning to help him or her become accustomed to life as a metal warrior.

- **Light Armored Infantry and Reconnaissance Cyborg Corps (Svete Priznaniya Kiborga or SPK):** Cyborgs assigned to the SPK are usually Light Machines. Agile units carrying a few heavy weapons, but whose focus is on mobility, stealth and reconnaissance. They are part of the Sovietski Infantry and may work with or assist Spetsnaz Intelligence Division soldiers to perform deep reconnaissance, intelligence gathering and to disrupt enemy logistical operations (communications, line of supply, etc.) behind enemy lines. They are also tasked with tracking the enemy to their base camps and outposts. This includes locating Brodkil and other monsters in their dens, bandits and raiders in their lairs or camps, and Warlord raiding parties, tracking down fugitives, and, if feasible, to eliminate the enemy force or at least sabotage their operation without revealing they are under attack by Sovietski soldiers. SPK Reconnaissance forces also engage in "bionics hunting," the tracking down and killing of Brodkil and enemy cyborgs in order to salvage their bionics and cybernetics.

  Only Cyborg Soldiers in the SPK Branch may select the *Special SPK Recon M.O.S.* below.

SPK Reconnaissance M.O.S.: Light Machines only.

M.O.S. Skills:

Acrobatics or Gymnastics (+10% where appropriate).
Camouflage or Demolitions (+10%).
Horsemanship: Cossack (+5%) or Motorcycles and Snowmobiles (+10%).
Intelligence (+10%)
Land Navigation (+20%)
Lore: Demons & Monsters (+15%)
Lore: D-Bees (+10%)
Tailing (+20%)
Tracking (people, +20%)
Wilderness Survival (+10%)
W.P.: One of choice (any).

M.O.S. Bonuses: +5% to the Climbing and Swimming skills, +2 on Perception Rolls involving tracking and fighting monsters and enemy cyborgs, +2 to save vs Horror Factor and upgrade Hand to Hand to Martial Arts.

- **Mobile Defense Corps (Mobil'noye Podrazdeleniye Oberony or MPO):** The MPO is a diverse force of Light and Heavy Machines that serves as a *fast-response, tactical defense force* when Rifts open and release monsters or demons, when Dimensional Raiders or bandits strike, and when terrorists, malcontents or Warlord cyborg forces or Brodkil launch an unexpected raid or assault. Deployed by Stormbringer gunships, ekranoplans, APCs and other troop transports, or via the Street Sickle cyborg trike, Road Hammer assault vehicle, hovercycles and other quick means of response. Their job, to stop raids and assaults before they can do much damage or keep the enemy off balance and pinned down until more troops can arrive. They are trained for combat in all environments from cities to wilderness to mountains and sea. They are accustomed to fighting with limited logistical support, and might be thought of as Cyborg Commando forces. They strike fast and hard, seeking to repel or destabilize enemy forces before they can become entrenched or cause too much damage. Units from the MPO may be assigned to lead commando style raids and support all branches of the Sovietski military.

  Only Cyborg Soldiers in the MPO Branch may elect the *Special MPO M.O.S.* below.

MPO Mobile Tactical Response M.O.S.: Light Machines, Heavy and Superheavy Machines working together. Fast Tactical Response.

M.O.S. Skills:

Combat Driving
Demolitions (+15%) or Sniper; pick one.
Detect Ambush or Detect Concealment; pick one.
Pilot: Hovercycles, Skycycles and Rocket Bikes (+10%)
Pilot: Jet Packs or Motorcycles and Snowmobiles (+10%).
Pilot: One of choice (+10%), any except Power Armor, Robots, Fighter Jets, Ships, and Tanks & APCs.
W.P.: Two Modern W.P.s of choice (any).

M.O.S. Bonuses: +10% to Climbing and Radio: Basic skills, and the Cyberlink Vehicle Interface feature.

- **Armored Assault Corps (Bronirovannyy Desantnyy Korpus or BDK):** This cyborg corps is comprised entirely of Heavy and Superheavy Machines. They fight alongside Sovietski Infantry Soldiers, Cyborg Soldiers, Vedmak and, on occasion, the Spetsnaz. In all cases, the BDK Armored Assault team provides heavy-hitting power and tactical support. They might be thought of as a light tank corps, only they don't need the tank, they *are* the tank. The BDK forces have access to the heaviest weapons available.

BDK Armored Assault M.O.S.: Heavy Machines and Superheavy Machines working together.

M.O.S. Skills:

Demolitions (+15%).
Military: Two skills of choice (+20%).
Pilot: Two skills of choice (+10%), any *except* Power Armor, Robots, Fighter Jets, Ships, and Tanks & APCs.
W.P.: Two of choice (any).

M.O.S. Bonuses: +2 on Perception Rolls involving enemy cyborgs, robots, power armor, tanks and other armored forces, +5% to Climbing, +10% Radio: Basic and the Cyberlink Vehicle Interface feature.

**2. Bionic Body:** Cyborg Soldiers are full conversion cyborgs, either Light Machines, Heavy Machines or Superheavy Machines. All candidates for such conversion are thoroughly screened and psychologically evaluated for life as a living machine. Although there are special variants and exceptions, the Sovietski has a number of specific cyborg designs used by the military. Each branch primarily uses the specific body types listed below, but exceptions are granted from time to time. Occasionally a body type from one of the Sovietski trading partners like the NGR is made available (up to the G.M.). There are also some rare exceptions for specialists who are partial conversion cyborgs. Those cyborg soldiers who opt for partial conversion use the rules for creating a partial cyborg starting on page 75 of **Rifts® Ultimate Edition**.

- **Available to Light Reconnaissance Cyborg Corps:** Any Light Machine chassis including the Proletarian, and automatically get the Cyberlink Vehicle Interface. Though a light, Heavy Machine, the Whirlwind is allowed under this classification.
- **Available to Mobile Defense Corps:** Any Light and Heavy Machines, including the Firebird and Whirlwind, as well as the Thunderfist and Thunderhammer Superheavy Machines.
- **Available to Armored Assault Corps:** Any Heavy and Superheavy Machine chassis including the Rusalka, Thunderhammer, Thunderstrike, Thunderfist, Thunderstorm, Tsar and Whirlwind.

**3. O.C.C. Cyborg Soldier Bonuses:** +1 to M.E. attribute, +1 to strike, parry and dodge, +1 to pull punch, +1 roll with impact and +3 to save vs Horror Factor.

**4. Penalties for Full Conversion Combat Cyborgs:** Simulated sense of touch is a mere 35-40% for most. Prowl is nearly impossible for these massive war machines, imposing a penalty of -40%, also for skills requiring a soft touch and human-sized fingers.

## Sovietski Cyborg Soldier O.C.C. Stats

**Alignment:** Any.

**Attribute Requirements:** I.Q. 8 and M.E. of 12 or higher. A high I.Q. and other mental attributes are desirable, but not necessary.

**Racial Restrictions:** None, but most Sovietski Cyborg Soldiers are human or one of the human-like D-Bees described elsewhere in this book.

**O.C.C. Skills for the Cyborg Soldier:**

Basic Electronics or Basic Mechanics (+10%), pick one.
Climbing (+10%)
Computer Operation (+10%)
Language: Russian (+20%)
Language: Euro (+15%)
Literacy: Russian (Native Language; +10%)
Mathematics: Basic (+10%)
Military Etiquette (+15%)
Military: One of choice (+10%).
Pilot: One of choice: Automobile, Hovercraft (Ground), Jet Packs, Motorcycles and Snowmobiles, or Truck, only (+12%).
Radio: Basic (+15%)
Swimming (+5%)

W.P. Energy Rifle
W.P. Heavy M.D. Weapons
Hand to Hand: Expert

**O.C.C. Related Skills:** Instead of the usual range of skills available, the Cyborg Soldier selects one of the following Infantry M.O.S. skill bundles below, or the one offered by the *Cyborg Corps* to which he belongs (see #1, above). The character gains all skills under that one M.O.S.; see *Sovietski Infantry Soldier,* page 101, for the full descriptions, or the Cyborg Corps M.O.S. options described under #1, above.
Combat Engineer M.O.S.
Communications Specialist M.O.S.
EOD/Demolitions Specialist M.O.S.
Infantryman/Motorized Rifleman M.O.S.
Marksman M.O.S.
Pig Man/Heavy Weapons Specialist M.O.S.
Point Man/Scout M.O.S.
Sailor/Naval Infantryman M.O.S.
Transportation Specialist M.O.S.

**Or,** one of the special M.O.S. packages offered by the specific Sovietsk Cyborg Army Corps:
SPK Reconnaissance M.O.S., described above.
MPO Fast-Response Tactical Defense M.O.S., described above.
BDK Armored Assault M.O.S., described above.

**Secondary Skills:** Select one skill from the Secondary Skill list on page 300 of **Rifts® Ultimate Edition** at levels 2, 5, 8, and 13. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** Military I.D. and ration card, all standard ammunition and equipment for the cyborg's body styling and built-in weapon systems, including armor. One standard issue AK energy rifle or heavy weapon, one pistol of choice, six clips or E-Clips per weapon, Vibro-Knife, an additional weapon for each W.P., two smoke grenades, four fragmentation grenades and an additional air filter and gas mask (for use by others if not himself).

**Equipment Available Upon Assignment:** Any means of military transportation when in the field on a direct Sovietski military support mission. Additional weapons, Heavy and Superheavy Machine handheld weapons, energy clips, vehicles, medical kits, cameras, surveillance equipment, explosives (including fusion blocks), and has medium-level military clearance. **Note:** Availability of equipment and resources may be dependent upon the local commander, supply stock, location, casualties, and combat conditions. Cyborg Soldiers generally have priority in regards to S.C.U.B.A. equipment, heavy weapons, explosives, cybernetic repairs and weapons.

**Money:** Cyborg Soldiers usually start at the rank of Junior Sergeant with a starting salary of 1,500 credits per month.

**Cybernetics and Bionics:** As appropriate per body styling. Others can be purchased or awarded for acts of heroism, or provided for a specific mission. Superheavy cyborgs are generally provided with Proletarian Light Machine bodies or a similar, human-sized chassis for use in their private and personal life, though some opt to remain in their Superheavy frames at most or all times. A light cyborg frame is provided after retiring from the army.

# Police Officer O.C.C.

## Revised and Expanded

*"It is true that liberty is precious. So precious that it must be rationed."*

*– Vladimir Lenin*

The Sovietski police force looks fairly similar to its contemporary equivalents in the Coalition States and the NGR (New German Republic) in regard to equipment and militarization. All have groups that are responsible for civil defense, law enforcement and maintaining the peace, but the Sovietski Police are included directly in the *Armiya Sovietski* as a branch of the military.

Both the military and the police force have the legal right to conduct searches of homes and businesses, make arrests and investigate suspected illegal activity. The difference between the military and law enforcement is primarily *jurisdictional*: the Sovietski police generally monitor and protect cities, towns and other settlements, while the military is reserved for national defense. Each city and the area around it has its own police force tied to a regional headquarters in the nearest fortress city. These regional H.Q.s are where large operations are orchestrated and planned, but each satellite department in a smaller town or village has the authority to carry out its own investigations and operations.

All branches of the Sovietski police use many of the same weapons, vehicles and cyborg frames as the military, with the exception of Superheavy cyborg models, tanks and heavy weapons. If a police operation needs additional firepower to conduct a raid on a den of monsters or a criminal headquarters, they are likely to call up members of the Red Star Reserve, who frequently volunteer for such missions. If the operation is too large or important for local police, the military becomes involved and takes full control of the operation, which will likely undermine any attempts at further police investigation related to that matter.

**The Communist Party** also has a group of police officers responsible for investigating political unrest and dissidence. It is known as the **Committee for the Preservation of Soviet Ideals** or more commonly by its Russian acronym, the **KSSI**. This group has all the same powers of the state security forces, such as the right to perform searches and make arrests, but they are very rarely involved in day to day law enforcement or the prevention and investigation of crime. These special Party officers are often seen as a hindrance to other police and military investigators mainly because they get their authority directly from the Party rather than promotion within the ranks of the police force. Moreover, KSSI police are usually more concerned about Party loyalty, and the reputation and assets of the Party, than justice. Questioning their authority is a dangerous game, however, and no one wants to be on the receiving end of accusations of disloyalty to the Party.

### Police Officer O.C.C. Abilities and Bonuses:

**1. Sovietski Police Branch:** Most Sovietski Police Officers belong to the *Division of Domestic Security (OVB)*, but the Party maintains its own small police force that has almost the exact same training regimen. Players select whether their character is to be OVB or KSSI officers at character creation. Once the choice is made, this selection cannot be changed, though each works closely with the other in order to protect the interests of the State.


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- **Division of Domestic Security (OVB) – Otdel Vnutrenney Bezopasnosti:** The OVB officer is tasked with the daily enforcement of the law, keeping the peace, and the investigation and prevention of crime. These are *police* as most people know them, ranging from street cops to desk officers, to detectives and SWAT agents who use military-grade weapons. OVB Police Officers have a full understanding of the relationship between the military and the police force, a detailed understanding of the inner workings and hierarchy of the police and the military, the duties and responsibilities of their organization, the partnership between the OVB and the KSSI, and lastly, specific training regarding threats to the safety of the Sovietski's citizens. These threats are numerous and varied on Rifts Earth.
  Notable OVB Skills: Find Contraband +10%, I.D. Undercover Agent +10%, Recognize Weapon Quality +10%, and Tailing +15%.
- **Committee for the Preservation of Soviet Ideals (KSSI) – Komitet po Sokhraneniyu Sovetskikh Idealov:** The KSSI officer is tasked with analyzing things like who the citizens vote for, who they are talking to, if they have the right permits, or if they have been corrupted by foreign influences and might be "less than Russian." KSSI officers also serve as a kind of Internal Affairs office for the police force as a whole, which does not help the relationship between the two branches. The KSSI makes up less than 5% of the entire Sovietski police force.
  Notable KSSI Skills: Impersonation +15%, Intelligence +15%, Interrogation +15%, Surveillance +10%, and Undercover Ops +20%.

**2. Contacts:** Above and beyond training and education, many police officers form lasting relationships with a series of contacts and street savvy individuals who can provide them with an inside edge.

The OVB officer has 2D4 contacts within his city (New Moscow, New Leningrad, Kaliningrad, Kurlensk, or the Volga Fortress) and 1D4 of the dozens of smaller towns and village districts throughout the region around the city. These contacts are tapped into rival political organizations, dissident groups, Warlord Camps, the local Black Market, other parts of the criminal underworld and/or the business community. Add 1D4 additional contacts at levels 3, 6 and 9. These new contacts represent improved and expanded relationships and allow the police officer access to new areas of information gathering in the seedy Russian underworld. **Note:** The KSSI police have contacts and connections within the Communist Party, itself, as well as other political arenas, business, and one or two religious enclaves.

**Note to G.M.:** These contacts can add a vast array of adventure possibilities to the story you want to tell. Bits and pieces of intelligence can find their way to the player at various times through the use of these contacts as the police officer uncovers plots and plans against the Sovietski or members of the Party. Be careful not to give too much away at once.

**3. Cybernetic and Bionic Augmentation:** Many police forces have some level of bionic conversion. Almost 30% of police officers are 55% conversion package partial cyborgs, 25% are 70-80% conversion package cyborgs, and another 25% are full conversion Light Machines or Cyber-Humanoids. The remaining 20% of police are completely human with a few implants. Make a random roll or pick one of the following to determine the level of bionic enhancement (and what type) for a Sovietski cop.

**01-20% Human Police:** No bionics, but has 1D4+1 cybernetic implants (clock calendar, etc.).

**21-50% Partial Cyborg Police Officer Package:** 55-65% of the police officer's body has been cybernetically enhanced.
- One Headjack and one Finger Jack.
- Cyberlink Vehicle Interface.
- Two sensor/communication system implants of choice.
- Reinforced endo-skeleton and body frame (15 M.D.C.).
- Full leg conversion – Speed: 45 (30 mph/48 km), Can leap 10 feet (3 m) high or 12 feet (3.7 m) lengthwise from a standing start or double that with a short run. Each leg has 60 M.D.C. and each foot has 15 M.D.C.
- One bionic arm (40 M.D.C.) and hand (12 M.D.C.) with two weapons each. Both the P.S. and the P.P. of the arm are 18.
- Lung implants: Gas filtration system and oxygen storage cell.

**51-75% Cyborg Conversion Package:** 66-80% of the police officer's body has been cybernetically enhanced.
- One Headjack and ear implant, or Handjack.
- Cyberlink Vehicle Interface.
- Four sensor/communications system implants of choice.
- Bionic reinforced body frame and full torso conversion (everything except internal organs is artificial; 65 M.D.C.).
- Full leg conversion – Speed: 50 (35 mph/56 km), Can leap 10 feet (3 m) high or 15 feet (4.6 m) lengthwise from a standing start or double that with a short run. Each leg has 80 M.D.C. and each foot has 25 M.D.C.
- Both arms and hands are full bionic conversions. The arms have 40 M.D.C. each, hands 18 M.D.C. and each has three weapon systems. Both the P.S. and the P.P. of the arms are 20.
- Lung implants: Gas filtration system and oxygen storage cell.
- Bionic or reinforced head/skull with built-in language translator, radio receiver and transmitter.

**76-98% Full Conversion Cyborg:** The police officer is a full conversion cyborg. Select from either the Sovietski Proletarian Light Machine (page 128 of this book) or Heavy Machine (page 131 of this book), but most police are Light Machines with a human face.

**99-00% Cyber-Humanoid!** TOP SECRET. The police officer is actually a light full conversion cyborg covered in a Bio-System skin covering. Rare among the police, but there are some, though even their fellow police are not likely to know they are not flesh and blood "humans." Cyber-Humanoids are deployed for certain undercover and S.W.A.T. type operations, as well as protection/escort of high profile V.I.P.s. Automatically gets the Cyberlink Vehicle Interface. Otherwise, Cyber-Humanoids are primarily used by the Spetsnaz.

**Note:** See the full *Cyber-Humanoid description* under the Spetsnaz M.O.S. descriptions, page 115.

**4. O.C.C. Bonuses and Modifiers:** +2D6+10 to S.D.C., +2 to I.Q. and M.A., +2 on Perception Rolls involving crime, criminal activity, and contraband, +1 on initiative, +1 to strike, parry, and dodge, +2 to pull punch, +2 to save vs psionic attack, insanity and torture, and +1 to save vs Horror Factor at 1, 3, 6, 9 and 12.

## Sovietski Police Officer O.C.C. Stats

**Alignment:** Any, though very few cops are of evil alignments.

**Attribute Requirements:** I.Q. 9, P.S. 9, P.E. 10 or higher. A high M.A. and M.E. are helpful but not a requirement.

**Racial Restrictions:** None.

**O.C.C. Skills:**

Language: Russian at 98%.
Language: Euro (+20%) or Language: One of choice (+15%), pick one.
Literacy: Russian (+20%)
Climbing (+10%)
Computer Operation (+10%)
Crime Scene Investigation (+15%; only Literacy required).
Law (General) (+25%)
Mathematics: Basic (+10%)
Military Etiquette (+10%)
Pilot: Hovercycles, Skycycles and Rocket Bikes (+9%)
Pilot: Motorcycles & Snowmobiles (+12%)
Radio: Basic (+15%)
Streetwise (+10%)
Swimming or Roadwise (+10%), pick one.
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Trick Shooting (choice of only one) or one W.P. of choice (any).
Hand to Hand: Basic, but can be changed to Expert at the cost of one O.C.C. Related Skill, or Martial Arts (or Assassin if an evil alignment) at the cost of two O.C.C. Related Skills. Hand to Hand Commando is not available to the Sovietski Police Officer.

**O.C.C. Related Skills:** Select four other skills, plus one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+10%).
Cowboy: None.
Domestic: Any.
Electrical: None.
Espionage: Any.
Horsemanship: None.
Mechanical: Automotive and Basic only.
Medical: First Aid and Paramedic only (+5%).
Military: Demolitions and Forced March only (+5%).
Physical: Any, except Acrobatics.
Pilot: Any except Robots or Power Armor (+5%).
Pilot Related: Any (+5%).
Rogue: Computer Hacking, Cardsharp and Seduction only.
Science: Any (+5%).
Technical: Any (+10%).
W.P.: Any, except additional Trick Shooting skill.
Wilderness: None.

**Secondary Skills:** Select one skill from the Secondary Skill list on page 300 of **Rifts® Ultimate Edition** at levels 2, 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** Military I.D. and ration card, standard Red Star body armor with police markings, one weapon per W.P. and four E-Clips per weapon, one Vibro-Knife, small silver-plated knife (1D6 S.D.C. damage), 1D4 stun/flash grenades, two flares, a pocket-sized silver cross, flashlight, distancing binoculars, utility belt, gun holster for side arm, and a backpack or duffle bag. Detectives or KSSI Officers also get a tailored black suit, long coat, scarf, fine leather gloves and dress boots.

If the officer is a full conversion cyborg, Cyber-Humanoid or partial conversion cyborg, he also receives the appropriate ammunition, equipment and body armor for the cyborg's body styling and weapon systems, plus regular maintenance and repairs.

**Equipment Available Upon Assignment:** Any vehicle in which the character is trained, aircraft, hover vehicle, additional weapons, energy clips, vehicles, medical kit, portable computer, portable language translator, cameras, surveillance equipment, explosives (including fusion blocks), air filter and gas mask, and access to police facilities, computers and back-up. **Note:** Availability of equipment and resources may be dependent upon the local commander, supply stock, location, casualties and combat conditions.

**Money:** The police officer is responsible for finding his own housing, transportation and meals, though he is given a monthly 1,000 credit stipend over and above his pay specifically earmarked for those purposes. The police officer starts as a Private with a monthly salary of 1,100 credits and going up from there.

**Cybernetics and Bionics:** See #3, above. Many Sovietski Police select sensory and weapon enhancements. The Gromeko Friend or Foe Identification Computer is one of the most popular enhancements for Sovietski Police, used for identifying undercover operatives and picking out targets in situations where civilians are near the line of fire.

# Infantry Soldier

## Revised and Expanded

*"...there are times when the interests of the proletariat call for ruthless extermination of its enemies in open, armed clashes."*

*– Vladimir Lenin*

Sovietski infantry soldiers are the smallest cogs in the gears that keep the military machine of the Soviet Army (Krasnaya Armiya Sovietski) moving forward. Each Russian recruit goes through an intensive regimen of basic training where he or she learns the basics of combat, military etiquette and survival. The soldier then selects a military specialization and occupation. In the Sovietski Army, this M.O.S. is often seen as more than a simple occupation, though. Some soldiers opt to follow the career path of a parent or relative, sometimes even seeking service in that relative's unit. Others choose a specialization that appeals to them or which they think gives them the best chance of surviving in the military, while still others let the military leaders place them where they think they can best serve their nation. Eery citizen of the Sovietski – human and D-Bee – must serve at least *two years* in the military. Six to twelve years of service is typical, but there are those who are less than enthusiastic to do even their two year duty for Mother Russia in an environment as hostile as that of Rifts Earth. Others are patriots who feel an obligation to serve several tours of duty and others just enjoy military life, including most *Wolverine Men* and many *Gridgitz* and *Cold Born*, who make the military their career.

Almost every Sovietski soldier undergoes some level of cybernetic or bionic enhancement upon completion of basic training, before entering into their area of specialization (MOS), and

many specialties require specific bionic augmentation. All cybernetic and bionic enhancements are standard issue, like a uniform. Their use requires additional training sessions, but most soldiers find the use of them quickly becomes second nature. For soldiers who are not interested in drastic bionic augmentation to their bodies, certain military occupations may not be appealing. For others, such as those born with physical defects or chronic health conditions, life as a partial or full conversion cyborg might have been the goal all along. The military is happy to pay for the process in return for a longer term of loyal service on the front lines (at least 6 years).

## Sovietski Infantry Soldier O.C.C. Abilities & Bonuses:

**1. O.C.C. Modifiers:**
+3D6+12 to S.D.C.
+1 to initiative.
+1 to pull punch.
+1 to strike.
+1 to roll with impact.
+1 to save vs Horror Factor at levels 1, 3, 6, 9 and 12.

**2. Cybernetic and Bionic Enhancement:** Though the Sovietski themselves usually reserve the *Light Machine* designation for light, full conversion cyborgs, many Sovietski Infantry Soldiers can be classified as **Light Machines** or *partial conversion cyborgs* due to the extensive bionic reconstruction they undergo. Approximately 35% of infantry soldiers receive bionic augmentations for approximately 50-60% of their bodies, making them partial cyborgs. Another 15% of infantry soldiers are full conversion cyborg classified as Light Machines. The remaining 50% of the infantry start out as completely human with only 1D4 cybernetic implants of choice. Of course, injuries in combat may substantially increase the amount of bionic augmentation a soldier ultimately ends up with. **Note:** Infantry soldiers who receive 55% or more bionic conversion usually stay in the military for life or a long stretch of 30-50 years of service.

**01-50% Human Infantry Soldiers:** No bionics, but has 1D4 cybernetic implants (clock calendar, etc.).

**51-85% Partial Cyborg Infantry Soldier:** 55-80% of the soldier's body has been cybernetically enhanced.

- One Headjack and one Finger Jack.
- Cyberlink Vehicle Interface.
- Two Sensor/Communication System implants of choice.
- Reinforced endo-skeleton and body frame (20 M.D.C.)
- Full leg conversion. Speed: 45 (30 mph/48 km), can leap 10 feet (3 m) high or 12 feet (3.7 m) lengthwise from a standing start or double that with a short run. Each leg has 60 M.D.C. and each foot has 18 M.D.C.
- One bionic arm (40 M.D.C.) and hand (12 M.D.C.) with one forearm and one hand weapon. The P.S. and the P.P. of the bionic arm are 18.
- Lung implants: Gas Filtration System and Oxygen Storage Cell.

**86-00% Full Conversion Cyborg (Light Machine):** The Infantry soldier is a full conversion cyborg. See the *Military Grade Sovietski Proletarian Light Machine* (page 128 of this book).

**3. The Soldier's Motivation/Origins (Optional):** While all Sovietski citizens serve a minimum two year term in the military (apart from police officers, Commissars, the mentally unwell and young politicians), there are those who come from unique backgrounds or have a strong desire to serve for a particular reason. Many of these individuals become career soldiers or distinguish themselves with acts of heroism during their time of service.

A Born Fighter or Empowered: This human or D-Bee has a natural aptitude for military combat or strategies and tactics, and believes the military is his destiny; or the recruit possesses one or more special abilities like the *Yaganar, Wolverine People, Cold Born, Bursters* and other psychics. Whatever the case, the military is the life for him ... or her.

Typical time spent in military services is 12-30 years, with half giving their life to military service. +1 on initiative and +1 W.P. skill of choice (any).

Foreign Service: A person who has emigrated from Tarnow, Poznan, the NGR, China or other nation, and seeks to become a Sovietski citizen and fight for his adopted country, or an expatriate who, though a foreigner, fights on behalf of the Sovietski, perhaps against a common foe. In the alternative, the character may be a citizen of the Sovietski who wants to see more of the world, and joins the army to travel to other countries.

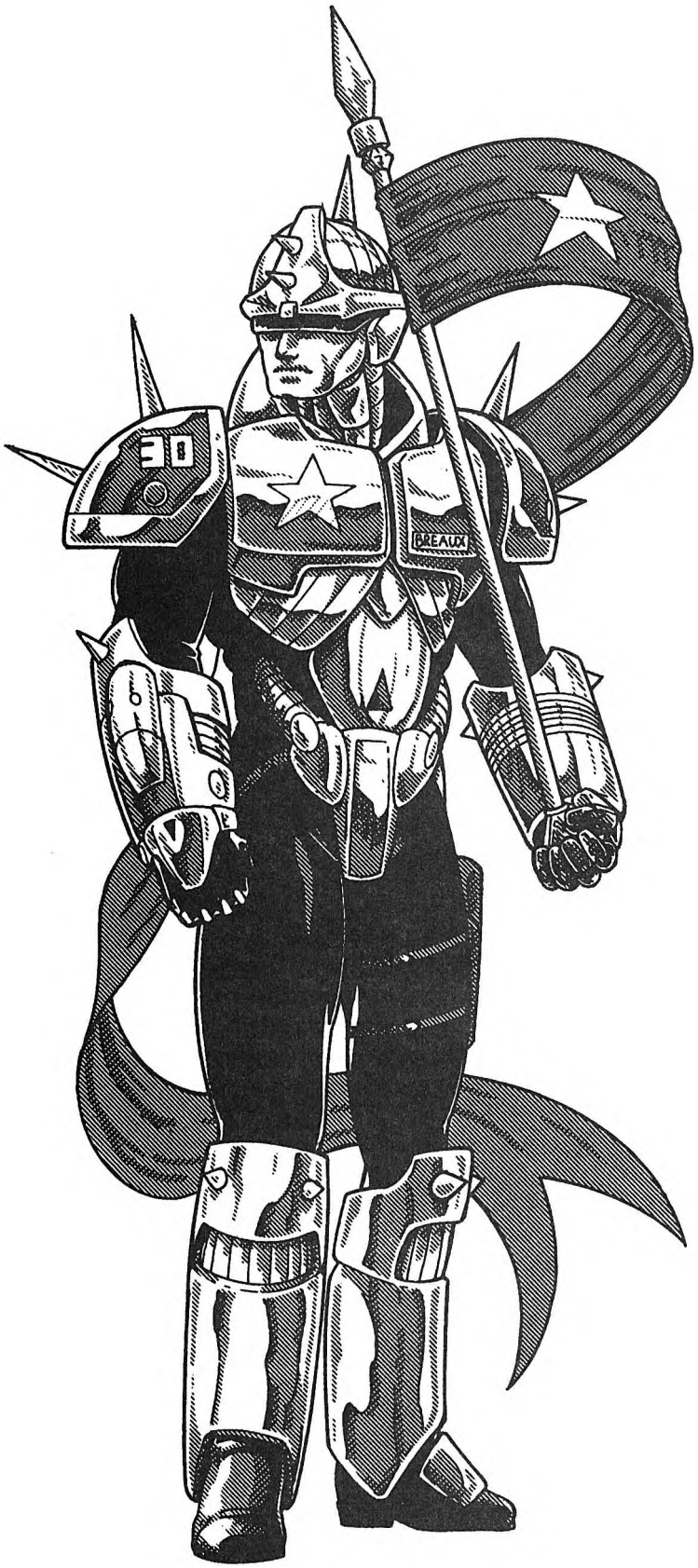
Typical time spent in military service is 6-12 years, with one third giving their life to military service. Receives one additional Language skill at 98% as a native language, but takes a -10% penalty to Language: Russian.

Huntsman: Raised in the Russian wilderness or remote countryside, the soldier knew how to live off the land before ever putting on a military uniform or attending survival school. He has seen what Brodkil, demons and monsters can do and has joined the Soviet Army to either make his homeland safe for future generations or in the name of humanity. The soldier's wilderness background provides two additional Wilderness skills of choice (any), but is also -10% on Military Etiquette. Typical time spent in military services is 4-16 years, with half giving a lifetime of military service.

Justice: This soldier has personally suffered great loss (home/farm/property and/or the loss of friends and loved ones) at the hands of the Warlords of Russia, bandits, dimensional raiders, or monsters. While he may want to make Russia safe for future generations, he is just as likely to be motivated by powerful feelings of hate and revenge.

Typical time spent in military service is 8-24 years, while others make it their career. Should he or she leave the army, there is a good chance he goes into law enforcement, becomes a mercenary or adventurer, or joins the reserves. If the character never manages to put aside his hate, he may remain angry and hostile toward those he perceives as the enemy or monsters. +1 on Perception Rolls regarding the focus of the character's revenge and wrongdoings and treachery in general. May also have trust issues, but is fiercely loyal to friends and comrades.

Legacy: This soldier is following in the footsteps of a parent, grandparent or other relation. The young soldier is likely to receive (welcomed or unwelcome) recognition and treatment because of his family legacy, within his unit or even the military as a whole, based on his last name alone. This individual has been raised in the Sovietski military (and/or Communist Party) tradition from birth with a sense of higher duty and service to his country. Half of such individuals are looking for a distinguished, life-long career in the military. The other half devote 20-30 years to military service and are likely to get involved with law en-



forcement or the Party after leaving the service, as well as join the military reserves.

+10% bonus to Military Etiquette skill, automatically gets the Contacts skill and 2D6 military contacts or 2D4 Party contacts, and +10% to both Charm/Impress and Trust/Intimidate in regards to their fellow soldiers. If charm/impress or trust/intimidate are not available due to low M.E. or P.B. numbers, the character gets one or the other at 50% when used in social situations and within the military. This percentage does not go up per level.

Paroled Criminal: Volunteering for additional service in the Sovietski military is a way to dramatically reduce or even commute sentences for certain crimes. Select one additional *Rogue skill of choice* (+10% skill bonus) and gets the skill: *Law – Loophole (+10%)*. This character is likely to spend 8-12 years in the army, with 20% giving their life to military service. Only one quarter turn their life around, the rest go back into a life of crime or become mercenaries or adventurers, or worse. **Note:** Paroled Criminals can never attain high ranking positions.

Patriot: This soldier has a sense of responsibility and duty to his country and the Russian people that makes him want to serve in the military. This character is likely to have a strong sense of personal honor and love of country. Likely to spend 12-30 years in the army, with one third giving their life to a career of military service. +5% to all M.O.S. skills during active duty.

## Sovietski Infantry Soldier O.C.C. Stats

**Alignment:** Any.

**Attribute Requirements:** Minimum I.Q. is 7. A better I.Q., P.S., and P.E. are helpful, but not a requirement. Certain M.O.S. programs, listed below, have specific requirements, but physical restrictions can often be overcome with cybernetic and bionic enhancement.

**Racial Restrictions:** None, but most Sovietski soldiers (and citizens) are human or one of the human-like D-Bees described elsewhere in this book.

**O.C.C. Skills:** The following skills are in addition to the ONE M.O.S. selected below.
Athletics (General)
Climbing (+10%)
Forced March or Swimming (+10%), pick one.
Language: Russian (+10%)
Language: One of choice (+15%).
Literacy: Russian (Native Language; +20%)
Mathematics: Basic (+5%)
Military Etiquette (+15%)
Pilot: Hovercraft (Ground) or Hovercycles, Skycycles and Rocket Bikes (+10%), pick one.
Pilot: Jet Packs (+12%)
Radio: Basic (+10%)
W.P. Energy Rifle
W.P. Knife
Hand to Hand: Basic, which can be changed to Expert at the cost of one Secondary Skill. Martial Arts and Hand to Hand: Commando are not available to the Infantry Soldier.

**O.C.C. Related Skills:** Instead of the usual range of skills available, the Sovietski Soldier selects one of the following M.O.S. skill bundles, below, based on the character's area of interest, work and specialty. **Note:** There is such a large range of Soldier M.O.S. skill packages, that rather than list them here, they are described at the end of this O.C.C. description. It is important to note that most M.O.S. programs have *attribute requirements* and may grant additional bonuses.
Combat Animal Handler
Combat Engineer
Communications Specialist
EOD/Demolitions Specialist
Field Medic

Infantryman/Motorized Rifleman
Marksman
Pig Man/Heavy Weapons Specialist
Point Man/Scout
Propagandist
Sailor/Naval Infantryman
Soviet Air Corps/Army Aviator
Strategic Rocket Force/Missiles
Transportation Specialist

**Secondary Skills:** Select one skill from the Secondary Skill list on page 300 of **Rifts® Ultimate Edition** at levels 1, 3, 7, 9 and 12. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** Military I.D. and ration card, standard Red Star body armor, one weapon per W.P. and six E-Clips per weapon, one Vibro-Knife or Vibro-Sword, two signal flares, two smoke grenades, two fragmentation grenades, silver-plated survival knife (2D4), flashlight, distancing binoculars, utility belt, gun holster for side arm, additional air filter and gas mask, walkie-talkie, canteen, water purification tablets, anti-radiation pills, four standard uniforms, one dress uniform, pocket-sized silver cross signal mirror, utility belt, backpack and bedroll.

**Equipment Available Upon Assignment:** Any vehicle in which the character is trained, additional weapons, energy clips, medical kit, tool kit, portable computer, portable language translator, cameras, surveillance equipment, explosives (including fusion blocks), and has low to mid-level military clearance. **Note:** Availability of equipment and resources may be dependent upon the local commander, supply stock, location, casualties and combat conditions.

**Money:** The Infantry Soldier gets a roof over his head, food, clothing, access to vehicle storage, hangars, maintenance areas, medical care and all other basic needs provided for free as part of his/her pay. The Infantry Soldier starts as a Private with a monthly salary starting at 1,100 credits a month.

**Cybernetics and Bionics:** See above. Many Sovietski soldiers select sensory or weapon enhancements. The Gromeko Friend or Foe Identification Computer is one of the most popular enhancements for Sovietski infantry.

**Sovietski Infantry Soldier M.O.S. descriptions:** Pick one.

**Combat Animal Handler:** Requires an M.A. of 10 or higher. This character may deal with bionic animals or unmodified animals such as horses, mules, cattle, dogs and exotic riding or work animals.

M.O.S. Bonuses: +2 on Perception Rolls regarding animals, their health and behavior, including whether they are scared, hurt, aggressive, about to attack, willing to be submissive, back off or run off if given the opportunity, and so on.

Additional Cybernetics/Bionics: Neural Aggression Modulator Control (NAMC) system and one additional cybernetic optical or radio/jaw enhancement. The soldier is assigned one Cybernetically Enhanced Falcon, Dog or Bear (G.M.'s discretion).

M.O.S. Skills:

Breed Dogs (+15%) or Falconry (New! +10%), pick one.
Horsemanship: Exotic (+10%; can be upgraded to Horsemanship: Cossack at the cost of one Secondary Related Skill.)
Outdoorsmanship
Track and Trap Animals (+15%)
Veterinary Science (+10%)
W.P. Net
W.P. Rope

**Combat Engineer:** Requires I.Q. of 11 or greater.

M.O.S. Bonuses: +2D6 to S.D.C. and +1 to I.Q. attribute.

Additional Cybernetics/Bionics: Schematic Sensor Hand, Tool Hand, Tool Mechanic's Arm and Cyberlink Vehicle Interface.

M.O.S. Skills:

Demolitions (+10%)
Demolitions Disposal (+20%)
Excavation (+10%)
Military Fortification (+10%)
Trap Construction or Field Armorer & Munitions (+10%).
Trap and Mine Detection (+10%)

**Communications Specialist:** Requires an I.Q. of 10 or higher.

M.O.S. Bonuses: +1D6 to S.D.C., +1 to Perception Rolls and +30% to Radio: Basic skill; use this bonus instead of the bonus listed under O.C.C. Skills.

Additional Cybernetics/Bionics: One additional communication Cybernetic Enhancement (such as Finger Jack, Video Eye or Radio Transmitter).

M.O.S. Skills:

Basic Electronics (+10%)
Communication: One skill of choice (+10%).
Electronic Countermeasures (+15%)
Laser Communications (+20%)
T.V./Video or Surveillance (+15%)
And one Communications or Computer skill of choice.

**EOD/Demolitions Specialist:** Requires an I.Q. of 10 and a P.P. of 12 or higher.

M.O.S. Bonuses: +1D6 to S.D.C., +1 to M.E. and P.P. attribute, +1 to roll with impact, and +2 to Perception Rolls regarding explosives and traps, their level of complexity, ease or difficulty to deactivate/defuse, level of danger/damage/power, range of collateral damage, whether the maker was an amateur or expert (like himself) and similar.

Additional Cybernetics/Bionics: Schematic Sensor Hand, Radiation Sensor and Macro-Eye Laser.

M.O.S. Skills:

Basic Electronics (+10%)
Demolitions (+20%)
Demolitions Disposal (+15%)
Demolitions: Underwater (+14%)
Munitions Expert (the Munitions part, only, from the skill *Field Armorer and Munitions Expert*, +10%).
Trap and Mine Detection (+10%)

**Field Medic:** Requires an I.Q. and a P.P. of 10 or higher.

M.O.S. Bonuses: +1 to I.Q. and +2 on Perception Rolls regarding the severity of injuries, the best and most immediate repair/surgery or treatment, stability of the patient, and at levels 4 and 8, treatment from this Field Medic to those in a coma/death situation provides the patient with a cumulative bonus of +5% to save vs coma and death (+10% when the Field Medic is at level 8 experience).

Additional Cybernetics/Bionics: Macro-Eye Laser, Molecular Analyzer, Finger Laser Scalpel and Wrist/Palm Needle.

M.O.S. Skills:

Brewing: Medicinal (+5%)

Cybernetic Medicine
Field Surgery (+14%)
Medical Doctor (+5%)
Pathology (+10%)
Chemistry or Xenology (+5%), pick one.

**Infantryman/Motorized Rifleman:** No requirements.
M.O.S. Bonuses: +2D6 to S.D.C., and +1 on Perception Rolls regarding finding protective cover.
Additional Cybernetics/Bionics: None at first, may receive cybernetic or bionic repairs to serious physical injury.
M.O.S. Skills:
First Aid (+5%)
Land Navigation (+10%)
Physical: One of choice, except Acrobatics or Gymnastics.
Pilot: One of choice, any except Robots and Power Armor (+10%).
W.P.: One additional Modern W.P. of choice (any).

**Marksman:** Requires a P.P. of 12 or higher.
M.O.S. Bonuses: +1 to M.E. attribute, +2 to strike on Called Shots, +2 on Perception Rolls regarding judging distance, wind, the difficulty of the shot and finding a target.
Additional Cybernetics/Bionics: Multi-Optic Eye and Motion Detector.
M.O.S. Skills:
Camouflage (+10%)
Detect Concealment (+10%)
Prowl (+10%)
Sniper (Marksmen are usually issued an SVD Dragunov).
W.P.: One additional Modern W.P. of choice (any).

**Pig Man/Heavy Weapons Specialist:** Requires a P.S. of 14 and P.E. of 12 or higher.
M.O.S. Bonuses: +2D6 to S.D.C., +1 to P.S., and +1 to strike with rifles, machine-guns, rail guns and similar modern, long-range weapons.
Additional Cybernetics/Bionics: Sound Filtration System and Shoulder Weapon Mount/Clamps.
M.O.S. Skills:
Recognize Weapon Quality (+15%)
Sensory Systems (+5%)
W.P. Heavy M.D. Weapons
W.P. Heavy Military Weapons
W.P.: One Modern W.P. of choice (any).
Weapon Systems (+10%)

**Point Man/Scout:** Requires an I.Q. of 9 or higher.
M.O.S. Bonuses: +2D4 to S.D.C., +1 to P.E., +2 to Perception Rolls regarding terrain condition and terrain that could be used for ambush and traps, and detecting ambushes, camouflage or traps.
Additional Cybernetics/Bionics: Clock Calendar, Gyro-Compass, Directional Sound Amplification Finger, Sound Amplification Ear implant, and choice of either one Multi-Optic Eye or Wide-Angle Vision.
M.O.S. Skills:
Detect Ambush (+15%)
Detect Concealment (+15%)
Land Navigation (+14%)
Prowl (+10%)
Tailing (+15%)

**Propagandist (Zampolit):** Requires an I.Q. of 12 or higher and an M.A. of 11 or higher.
M.O.S. Bonuses: +10% Charm/Impress and +10% Trust/Intimidate regardless of M.A. attribute.
Additional Cybernetics/Bionics: One additional communication cybernetic enhancement (such as Video eye or Radio Transmitter), and two Hidden Storage Compartments.
M.O.S. Skills:
Cryptography (+10%)
History: Pre-Rifts or Post Apocalypse (Russia and the Soviet Union, only) (+5%), pick one.
Law (General) (+10%)
Law – Loopholes (+8%) or Kremlinology, pick one.
Lore: Demons and Monsters (+10%)
Lore: Magic (+10%) or Public Speaking (+15%).

**Sailor/Naval Infantryman:** P.E. of 10 or higher.
M.O.S. Bonuses: +1D6 to S.D.C. and +5% to Swimming skill.
Additional Cybernetics/Bionics: One lung implant of choice (usually Oxygen Storage Cell) and Depth Gauge.
M.O.S. Skills:
Navigation (+10%)
Pilot Boat: Motor, Race and Hydrofoil (+15%)
Pilot Boat: Ships (+5%)
SCUBA (+15%)
W.P.: One of choice.

**Soviet Air Corps/Army Aviator:** Requires an I.Q. 10 and P.P. of 12 or higher.
M.O.S. Bonuses: +1 to dodge in flight and +5% to perform evasive maneuvers, stunts and emergency landings.
Additional Cybernetics/Bionics: Bionic hand or forearm with Cyberlink Vehicle Interface, Radar Sensor, Gyro-Compass and Speedometer.
M.O.S. Skills:
Basic Mechanics (+5%)
Navigation (+10%)
Pilot: Hover Vehicles (+10%; in this case, training includes ekranoplan transports).
Pilot: Jet Aircraft (+15%)
Pilot: Jet Fighter (+10%)
Russian Flight System Combat (+10%)

**Strategic Rocket Force (Ballistic Missiles):** Requires an M.E. of 12 or higher.
M.O.S. Bonuses: +1 to strike with missiles fired from a vehicle, +1 to strike an incoming missile in flight.
Additional Cybernetics/Bionics: Cyberlink Vehicle Interface, Radar Sensor, and Gyro-Compass.
M.O.S. Skills:
Navigation (+10%)
NBC Warfare (+10%)
Pilot: Tanks and APCs (+15%; in this case, training includes the Red Hammer Ballistic Missile Carrier).
Weapon Systems (+10%)
W.P. Heavy M.D. Weapons

**Transportation Specialist:** Requires P.E. and P.P. of at least 9.
M.O.S. Bonuses: +1 to dodge while driving and +5% to perform evasive maneuvers, stunts, rams and emergency crashes.
Additional Cybernetics/Bionics: Bionic hand or forearm with Cyberlink Vehicle Interface, Gyro-Compass and Speedometer.

M.O.S. Skills:

Combat Driving

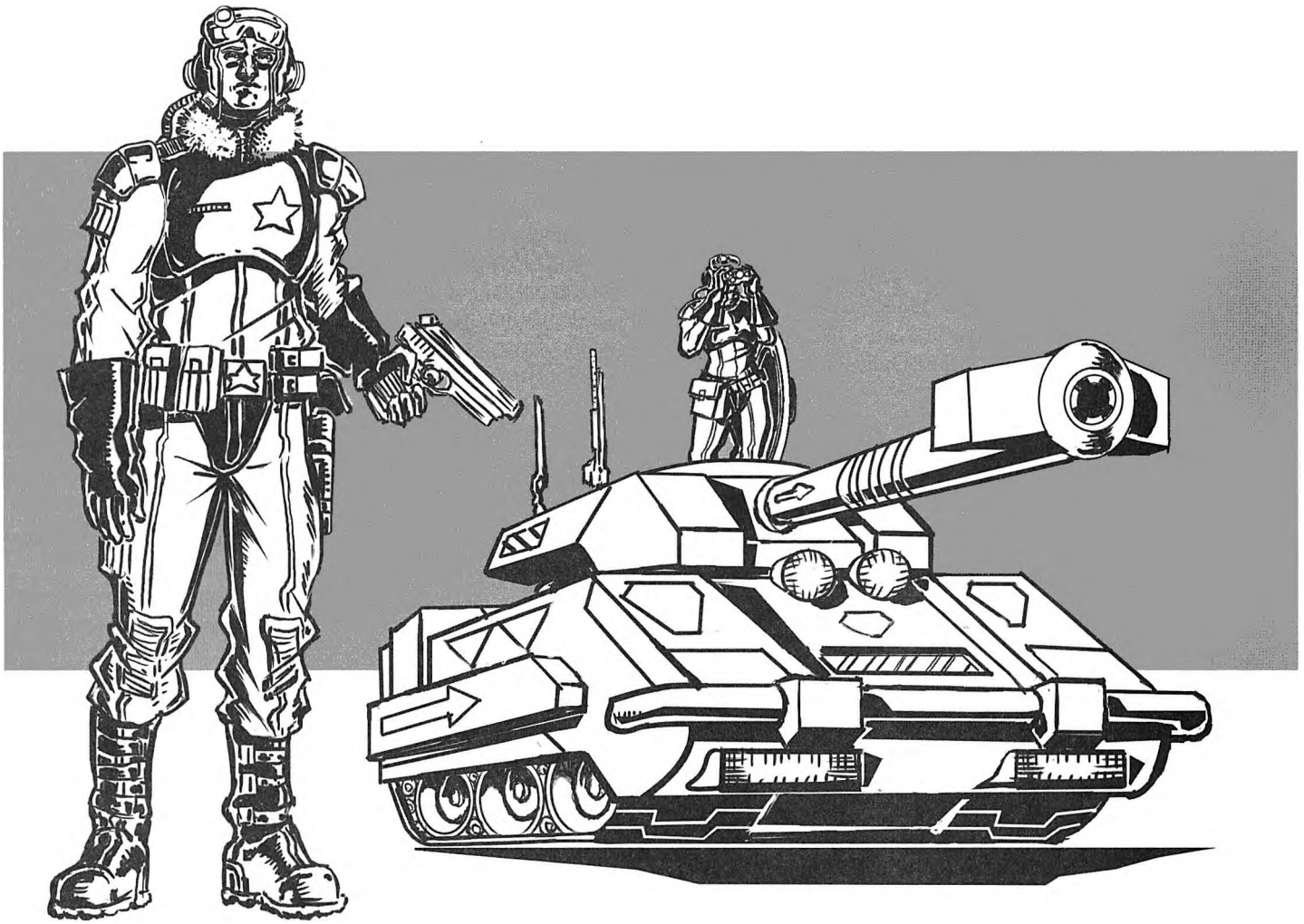
Pilot: Automobile or Motorcycles & Snowmobiles (+15%)

Pilot: Hover Vehicles (+10%; in this case, training includes ekranoplan transports).

Pilot: Tanks and APCs (+10%; normally used for APCs since Soviet tankers are a select group).

Pilot: Truck (+10%)

**Note:** See the Tanker O.C.C. for tank and armored vehicle pilot.



# Sovietski Tanker O.C.C.

*"Here they found real war, but they were not ready for it. They were used to easy victories. This deprived them of flexibility on the one hand, of tenacity on the other. For them, war was merely maneuvers. They have neither cavalry nor skiers, their tanks cannot pass over the snow."*

*– Georgy Zhukov*

Through chance, Komkor Bakhunin, a top tank commander of the old Soviet Empire, was visiting the Medvedev Complex when the Great Cataclysm hit. He personally trained the officers who kept the high standards of the Soviet Tank Corps alive through the Eighty Years of Winter, drilling them with exercise after exercise and writing the manual on Tank Corps rules, regulations, exercises and training, so that Russia's experience in armored warfare would not be lost, even though its tanks sat unused underground. When the bunker opened again and the Sovietski declared itself, a whole generation of soldiers committed to the ideals and romance of tanks could not wait to drive the Sovietski's armored vehicles over the steppes. Since then, Tankers have kept up the mystique, the old-fashioned traditions and the results of Bakhunin's vision. Tankers do not suffer anyone to interfere with their doctrines. That goes for new recruits, commanders from other branches of the service, and even the Director herself.

Tankers respect tradition, perhaps more so than any other group in the military. They have held on to the same tactics, tank designs and often *the same tanks* for centuries. "Don't fix what isn't broken," they say. Tankers are known for engaging in traditional gentlemen's sports like fencing, wrestling, boxing and even equestrian games. The Corps continues to produce highly trained soldiers who fight so well together no one is willing to make any changes which might destabilize or interfere with their effectiveness. Even in an age of flying cyborgs and robot vehi-

cles, the safety of the Sovietski depends on its hard-hitting tanks and courageous tank crews.

## Sovietski Tanker O.C.C. Abilities and Bonuses:

**1. Tanker's Fraternity:** The sprawling Tanker training facility east of New Moscow is where all Tankers receive their training. It is a place where young men and women make lifelong friends and professional connections. When a Tanker needs something, he almost always knows another Tanker who can help him out. A Tanker has a 20% (+4% per level) chance of knowing a fellow Tanker who has (or can get) what he needs. Whether it is a letter of introduction, access to a facility, a loan, some extra rations, contraband or a good (or bad) word in the right ear, Tankers always come through for their own.

**2. Well-Oiled Machine:** Tankers train together and are at their best when working as a unit. When there is at least one Tanker of each M.O.S. in a tank crew, Tankers automatically assume necessary roles and work as a single fighting entity. All Tankers in the crew receive the following bonuses when this happens: +1 on Perception Rolls, +1 on initiative with tank weapons, +1 to strike with any tank weapon in ranged combat, and +5% on all skill performance during combat. These bonuses are cumulative with all others provided by other Tanker abilities.

**3. O.C.C. Bonuses and Modifiers:** +1 to M.E., +2D6+5 S.D.C., +1 on Perception Rolls involving tanks and armored vehicles, and +1 to save vs Horror Factor at levels 1, 3, 7, 10, 13.

**4. Crew Position:** Every tank needs different crewmen to make it a successful fighting machine. While all Tankers learn the basics of all the different roles and combat stations, even command, just in case they have to switch stations in combat, each specializes in only ONE Tanker M.O.S.: Commander, Driver, Gunner or Tank Specialist/Mechanic.

## Sovietski Tanker O.C.C. Stats

**Alignment:** Any.

**Attribute Requirements:** See M.O.S. requirements and bonuses, below.

**Racial Restrictions:** None, though most are human.

**O.C.C. Skills:**

Athletics (General) or Body Building, pick one.
Computer Operation (+10%)
Language: Russian (+10%)
Literacy: Russian (+10%)
Mathematics: Basic (+10%)
Military Etiquette (+5%)
Pilot: Tanks and APCs (+10%)
Radio: Basic (+10%)
W.P. Energy Pistol
W.P. Energy Rifle
W.P.: One of choice (any).
Hand to Hand: Expert, which can be changed to Martial Arts for the cost of one Secondary Skill. Hand to Hand: Commando and Assassin are not available to the Tanker, with the exception of the Tank Commander.

**O.C.C. Related Skills:** Instead of the usual range of skills available, the Tanker selects one of the following special M.O.S. skill bundles, below. Each is based on the character's area of interest, work and military specialty. Skill bonuses are cumulative, and there may be changes to the Hand to Hand skill, though not always.

**Tank Commander M.O.S.:** Tank Commanders are the team leader and are expected to motivate their crew and project confidence at all times, especially in combat. The tank crew is expected to take down enemy armored vehicles, robots, Heavy Machines (cyborgs), low flying aircraft, demons and every sort of monster, particularly giant-sized ones, as well as provide troop support. The Tank Commander keeps in contact with the other forces on the battlefield and constantly searches for targets to engage and troops in need of their help. When the Commander identifies a target, orders are issued to the rest of the crew, and they engage. In tanks with multiple commanders, the junior commander serves as a dedicated communications officer.

Requirement: A minimum I.Q. of 10 and an M.A. 12 or higher for the necessary commanding presence.

M.O.S. Bonuses: +2 to M.A., +2 on Perception Rolls regarding the condition and performance capabilities of his armored vehicle and the crew that operates it, including their morale and level of alertness; +1 to save vs mind control, +2 to save vs Horror Factor, upgrade Hand to Hand skill to *Martial Arts* or *Commando* (pick one), and gets an additional bonus of +6% to the Pilot: Tanks & APCs skill, +5% to Military Etiquette and +10% to Radio: Basic.

M.O.S. Skills:

Navigation (+15%)
Electronic Countermeasures (+10%)
Intelligence (+5%)
Public Speaking (+10%)
Sensory Equipment (+15%)
Technical: One skill of choice (+10%).
Weapon Systems (+5%)

**Tank Driver M.O.S.:** The Driver makes sure a tank can physically get where it needs to go. In combat, drivers keep tanks in motion so they cannot become an exposed, stationary target, stopping only long enough for the gunner(s) to aim and fire, and then only if an older tank that cannot fire while on the move.

Requirement: A minimum P.S. of 12 or higher to handle the equipment. Driving a Sovietski tank is often more like wrestling a wild boar than controlling a high-tech war machine.

M.O.S. Bonuses: +2D6 S.D.C., +1D4 to P.S. and +2 on Perception Rolls regarding the condition and performance capabilities of his armored vehicle, +2 to save vs Horror Factor, gets an additional bonus of +16 to the Pilot: Tanks & APCs skill and +5% to Radio: Basic skill. Automatically gets the *Cyberlink Vehicle Interface*.

M.O.S. Skills:

Basic Mechanics (+10%)
Combat Driving (+20%)
Field Armorer and Munitions Expert (+15%)
Find Contraband (+10%)
Land Navigation (+20%)
Pilot: Two of choice (+10%).
Weapon Systems (+10%)

**Tank Gunner M.O.S.:** The Tank Gunner is the expert of all weapon systems featured in tanks, and heavy weapons in general. His primary skill and focus is on making as many accurate shots in as short a time, and at as long a range as possible. Skilled at eye-balling distances and range. **Note:** Many tank crews have a dedicated Gunner for each major weapon system in the vehicle.

Requirement: A minimum P.E. of 12 or higher in order to endure the cramped conditions and heat of a working gun turret.

M.O.S. Bonuses: +2 on Perception Rolls regarding recognizing and hitting enemy targets as well as the performance and capabilities of weapon systems, and estimating range, collateral damage, and ammunition payloads; +1 attack per melee round in Tanks and APCs only at levels 2, 5, 9, and 14, +1 to strike with all tank weapon systems as well as other heavy weapons, and +2 to save vs Horror Factor.

M.O.S. Skills:

Recognize Weapon Quality (+20% and includes tanks and other mechanized artillery).
Sensory Equipment (+10%)
Weapon Systems (+20%)
W.P. Heavy Military Weapons
W.P. Heavy M.D. Weapons
W.P.: One Modern W.P. of choice (any).

**Tank Specialist M.O.S. (Operator/Mechanic):** This crew member is the person who keeps the tank running in tiptop fighting condition.

Requirement: A minimum I.Q. 10 and P.S. of 12 or higher to fill the demands of this job.

M.O.S. Bonuses: +1D4 to P.S., +2D6 S.D.C., +3 on Perception Rolls regarding the condition and performance capabilities of the tank (and other mechanized artillery) from engine and locomotion to weapon systems and armor; +1 to save vs Horror Factor, and gets an additional bonus of +6% to the Pilot: Tanks & APCs skill and +10% to Radio: Basic skills, and automatically gets the Cyberlink Vehicle Interface.

M.O.S. Skills:

Automotive Mechanics (+15%, including tanks and armored vehicles).
Basic Electronics (+15%)
Jury-Rig (+12%)
Mechanical Engineer (+10%)
Pilot Tracked & Construction Vehicles (+12%)
Vehicle Armorer (+15%)
Weapons Engineer (+20%)
W.P. Heavy M.D. Weapons

**Secondary Skills:** At level one experience, select three skills from the *Secondary Skill list* on page 300 of **Rifts® Ultimate Edition,** and one additional Secondary Skill at levels 5, 10 and 15. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** Military I.D. and ration card, lightweight uniform for use inside the tank, air filter and gas mask, headphone-style ear protection with built-in short-range radio communications, standard Red Star body armor, one standard issue rifle, one pistol of choice, six clips or E-Clips per weapon, one Vibro-Knife or Bayonet, two signal flares, two smoke grenades, two fragmentation grenades, silver-plated survival knife (2D4 S.D.C.), flashlight, distancing binoculars, utility belt, gun holster for side arm, additional air filter and gas mask, walkie-talkie, canteen, water purification tablets, anti-radiation pills, four standard uniforms, one dress uniform, pocket-sized silver cross signal mirror, utility belt, backpack and bedroll, and perhaps a few personal items.

**Equipment Available Upon Request:** Any vehicle in which the character is trained, aircraft, hover vehicle, additional weapons, energy clips, medical kit, portable computer, portable language translator, cameras, surveillance equipment, explosives (including fusion blocks), and has low to mid-level military clearance. **Note:** Availability of equipment and resources may be dependent upon the local commander, supply stock, location, casualties and combat conditions.

**Money:** The Tanker gets a roof over his head, food, clothing, access to vehicle storage, hangars, maintenance areas, and all other basic needs provided for free as part of his/her pay. Tank Drivers, Specialists and Gunners start as Privates with a starting salary of 1,100 credits a month and going up from there. Commanders start as an Efreitor with a starting salary of 1,300 credits per month.

**Cybernetics and Bionics:** Starts with none, unless received before becoming a Tanker. 30% of Tankers have 1D4 implants and 10% of Tankers have obvious cybernetics, a limb, tool hand, or an eye implant. Tankers who become partial or full cyborgs automatically get the Cyberlink Vehicle Interface as one of their bionic features, and the Driver gets Cyberlink as per his M.O.S.

# Vedmak O.C.C.

## Light Machine Cyber-Doc

*"We knew that the policy of amputation was fraught with great dangers for the Party, that the method of amputation, the method of blood-letting — and they demanded blood — was dangerous, infectious: today you amputate one limb, tomorrow another, the day after tomorrow a third..."*

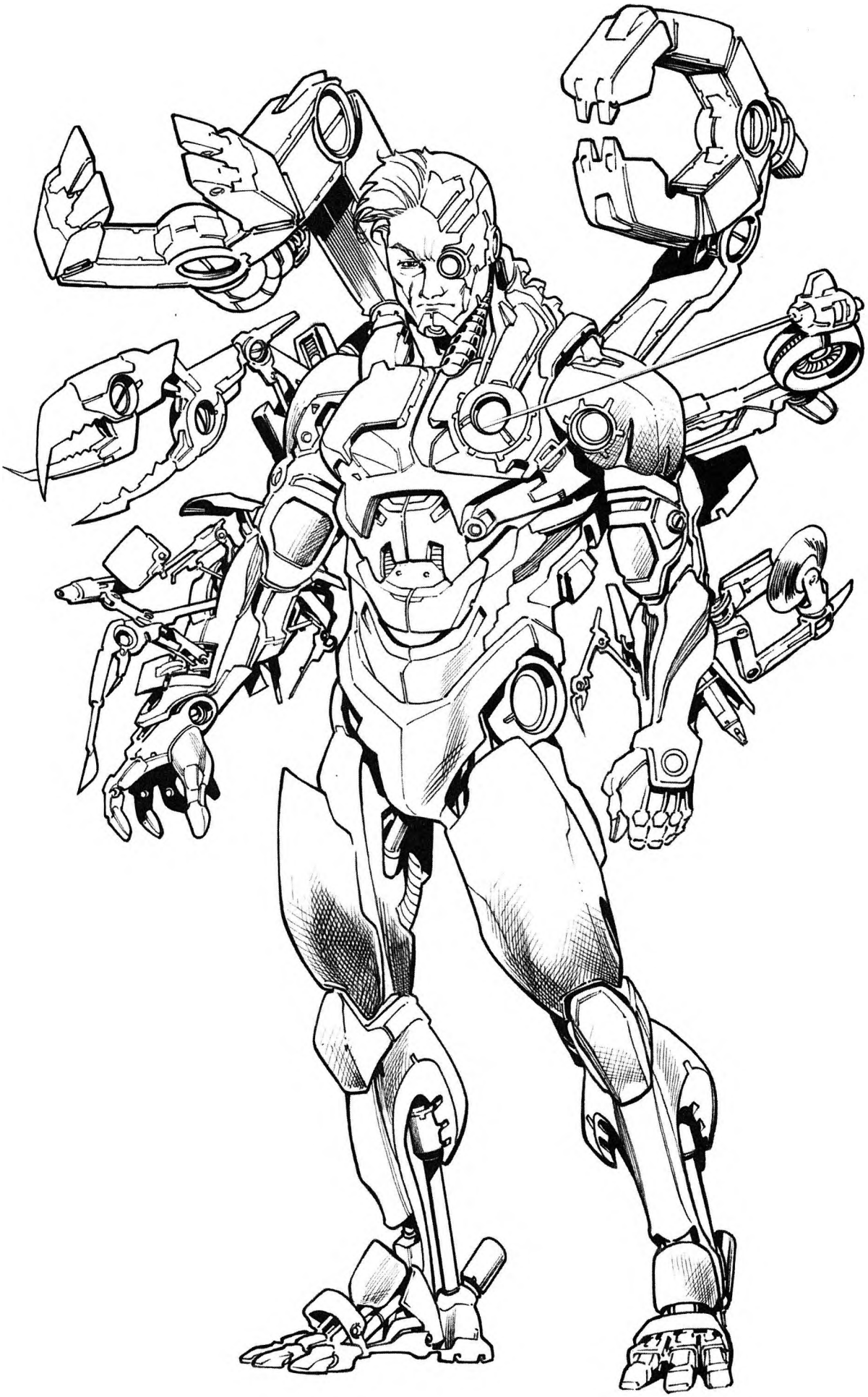
*– Joseph Stalin*

The extent of cybernetic and bionic augmentation within the ranks of the Red Army requires the skills of a larger number of Cyber-Docs than other comparable armed forces. The Soviets select and promote the cream of the crop among these to become bionic enhanced *Vedmak Cyber-Docs*. Specialists who undergo years of training, similar to their civilian counterparts, but specialize in the installation, maintenance, repair and design of Sovietski cybernetics and bionics.

*Vedmak* is a Slavic word that is loosely translated to "male witch," though it should be noted that the class is not restricted to men. These augmented Cyber-Docs can strip and reassemble a Sovietski Heavy Machine in a matter of a few short hours, diagnose system problems, and make a variety of repairs in the field during the gritty heat of battle or the comfortable confines of a hospital operating room, leaving some to liken their skills to black magic.

Each Vedmak is expected to work as a one man triage unit, capable of repairing damaged soldiers and cyborgs quickly so they can immediately return to combat. For this reason, Vedmak doctors are required to undergo heavy cybernetic and bionic conversion themselves to expand and improve their surgical capabilities. Multiple limbs, additional sensor enhancements, surgical lasers and tools are all at the beck and call of these mad geniuses. The price is the sacrifice of their human appearance to become an obvious cyborg. The Vedmak can opt to retain a human face, but the body is a heavily modified, full conversion cyborg to support the array of cybernetic medical systems.

In addition to the bionic body, robotic tool arms are added to the back. On either side of the reinforced spine is a pair of large,



industrial, bionic crane arms. The upper two arc over the Vedmak to hold heavy cyborg frames and bulky components in place, and to strip away pieces of armor plating. A smaller pair of arms built into the shoulder blades reach around the body to use powerful laser cutters and tools to remove pieces and set them aside, and to perform mechanical repair and assist in surgery. The main, human looking arms are for precision surgery and cybernetic repairs, and they too contain an array of smaller, nimble tools, equipment and small tool arms to get into tight spaces inside a cyborg chassis.

These Cyber-Docs are also given the task to salvage and acquire additional cybernetic components. They help keep the Red Amy's legion of Combat Cyborgs up and running regardless of the circumstances on the battlefield.

## Sovietski Vedmak Cyber-Doc O.C.C. Abilities and Bonuses:

**1. Familiarity with Sovietski Cybernetics:** The Vedmak is knowledgeable about bionic and cybernetic technology from within the Sovietski itself, as well as most of the Warlords of Russia, and to a lesser degree, the New German Republic. They excel with Sovietski cyber-technology because they work with it all day, every day. They can literally take apart and reconstruct a Light or Heavy Machine in a matter of hours. When working with, repairing, modifying or enhancing Sovietski and Warlord cybernetic and bionic systems, and related weapons, the Vedmak receives a +10% bonus to the applicable skill roll, and can generally perform the task in half the time it would take most experienced Cyber-Docs from other countries. On the other hand, when working with technology from Triax, Poland/Mindwerks, the Coalition States and other foreign nations, the task takes 25% longer and the Cyber-Doc experiences a -10% penalty. See #2 for penalties under different conditions.

**2. Install Cybernetics and Bionics:** Like the traditional Cyber-Doc, a Russian Vedmak can install and remove cybernetic implants and bionics even in the heat of battle and in less than favorable conditions. Installing cybernetics is fast and easy (typically no skill penalty), but bionics can be very complicated and time consuming.

Penalties (cumulative): -5% when working out on the open battlefield or from the back of a truck; another -5% if working with inadequate tools (a rarity because of the Vedmak's own array of cybernetics and bionics); another -5% penalty if working aboard a moving vehicle (truck, aircraft, boat on rough seas, etc.); -10% when working with unfamiliar bionics such as those from foreign countries (CS, NGR, Poland/Mindwerks, etc.); a -20% penalty when working with alien bionics, and an additional -20% when working on unknown, alien physiology. -15% to Jury-Rig weapons and bionic systems with a temporary fix that should last 1D6 days. If there is any penalty for working under pressure or on a time limit, it is reduced by half for the Vedmak. All penalties are cumulative. Also see Reverse Engineering.

**3. Repair and Recalibrate Cybernetics and Bionics:** Given time and the right parts (even jury-rigging component parts), the Vedmak can completely repair cybernetics and bionics. The repairs require 1D6+2 hours to work on each item (hand, arm, shoulder, one forearm weapon, then another, bionic eye, organ, a specific implant, etc.). **Base Skill:** 30% +5% per level.

Replace a Simple Implant and Simple Repairs: 2D4x10 minutes.

Replace a Complex Implant, Internal Organ/Component or Bionic Limb: 1D4+1 hours.

Restore M.D.C.: The Vedmak can patch, restore and rebuild the M.D.C. of a bionic appendage, part or implant at a rate of 2D6 M.D.C. per hour; M.D.C. of the main body and body armor, which requires less finesse, 2D6+10 M.D.C. per hour.

Maximize Cybernetics and Bionics: With their advanced knowledge of specific parts and settings, Vedmak can adjust cybernetic and bionic systems, reset and tweak parameters, update software, and make other adjustments to get the most out of them. Adds a bonus of +5% to Speed, +1 to P.S., and +1 to P.P. for 1D4 weeks.

**4. Bionics Acquisition and Reverse Engineering:** The Vedmak are given the task of acquiring bionic and cybernetic systems, old and new. Which means salvaging component parts from slain Sovietski troops and fallen enemy forces for reuse in the living. It also includes keeping an eye out for enemy and outsider supply depots, convoys, factories, and other sources of bionics and cybernetics. This includes being vigilant of new and advanced and alien bionics and cybernetic technology, and the collection of specimens to study and reverse engineer.

Reverse engineering is the practice of studying rival and unknown technology to learn how it works and using that knowledge, even if it is incomplete, to improve or add to one's own bionic arsenal.

If a Vedmak spends at least 48 hours analyzing a foreign or alien cybernetic or bionic part, he can install it into a Sovietski cyborg (with a -30% penalty) and make simple repairs (with a -20% penalty), but does not completely understand it, and cannot replicate it. That will require a lot more time and scrutiny by engineers back home. (**Note:** G.M.s may assess additional penalties depending on the tech level and complexity of the device.)

**5. O.C.C. Bonuses:** +1 to I.Q., +1 to M.A., +2 to Perception Rolls regarding cybernetics, bionics, contraband technology, and finding and repairing problems with cybernetic and bionic systems as well as medical conditions and injuries. +3 to save vs poison and drugs, +5 to save vs disease, and +3 to save vs Horror Factor including the goriest combat injuries and mutilation. Also see bonuses from having a bionic body.

Medical Bonus: As per bionic sensor hands and features and a +5% bonus to diagnosing physical injury, surgery and repairing cybernetics and bionics.

**6. Mad Doctor:** With the brutality and gore the Vedmak must witness and endure on the battlefield, the characters often develop a number of personality quirks or disorders, and a few minor insanities that may get them into trouble or make others uneasy around them. Sovietski leadership keeps an eye on the Vedmak to make sure that these *quirks* do not prevent them from completing their assigned duties.

Roll on the following table (or pick one) when the Vedmak reaches levels 3, 6, 8, 10, and 13. If the same quirk is rolled, either roll again or with the help of the G.M., create a variant or extension of the insanity. Descriptions of addiction, phobias, obsessions, and other insanities are found in **Rifts® Ultimate Edition**. In fact, feel free to include other "quirks" and insanities as you deem fit, but nothing that is too debilitating or uncomfortable for player characters.

**01-05% Alcohol addiction.** A functioning (on the job) alcoholic.

**06-10% Drug addition.** A functioning (on the job) drug abuser.

**11-15% Phobia: Germs.** This fear is probably limited to one or two specific diseases, maladies or parasites.

**16-20% Obsession: Germs,** specifically getting rid of them. This Vedmak powers through dealing with the filth and unsanitary conditions of medical work in the field, but away from the blood and gore of field surgery and hospitals, he is a clean freak. Washes his hands and clothes frequently, always has soap and hand-sanitizer with him, is organized and keeps his office (if any) and home neat, orderly and sparkling clean; impeccably dressed and quick to disrobe from soiled surgical scrubs/clothing as soon as he can. When not on the job, tries to avoid people who are sick.

**21-25% Hypochondriac.** Despite being a doctor himself, the Vedmak often suffers from imagined and psychosomatic illness. May be triggered by stress, but not surgery or the performance of his duties as a Vedmak, more likely by social pressure (i.e. attending social events, award ceremonies, speaking events, dances, etc.), or having to participate in combat as a fighter, or facing a serious threat.

**26-30% Mad doctor obsessed with cybernetics and bionics.** Cybernetics is his passion and life, and will do almost anything to get his hands on new, foreign, or alien bionics. Including tricking or manipulating his teammates to get it for him. May not turn over such treasures to the proper chain of command before he has had time to study or experiment with the alien tech himself. +5% to Cybernetic Medicine and Medical Doctor skills.

**31-35% Mad doctor obsessed and fascinated with unknown and alien cybernetics and bionics.** Penalties for working on foreign and alien technology is half.

**36-40% Mad doctor with a god complex.** Thinks he is the best and can do little wrong. When he screws up, he is likely to blame others or find an excuse. +5% to Cybernetic Medicine and all O.C.C. Skills, above, as well as other Medical skills, but is overconfident and overestimates his abilities which can get him into trouble. This guy is more concerned about his reputation than his patients. Tends to be a gloryhound and showboater.

**41-45% Mad doctor fascinated with D-Bees/nonhumans.** This Vedmak likes to examine, treat, dissect and study alien humanoids as a sideline to his work in medicine and cybernetics. This may be part of his military work or a hobby performed in secret. Gets the Xenology skill with a +10% bonus.

**46-50% Mad doctor who likes to experiment with cybernetics and bionics.** Going so far as to give unsuspecting patients or unwilling prisoners of war cybernetic implants and/or bionics they did not ask for or want, as part of his experimentation.

**51-55% A Cybernetics Evangelist.** This individual loves being a cyborg himself and cannot understand why anyone might not want cybernetics or bionics. This Vedmak is quick to recommend and encourage others to get cybernetic implants and bionic procedures, or better yet, become a full conversion cyborg! +10% to the Cybernetic Medicine skill.

**56-60% Anti-Cybernetics.** This individual hates beings a cyborg himself and feels like he is less than human. He discourages people from getting cybernetics and especially bionics, and never recommends becoming a full conversion cyborg! He is a competent Vedmak, but suffers a penalty of -5% to the Cybernetic Medicine skill and all Vedmak skills above.

**61-65% Kleptomaniac.** May steal valuables, clothing, jewelry, food, booze, and mostly petty items that have nothing to do with bionics, or may be a hoarder who steals (and/or keeps some salvaged) cybernetics and bionic parts and components. The latter may be for upgrades to his own body or those of teammates.

**66-70% Hates bugs of all kinds, but especially maggots.** Kills them and cleans areas of bugs as often as necessary. Wears bug spray and any device to keep insects away, and tries to avoid them. Will not eat food that a fly or bug has landed on, let alone any food made of insects. This sort of phobia is distracting all the time, -1 on initiative, -1 to strike, and -5% on all skills all the time, but increase skill penalty to -10% when pestered by bugs buzzing around him or in his work area.

**71-75% Cyborg Elitist.** Prefers the company of other cyborgs. Looks down upon those who are not at least partial cyborgs and shows favoritism to cyborgs, and trusts them over other people and professions.

**76-80% Doctor and Science Elitist.** Arrogant about his profession and prefers the company of other Cyber-Docs, Body Fixers and scientists. Looks down upon those who are not at least medics and shows favoritism to fellow doctors and scientists, trusting them over other people and professions.

**81-85% Paranoid about Cyborgs and Robots.** This Vedmak may build and install bionics but he does not trust partial and full conversion cyborgs, nor City Rats, and especially not robots, androids and artificial intelligences. Is very secretive around them and suspicious of everything they may say or do. Always on alert when they are around. In the alternative, the Vedmak may be paranoid and distrustful of the Sovietski government, bureaucrats and politicians, or of the Communist Party, or some (or all) religious enclaves. Does not like or trust organizations in general.

**86-90% Peacemaker.** Hates war and bloodshed, so this individual is always looking for ways to avoid violence and battle, and is happy to break up brawls, and try to broker a peaceful resolution in disputes and altercations large and small.

**91-95% Trauma induced migraine.** This may be from physical trauma/injury or post-traumatic stress related to his work and combat. Stress and changes in weather bring about throbbing headaches and pressure to the head. A migraine lasts 1D6 hours, during which reduce speed by half, -1 melee attack, reduce all combat bonuses by half and -30% on skill performance (all).

**96-00% Phobia: Death.** Though the Vedmak lives and works in the military, he is afraid to die. To protect himself, he has made his own, souped-up heavy body armor (300 M.D.C.) that can be worn over his Light Machine cyborg body. However, this patchwork armor is bulky, heavy, reduces mobility and imposes the following penalties: -20% on all skills, -2 melee actions/attacks, -2 to all bonuses, and reduces speed by half.

## Sovietski Vedmak Cyber-Doc O.C.C. Stats

**Alignment:** Any.

**Attribute Requirements:** I.Q. 10 or higher and M.E. 12 or higher; a high P.P. is ideal but not mandatory.

**Racial Restrictions:** Human only.

**O.C.C. Skills:**

Basic Electronics (+15%)
Biology (+30%)
Bioware Mechanics (+30%)
Computer Operation (20%)
Computer Programming (20%)
Cybernetic Medicine (+20%)
Jury-Rig (+15%)
Language: Russian and Euro (+30%)

Literacy: Russian (+30%)
Mathematics: Advanced (+20%)
Mathematics: Basic (+30%)
Medical Doctor (+15%)
Pilot: Hovercraft (ground) or Motorcycles and Snowmobiles; pick one.
Sensory Equipment (+20% to medical equipment, +5% all others).
W.P. Energy Rifle
W.P. Knife/Scalpel
Hand to Hand: Basic and cannot be changed or improved.

**O.C.C. Related Skills:** Select five other skills, but at least two must be selected from Mechanical or Science, plus one additional skill at levels 3, 7, 11 and 15. All new skills start at level one proficiency.
Communications: Any (+5%).
Cowboy: None.
Domestic: Any.
Electrical: Any (+10%).
Espionage: None.
Horsemanship: General only.
Mechanical: Any (+10%).
Medical: Any (+15%).
Military: Find Contraband, Field Armorer & Munitions Expert and Recognize Weapon Quality only (+10%).
Physical: Any, except Boxing, Acrobatics and Wrestling.
Pilot: Any except Tanks and APCs, and Robots and Power Amor.
Pilot Related: Any.
Rogue: Computer Hacking, Palming, Pick Locks and Find Contraband only (+5%).
Science: Any (+10%).
Technical: Any (+10%).
W.P.: Any.
Wilderness: None.

**Secondary Skills:** Select one skill from the Secondary Skill list on page 300 of **Rifts® Ultimate Edition** at levels 2, 5, 8, 10, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** Military I.D. and ration card, one suit of light cybernetic body armor, one weapon for each W.P. and two E-Clips, utility belt, medical harness with its many pouches, leg belt and pouches, backpack, handheld computer, portable language translator, walkie-talkie, air filter and gas mask, canteen, two smoke grenades, two signal flares, two standard uniforms and two dress uniforms, two dozen disposable (paper) surgical gowns, handheld pocket-sized digital audio recorder, an additional laser scalpel and portable tool kit.

Medical Kit: Anti-radiation tablets, water purification tablets, anti-bacterial soap, anti-bacterial hand sanitizer, disposable towels, bandages, suture tape, protein healing salve, aspirin, painkillers, antibiotics, sedatives, anesthetic, hypodermic gun, stethoscope, pen flashlight, portable laboratory and portable compu-drug dispenser.

Surgical Kit: A variety of scalpels, one laser scalpel, needles, clamps, sutures, suture tape, suture gun, IRMSS kit, RMK kit, handheld digital blood pressure reader, 1D4 digital thermometers with individual sanitary sleeves, six unbreakable specimen containers, 100 pairs of disposable surgical gloves, two pair of reusable surgical gloves and other assorted basic surgical items.

**Equipment Available Upon Assignment:** SU-90 Iron Forge Mobile Cyber-hospital, medivac vehicles, other means of transportation, additional weapons and ammunition, additional medical supplies/equipment and nano-bots, access to medical assistants. They also have access to hospitals, their laboratory facilities, operating rooms, examining equipment, computers, military escort/protection, food rations, and field equipment. **Note:** Availability of equipment and resources may be dependent upon the local commander, supply stock, location, casualties and combat conditions. However, the Vedmak usually has priority regarding medical supplies, facilities and equipment.

**Money:** The Vedmak Cyber-Doc gets a roof over his head, food, clothing, access to maintenance areas, medical facilities and all other basic needs provided for free as part of his/her pay. Those in the military start as a Lieutenant. Starting salary is 2,400 credits a month (savings of a first level character is 2D4x1,000 credits) and goes up from there.

**Cybernetics and Bionics:** See Vedmak Light Cyborg, below. Any additional cybernetics or bionics must be earned at a later time.

# Vedmak Light Machine Chassis

All Vedmak Cyber-Docs undergo extensive bionic reconstruction and are **Light Machines** – full conversion, light cyborgs. The vast majority (98%) use the Vedmak Light Machine chassis (described below), but some experiment with different, heavier systems or chassis of their own design (20-30% more M.D.C. to the head and main body and different medical systems).

The Vedmak Cyber-Doc is a full conversion cyborg with a total of six arms, including two human-looking bionic arms, two robot medical arms (laser, cutting and surgical tools), and two large, crane arms that serve double duty as jaws of life and doing heavy lifting. It should be noted that the robot and bionic arms have many small extendible and retractable tool limbs built into them for the purpose of medical procedures and bionic installation and repair.

**M.D.C. by Location of the Vedmak:**
Head – 75; with a human, flesh face. Wears a protective helmet with a clear faceplate/shield in the field and in combat situations which provides an extra 35 M.D.C. to the face and head when worn.
Crane Arms (2, large, on back) – 120 each
Robot Arms (2, on back) – 60 each
Arms (2, human-looking) – 50 each
Small, Retractable Utility Tool Arms (Varies, 8+) – 11 each
Hands (2) – 20 each
Feet (2) – 25 each
Legs (2) – 85 each
Main Body – 165

**Note:** Vedmak do not wear additional body armor because it interferes with mobility and their many bionic medical systems.

**Legs and Locomotion:**
Speed Attribute: 58 (40 mph/64 km). This is the maximum speed possible because the extra arms, especially the crane arms, even

when folded down, make the Vedmak top heavy, not very aerodynamic and clumsy when running.

Other Leg Attributes: P.S. and P.P. of 20.

Bionic Weapons and Features of the Legs:

- Each leg has one concealed storage compartment and one bionic feature of choice; can be another concealed storage compartment.
- Both feet have extendible and retractable spikes to anchor the Vedmak Cyber-Doc when he is holding and working on heavy cyborg patients.

## Vedmak Bionic Limbs and Features:

**1. Two Crane Arms:** 120 M.D.C. each. Robotic P.S. 40, P.P. 18. The crane arms and all robot arms function as if they were an extension of the Vedmak's own body.

Special Features of Crane Arms:

- Each crane arm can reach over the Vedmak's shoulders, or around his waist. Forward reach is 8 feet (2.4 m) and upward reach is 10 feet (3 m). The crane arms are primarily used as an additional pair of powerful arms, jaws of life, and for removing and carrying bionic parts, loading them and patients into a truck, helicopter or ambulance, and so on. In addition, they are used for holding cyborgs up to work on them at a vertical angle well as carrying injured and immobilized cyborgs. The clamp claw hands can rotate 360 degrees at the wrist and at an elbow-like junction.
- *One low-profile, heavy laser cutter* is built onto the top of each clamp hand: 1D6 or 2D6 M.D. with a 12 foot (3.7 m) range. Tied to nuclear power supply.
- Six *Cyber-Nano Robot Repair Systems* (CNRRS) are housed in each crane arm for self-repair.
- *One Concealed Compartment in each crane arm* which usually hold additional medical tools and supplies.
- *Jaws of Life* and crane. Both crane arms and their clamp claws are designed to junction as Jaws of Life. They are able to lift and move debris, pry open hatches and vehicle doors, tear through wreckage, remove damaged cyborg armor and cut off sections of damaged and useless bionic limbs, and otherwise remove cyborgs buried under debris or trapped inside a mangled vehicle. As noted, each clamp hand has a precision laser for cutting and making openings. The large crane arms are also used for carrying cyborg patients and holding them up for working on their chassis.

Primary Purpose: Rescue and Forced Entry.

Secondary Purpose: Anti-Fortification.

Range: Touch/close combat.

Mega-Damage: Robotic P.S. 40 and inflicts 2D6+4 M.D. when they are used to spread openings and otherwise pry open doors/hatches or tear through debris and hulls (cannot punch). Despite the strength of the crane arms, the cyborg can control them to lift and move the injured very gently.

Penalties: The large crane arms are awkward and make the Vedmak top heavy, -10% to balance and the height and distance of leaps are half. Nor is the character designed for fighting. The Vedmak is part cyber-mechanic and part doctor.

**2. Statistics of the Two Robot Arms:** 60 M.D.C. each. Robotic P.S. 18 and P.P. 18. These arms are mounted in the back, just under the shoulder blades, but face forward to reach over or under the more human-looking bionic arms to function as a second pair of arm, to assist in medical procedures and repairs.

Special Features of Robot Arms: Many, as outlined below.

**Laser Torch (1, left robot arm):** Built into the left forearm, where the hand should be, is a second Medical Scanner and a laser torch. This is a precision cutting device for slicing through debris to free the trapped and injured, to cut away armor to get at wounds, to cut away and solder bionic and cybernetic components, as well as to perform surgery. It fires from the forearm or it can be removed from its housing on the arm and used as a handheld tool. Point and fire.

Primary Purpose: Cutting and Rescue.

Secondary Purpose: Defense.

Range: 40 feet (12.2 m).

Mega-Damage: All of the following settings are available: 1D6 S.D.C., 2D6 S.D.C., 4D6 S.D.C., 1D4x10 S.D.C., 1 M.D. and 1D4 M.D.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited; connected to the cyborg's own power supply.

**Extendible Folding Utility Arm and Hand (1 per each arm):** A thin robot arm can unfold from its housing in the left and right robot arm to assist in both surgery and mechanical repairs. Robotic P.S. 10 and P.P. 10.

**Light and Magnifying Glass (1, left robot arm):** Mounted on the left robot arm is a circular light and magnifying glass.

**Dual System Cutter (1, right robot arm):** An extendible, folding arm with a serrated, scissor-like cutter and cutting tool. Extends to a three foot (0.9 m) reach, Robotic P.S. 15 and P.P. 10.

**Defibrillator and Medical Scanner/Bio-Scan & Bio-Lab (1, right robot arm):** The difibrillator is the set of paddles that can shock a stopped or misfiring heart back into action or normal function. The patient monitoring sensor system, with the connection of a wireless finger clamp and special sensor pads, receives, records, measures and analyzes respiration, heart rate, blood pressure, blood sugar, and body temperature, as well as capable of heart monitoring, EKG and EEG. Basically, an enhanced version of the portable *Bio-Lab* described on page 263 of **Rifts® Ultimate Edition**. Both are built into the right robot arm.

**Note:** The right robot arm is not visible in the illustration except for the Dual System Cutter.

**3. Statistics of the Two Bionic Arms (Human-looking and proportions):** 50 M.D.C. each. Robotic P.S. 20 and P.P. 20.

Special Features of the Bionic Arms:

**Circular Saw (1, left bionic arm):** A thin robot arm, about the thickness of windshield wipers on a car, can unfold from its housing in the left robot arm to cut through metal, bone and bionics for surgery, mechanical repairs and removal of limbs. Extends to a two and a half foot (0.8 m) reach, Robotic P.S. 10 and P.P. 10.

**Compu-Drug Dispenser (1, left bionic arm):** Combination computer, hypodermic gun and chemical storage and dispensing unit, built into the wrist or forearm. (See **Rifts® Ultimate Edition**, page 263, for complete details).

**Laser Scalpel (1 per each bionic arm):** This precision instrument is removed from the forearm for delicate cutting, repairs and actual field surgery. Also suitable for soldering, cutting away clothing, objects and wire, removing limbs and cauterizing wounds. Point and fire. Folds back when not in use. For surgery, soldering and precision work.

Range: 12 feet (3.7 m) maximum.
Mega-Damage: All of the following settings are available: 1 S.D.C., 1D4 S.D.C., 2D4 S.D.C. and 3D4 S.D.C.
Rate of Fire: Each blast counts as one melee attack/action.
Payload: Micro-battery holds a three hour charge. Takes one hour to automatically recharge from the Vedmak's own power supply, and in an emergency the lasers can draw energy directly from the cyborg's own power supply. Three spare batteries are held in a small, concealed compartment in the arm.

**Mirror (1 per each bionic arm):** A tiny robot arm holding a mirror can unfold from its housing in the right and left bionic arm for various repairs. There is also a tiny LED light that can be turned on to illuminate the immediate area. The arm is as thin as a pencil and has a two foot (0.6 m) reach; Robotic P.S. 6 and P.P. 10.

**Vibro-Scalpel (1 per each bionic arm):** A tiny robot arm can unfold from its housing in the right or left bionic arm to assist in surgery, or the blade can be removed from its connection point and used by the surgeon/Vedmak. The arm is as thin as two pencils and has a two foot (0.6 m) reach; Robotic P.S. 6 and P.P. 10.

**4. Statistic for the Bionic Hands:** 20 M.D.C. each.
Special Features of Bionic Hands: Many, as outlined below. See their descriptions in the Bionics section of this book.

- One Schematics Hand combined and built into one Multi-Tool hand.
- One Medical Sensor Hand.
- One wrist feature of choice.
- Three finger weapons or tools, or other features of choice on each hand; may include one or two Extendible Vibro-Claws, laser scalpel, etc.
- One or two additional medical features each for arm.

**5. Other Bionic Systems and Features of Note:**
Head: Psionic Electromagnetic Dampeners, Universal Headjack, and one option of choice.
Eyes: One Macro-Eye Laser, one Modular Eye socket with 3 eyes of choice.
Ears: Sound Identifier (programmed for common mechanical issues) and Ultra-Ear (for identifying medical issues outside of the range of normal hearing).
Mouth/Throat: Molecular Analyzer and Built-In Loudspeaker.
Chest: Oxygen Storage Cell, Hardened Circuits and one feature of choice.

**6. Backup Tools and Nano-Robot Medical Systems of Note:** In addition to the above, the following are housed in concealed compartments in the bionic legs and crane arms.
a) Backup supplies of two ordinary scalpels (1D6 S.D.C.), a pen flashlight, one red marker, one roll of tape, two rolls of gauze, and a small, basic toolkit.
b) Nano-Robot Medical Systems: Eight IRMSS and six of each of the others are standard for the Vedmak, with those being assigned to heavy combat zones having two times that number of each.

**IRMSS Internal Robot Medical Surgeon System:** An amazing medical device that injects a dozen microscopic robot units, about the size of a pinpoint, into the bloodstream to repair internal injury. The containment unit is placed over or near the suspected area of damage and the depression of a button releases the micro-surgeons into the body. The tiny robots search for the damage and repair it. Types of internal injury which they can repair include the removal of blood clots, repairing torn/ruptured veins, internal bleeding, and minor damage to internal organs. Equal to a medical doctor's surgical skill of 75%. When the units are done, they simply turn off and are naturally flushed from the body (average life is one hour). They are not reusable. Each IRMSS holds 48 surgical robots for four uses. Cost: 42,000 credits for each IRMSS kit.

**IROU Internal Robot Oxygen Unit or "Breather":** This is the largest of the internal robots, although still quite small. The 'bot resembles a caterpillar, because it is long and narrow and has many tiny legs. It can enter the body through the mouth or a tracheotomy in the throat. It crawls through the narrow passage with a pair of thin, narrow plastic tubes trailing behind it. As the 'bot makes its way towards the lungs it can transmit video images and data about damage to the throat. Once in the lungs, it transmits data and video images of damage and does analysis. A tiny molecular analyzer is used to identify toxins, drugs and foreign agents. Respiration is also monitored. The video and pictures enable the doctors to accurately assess problems and determine the most appropriate treatment without surgery. One of the tubes is hooked up to an external device to extract fluids in the lungs and the other supplies oxygen. The Breather can also release a half dozen IRMSS 'bots to repair small holes and perform minor surgery. Cost: 50,000 credits each.

**IRVT Internal Robot Visual Transmitters or "Seekers":** This is another nano-bot about the size of a pinhead. It is injected into the vein of a patient and goes traveling through the circulatory system. It is tracked and monitored via a homing device. The 'bot transmits a more powerful signal and video image of obstructions and damage to the veins and arteries as they are encountered. It is used primarily to locate blocked, pinched and damaged arteries, veins, and other internal passageways. Cost: 80,000 credits per unit – disposable (less than 33% can be safely retrieved, thus they harmlessly disintegrate inside the body after about 72 hours).

**RAU Robot Antiseptic Units or "Cleaners":** A cleaner is a tiny robot roughly three inches (76 mm) long and one inch (25 mm) in diameter. They are reminiscent of a mechanical beetle that gently crawls along a wound or infected area, destroying infection, removing pus and dead flesh, while cleaning the wound and spraying it with antiseptic protein for faster healing. The cleaners are usually sold and dispatched in pairs. Cost: 50,000 credits per pair.

**RMK Robot Medical Kit or "Knitter":** A unique medical kit, developed with the mastery of nano-technology, in which a half dozen tiny robots, about the size of a shirt button, are released and automatically seek out cuts in the skin. One sprays the wound with disinfectant, another sprays antibiotics, a third cuts away dead or infected flesh, while the other three surgically suture the cut closed. When the cut is repaired, the tiny 'bots return to their carrying unit, refill their supplies and wait till activated again. Equal to a paramedic suturing skill of 90%. Not effective against internal injury, broken bones, or severe wounds. But great for cuts, bruises, bullet and stab wounds. Cost: 24,000 credits each.

**RSU Robot Sedative Units or "Sleepers":** Four tiny robots, each the size of a pinhead, enter the brain and stimulate certain areas to make the patient relax and feel drowsy. The

calming effect of these nano-bots causes the patient to breathe slow, even breaths, keeps the pulse rate steady and calm, and helps maintain normal blood pressure. When they are done the 'bots return to a tiny housing device. Cost: 100,000 credits per set of four.

# Spetsnaz Intel O.C.C.

## Intelligence Division/KGB Agent

*"There is no such thing as a 'former' KGB man."*

*– Vladimir Putin*

The Spetsnaz is a combination intelligence agency and special forces unit. Feared for centuries, Spetsnaz commandos are some of the toughest soldiers on the planet, and carry that tradition into the age of Rifts. In addition to fighting the Sovietski's enemies in secretive actions on the battlefield, Spetsnaz agents work as spies and infiltrators, conducting long-term missions in Warlord territory or even living under assumed identities in the New German Republic or the nations of Poland to gather intelligence on Russia's supposed allies.

Since the rise of the Sovietski, the Spetsnaz has been combined with military intelligence, including the old GRU and KGB, and seen the creation of OVPUB, the Division for Detection and Suppression of Supernatural Threats, whose mission is to investigate and combat demons and otherworldly creatures. Spetsnaz soldiers and officers strike fear into the hearts of the nation's enemies, and also its citizens, as the Spetsnaz is also known for abducting political troublemakers right off the streets, many of whom disappear forever, never heard from again.

Spetsnaz Intelligence Agents are organized into specially trained divisions to gather information about the enemies of the Sovietski state, both foreign and domestic. These loyal Sovietski agents engage in commando strikes, espionage, spying, intelligence gathering, infiltration, impersonation, guerilla warfare and homeland security. While some are intelligence specialists (spies and saboteurs), other Spetsnaz are special forces military personnel trained in a wide variety of skills, meaning that any two agents may have drastically different backgrounds and education. This allows for diversity within the organization and ensures that a group of agents and commandos or psychics can handle almost any situation.

The military leadership has Spetsnaz in every Sovietski city, enclave, Party, Warlord camp, and notable foreign cities, mercenary companies, and organizations throughout Europe, including the Free Scandinavian Alliance, NGR, Poland, Triax, Mindwerks and General Goll's army! Agents in deep cover immersion are embedded within these groups, living incognito as normal people. It is harder to keep track of such agents, which can be risky, but it is a risk the Spetsnaz Division believes is well worth taking. The bits and pieces of intelligence gleaned by this expansive intelligence network have proven to be vital to the military and national security for decades now. And it may be the most elaborate and effective spy organization in the known nations of Rifts Earth (with the possible exception of the Splugorth, Sunaj and Coalition States). It is believed that a few Spetsnaz agents have even made their way to China, Atlantis, and North America via connections with Rift-jumping black market contacts or by way of the New German Republic, to study the Coalition States and the balance of power in the Western Hemisphere.

### Sovietski Spetsnaz Intel O.C.C. Abilities and Bonuses:

**1. Spetsnaz Division Training:** After admittance into the Spetsnaz Intelligence Division, the individual is assigned to one of three specific departments: *The Division for Detection and Suppression of Supernatural Threats (OVPUB), The Committee for State Security (KGB),* or *Foreign Military Intelligence and Infiltration (SVR).* Each of the three divisions has its own special training program that the Spetsnaz agent undergoes after the preliminary training for all agents (O.C.C. Skills). This training gives the character a full understanding of the relationships between all three divisions, a detailed understanding of the inner workings and hierarchy of their own selected division, the duties and responsibilities of their organization, and lastly, specific training (M.O.S.) regarding dealing with threats to the safety and sovereignty of the Sovietski. These threats are numerous and varied, often requiring a vast skill set or thorough cooperation between many Spetsnaz and military operatives. This drives many Spetsnaz to form lasting relationships with many *contacts* in all walks of life, military, political, religious enclaves, civilian and unconventional (criminal and foreign), never knowing which individual may prove to be the right asset under the given circumstance.

Spetsnaz characters select their *Intelligence branch* at character creation, which cannot be changed. Each branch works closely with the others in order to protect the interests of the State and their own branch.

**Note to Game Masters:** Contacts and the Spetsnaz's own secret identities can add a vast array of adventure and intrigue to the story you want to tell. Bits and pieces of intel can find their way to the player characters at various times through the use of their parent Intelligence Branch or their "contacts" as the Spetsnaz Agent uncovers plots and plans against the Sovietski or pretends to be someone else, undercover. However, be careful not to give too much away at once.

- **Foreign Military Intelligence and Infiltration (SVR) – Sluzhba Vneshney Razvedki:** The Military Intelligence and Infiltration Division is responsible for gathering information about the military capabilities, troop movement, strategies, tactics and weaponry of other states, both rival and allied, as well as known enemies like the Warlords of Russia, the Brodkil Empire, and notorious raiders, merc and criminal organizations. This information is used to assist the Sovietski leadership and military brass in threat assessment and long-term planning.

  Spetsnaz in the SVR start with *two established, alternate identities*, complete with fake identity papers, clothes and foreign currency. Each of these starting identities must be associated with one of the following, a Warlord Camp, the NGR, Free Scandinavian Alliance, Poland, Horune Pirates/Slavers or the Black Market or other criminal organization. Each identity has 1D6 contacts which can be used to acquire information, rumors, word on the street, warnings and clues, as well as simple resources (safe house/temporary hiding place, basic medical care, fake I.D., a small amount of cash, basic weapons depending on availability, and similar).



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Extra Contacts: At levels 4, 8 and 12, the SVR Spetsnaz has established enough roots in a particular area of travel that a new cover identity can be added. The new identity starts with no contacts, but gives the agent access to new locations and organizations.

Bonuses: The agent also gets two additional Language skills with a +10% bonus, and speaks each language with *no* hint of a Russian accent.

- **Division for Detection and Suppression of Inhuman Threats (OVPUB) – Otdel po Vyjavleniju i Preseèeniju Ugroz Besèeloveènogo:** Members of OVPUB serve as the first line of defense against supernatural and magic-based threats to the Sovietski. These trained agents seek out and target monsters, demons, evil practitioners of magic and psychics who either wish to do harm to the Soviet people and its government or represent a serious potential threat. Many OVPUB agents are psychics or practitioners of magic themselves, that the Spetsnaz has recruited and trained for their unique abilities and familiarity with the paranormal.

  The use of magic and psionics is publicly discouraged, and all mages and psychics must register with their local authorities. Privately, however, the Sovietski recruits loyalists who possess such knowledge and powers, especially psychics, to become special agents within the Spetsnaz for the defense of their nation. The Sovietski and its military realized long ago the need for such special agents in the defense of their country and its citizenry. Justifying the risk by recruiting only those who pass loyalty tests and pledge their life to serve and protect the people of the Sovietski.

  Most are recruited from a young age and suitably indoctrinated before allowing them to fully realize their potential. Such Spetsnaz specialize in identifying, hunting and destroying supernatural and magical threats. First, by learning the strengths, weaknesses, habits and combat techniques of paranormal foes they will battle. Then with firsthand experience in the field.

  Extra Contacts: OVPUB start with one alternate identity and 1D4 contacts within circles where psychics, gypsies, practitioners of magic, old faith believers, herbalists, etc., gather. The agents are even given permission from the Sovietski government to seek membership in guilds or circles of magic users, using their secret identity, if it is deemed beneficial.

  Bonuses: +5D6 P.P.E. if a mage or 5D6 I.S.P. if a psychic Spetsnaz, as well as the skills Lore: Demons and Monsters, Lore: Magic, and Lore: Psychics, all at +15%.

- **Committee for State Security (KGB) – Komitet Gosudarstvennoy Bezopasnosti:** The domestic intelligence division is tasked with rooting out insurgent groups, organized crime and political dissidents that threaten the Sovietski, as well as spies, shapeshifters and other potential enemies within the country. They might be thought of as Homeland Security combined with the FBI or NSA.

  Extra Contacts: To start, the KGB Agent has three alternate identities. Each identity has 1D4 contacts within a particular city or village who are tapped into the workings of a dissident group, or rival political group, enclave, criminal organization, the local Black Market or underground magic groups or rogue psychics. At levels 4, 9 and 14, the KGB agent has established enough roots in a particular city that a new identity and additional contacts can be established. The character chooses one identity and adds 1D4 contacts. These new contacts represent improved relationships and allow the agent access to new areas of information gathering in the seedy Russian underworld.

  Bonuses: The character also starts with the Streetwise skill at +15%, Cryptography at +10% and +10% to one other Communication or Technical skill of choice.

## Spetsnaz Intelligence Officer Stats

**Alignment:** Any.

**Attribute Requirements:** I.Q. 12, M.E. 10 and M.A. 11. High mental and physical attributes are always helpful.

**Racial Restrictions:** Human and Gridgitz only. Psychics of all types are welcome.

**O.C.C. Skills:**

Language: Russian (+20%)
Language: Euro or Chinese (+15%), pick one.
Literacy: Russian (+15%)
Computer Operation (+15%)
* Contacts (+10%)
* Intelligence (+10%)
Mathematics: Basic (+20%)
Military Etiquette (+10%)
Pilot: Hover Craft (Ground, +15%)
Pilot: One of choice (any, +15%).
* Radio: Basic (+15%)
* Surveillance (+10%, includes Tailing)
W.P. Handguns or W.P. Energy Pistol, pick one.
W.P. Energy Rifle
Hand to Hand: Martial Arts. Hand to Hand Commando and Assassin are only available in certain Spetsnaz M.O.S. skill packages.

* Skills marked with an asterisk often receive an additional, cumulative bonus from the various Spetsnaz M.O.S. skill packages.

**O.C.C. Related Skills:** Instead of the usual range of elective skills, the Spetsnaz selects ONE *Spetsnaz Special Forces M.O.S. skill bundle*, below. Each is based on the character's area of work and military specialty. This can include the *Cyber-Humanoid (Light Machine human guise), a Spetsnaz Mage* and any of the *Spetsnaz Psychics!* Skill bonuses are cumulative, and there may be changes to the Hand to Hand skill, though not always.

Spetsnaz M.O.S. List: **Note:** There is such a large range of elaborate Spetsnaz M.O.S. packages, that rather than list them here, they are described at the end of this O.C.C. description.

Airborne Deployment Specialist
Commando
Cyber-Humanoid (Disguised to look completely human)
Electronic Intelligence
Guerilla Warfare/Saboteur
Immersion/Deep Undercover
Insurgency
Liquid Affairs/Assassin
Mage/Spell Caster Spetsnaz
Partial Cyborg Spetsnaz
Procurement Specialist/Thief
Psychic Assassin
Psychic Interrogator

Psychic Spy
Psychic Special Forces

**Secondary Skills:** None.

**Standard Equipment:** Military I.D. and ration card, Black Star body armor, an alternate suit of nondescript body armor of choice, one weapon for each W.P. and five E-Clips per weapon, an S.D.C. firearms of choice with 4 clips per weapon, one Vibro-Knife and/or Vibro-Sword, two smoke grenades, two fragmentation grenades, silver-plated survival knife (2D4), anti-radiation tablets, water purification tablets, flashlight, distancing binoculars, utility belt, gun holster for side arm, additional air filter and gas mask, walkie-talkie, canteen, four standard uniforms, one dress uniform, pocket-sized silver cross signal mirror, utility belt, backpack and bedroll.

**Equipment Available Upon Assignment:** Any means of military transportation when in the field on a direct Sovietski military support mission. Additional weapons, energy clips, body armor, vehicles, medical kit, cameras, surveillance equipment, explosives (including fusion blocks), and has high-level military clearance. **Note:** Availability of equipment and resources may be dependent upon the local commander, supply stock, location, casualties, and combat conditions. The Intelligence Agent always has priority over S.C.U.B.A. equipment, heavy weapons, explosives, cybernetic repairs and weapons.

**Money:** The Intelligence Agent gets a private two bedroom apartment with a study, living room, kitchenette and private bath. Each cover identity will have a small, modestly furnished apartment or dwelling with enough material to corroborate the cover identity upon cursory examination. Any intense investigation will fail to uncover any significant depth or detail which may arouse suspicion or raise more questions. Intelligence Agents are very quick to cover their trail and are extremely cautious so as not to have information from one identity end up at the location of another. This includes gear, clothing, weaponry, vehicles, pictures, notes and the like. Occasionally, approval can be granted for additional funds or resources as a requirement to keep a cover. Most Intelligence Agents are pretty good with working this system to their advantage, since almost every cover they have is important. Pay is equivalent to a Lieutenant with a starting salary of 2,400 credits per month.

**Cybernetics and Bionics:** If characters who do not choose the Cyber-Humanoid option, have the option to get a Gyro-Compass, Clock Calendar, Universal Headjack, and Amplified Hearing. High ranking officers (8th level and higher) are likely to have the following additional implants: One or two cybernetic eyes, one additional lung implant, cyber-disguise AA-1, or a cybernetic finger or two, or even an artificial arm. Others can be purchased or awarded for acts of heroism, or provided for a specific mission. Not all agents need or desire cybernetic enhancement, since they can often be used to identify or distinguish someone, which would jeopardize some of the agent's cover identities.

Spetsnaz who are seriously injured are likely to become Cyber-Humanoids with full human appearance or a Light Machines with a human face and appearance.

# Spetsnaz M.O.S. Descriptions

**Airborne Deployment Specialist:** Airborne insertion tactics are highly effective for placing Sovietski Special Forces behind enemy lines or to circumvent enemy defenses. Spetsnaz are dropped from the air in enemy territory to engage in reconnaissance, commando raids, targeted assaults, rescue missions, and other military operations and black ops. The Airborne Deployment Specialist is special forces specifically trained for HALO/drop zone insertions behind enemy lines.

M.O.S. Skills:
Acrobatics (+10%) or one Physical skill of choice.
Astronomy and Navigation (+10%)
Climbing (+20%)
Parachuting (+20%)
Pilot: Jet Pack (+20%)
Pilot: Military Helicopter (+10%)
Rope Works (+15%) or Boxing, pick one.
Running
Swimming (+15%)
Wilderness Survival (+15%)
W.P.: One of choice (any).

M.O.S. Bonuses: 5D6+12 to S.D.C., +1D4 to P.S., and +1 to P.E. or P.P. attribute (pick one), an additional +10% to Intelligence and Radio: Basic skills, an additional +10% to the Intelligence skill and +5% to Surveillance, replace Hand to Hand: Martial Arts with *Commando* or *Assassin* (pick one), +2 on Perception Rolls, +2 on initiative, +2 to strike, +1 to parry and disarm, +2 to pull punch, +3 to roll with impact, +4 to save vs Horror Factor, and remember, Tailing is part of the Surveillance skill. Automatically gets the Cyberlink Vehicle Interface.

**Assassin:** See Liquid Affairs, below.

**Commando:** Trained to be a member of a tactical strike team for commando-style raids, rescue and assaults.

M.O.S. Skills:
Boxing
Wrestling or one Physical skill of choice.
Climbing (+20%)
Demolitions (+20%)
Interrogation (+20%)
Pilot: Motorcycles and Snowmobiles (+20%) or Tanks & APCs, pick one.
Prowl (+10%)
Running
Swimming (+15%)
Wilderness Survival (+15%)
W.P.: One of choice (any) or Sniper, pick one.

M.O.S. Bonuses: 5D6+20 to S.D.C., +1D6 to P.S., and +1 to P.E. or P.P. attribute (pick one), an additional +15% to Intelligence skill and +5% to Surveillance, replace Hand to Hand Combat: Martial Arts with *Commando,* +2 on Perception Rolls, +2 on initiative, +2 to strike, +1 to parry and disarm, +2 to pull punch, +2 to roll with impact, +4 to save vs Horror Factor, and remember, Tailing is part of the Surveillance skill.

**Cyber-Humanoid (TOP SECRET and Experimental for the Sovietski: Only used in large numbers among the Spetsnaz):** The Spetsnaz agent has volunteered to become a light, full-conversion cyborg covered in a *Bio-System skin* to ap-

pear completely human! Cannot be a psychic or a Spetsnaz Mage (bionic conversion eradicates all psychic and magic abilities). Being human-size, the character can wear clothing and conventional body armor. If cut, the Cyber-Humanoid bleeds – a bit – enough to look convincing. It is only if the synthetic Bio-System flesh is gouged down to metal or ripped and peeled away that the Cyber-Humanoid's robotic self may be revealed. Even then, bandages and clothing should be enough to conceal this soldier's true, bionic nature. Made of composite M.D.C. ceramics and other Mega-Damage materials, the Cyber-Humanoid can pass metal detectors and fool most thermal sensors, but is revealed by X-rays.

The Cyber-Humanoid is considered a secret weapon that few people, even within the Spetsnaz special forces, know anything about. The cyborg body is human-sized and usually specifically designed to the size and shape of the special forces volunteer. As such, bionic M.D.C. and attributes are limited, but the Cyber-Humanoid has the advantage of looking completely human, with a concealed M.D.C. body and an array of abilities, bionic sensors, and weapons that, in effect, make him superhuman. A Light Machine concealed in human flesh and blood.

**M.O.S. Note:** Instead of an M.O.S. skill package, the Cyber-Humanoid Spetsnaz agent gets a light, concealed cyborg body and the *Disguise skill (+20%)*, also see bonuses. This is a full bionic conversion.

**M.D.C. by Location:**

Head – 75
Hands (2) – 20 each
Arms (2) – 40 each
Feet – 20 each
Legs – 55 each
Main Body – 112

**Weight:** 290-350 pounds (130 to 157.5 kg) depending on the height and bulk of the volunteer. Most are lean and of average size.

**Attacks per Melee:** As per Hand to Hand Martial Arts.

**Damage Capabilities (Robot P.S. 20):** 4D6 S.D.C. damage with a restrained punch, 1D4 M.D. on a full strength punch, 2D4 M.D. on a power punch, but it counts as two melee attacks, 1D6 M.D. with a kick, and 2D6 M.D. with a Leap Kick (counts as two melee attacks). See Bionic Legs for jumping.

**Bonuses (the result of bionics and training):** +1 on Perception Rolls, +3 to strike, +3 to parry and dodge, +1 to pull punch, +2 to roll with impact, +3 to save vs Horror Factor, +10% to Computer Operation, +10% to Intelligence, Radio: Basic and Surveillance skills. Remember, the Surveillance skill includes Tailing.

**Concealed Bionic Features and Weapons:**

Attributes of Robotic Arms & Hands: P.S. 20 and P.P. of 20.

- One Multi-System Hand.
- Two features of choice built into the other hand.
- One wrist feature or weapon of choice.
- A total of two concealed/retractable finger weapons or features of choice on each hand.
- One retractable knuckle feature/weapon of choice on each hand.
- One concealed blaster of choice in each forearm.

**Concealed Bionic Leg Features & Weapons:**

Attributes of Robotic Legs: Spd: 110 (75 mph/120 km), P.S. 20, P.P. of 20. Can leap 6 feet (1.8 m) high and lengthwise from a standing position, double height and distance with a running start, and can survive a fall from 100 feet (30.5 m or 10 stories), suffering only 2D6 M.D. and cosmetic damage (scrapes and chunks out of his human flesh, covering the cyborg body). Fatigues at 20% the usual rate of humans.

Concealed Bionic Leg Features & Weapons: Each leg has one feature of choice, usually a concealed storage compartment, or concealed weapon. HOWEVER such items are used only in an emergency as the skin and flesh must be cut and peeled away (which does hurt and bleeds, though not profusely) in order to get access to the weapon or what's contained inside the concealed compartment!

**Other Common Bionic Features of the Cyber-Humanoid:**

Head: Cyber-Camera Eye (1; looks like an ordinary eye until examined very closely) for intelligence and reconnaissance work or Bio-System Nightvision Eyes (2; look completely human). **Note:** Multi-Optic Eyes and other bionic eyes can NOT be used because they clearly look mechanical and would suggest cybernetic augmentation or partial bionics. The whole idea behind the Cyber-Humanoid is that the Spetsnaz agent appears completely human and ordinary.

Cyber-Disguise Type AA-1 and Cyber-Disguise Type ASH Supplemental.
Cyberlink Vehicle Interface.
Psionic Electromagnetic Dampeners (see Bonuses, below).
Universal Headjack.
One option of choice.

Ears: One feature of choice as long as it is not obvious.

Mouth/Throat: Modulating Voice Synthesizer.

Other: Bionic Lungs with Gas Filter and Oxygen Storage Cell.
Clock Calendar.
Cyber-Nano-Robot Repair System.
Gyro-Compass.
Language Translator.

**Note:** Though top secret, new and experimental for the Sovietski (not available to Warlords of Russia), the first Cyber-Humanoids are said to have been created by Triax for NGR military use. The Coalition States is also said to possess this technology, though it is unknown if they have utilized it. This advanced cosmetic technology is rumored to be old pre-Rifts Golden Age technology. Indeed, Archie Three has taken similar technology to the pinnacle of perfection and well beyond anything Triax, the CS, or the Sovietski may have. Case in point, the *Shemarrian Warrior Women* who nobody suspects are actually robots/androids because they look so alive.

**Electronic Intelligence:** Specializes in surveillance and intelligence gathering. This is done by bugging a specific location and establishing a nearby listening post or listening station where the Spetsnaz agent hears and records conversations. Such listening posts may be in a room in the same building, a nearby building or a mobile station (i.e. an ordinary or disguised van or covered truck), but it is always a short distance away (within 1,000 feet/30.5 m) and usually within visual range of the bugged location for visual confirmation and additional intelligence, e.g. seeing who is coming and going, recognizing patterns, etc. The Electronic Intel Spetsnaz is always discreet. His primary job is to remain invisible, observe, listen and record his target(s). The agent also makes on site threat assessments, and calls in for a strike team to intervene in the case of an immediate danger or

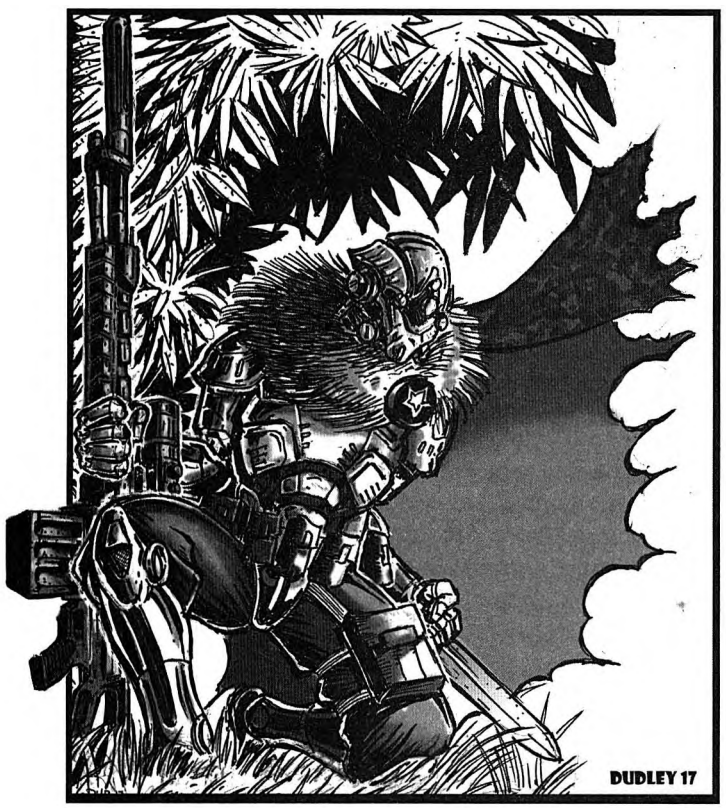
threat, provided it does not compromise his presence. Electronic Intel officers only take action and jeopardize their presence, location and identity, under the most extreme conditions and emergencies, or upon getting a "take down" order, as in take down/arrest or exterminate the target(s).

This operative is used to spy upon enemy forces as well as suspected criminals, dissidents and enclaves.

M.O.S. Skills:

Basic Electronics (+10%)
Computer Hacking (+15%)
Electronic Countermeasures (+20%)
Laser Communications (+20%)
Optic Systems (+15%)
Pick Locks (+20%)
Sensory Equipment (+15%)
T.V./Video (+30%)

M.O.S. Bonuses: +1 to M.E. attribute, an additional +20% to Intelligence, Radio: Basic and Surveillance skills, +3 on Perception Rolls regarding avoiding being seen, recognizing fugitives and targets, and finding surveillance systems/bugs placed by an adversary to spy upon him or his government.




**Guerilla Warfare/Saboteur:** This agent excels at operating behind enemy lines for extended periods of time for the purpose of harassing the enemy. This is done with acts of sabotage, raids, ambushes, traps, and all sorts of one-man or small squad mobile warfare, using hit and run tactics and unconventional warfare to demoralize and wear down the enemy. This may include the use of psychological warfare, terror, traps, disruption of supply lines and communications, and the formation of civilian or rebel bands of "irregulars" to harass and hurt the enemy. Intelligence gathering may be part of the operation, but it is probably secondary or conditional.

M.O.S. Skills:

Camouflage or Detect Ambush (+20%).
Demolitions (+25%)
Land Navigation (+20%)
Prowl (+15%)
Running
Swimming or Climbing (+10%).
Tracking (Humanoids; +10%)
Trap/Mine Detection (+20%)
Wilderness Survival (+25%)
W.P.: One of choice (any).

M.O.S. Bonuses: 5D6+10 to S.D.C., +1 to M.E., +2 to P.S. and P.E. attributes, an additional +10% to Intelligence and Radio: Basic skills, +5% to Surveillance, but +20% to Tailing (which is part of the Surveillance skill). Replace Hand to Hand with *Commando* or *Assassin* (pick one), +3 on Perception Rolls regarding enemy troop moment, identifying strategic targets, ambushes and traps, +2 on initiative, +1 to strike, parry and dodge, +2 to disarm, +3 to pull punch, +1 to roll with impact, and +3 to save vs Horror Factor.

**Immersion/Deep Undercover (Eye to Eye Surveillance):** Through cultural immersion training, these Spetsnaz operatives become masters of "eye to eye" surveillance and infiltration. They are extremely skilled at taking on other identities and blending in so that they are not noticed (just a faceless bystander), or seem to belong there without question and without drawing attention to themselves. ("Oh, that was, um ... you know, one of the warehouse guys.") This technique is used for deep undercover infiltration, observation and intelligence gathering. An assignment can last for weeks, months or years.

These techniques are also used for counter-intelligence. In this case, a Spetsnaz agent(s) appears to be Joe Average bureaucrat or an ordinary soldier, but is really a spy hunting for spies within the Sovietski itself. He is placed at a location in the Sovietski (a military base, office, enclave, etc.) that his superiors suspect (or are just worried) has been "compromised" by the enemy or a rival. It is the Immersion trained Spetsnaz's job to identify and eliminate (take captive for interrogation or kill) the mole (enemy spy), terrorist/saboteur, sell-out (traitor), or any threat to security. Such agents are also placed within government offices, military divisions and enclaves to perform secret but routine, investigations or "sweeps" to determine if that facility has been infiltrated and is under surveillance (electronic or otherwise). In some cases when a mole is discovered, the Immersion specialist may let the spy continue to operate in order to feed him false information and follow him to his superiors.

M.O.S. Skills:

Contacts (+16% skill bonus and +1D6 contacts)
Disguise (+30%)
I.D. Undercover Agent (+24%)
Impersonation (+30%)
Interrogation (+20%)
Performance (+20%)
Seduction (+30%)
Streetwise (+20%)
Undercover Ops (+24%)
Wardrobe and Grooming (+20%)

M.O.S. Bonuses: +4 to M.A. attribute and a +10% to Trust/Intimidate and Charm/Impress regardless of M.A. attribute number, +20% to Intelligence and Surveillance skills, +2 on all Perception Rolls, +4 on Perception Rolls regarding identifying suspicious,

criminal and traitorous behavior, +1 on initiative, +1 to parry and dodge, +1 to pull punch, +2 to roll with impact, and +2 to save vs Horror Factor.

**Insurgency:** Spetsnaz agents who specialize in Insurgency are skilled at motivating the disenfranchised and giving them voice and the courage (and weapons) to rise up and strike out at the force holding them down. That may be a small army of Brodkil or bandits, the forces of an evil Witch, Necromancer or mage, a band of monsters or demons, invading D-Bees, raiders, a criminal organization, terrorist cell, a Warlord's Camp, tyrannical government, enclave, enslavers, or other cruel and powerful group. Of course, whoever or whatever it is, the people rising up against them are ultimately helping the Sovietski in some way whether they realize it or not.

The Insurgency specialist emboldens and empowers people to turn against a common enemy or rival. In short, letting others fight their battle or soften up and weaken an enemy before the Sovietski sends in its own troops. This is done in secret and at arm's length. The dissidents may not even realize the mercenary or smuggler helping to get them the weapons, supplies, and intelligence they need, is actually an agent of the Sovietski. Other times, the Spetsnaz agent identifies himself as a Sovietski operative, because knowing a nation supports and stands with the people can be a tremendous motivation and morale booster.

While such "military advisors" are part of a covert operation that encourages insurrection and armed uprisings, sometimes an armed uprising is not necessary nor feasible. Instead the Spetsnaz gets the most trustworthy people to work to undermine the enemy rather than tear it down. This could mean providing the Insurgency specialist with vital intelligence he and his team, or the Sovietski government, can use against their common enemy. This can involve providing him with important schedules and codes, identifying strategic locations, personnel and resources, information about troop movement, troop numbers, and schedules, as well as covert actions like leaving an alarm off, a door or gate unlocked, planting bugs or false evidence, creating a distraction, planting false information, leading an enemy into a trap, and even drugging, capturing or killing a specific target; or giving him the ability and access to carry out such operations.

Part of this Spetsnaz's job includes advising, assisting, training, organizing and equipping rebels and dissidents in enemy territory outside the Sovietski's own sphere of influence. This includes everything from rabble-rousing and gathering intelligence to providing the enemies of your enemy with the tools they need, such as forged documents and I.D.s, smuggling weapons, supplies, and contraband, smuggling key personnel and advisors in and out of the country/region, acts of sabotage, and similar.

M.O.S. Skills:

- Barter (+20%)
- Concealment (+30%)
- Contacts (+10% skill bonus and +1D6 contacts)
- Demolitions (+20%)
- Find Contraband (+30%)
- Forgery (+30%)
- I.D. Undercover Agent (+15%)
- Public Speaking (+20%)
- Recognize Weapon Quality (+10%)
- Streetwise (+30%)

M.O.S. Bonuses: +3 to M.A. attribute, an additional +15% to Radio: Basic, +10% to Intelligence skill, +10% to Surveillance skill, +3 on Perception Rolls involving recognizing insurgents, rebels, and the enemies of your enemy, finding contraband and recognizing forged/fake identity papers, and similar. Upgrade Hand to Hand to *Commando* or *Assassin* (pick one).

**Liquid Affairs (Mokryye Dela; a.k.a, Assassin):** This agent is skilled at making problems and people disappear. The latter may be done through kidnaping and coercion, or something more permanent. Liquid Affairs may be deployed within their own border to deal with Sovietski citizens, dissidents, spies and troublemakers, in foreign lands, and even abroad. Though skilled in covert affairs, Liquid Affairs function as Soviet "enforcers" and "fixers" who use intimidation, muscle, fear, blackmail, kidnaping and murder to get people to cooperate and toe the line, or to silence them forever. When an enemy of the Sovietski mysteriously disappears or dies unexpectedly, Spetsnaz assassins are likely to be suspected.

M.O.S. Skills:

- Boxing
- Climbing (+15%) or Demolitions (+20%), pick one.
- Escape Artist (20%)
- I.D. Undercover Agent (+20%) or Crime Scene Investigation (+15%; in this case, cleaning their trail and leaving no evidence behind to incriminate them. No prerequisite skills required.); pick one.
- Impersonation (+20%) or W.P.: One of choice (any).
- Pick Locks (+15%) or Kick Boxing, pick one.
- Prowl (+20%)
- Sniper or Wrestling, pick one.
- Seduction or Streetwise (+15%), pick one.
- Undercover Ops (+15%)
- W.P. Ancient: One of choice.
- W.P.: One of choice (any).

M.O.S. Bonuses: 4D6+10 to S.D.C., +1D4 to P.S. or P.P. attribute (pick one), an additional +5% to Contacts and Intelligence skills, +10% to Surveillance (which includes Tailing), +2 on Perception Rolls, +2 on initiative, +2 to strike, +1 to parry and disarm, +2 to pull punch, +1 to roll with impact, +3 to save vs Horror Factor. Hand to Hand Combat: The Spetsnaz assassin/enforcer may keep Martial Arts or exchange it for *Assassin* or *Commando;* player's choice.

**Mage/Spell Caster Spetsnaz:** Spetsnaz magic users are looked upon with a wary, uneasy eye by most within the Sovietski, even other Spetsnaz. There are many villages, towns and kingdoms like Tarnow that almost wholly rely on magic for protection. Not to be caught off guard, the Spetsnaz has been recruiting and training magic users of their own for years. The recruit must have a clean criminal record, pass a psychological examination and a loyalty test (to the Sovietski), be registered with the government, and undergo a special series of classes targeted at helping the mage master spell casting and control the magic forces around him. **Note:** Cannot have cybernetic implants or bionic limbs. Bio-Systems are okay.

Magic Abilities: The character has the Ley Line Walker abilities of *Sense Ley Line and Magic Energy, Read Ley Lines,* and *Ley Line Rejuvenation*, only, as well as Lore: Magic (+10%).

Spells: Death Trance (1), See the Invisible (4) and select two spell invocations from each Invocation level 1-4; eight spells total selected, plus the two to start. Upon reaching experience lev-

els 2, 4, 6, 8, 10, 12, 14 and 16, the magic-using Spetsnaz selects three additional spells equal to his own level of experience or up to three levels higher.

Learning New Spells: Additional spells can be learned or purchased at any time, regardless of the character's experience level, but that can be difficult for a soldier in the Sovietski, unless he is undercover and operating away from home. Must find a practitioner of magic to teach him new magic beyond the limited scope of the Sovietski's Spetsnaz Magic Program.

Base P.P.E.: 1D6x10+30 plus P.E. attribute number and an additional 1D6+4 per level of experience.

P.P.E. Recovery: Spent P.P.E. recovers at a rate of five points per hour of sleep or rest. 10 P.P.E. per hour of meditation.

M.O.S. Bonuses: +1 to I.Q. attribute, an additional +5% to Intelligence and Literacy skills, +3 on Perception Rolls involving magic and the supernatural, +1 to save vs Horror Factor, +1 to save vs possession, +1 to save vs magic at levels 3, 7, and 12; +1 to Spell Strength (the number others need to save against the mage's spells) at levels 4, 8 and 12. Change Hand to Hand Martial Arts to *Expert*.

Skill Note: Do not select O.C.C. Related Skills or Secondary Skills (none). Likewise, this character is not as skilled or astute in the ways of magic as a Ley Line Walker and other practitioners of magic, but is still quite formidable.

**Partial Cyborg Spetsnaz:** 55-70% of the soldier's body has been cybernetically enhanced.

- One Headjack and one Finger Jack.
- Two head/ear augmentations/cybernetics of choice.
- Cyberlink Vehicle Interface.
- Two Sensor/Communication or Throat implants of choice.
- Reinforced endo-skeleton and body frame (20 M.D.C.)
- Full leg conversion (2 bionic legs). Speed: 45 (30 mph/48 km), can leap 10 feet (3 m) high or 12 feet (3.7 m) lengthwise from a standing start or double that with a short run. Each leg has 70 M.D.C. and each foot has 25 M.D.C.
- One bionic arm (40 M.D.C.) and hand (15 M.D.C.) with two forearm and two hand weapons. The P.S. and the P.P. of the bionic arm are 20.
- Lung implants: Gas Filtration System and Oxygen Storage Cell.
- Human-looking head, face and eyes, but has two Cyber-disguise features.

**Procurement Specialist Covert Ops (Thief):** This Spetsnaz specializes in circumventing security systems, breaking and entry, burglary, planting evidence, blackmail and kidnaping.

M.O.S. Skills:

Basic Electronics (+15%)
Climbing (+20%)
Computer Hacking (+10%)
Find Contraband (+32%)
Locksmith (+35%)
Palming (+20%) or Streetwise (+20%).
Pick Pockets (+20%)
Prowl (+20%)
Safecracking (+20%)
T.V./Video (+15%)

M.O.S. Bonuses: +2 to P.P. attribute, an additional +10% to Intelligence skill, +20% to Surveillance skill, +3 on Perception Rolls regarding finding likely hiding places, hidden compartments, hidden safes, hidden security systems/cameras/motion detectors/bugs, hidden rooms and finding contraband.

**Psychic Assassin:** Every branch of the Spetsnaz Intelligence Division recruits Major and Master Psychics, but the recruit must have a clean criminal record, be registered with the government, and undergo a strenuous series of classes and training to control his or her abilities. Due to their enhanced conditioning, Spetsnaz Intelligence Division Psychics are extremely loyal to the Sovietski but, because of their ability to cause physical harm with merely a thought, are still watched very carefully.

**Major Psychic Assassin Abilities:** Sensitive or Physical Psychic abilities are available to a Major Psychic, pick one.

Sensitive Abilities for Major Psychic Assassin:

Intuitive Combat (10)
Mask I.S.P. & Psionics (7)
Meditation (0)
Mind Block (4)
Object Read (6) or Sense Time (2).
See Aura (4) or Sense Magic (3).
See the Invisible (4)
Telepathy (4) or Sixth Sense (2; sense danger), pick one.

**Or, in the alternative:**

Physical Abilities for Major Psychic Assassin:

Deaden Sense (4) or Death Trance (1).
Levitation (varies)
Meditation (0)
Mind Block (4)
Nightvision (6) or Impervious to Poison (4).
Resist Fatigue (4) or Ectoplasm (6).
Summon Inner Strength (4)
Telekinesis (varies)

Base I.S.P. (Major): 4D6 + M.E. attribute number and an additional 1D6+1 per level of experience.

I.S.P. Recovery: Spent I.S.P. recovers at a rate of two I.S.P. per hour of sleep or 6 I.S.P. per hour of meditation.

M.O.S. Skills:

Disguise (+25%)
I.D. Undercover Agent (+24%)
Impersonation (+20%)
Performance (+20%)
Sniper or Prowl (+20%).
Streetwise (+10%)
Undercover Ops (+16%)

M.O.S. Bonuses: +3D6 S.D.C., +1 to M.E. and P.P. attributes, +5% to Intelligence and Radio: Basic skills, +10% to Surveillance skill (includes Tailing), change Hand to Hand Combat to Assassin, +2 on all Perception Rolls, +3 on Perception Rolls regarding finding and identifying his target, +2 on initiative, +1 to strike and parry, +2 to pull punch, +2 to save vs mind control, possession and torture/pain, and +3 to save vs Horror Factor.

**Psychic Interrogator:** For looking into the hearts and minds of people, psychics are invaluable. The Psychic Interrogator is a Major Psychic (6-8 abilities) or Master (i.e. Mind Melter) with psionic powers tailored for interrogation and getting prisoners to talk. In addition to plumbing the depth of the mind, they use their psionic abilities to deduce clues and to pull information from unwilling subjects via various methods of intimidation and torture.

**Major Psychic Interrogator:**

Psionic Abilities for Major Psychic:

Empathy (4)
Meditation (0)
Mind Block (4)
Object Read (6)
See Aura (6)
Sense Magic (2)
Telepathy (4)
Total Recall (2) or Sense Evil (2), pick one.

Base I.S.P. (Major): 4D6 + M.E. attribute number and an additional 1D6+1 per level of experience.

I.S.P. Recovery: Spent I.S.P. recovers at a rate of two I.S.P. per hour of sleep or 6 I.S.P. per hour of meditation.

M.O.S. Skills:

Biology (+20%)
Chemistry (+10%)
Crime Scene Investigation (+10%)
Law (General) (+15%)
Law – Loopholes (+2%)
Lore: D-Bees (+20%)
Lore: Psychics and Psionics (+15%)
Performance (+20%; for playing good cop, bad cop, intimidation and similar techniques.)
Streetwise (+20%)

M.O.S. Bonuses: +1 to M.A. and M.E. attributes, +10% to Trust/Intimidate and Charm/Impress regardless of M.A. attribute number, +10% to Intelligence skill, +5% to Surveillance skill, +2 on all Perception Rolls, +4 on Perception Rolls regarding identifying suspicious, criminal and traitorous behavior, as well as being able to judge whether a person is being truthful or lying, +1 to parry and dodge, +2 to pull punch, and +2 to save vs Horror Factor. Needs a 12 or higher to save vs psionic attacks.

**Master Psychic Interrogator:** The more powerful the psychic, the more effective the Interrogator or torturer. **Note:** The minimum experience level for an NPC (Non-Player Character) Psychic Interrogator is level three (level 1D4+2 for random determination or as desired by the G.M.). See **Rifts® Ultimate Edition,** page 150, for the notorious *Mind Melter O.C.C.*

Psionic Abilities for Master Psychic/Mind Melter Interrogator:

Bio-Manipulation (10, for torture), Detect Psionics (6), Empathy (4), Empathic Transmission (6, for torture), Healing Touch (6; to heal up victim for further questioning or torture), Meditation (0), Mind Block (4), Object Read (6), Psychic Diagnosis (4), Psychic Surgery (14, for torture and healing), Remote Viewing (10, to watch subject from a distance or talking to other prisoners/associates), See Aura (6), Sense Evil (2), Sense Magic (2), Sixth Sense (2), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4), Telepathy (4), and Total Recall (2).

Additional Super-Psionic abilities at fourth level: Psi-Sword (30) and one Super-Psionic ability of choice (often Electrokinesis or Pyrokinesis).

Additional Super-Psionic abilities at fifth level: Radiate Horror (8) and one psionic ability of choice (any, Super or otherwise).

Additional Super-Psionic abilities at sixth level and onward: A total of two psionic abilities of choice (any, Super or otherwise).

Base I.S.P. (Master/Mind Melter): 3D6x10 + M.E. attribute number and an additional 10 I.S.P. per level of experience.

I.S.P. Recovery: Spent I.S.P. recovers at a rate of four I.S.P. per hour of activity or 12 I.S.P. per hour of sleep or meditation.

M.O.S. Skills: Has fewer skills with lower bonuses because these powerful psychics tend to rely on their psionic powers.

Biology (+20%)
Chemistry (+10%)
Performance (+15%)
Public Speaking (+10%)
Streetwise (+15%)

M.O.S. Bonuses: As per the Mind Melter; +3 on Perception Rolls, +3 on initiative, +1 to strike, +2 to disarm, +2 to pull punch, +4 to save vs possession, +3 to save vs illusions, +2 to save vs psionic attacks and all forms of mind control, +1 to save vs Horror Factor at levels 1, 2, 4, 5, 7, 9, 11, 13 and 15.

**Psychic Spy:** Espionage agents and special forces with psychic powers have a distinct advantage over their opponents, in part, because a psychic looks completely ordinary until he uses an ability that is obvious. *Psychic Sensitives, Psi-Ghosts* (see **W.B. 12: Psyscape™**), and *Mind Melters* make excellent spies, investigators and field agents.

**Major Psychic Spy:**

Psionic Abilities for Major Psychic Spy:

Empathy (4)
Mask I.S.P. and Psionics (7) or Presence Sense (4), pick one.
Meditation (0)
Mind Block (4)
Machine Ghost (12)
Object Read (6)
See Aura (6) or Sense Magic (2), pick one.
Telepathy (4) or Sixth Sense (2; sense danger), pick one.

Base I.S.P. (Major): 4D6 + M.E. attribute number and an additional 1D6+1 per level of experience.

I.S.P. Recovery: Spent I.S.P. recovers at a rate of two I.S.P. per hour of sleep or 6 I.S.P. per hour of meditation.

M.O.S. Skills:

Disguise (+20%)
I.D. Undercover Agent (+20%)
Impersonation (+20%)
Interrogation (+10%)
Performance (+20%)
Streetwise (+20%)
Undercover Ops (+16%)

M.O.S. Bonuses: +2D6 to S.D.C., +1 to M.A. and M.E. attributes, +20% to Intelligence and Surveillance skills, +2 on all Perception Rolls, +4 on Perception Rolls regarding identifying suspicious, criminal and traitorous behavior, +1 on initiative, +1 to parry and dodge, +1 to pull punch, +1 to roll with impact, +2 to save vs mind control, possession and torture/pain, and +2 to save vs Horror Factor.

**Master Psychic Spy:** The more powerful the psychic, the more effective he or she is at espionage or any covert ops. In the Sovietski, the Psychic Master Spy is usually a Mind Melter but may also be a *Psi-Ghost* or *Psi-Tech.* (See **Rifts® World Book 12: Psyscape™** for these two alternative Master Psychics.) **Note:** The minimum experience level for an NPC (Non-Player Character) Psychic Master Spy is level three (level 1D4+2 for random determination or as desired by the G.M.). See **Rifts® Ultimate Edition,** page 150, for the powerful *Mind Melter O.C.C.*

Psionic Abilities for Master Psychic/Mind Melter Spy:

Bio-Regeneration (self; 6), Deaden Pain (4), Detect Psionics (6), Empathy (4), Intuitive Combat (10), Levitation (varies), Machine Ghost (12), Mask I.S.P. and Psionics (7), Meditation (0), Mind Block (4), Object Read (6), Psi-Sword (30), Resist Thirst (6), See Aura (6), Sense Magic (2), Sixth Sense (2), Telekinesis (varies), Telekinetic Leap (8), Telepathy (4), Total Recall or Speed Reading (2), and one Super-Psionic power of choice. (Psionics starts on page 164 of **Rifts® Ultimate Edition**.)

Additional Super-Psionic abilities at fourth level: Two Super-Psionic abilities of choice; one is usually Group Mind Block (22).

Additional Super-Psionic abilities at fifth level and onward: A total of two psionic abilities of choice from any of the four psionic categories.

Base I.S.P. (Master/Mind Melter): 3D6x10 + M.E. attribute number and an additional 10 I.S.P. per level of experience.

I.S.P. Recovery: Spent I.S.P. recovers at a rate of two I.S.P. per hour of activity or 12 I.S.P. per hour of sleep or meditation.

M.O.S. Skills: Has fewer skills with lower bonuses because these powerful psychics tend to rely on their psionic powers.

I.D. Undercover Agent (+20%)
Impersonation (+15%)
Performance (+10%)
Streetwise or Disguise (+15%), pick one.
Undercover Ops (+12%)

M.O.S. Bonuses: As per the Mind Melter; +3 on Perception Rolls, +3 on initiative, +1 to strike, +2 to disarm, +2 to pull punch, +4 to save vs possession, +3 to save vs illusions, +2 to save vs psionic attacks and all forms of mind control, +1 to save vs Horror Factor at levels 1, 2, 4, 5, 7, 9, 11, 13 and 15.

**Psychic Special Forces:** Other types of *Master Psychics*, like the *Cold Born, Burster, Mind Melter, Zapper, Psi-Slayer, Psi-Tech, Psi-Warrior* and others can be found among the Spetsnaz but usually as "muscle"/special forces, commandos and members of elite strike teams. See **Rifts® World Book 12: Psyscape™** for a wide range of Master Psychics, including those listed above.

Skill Modifiers: When incorporating *Bursters, Mind Melters,* and *Psi-Stalkers*, or any of the **Psyscape™ Psychics** into the Spetsnaz, skills are limited to the *Spetsnaz O.C.C. Skills* listed in this book and 1D4+3 skills of choice listed under their *O.C.C. Skills* in **Psyscape™**, not any others.

Psionic Abilities and Bonuses: Select their full range of psychic abilities, special O.C.C. abilities and bonuses, as described in **Psyscape™** or the core **Rifts®** book, and you are ready to play.

Base I.S.P. (Major): As per Psychic O.C.C.

I.S.P. Recovery: As per Psychic O.C.C.

**Master Psychic Special Forces:** The more powerful the psychic, the more effective he or she is at any covert ops. The Master Psychic who goes into *Special Forces* Master is often among the most brutal and deadly among the Spetsnaz, and often deployed against other psychics, mages, cyborgs, monsters and other super-human foes. **Note:** The minimum experience level for an NPC (Non-Player Character) such as a Mind Melter is level three (level 1D4+2 for random determination or as desired by the G.M.). See **Rifts® Ultimate Edition**, page 150, for the powerful *Mind Melter O.C.C.*

Base I.S.P. (Master/Mind Melter): 3D6x10 + M.E. attribute number and an additional 10 I.S.P. per level of experience.

I.S.P. Recovery: Spent I.S.P. recovers at a rate of two I.S.P. per hour of activity or 12 I.S.P. per hour of sleep or meditation.

M.O.S. Skills: Has fewer skills because these powerful psychics tend to rely on their psionic powers.

Disguise (+10%)
I.D. Undercover Agent (+15%)
Impersonation (+20%)
Sniper or Prowl (+10%), pick one.
Undercover Ops (+12%)
Hand to Hand to Assassin

M.O.S. Bonuses: Varies with type of Master Psychic.

# Commissar O.C.C.

## Civil Leaders and Managers

*"Ideas are more powerful than guns. We would not let our enemies have guns, why should we let them have ideas?"*

*– Joseph Stalin*

Almost anyone can become a card-carrying member of the *All Workers Political Union*, better known as the *Communist Party* or just, **the Party**. Many jobs require Party membership, including almost every type of leadership position. The Party controls almost all aspects of civilian life and some significant aspects of military life as well. As the leadership of the Party, *Commissars* are to the average Party member as an officer is to an infantryman. However, to say the Commissars control the Party might take things too far. Commissars are subjected to very high standards of behavior and must toe the Party line even more deliberately than the average Party member. Being a Commissar comes with special privileges, but also many responsibilities. It offers the primary route to power for those who do not take to or are not inclined to military service.

Commissars are to the people what political education officers (Zampolits) are to the military. They encourage patriotism, loyalty and nationalism, not just by inspiring others with their own actions and lifestyle, but with the constant lingering threat that *they are watching, taking notes and reporting* on the behavior of others. Though some Commissars are selflessly devoted to the people, the Soviet Nation and the Communist Party, others are merely ambitious politicos or obsessed with the small degree of power their job offers them. A sizable percentage of Sovietski citizens fear, despise and distrust Commissars, though very few would ever admit it, even in private conversation.

### Commissar O.C.C. Abilities and Bonuses:

**1. Party Speech Making (special skill):** Commissars are encouraged to memorize speeches and famous quotations so they will have something to say in every possible situation and occasion. The best at Speech Making can improvise passionate political speeches on the spot, and are able to pull up just the right quote from a speech, film or work of literature. The tendency for quoting from these classics can make the character beloved or despised, depending on how they play their cards. Most Commissars develop a reputation for their speeches and are often called upon to deliver 'a few words' at stressful, joyous or solemn moments, the Communist Party's equivalent to priests or ministers. **Base Skill:** 50% +4% per level of experience. A successful roll

means the character manages to hit the right tone and say the right words to inspire like-minded listeners.

**2. Party Ties:** In the world of positioning and deal-making in the Sovietski, personal loyalty matters. Skillful use of personal connections is crucial for a successful political career. A Commissar begins with 2D6 Party contacts – all to people above or equal to him in the Party hierarchy. These are individuals the Commissar owes for his own position and they may, from time to time, compel him to deliver a favor or vote in an internal Party resolution. There is a good chance the character will owe loyalty to multiple superiors with competing agendas. Knowing who to support, and when, is a game every Commissar plays. The penalty for failing to act as directed can range from angry glares to official censure to the loss of special privileges and the loss of support from that Party contact. (Or worse, his or her lasting enmity.)

With every level of experience gained, the character has a 60% chance of losing one of these higher-up contacts due to natural attrition, retirement, removal from power, shifting loyalties and rivalry issues. In addition, for every level of experience, the Commissar character gains 1D6 Party contacts to new members of the Party, lower in the hierarchy, who he can, in turn, attempt to compel to do his bidding. G.M.s, use your discretion.

**3. Limited Immunity:** Commissars enjoy an amount of legal leeway not afforded to other members of Sovietski society. They are allowed to work more independently, have greater freedom of movement and even the ability to transport whatever they want throughout the Sovietski territory with no questions asked. Commissars are presumed to be loyal patriots working for the good of the people, so they receive preferential treatment in regard to housing and can generally travel to any city at any time. All of these perks allow them time and freedom to attend to their job of checking up on Party members and ensure the implementation of Party policies. It also affords the Commissar the opportunity to smuggle documents, weapons and merchandise. Many perform "little favors" as a way of maintaining their networks of contacts and political connections. Exactly how often a Commissar can travel and how much they are allowed to take with them depends on the specific Sector they work for. Further details are provided below.

Of course, under certain circumstances, immunity benefits can be taken away or limited as a form of punishment.

**4. Service Sector Training:** There are four service Sectors of the Party that employ Commissars. *Choose one* of the following specialties and automatically get the skill package and bonuses that come with that area of special training. Each Sector has its own perks and benefits.

**Administrator (AdComm):** The heart of the Communist Party. Administrators are quite literally what makes the Sovietski run. The top rungs of all Sovietski Secretariats are filled with AdComms. These people are responsible for deciding Party policy and enforcing it. They must ensure that production levels are sustained and social progress metrics are met. In addition, most of the civilians allowed abroad, mainly for foreign service missions, are AdComms.

Art (+10%)
Appraise Goods (+15%)
Forgery (+15%)
Language: Two of choice (one with +5%).
Literacy: One of choice (+5%).
Law (General, Sovietski, +15%)
Law – Loopholes (+20%)
Salvage or Recycling (+10%), pick one.
W.P.: One of choice (any, except Heavy M.D. Weapons).

Bonuses: +1 to M.A. and M.E. attributes, and +10% to Computer Operation, Mathematics: Basic, Performance and Public Speaking skills.

**Agronomist (AgComm):** Agronomists are stationed primarily in the four rural districts of the Sovietski. They spend their time in the countryside working with the farmers, cattle hands and laborers who produce the food and agricultural goods for the cities. Like other Commissars, their job is not to assist the people in meeting goals, but to report on them if they fail. This is the smallest Commissar Section, mainly because so little of the Sovietski's population is rural.

Botany (+5%)
Firefighting (+10%) or Identify Fruit and Plants (+10%).
Gardening or Carpentry (+10%), pick one.
General Repair & Maintenance (+10%)
Horsemanship: General or Exotic Animals (+5%), pick one.
Hunting or Fishing (+10%).
Land Navigation (+6%)
Lore: Cattle & Animals (+10%)

Bonuses: +2D6 to S.D.C., +5% to Barter and Dance, and +10% to Mathematics: Basic skill.

**Military Liaison (MilComm):** MilComms are embedded within military units and bases and are known for being particularly ruthless in the pursuit of their goals. These Military Liaisons are not assigned to help the military accomplish missions, though they do sometimes take part in combat. The main role of a MilComm is to monitor the soldiers and officers and insure that military resources are well-spent and that morale and faith in the government remains high. When waste and dissent appear, it is the Military Liaison's job to find the problem and fix it. The MilComm is also responsible for training the embedded Zampolit political education officers deployed with every Sovietski infantry unit.

Espionage: One of choice (+5%).
Find Contraband (+12%)
Language: One of choice (+5%).
Literacy: One of choice (+5%).
Interrogation (+5%)
Military: One of choice (+5%).
Recognize Weapon Quality (+5%)
W.P.: One of choice.

Bonuses: +2D6 to S.D.C., +6% to Intelligence and Streetwise skills, +10% to Military Etiquette, and upgrade Hand to Hand to Expert.

**Propagandist (PropComm):** Propagandists work primarily with urban populations to communicate the messages of the Party and the government. They make films, approve which books will be published, conduct surveys and generally serve as the main voice of the Party to the masses. Commonly produced works include films and newspaper articles, but there is an active literary and performance arts culture in the Sovietski. PropComms work in all these areas (and others) producing official works for the Culture Office intended to benefit and educate the people – and not undermine the State.

Creative Writing (+20%)

History: Post-Apocalypse (Sovietski, +10%)
Language: One of choice (+10%).
Law (general; +10%)
Law – Loopholes (+10%) or Kremlinology, pick one.
Literacy: One of choice (+5%) or History: Pre-Rifts (+10%).
Lore: One of choice (+15%).
T.V. Video (+20%).
Wardrobe & Grooming or Sing (+15%).

Bonuses: +2 to M.A. and P.B. attributes, and +10% to Barter, Computer Operation, and Public Speaking skills.

**5. O.C.C. Bonuses:** +1 to I.Q. and +1D6 to Spd attribute, +1 to entangle, and +1 to save vs Horror Factor.

## Commissar O.C.C. Stats

**Alignment:** Any, but Miscreant and Diabolic Commissars are rare.

**Attribute Requirements:** None, but high mental attributes are recommended.

**Racial Restrictions:** Human (90%), Shu-Shuum (5%) or Gridgitz (5%).

**O.C.C. Skills:**
Barter (+10%)
Computer Operation (+5%)
Contacts
Dance (+10%)
Intelligence (+4%)
Language: Russian (+20%)
Literacy: Russian (+15%)
Mathematics: Basic (+5%)
Performance (+10%)
Public Speaking (+10%)
Radio: Basic (+5%)
Streetwise (+10%)
W.P. Energy Pistol
Hand to Hand: Basic, but it can be changed to Expert at the cost of two Secondary Skills.

**O.C.C. Related Skills:** Instead of the usual range of elective skills, the Commissar gets the skills described, above, under *#4 Service Sector Training*.

**Secondary Skills:** Select two skills from the Secondary Skill list on page 300 of **Rifts® Ultimate Edition** at level one, and one additional Secondary Skill at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** Sovietski identification card, Party membership card, a few changes of clothing, at least one formal outfit/business suit, winter clothing, one suit of light M.D.C. armor, one weapon for each W.P. with 2 additional ammo clips/E-Clips, concealed gun holster, portable language translator, pocket calculator, a few notebooks with pencils or pens, a box of printed calling cards, two pairs of hand-cuffs, dark sunglasses and a few personal items.

**Equipment Available Upon Assignment:** A work cubicle (an office for the AdComm), a practical commercial vehicle, typically a car or truck, but sometimes a motorcycle or snowmobile (especially for the Argonomist out in the country), air filter and gas mask, a handheld computer, briefcase, and basic office supplies. **Note:** Access to a car or truck is not available to the average Russian citizen. Their main source of travel is public transportation. The better off and lucky Sovietski citizen may own a used car, motorcycle, or motor scooter, but most do not. Of course, many ride bicycles, but public transportation and walking are the norm. In the country, used pickups and other types of trucks, snowmobiles, and horses are the main modes of transportation.

*AdComms* may be assigned a nicer car for personal everyday use, and for special State and Party events, political gatherings and speaking engagements where the AdComm is the speaker or a distinguished guest, he is likely to get a limousine and driver for the night. The AdComm also has a larger wardrobe of business attire and formal clothing, as well as a small bar (for business/Party use) with assorted hard liquors and fine wine, a small expense account (mainly for travel and bribes), and reasonable requests for "necessities" of the office will be *considered.*

*Military Liaisons* are issued whatever protective equipment (e.g. gas mask, goggles) the unit they are assigned to receives.

*Agronomist Commissars* can sometimes secure extra agricultural supplies for their areas (e.g. spare parts to repair equipment or extra seeds for planting).

*Propagandists* can be granted whatever they might need to complete approved artistic works or productions (e.g. use of theater space, elaborate costumes, back-up instrumentalists, video cameras).

**Money:** All Commissars are assigned an office or a cubical space in a bullpen-style office with a small desk, one chair, a computer, a filing cabinet and a radio. They are also usually assigned to an apartment they share with another Commissar, although some Commissars are given individual housing for themselves and their families.

Pay for all employees of the Party is small. Commissars earn just 700 credits a month to begin with, and even high-ranking Commissars rarely earn more than 2,000 a month. However, most are able to live beyond their official means thanks to skillful manipulation of the system and careful exploitation of their modest expense accounts. Over time, a Commissar can build a nest egg of 1D6x10,000 credits in cash and/or trade goods; double or triple for skillful and discreet AdComms.

**Cybernetics and Bionics:** If desired, 1D4 cybernetic implants to start. Lost or injured limbs may be replaced with a bionic one, especially if the Commissar was a loyal and good performer at his job. Other implants and bionic limbs, weapons and features (usually mechanical-looking, seldom Bio-Systems) may be acquired later as rewards for special service and distinguished accomplishments. It is difficult for Commissars to be able to afford more than the occasional cybernetic implant. At least 20% of Commissars forgo augmentation entirely, but cybernetics and bionics are commonplace in Russia, and there is no stigma to having either.

# Sovietski Citizen O.C.C.

*"When we say 'the State,' the State is We, it is we, it is the proletariat, it is the advance guard of the working class."*

*– Vladimir Lenin*

The Sovietski places a high value on an educated proletariat, and its urban citizens are among the best educated compared to most other places in the world where illiteracy can range as high as 98%. The average Sovietski city-dweller is better educated than some professionals in other parts of the world, particularly the Coalition States, most of North and South America, and much of rural Europe as well as Russians living outside the Sovietski's sphere of influence. The Sovietski's education is the result of educational programs as well as the universal military service required of all those able to serve. Fully 80% of Sovietski citizens living in cites are literate, with women slightly outpacing men in this area. The idea is that literate people make better workers, and can more easily absorb the messages and values of the State. Literacy is much less common among country folk, and the poorer the family, the less likely they are to be literate.

## Typical Sovietski Citizen O.C.C. Abilities and Bonuses:

**1. Healthy Suspicion:** Most Sovietski citizens spend their lives getting told what to do by military commanders, Commissars and State representatives. They are used to being lied to, misled and fed propaganda and have built up a tolerance for it. A Sovietski citizen can innately sense when a State proclamation 'rings true' and when it does not. They can determine if an official declaration is true or 'highly exaggerated' with an accuracy of 34% (+4% per level of experience).

**2. O.C.C. Bonuses and Modifiers:** +1 to M.A. and P.S. attributes, and +1 to save vs Horror Factor at levels 2, 6 and 10.

## Typical Sovietski Citizen O.C.C. Stats

**Alignment:** Any.

**Racial Requirements:** None.

**O.C.C. Skills:**

Cook or Play Musical instrument, pick one.
Gardening (+10%)
Housekeeping or Sewing (+10%), pick one.
Language: Russian (+15%)
Language: Euro (+10%)
Law (General, Sovietski)
Math: Basic (+5%)
Pilot: Truck or Pilot: Motorcycles & Snowmobiles (+10%), pick one.
Recycling (+10%) or Physical Labor, pick one.
W.P. Energy Rifle (a common skill).
Hand to Hand: Basic or as per Military Hand to Hand. Hand to Hand: Basic can be upgraded to Expert at the cost of two Secondary Skill choices, or Martial Arts at the cost of three.

**O.C.C. Related Skills:** Varies. Instead of selecting additional skills, pick one of the following:

**Military M.O.S.:** Those who have served in the military, even for a short 2-4 years (most average 4-8 years of military service), retain the following military skills *in place of* O.C.C. Related Skills: *Hand to Hand Combat skill, all Piloting skills, W.P. skills* and *all M.O.S. skills.* This includes skills that received a bonus under the M.O.S. (making it an M.O.S. skill).

In the case of duplicate skills, use the highest skill bonus, do not combine the M.O.S. bonus with the civilian bonus. *Military combat bonuses* (pluses to strike, parry, etc.) no longer apply to characters who have been retired from the military for more than two years, and have settled down to live as ordinary citizens. Many times the M.O.S. skills influence the citizen's choice for an occupation after the military, but any work the individual finds enjoyable or capable of supporting his lifestyle is fine.

**Note:** This approach of using the character's M.O.S. skills in place of O.C.C. Related Skills can work for any Russian O.C.C. that has an M.O.S. or equivalent skill package.

**If the character is not using a Military M.O.S. then select one of the following, below:**

**City Folk, Factory/Laborer Skill Package:**
Basic Mechanics or Automotive Mechanics (+10%), pick one.
Computer Operation (+5%)
General Repair and Maintenance or Salvage (+10%), pick one.
Literacy: Russian (+10%)
Masonry or Mining (+10%), pick one.
Physical Labor or Firefighting (+10%), pick one.
Pilot: Automobile or Motorcycles and Snowmobiles (+5%).
Pilot: Hovercraft (Ground) or Truck (+5%), pick one.
Streetwise (+14%) or W.P.: One Modern of choice, any except Heavy M.D. Weapons.

**City Folk, Clerical/Desk Job Skill Package:**
Appraise Goods or Barter (+5%), pick one.
Computer Operation (+10%)
Gambling or Find Contraband (+6%), pick one.
Literacy: Russian (+15%)
Pilot: Automobile or Motorcycles and Snowmobiles (+3%).
Research (+10%)
Roadwise or Streetwise (+10%), pick one.
Science or Technical Skill: One of choice (+10%).
Wardrobe & Grooming (+8%)
Bonus: +10% to Mathematics: Basic and any Law skills.

**Country Folk, Farmer, Skill Package:**
Animal Husbandry (+15%)
Brewing or Breed Dogs (+5%), pick one.
Carpentry or Preserve Food (+10%).
Fishing (+10%) or Hunting, pick one.
Herding Cattle or Breaking/Taming Wild Horses (or other riding animals) (+5%), pick one.
Horsemanship (General) or Pilot: Truck (+10%), pick one.
Identify Plants & Fruit (+15%)
Lore: Cattle and Animals (+10%) or Literacy: Russian or Euro.
W.P. Axe or W.P. Blunt, pick one.

**Country Folk, Hunter/Trapper/Wilderness Survivor, Skill Package:** This is either a hunter or trapper, or someone who lives off the land.

Climbing (+10%) or Running, pick one.
Hunting or Breaking/Taming Wild Horses (or other riding animal) (+10%), pick one.
Fishing or Track and Trap Animals (+15%), pick one.

Horsemanship (General) or Exotic Animals (+10%), pick one.
Land Navigation (+10%)
Lore: Demons and Monsters or Lore: D-Bee (+10%), pick one.
Preserve Food or Holistic Medicine (+10%), pick one.
Skin & Prepare Animal Hides (+15%)
Swimming (+5%) or Outdoorsmanship, pick one.
Wilderness Survival (+10%) or Literacy: Russian or Euro.

**Secondary Skills:** At first level, select three skills from the Secondary Skill list on page 300 of **Rifts® Ultimate Edition**, and one additional at levels 3, 5, 7, and 10. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

**Standard Equipment:** A work uniform and the essential tools of their trade, a few sets of work clothes (overalls, etc.), a few sets of casual clothes, one set of formal wear, and a few personal items.

Every urban dweller in a Sovietski cities is assigned a place to live. Single persons have small apartments with a private room and a shared bathroom. Families usually get to live together in larger accommodations with private bath facilities. Only 20% of urban residents live in their own house, 40% own one or more M.D. weapons in case of invasion, but carrying a weapon in the cities is not allowed in any case. In times of need, weapons and body armor are issued to average citizens at local garrisons, police stations and Party offices. Many ex-military personnel are part of the reserves or similar defense militia, ready and able to fight to defend their city and loved ones.

In rural areas, by contrast, 85% of people own one or more M.D. weapons, and independents who are not regulated by the Sovietski own their home and 3D4 acres of land, x3 if an independent farmer or raises livestock. However, the largest and most modern farms are State owned, and operated by employed farmers and laborers who come to work every day just like a 9 to 5 city job. Most Sovietski farms, cattle ranches, slaughterhouses, fisheries, and lumber and mining operations are owned and run by the State.

**Money:** The average Soviet citizen does not have much. They have low salaries and most of their income is spent on food and the other basics of life. On the other hand, no one has to worry about saving for retirement because the government provides everyone with a modest pension, medical care and a place to live. Around two-thirds of the population manage to save up a nest-egg in the form of a cache of credits or trade items worth 2D4x1,000 credits. Four percent of citizens manage to build a more substantial nest-egg worth 1D6x10,000 credits, sometimes by taking on extra work or a hobby that pays (entertainer, artist, carpentry, etc.), getting bonuses for work well done, receiving political favors (read: bribes or hush-money), engaging in legal or illegal salvage operations, gambling, selling information (probably relatively harmless rather than anything treasonous), selling artifacts or stolen goods on the Black Market, or weekend adventuring which may include archeological style "digs" and searches for ancient artifacts.

**Cybernetics and Bionics:** Most average citizens have acquired 1D4 cybernetic implants of some kind. Many people receive minor or low-quality enhancements as rewards for hard work and years of good service. Replacement body parts lost in accidents while at work (usually an eye or a limb) are supplied by the State, and some jobs like police, miners and heavy labor offer partial or light bionic augmentation authorized by the Sovietski government. Likewise, military personnel may have cybernetics, partial or full bionic conversion left over from their years of service. Most are Light Machines, but some are authorized to retain their Heavy Machine chassis depending on their military record and current job.

# Sovietski Cyborgs

*"A sledgehammer breaks glass – but forges steel."*

*– Leon Trotsky*

## Firepower meets Manpower

The Russian people are the Sovietski's greatest resource, but unlike the Soviet Union of ages past, this resource has now been directly augmented with cutting-edge technology. The Sovietski military and society is rife with cyborgs of all kinds, and bionic replacement parts, upgrades and additions are commonplace. Generations of cyborgs have fought and labored to build the Sovietski as it is today, and retired machines are found all over the country, living out their lives, ready to be quite literally reactivated in desperate times. Cyborgs work in civilian industries as well, using enhanced strength and built-in tools, sensors and other systems to increase their efficiency and physical capabilities from heavy labor and manufacturing to building and even performing surgery.

**Note:** What was once known as *Sovietski "Shocktroopers"* – such as the *Thunderhammer, Thunderstrike* and *Thunderstorm* – have been *reclassified* under the designation of **Superheavy Machine**. This was done, in part, to distinguish them from the "Shocktrooper" cyborg designation of the various as Warlord Camps. The Sovietski desires them to stand apart from the Warlord rabble, not to be seen as one of them. In addition, it conforms to the existing Sovietski convention for cyborg designations, i.e. Light, Heavy and, now, Superheavy Machines.

# Proletariat Light Machine

The most widely produced light cyborg frame in Russian history is the Proletariat Light Machine. This pre-Rifts design is rugged, durable and has a good combination of weapons that make it an exceptional scout, espionage, police and general infantry cyborg. The Proletariat chassis was manufactured by the tens of thousands for the Red Army and, with the coming of the Rifts, many of the warehouses where they were stored were inaccessible – meaning the frames were inadvertently mothballed. When




the Sovietski emerged from their bunker complexes and started raiding old military installations, these Light Machine frames were matched with compatible soldiers who underwent full conversion and placed in military service. These older cyborg frames are now mostly used in a reserve capacity, with the military preferring the newer models.

Thousands of these cyborg frames were also uncovered by upstart Warlords before the Sovietski's rise to prominence. They have been instrumental in the protection of the Russian people and the establishment of the original War Camps. And were the foundation for the Warlords' wide range of cyborgs.

The Proletariat is roughly human-size, and able to wear clothing, light or medium cyborg armor and even some regular suits of body armor. Even normal clothes can be worn by the cyborg, which helps it blend in with the population. Cyber-Docs love these Light Machines since they are easy to repair and upgrade (+10% to Cybernetic Medicine skill when installing cybernetics or bionics on a Proletariat frame), so it is not uncommon to see a Proletariat that has been in service for decades and has dozens of upgrades and design enhancements.

When Heavy Machines and Superheavy Machines retire from military service, the government will often place their brains and remaining biological components into a Proletariat. The retired Machine Soldier is then encouraged by the Party to join the Red Star Reserve in order to remain a valuable and contributing member of society. If the soldier decides to join the reserve, the Proletariat frame that is issued receives a few additional perks (1D4+2 cybernetics and two additional bionic weapons of choice). Those who choose not to join the Reserve have the *standard chassis* as described below and are allowed to return to their home and community to find work and build a place for themselves as productive and law-abiding citizens.

While these retired soldiers no longer fall within the military chain of command, the government still impresses upon them that they have an obligation to protect the Soviet people and the Motherland. Some Superheavy Machines on active duty are also issued Proletariat bodies that they can swap back and forth between, allowing them greater freedom of movement and interaction with unaugmented humans and smaller cyborgs.

## Sovietski Proletariat Light Machine Cyborg

**Note:** The following stats are for the standard, full conversion Proletariat Light Machine of the Sovietski. Specific weapons and bionic features may vary from cyborg to cyborg.

**Class:** Light Machine, Full-Conversion Cyborg.

**Crew:** One human volunteer.

**M.D.C. by Location:**

Arms (2) – 60 each
* Hands (2) – 15 each
* Palm Blasters (2) – 12 each
Legs (2) – 85 each
Feet (2) – 25 each
Extendible and Retractable Vibro-Blades (2) – 50 each
* Head – 80
** Main Body – 170

* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike. Destroying the head of the cyborg kills the character.

** Depleting the M.D.C. of the main body effectively destroys the artificial body. Emergency systems kick in to keep the brain and vital internal organs alive for up to 36 hours. Recovery of the severely damaged body will enable doctors to place the character on life support that should keep the individual alive until a new bionic body is available for full conversion. Failure to find the damaged cyborg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroy the cyborg with no hope of recovery.

**Speed:**

Running: 120 mph (192 km) maximum. 100 mph (160 km) while wearing light battle armor or 85 mph (136 km) while wearing medium battle armor.

Leaping: The powerful bionic legs are strong and capable of leaping 15 feet (4.6 m) high or 25 feet (7.6 m) lengthwise. This distance is increased by 50% with a running start.

Flying: Via jet pack or bionic enhancement only, but neither are standard features, they must be acquired over time or provided by the government for the Red Star Reserve.

Underwater Capabilities: Can swim at about 15 mph (24 km). If an oxygen storage cell is used, then the cyborg can walk along the bottom of rivers and waterways at roughly half that speed. Maximum depth tolerance is 500 feet (152 m).

**Statistical Data of the Sovietski Proletariat Light Machine:**

Height: 6 feet (1.8 m).

Width: 2 feet, one inch (0.64 m).

Length: 1 foot (0.3 m).

Weight: 250 pounds (112.5 kg) but can vary depending on loadout. Heavily equipped Proletariats, usually for the police and military, can weigh up to 350 pounds (157.5 kg).

Physical Attributes for Civilian Units: Robotic P.S. is deliberately modified and heavily reduced for civilian Proletariat Light Machines to be the equivalent of *Augmented Strength of 28* (normal S.D.C./Hit Point punch and kick damage +13 to damage, while a power punch or leap kick does 1D4 M.D., but counts as two melee attacks). **Note:** For 8,000 credits, Black Market and other illegal Body-Chop-Shops will turn off the P.S. dampener to give the Civilian Proletariate Light Machine a Robot P.S. of 24, same as the military grade Light Machine, below. For 15,000 credits the Light Machine can be equipped with the capability to switch from Augmented P.S. to Robot P.S., same as the military grade cyborg, below.

Robot P.P.: 17 (+1 to parry and dodge). Illegal Body-Chop-Shops can boost P.P. to 20, same as below.

Speed: See above.

Physical Attributes for Police and Military Grade Light Machines: Robotic P.S. 24 (punch and kick damage does 6D6 S.D.C. damage on a restrained punch, 1D4 M.D. with a full strength punch, and 2D4 M.D. with a power punch. 1D6 M.D. on a Kick and 2D6 M.D. from a leap kick, but a power punch and leap kick counts as two melee attacks). **Note:** Police and many military grade Light Machines can switch from Robotic P.S. to Augmented P.S. at will, depending on who they are fighting. Police and Red Star Reservists do not want to accidentally kill an unaugmented, unarmored civilian by unleashing a flurry of Mega-Damage punches.

Robot P.P.: 20 (+3 to parry and dodge).

Speed: See above.

Power System: Nuclear; average life span is 20 years.

Black Market Cost: 2.2 million credits on the black market. Fair availability. These cyborg frames have become increasingly available as more caches of mothballed units are uncovered, and as the Warlords learn to remanufacture damaged and salvaged cyborg frames and the Sovietski manufactures new Light Machine Proletariat body frames.

Sovietski Cost: 1.3 million credits if manufactured. The Sovietski has uncovered nearly 100,000 of these cyborg frames during expeditions to known military installations, and they uncover more every year.

**Bionic Features:**

Basic/Common "Civilian" Bionic Features (non-weapons): In addition to the standard bionics and cybernetics for all Light Machines, the following are standard issue for the Proletariat Light Machine:

1. Targeting Sight (+1 to strike) and light filters.
2. Full 20/20 Enhanced Color Vision (line-of-sight).
3. Telescopic Eye with Passive Nightvision.
4. Multi-System Eye Sockets (2).
5. Universal Headjack.
6. Built-in Language Translator.
7. Built-in Radio Transmitter & Receiver (5 miles/8 km).
8. Secret leg compartment (1).
9. CONDITIONAL: One hand or forearm weapon of choice for each hand/wrist and forearm, BUT ONLY when authorized by the government. Bionic weapons are usually limited to Red Star Reservists, citizens allowed to carry a concealed weapon, and for people living in the country and on the borders of the Sovietski where police and military protection is not readily available, and one must be able to protect oneself and loved ones against bandits, raiders and worse.
10. Civilian cyborgs do not get the Red Star Light Machine body armor unless they are in the Red Star Reserves or get special authorization, same as #9, above. Remember, however, Light Machines are human-sized and can wear any commercial body armor same a flesh and blood person.

Sovietski Police and Military Grade Bionic Features:

1. Targeting Sight (+1 to strike) and light filters.
2. Full 20/20 Enhanced Color Vision (line-of-sight).
3. Super-Telescopic Eye with targeting sight.
4. Multi-System Eye Sockets (2).
5. Universal Headjack.
6. Universal Finger Jack.
7. Amplified Audio.
8. Built-in Language Translator.
9. Built-in Radio Transmitter & Receiver (5 miles/8 km).
10. Climb Cord (concealed).
11. Cyberlink Vehicle Interface (2; one in hand and head).
12. Gromeko Friend & Foe Identification Computer.
13. Bionic Lung with Gas Filter & Oxygen Storage Cell.
14. Other Common Features for Police and Military Grade Light Machines:

- 50% have Cyber-Jet Nodes for jet assisted leaps, enhanced speed and limited hovering capability. See Heavy Machine for details or the section on Bionics.
- 30% have a digital camera finger or vid camera finger.
- 5% have hydraulic leg boosters to give the legs greater power.

**Note:** The original, pre-Rifts Light Machine, which was military grade, came with a concealed, extendible and retractable

Vibro-Blade in each forearm above the wrist (the blade has 50 M.D.C. and inflicts 1D6 M.D.), and an ion blaster (3D6 M.D. per blast; 500 foot/152 m range) in one or both the palms. The blaster takes the standard universal E-Clips still used today by both the Sovietski, the Warlords and most nations with advanced technology. The E-Clip fits into a modular port on the underside of the forearm near the elbow. The opening illustration to the Proletariat Light Machine depicts the "classic" chassis.

### Weapon Systems for Police & Military Light Machines:

**Note:** Illegal and underground Body-Chop-Shops, Warlord War Camps, Mindwerks (if you dare) and some mercenary companies (if they have the capabilities) are happy to install any or all of the following into Civilian Light Machines, provided the facility has the bionic items available and the purchaser can afford the price.

1. **Palm Blaster (1 or 2; Optional):** One or both palms has an energy weapon built into it. The weapon is tied to the cyborg's own nuclear power supply.

**A) Laser:**

Primary Purpose: Defense.
Range: 600 feet (183 m).
Mega-Damage: 2D6 M.D. per blast.
Rate of Fire: Each blast counts as one melee attack.
Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

**B) Ion Blaster:**

Primary Purpose: Defense.
Range: 500 feet (152 m).
Mega-Damage: 2D6 M.D. per blast.
Rate of Fire: Each blast counts as one melee attack.
Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

2. **Concealed Forearm Vibro-Blade (1 or 2; Optional):** Each forearm has a short, silver-plated Vibro-Blade for melee combat. The blade can be extended and retracted at will.

Primary Purpose: Close Combat.
Range: Melee range/arm's reach.
Mega-Damage: 2D4 M.D. per strike.

3. **Forearm Weapons (to start):** Each arm will have one forearm weapon of choice in addition to the Vibro-Blades. Other bionic weapons, tools and features may also be integrated into the hands and arms of this cyborg over time or as rewards for outstanding service.
4. **Optional Hand Features or Weapons (to start):** Two weapons of choice per hand. The G.M. may modify or restrict certain items. Other bionic weapons, such as concealed weapon rods, tools and compartments may also be integrated into this cyborg over time or as rewards for outstanding service.
5. **Optional Leg Features or Weapons (to start):** One leg feature or weapon of choice in each. Other bionic weapons, such as concealed weapon rods, tools and compartments may also be integrated into this cyborg over time or as rewards for outstanding service.
6. **Select type of face:** All police officers, Spetsnaz and most infantry soldiers and even Cyborg Soldiers elect to keep their own face or some idealized version of their human face. Police and Spetsnaz are likely to select one or more cyber-disguises, such as the Type AA-1 Cyber-Disguise, for undercover operations.
7. **Optional Weapon Appendage.** Typically a large multi-weapon system or tool that replaces one of the cyborg's hands and forearms (any).

**Military Grade Weapons Note:** As a cyborg in the Sovietski Army or police force, the character can use a range of light to heavy weapons, melee weapons, energy rifles, rail guns, grenades, etc., that ordinary citizens will not have access to, nor the physical strength to use with any degree of accuracy.

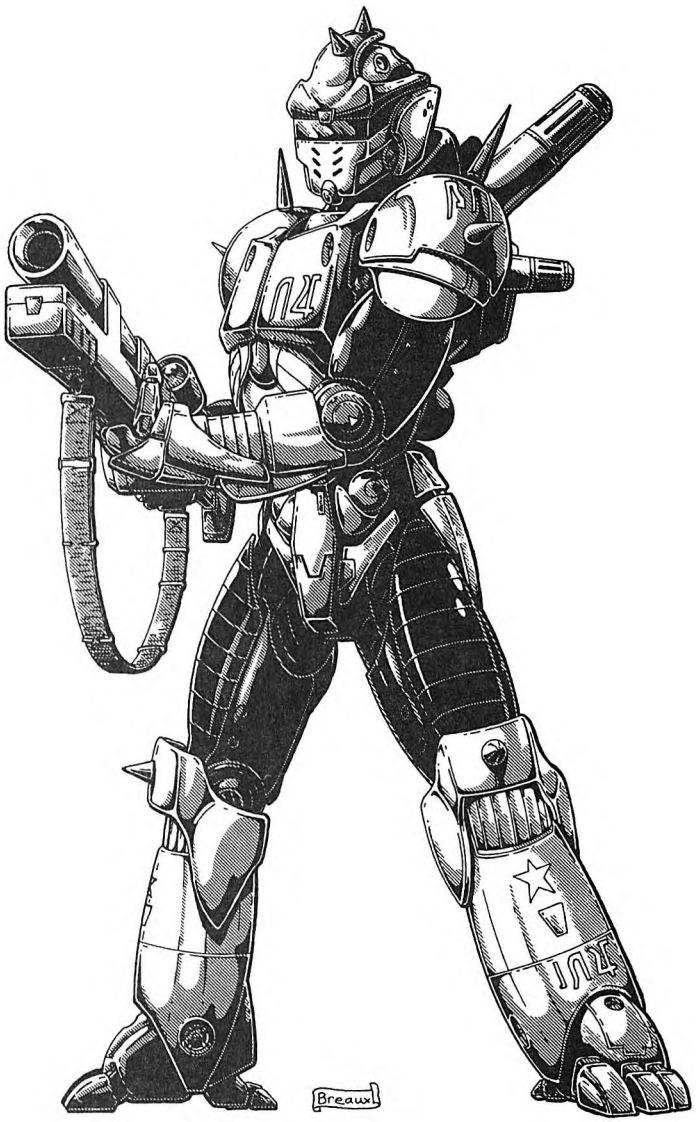
8. **Body Armor:** Any armor made for Light Machines can be worn. All soldiers of the Sovietski Army and police wear the iconic Red Star Body Armor, including Light Machines. The new Light Proletariat environmental body armor may also be available on assignment. **Note:** The human-sized Proletariat cyborg chassis can wear most conventional clothing and body armor suitable for any human six feet (1.8 m) in height. This is ideal for intermingling with civilians, police matters and undercover operations.

# Heavy Machines

The second most common cyborg in the Sovietski is the Heavy Machine. These are big, 7-9 foot (2.1 to 2.7 m) tall, full conversion cyborgs, reserved mainly for the Sovietski Army and heavy industry – i.e. the most dangerous and heavy of factory work, mining, and freight work loading and unloading trucks and trains. All Heavy Machines in the Sovietski Army look identical. The only distinguishing features are unit designation and possible accents and flourishes that may indicate unit and rank or position. They are always human in shape and appearance, complete with their natural or a synthetic version of their natural face. The cyborg may elect to remove his face plate to reveal his more human side, leaving the rest of the helmet on for protection. Others, though uncommon, choose to wear no helmet at all, and sometime no additional cyborg body armor

**Cyborgs are human**, and to maintain their connection to their fellow human beings, most try to show their face and human personality whenever they can. As a result, many Heavy Machines are surprisingly friendly, playful, considerate and empathetic toward their fellow soldiers in particular, and Sovietski citizens in general. Part of this is the product of the government's Cyborg Orientation Program which is designed to keep all cyborgs rooted to their humanity and sense of patriotism and Russian roots. In short, they want all cyborgs to believe they are important and appreciated members of Sovietski society – war heroes beloved and embraced by the citizens. For the most part, this has worked exceedingly well, as cyborgs and citizens completely accept and appreciate the other.

**For infantry combat and most heavy assault missions,** Heavy Machines wear the standard, red and black, Red Nova cyborg armor, the heaviest of which provides an additional 250 M.D.C. to the torso and an extra 80 M.D.C. to the head and face. Even armor for Heavy Machines is designed for mobility and freedom of movement, but while these walking tanks are strong, fast and deadly, they are very much *war machines,* and do not possess hands or fingers for performing delicate work or that require finesse. Prowl, Picking Pockets, Forgery, performing surgery, Sculpting, Art, and any skill requiring care and fine detail




all suffer a sizeable, -40% skill penalty. Physical skills like Running, Climbing, Boxing and all forms of combat and heavy labor are all performed without difficulty and considerable power. That said, due to the size, bulk and weight of Heavy Machines, they can be the proverbial bull in a china shop, especially in cramped spaces.

When Heavy Machines and Superheavy Machines retire from military service, the government usually transfers their brains and remaining biological components into the Proletariat Light Machine. This is a dramatic, but familiar, and often welcomed change from the hulking machine-man soldier they are used to, and most adjust to being more human, at least in size, shape and physical power. Those who dislike that idea, which are many, stay in the military or find other government authorized work that allows them to keep their Heavy Machine bionic bodies. That includes a small percentage who join the Red Star Reserves. Roughly 6% of Reservists are Heavy Machines who have been allowed to keep their heavy cyborg bodies for distinguished service. Most however, prefer the smaller, Light Machine transformation that enables them to physically fit in with the ordinary citizenry. (See the Light Machine for more details.)

## Sovietski Heavy Machine Combat Cyborg

**Note:** The following stats are for the standard full conversion Heavy Machine of the Sovietski. Specific weapons and bionic features may vary from cyborg to cyborg.

**Class:** Heavy Machine, Full-Conversion Combat Cyborg.

**Crew:** One human volunteer.

**M.D.C. by Location:**

* Hands (2) – 25 each
Arms (2) – 100 each
* Forearm Weapon (1 or 2; one per arm) – 25 each
Legs (2) – 135 each
Feet (2) – 45 each
Extendible and Retractable Vibro-Blade (1 or 2) – 50 each
Cyberjet Node or Jet Pack (Optional) – Varies
* Head – 80 (160 when wearing a helmet)
** Main Body – 240

* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike. Destroying the head of the cyborg kills the character.

** Depleting the M.D.C. of the main body effectively destroys the artificial body. Emergency systems kick in to keep the brain and vital internal organs alive for up to 36 hours. Recovery of the severely damaged body will enable doctors to place the character on life support that should keep the individual alive until a new bionic body is available for full conversion. Failure to find the damaged cyborg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroys the cyborg with no hope of recovery.

**Armor Note:** Heavy Machine cyborg armor increases the Cyborg's M.D.C. levels: Light Red Nova Armor: 150 M.D.C. to the Main Body and 50 M.D.C. for the head. Medium: 200 M.D.C. plus 60 M.D.C. to the head. Heavy: 250 M.D.C. and 80 M.D.C. to the head with helmet on. See the Red Nova armor description for complete details. Heavy Machines cannot wear human-sized or Light Machine armor. Clothing must be custom made to accommodate the large size of Heavy Machines.

**Speed:**

Running: 100 mph (160 km) maximum even when wearing cyborg armor.

Leaping: The powerful bionic legs are strong and capable of leaping 15 feet (4.6 m) high or 25 feet (7.6 m) lengthwise. This distance is increased by 50% with a running start. See Optional Jet Nodes under *Weapon Systems for Heavy Machines* to boost this capability.

Flying: Via jet pack or Cyberjet Nodes only. One or the other are an elective option for Sovietski Heavy Machines. Most pick one, but some don't take either.

Underwater Capabilities: Can swim at 20 mph (32 km). If an oxygen storage cell is used, the cyborg can walk along the bottom of rivers, lakes and shallow seas at a speed of 8 mph (13 km). Maximum depth tolerance is 600 feet (183 m).

**Statistical Data of the Standard Heavy Machine:**

Height: 8-9 feet (2.4 to 2.7 m).

Width: 3 feet (0.9 m) to 3 feet, 6 inches (1.1 m).

Length: One foot, 6 inches (0.5 m) to 2 feet, 6 inches (0.8 m).

Weight: 600-900 pounds (270 to 405 kg) but can vary depending on load-out.

Physical Attributes for Military Grade Heavy Machines:

Robot P.S. 32.

Robot P.P. 22.

Speed: See above.

Mega-Damage in Melee Combat: 1D4 M.D. from a restrained punch, 2D4 M.D. with a full strength punch, and 4D4 M.D. with a power punch. 2D4 M.D. on a kick and 2D8 M.D. from a leap kick, but a power punch or leap kick counts as two melee attacks.

Bonuses: +1 attack per melee round, +1 on initiative, +4 to strike, parry and dodge due to high Robot P.P., and +2 to pull punch.

Skill Penalties: Size, weight and bulk impose a -40% penalty to Prowl, and size and lack of tactile sensitivity (typically 35-50%) impose a -40% penalty to Forgery, Picking Locks, Picking Pockets, performing surgery, Whittling/Sculpting, Art, and any skill requiring small fingers, care and fine detail. Heavy Machines are not built for finesse.

Power System: Nuclear; average life span is 20 years.

Black Market Cost: 5.2 million credits on the black market. Fair availability. These cyborg frames have become increasingly available.

Sovietski Cost: 2.6 million credits.

**Bionic Features:** In addition to the standard bionics and cybernetics for all Sovietski Heavy Machines, the following are standard issue for Sovietski Combat Heavy Machines:

1. Targeting Sight (+1 to strike) and light filters.
2. Full 20/20 Enhanced Color Vision (line-of-sight).
3. Telescopic Eye with Passive Nightvision.
4. Multi-System Eye Sockets (2).
5. Universal Headjack and a Fingerjack.
6. Amplified Audio.
7. Built-in Language Translator.
8. Built-in Radio Transmitter & Receiver (5 miles/8 km).
9. Climb Cord (concealed).
10. Cyberlink Vehicle Interface (2; one in hand and head).
11. Gromeko Friend & Foe Identification Computer.
12. Bionic Lung with Gas Filter & Oxygen Storage Cell.
13. Clock Calendar.
14. Gyro-Compass.
15. Other common Features for Sovietski Military Grade Heavy Machines: 40% have Cyberjet Nodes for jet assisted leaps, enhanced speed and limited hovering capability (see description below) or connectors for a jet pack.

## Weapon Systems for Sovietski Heavy Machines:

**Note:** Illegal and underground body-chop-shops, Warlord War Camps, Mindwerks (if you dare) and some mercenary companies (if they have the capabilities) are happy to install any or all of the following into Shocktroopers or Heavy Machines, provided they have the bionic items available and the purchaser can afford the price.

1. **Bionic Hands (two to start):** The Heavy Machine starts with one weapon and one feature of choice for each bionic hand.
2. **Bionic Forearms (two to start):** The Heavy Machine starts with one large, silver-plated Vibro-Blade in a forearm of choice (2D6 M.D.), and one ranged weapon of choice for each forearm. Additional bionic weapons, tools and features may also be integrated into the hands and arms of this cyborg over time or as rewards for outstanding service.
3. **Optional Leg Features or Weapons (two to start):** One leg feature and one weapon of choice in each. Additional bionic weapons, such a concealed weapon rods, tools and compartments may also be integrated into this cyborg over time or as rewards for outstanding service.
4. **Select Type of Face:** Most Heavy Machines elect to keep their own face or some idealized version of it. Most are youthful and attractive, even if the cyborg is a grizzled vet with decades of service to his country.
5. **Head and Eye Features or Weapons:** The Heavy Machine can elect to get two additional head features or weapons of choice. This includes bionics or cybernetics for the eyes, ears, throat or head features.
6. **Special Speed and Flight Options:** Pick one, or neither.

   **Option 1: Cyberjet Nodes:** 40% of Heavy Machines in the Sovietski Army have Cyberjet Nodes built into their back and legs. These are small directional jets used for jet-assisted leaps and limited hovering. Traveling by jet boosted leaps doubles the cyborg's normal running speed.

   Jet assisted leaps can propel Heavy Machines 100 feet high (30.5 m) or 200 feet (61 m) lengthwise. (150 feet/45.7 m high and 300 feet/91.4 m for Light Machines!) The jet propelled cyborg can also hover in the air, up to 100 feet (30.5 m), for 1D4 minutes before altitude is lost and the character quickly but gently descends to the ground.

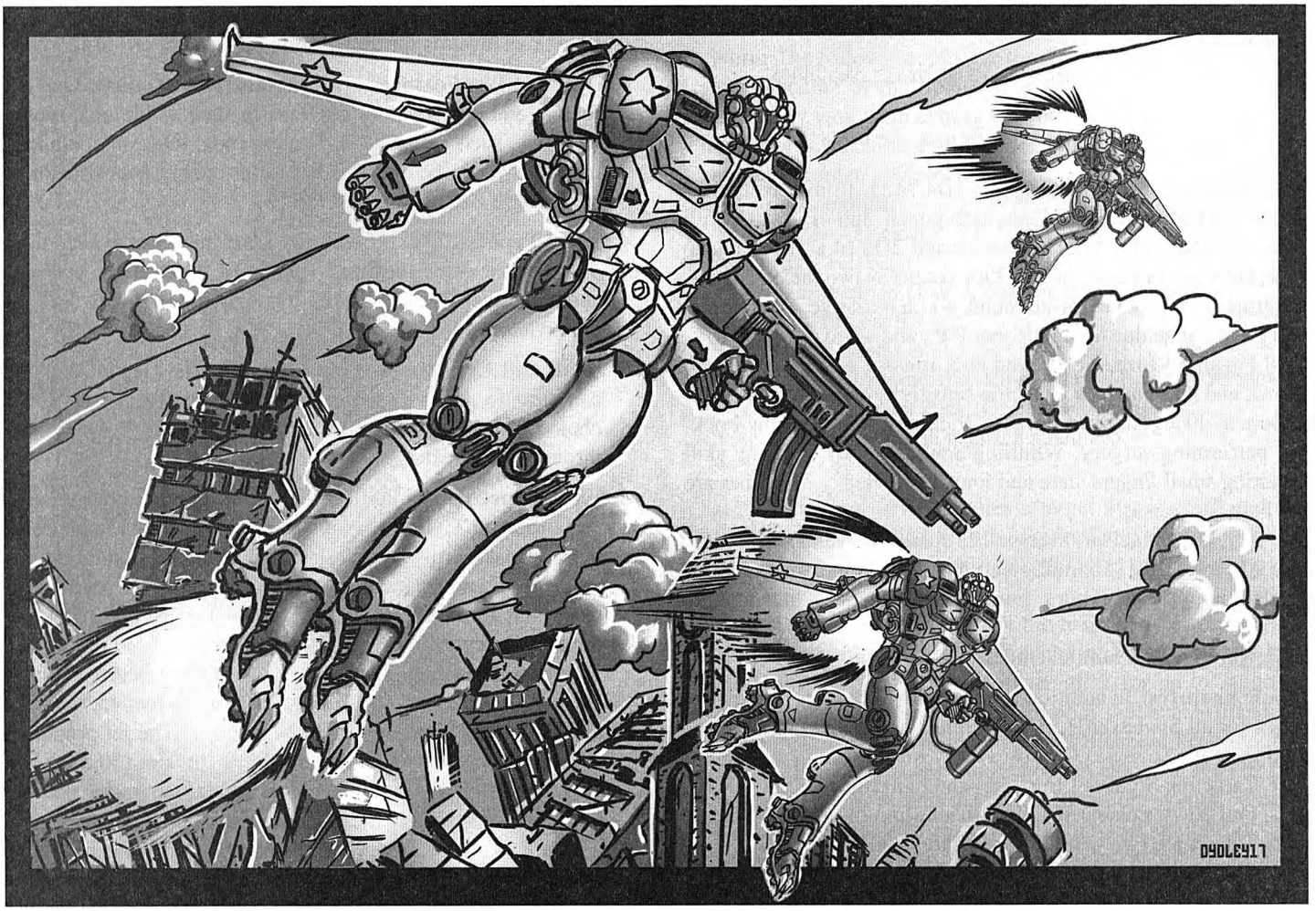
   The M.D.C. of the Cyberjet Nodes is 60 for the back unit and 15 M.D.C. for each lower leg unit. Requires a Called Shot at -3 to strike to a Cyberjet Node. Destroying the Nodes on the lower leg reduces jet-assisted speed and leaping by 10% per each leg. Destroying the back Node unit reduces jet-assisted speed and leaping capabilities by 80%. If both are destroyed, the Heavy Machine is back to his usual running speed and leaping capabilities for his heavy frame.

   **Option 2: SCJP-98 Cyborg Jet Pack:** Another 40% have a modular, detachable *Cyborg Jet Pack.*

   Maximum Flying Speed: 250 mph (400 km) with a cruising speed of around 70-100 mph (112 to 160 km). Maximum altitude is 2,000 feet (610 m).

   Power Source is either an E-Pack (48 hours of life) or a cable that links the jet pack to the cyborg and draws on his power supply. The Cyborg Jet Pack needs to cool down after three hours of continuous use. If not there is 50/50 chance of overheating and shutting down; roll for every 15 minutes beyond three hours. Needs 40 minutes to cool. An hour is better.

   The Heavy Machine jet pack has 100 M.D.C. (The Light Machine Jet Pack has 80 M.D.C.) and is considered a target that requires a Called Shot to strike.
7. **Optional Weapon Appendage.** Typically a large multi-weapon system or tool that replaces one of the cyborg's hands and forearms (any); uncommon for Combat Cyborgs.
8. **Body Armor:** Any armor made for Heavy Machines can be worn. All soldiers of the Sovietski Army wear the iconic Red Nova Body Armor; usually medium or heavy. **Note:** Heavy Machines cannot fit into clothing or armor sized for humans or Light Machines.



# Firebird Heavy Machine

The Firebird Heavy Machine fills the role held in most other modern armies by light flying power armor like the CS SAMAS, Quebecois V-Sam or the NGR's Predator. Originally designed to fight Gargoyles and Warlord Wingriders, the Firebird Heavy Machine has thrusters in the feet and lower legs, in addition to the back mounted thrusters and wings, that provides good, low altitude flight. The thrusters and flight system is also used for jet assisted leaps, drops from high-altitude aircraft, and quiet gliding or raucous jet-propelled assaults from the roofs of skyscrapers in urban settings or up in the mountains. When needed, there is an overdrive thruster mode that provides a short but powerful burst of speed. During these bursts, the Firebird becomes a man-machine rocket. Control and maneuverability is reduced, so the Cyborg Soldier goes through extensive training to be able to keep control and avoid crashing into other flyers or the side of buildings or trees. Such bursts of speed are deployed for fast-response and hasty retreat.

The Firebird Heavy Machine has a number of boosters and directional thrusters built into its frame that it uses to jump and bounce over the battlefield and make leaping take offs. It can jump straight up, extend its wings and then rocket forward with astounding speed using the specially designed, detachable rocket system. Combined with its arsenal of mini-missiles, plasma flamethrower, lasers, the bursts of flame from the booster jets and the main thruster, it gives off a glow like the magical Russian Firebird, giving the cyborg its name.

The jet pack system locks directly onto the back and shoulders of this special Heavy Machine chassis. The flight pack has one large, main thruster in the center of the back, between the shoulders, with an air intake over each shoulder. It links directly to the nuclear power system of the cyborg. The lack of directional thrusters and power supply on the pack itself limit the risk it might be stolen and jury-rigged to another cyborg. Such theft can be attempted, but any cyborg other than a Firebird suffers -20% to Pilot: Jet Pack skill for such jury-rigged integration. The wings on the system are angled downward which provides slightly better aerodynamics when the Firebird performs its standard leaping take-offs.

At a moment's notice, the Firebird Heavy Machine can drop the flight system from its back, leaving it only with the integrated boosters in the feet and legs of his bionic body. This is done to enter buildings and navigate narrow spaces. Provided the Firebird Flight Pack is stowed someplace safe and out of sight, or left with comrades, it can be recovered and reattached. When ready for re-attachment, the unit linked to that Firebird Heavy Machine rises up off the ground and waits for the big cyborg to back into it. When the connectors lock, the Heavy Machine is flashed a green go light and is ready for action.

## Firebird Heavy Machine

**Note:** The following stats are for the standard Firebird Heavy Machine. Specific weapons and bionic features may vary from 'Borg to 'Borg.

**Class:** Flying Heavy Machine, Full Conversion Cyborg.

**Crew:** One human volunteer.

**M.D.C. by Location:**

* Hands (2) – 30 each
Arms (2) – 100 each
* Plasma Flamethrower (1; nozzle under the left wrist) – 15
* Forearm Lasers (2) – 25 each
Firebird Flight System (1; back) – 190
* Wings (2) – 85 each
Legs (2) – 135 each
* Feet (2) – 70 each
* Leg Thruster (2, lower leg) – 15 each
* Head – 80 (+80 from exterior helmet)
** Main Body – 240 (+210 for Heavy Firebird Cyborg Armor)

* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike. Destroying the head of the cyborg kills the character.

** Depleting the M.D.C. of the main body effectively destroys the artificial body. Emergency systems will keep the brain and internal organs alive for up to 36 hours. Recovery of the severely damaged body enables doctors to place the cyborg on life support until a replacement bionic body can be acquired. Failure to find the damaged cyborg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroys the cyborg with no hope of recovery. Wears heavy Firebird armor and helmet (+210 M.D.C. to the Main Body, and +80 M.D.C. to the head).

**Speed:**

Running: 70 mph (112 km) maximum with the Firebird flight system or 100 mph (160 km) without it.

Leaping: Without jet assistance from the flight pack, the powerful bionic legs are capable of leaping 15 feet (4.6 m) high or 25 feet (7.6 m) lengthwise. Increase this by 50% with a running start.

Leaps assisted by the Firebird flight system can hurl the cyborg 100 feet (30.5 m) high and 200 feet (61 m) across, without actually taking flight. One third the height and distance without the flight pack and using just the thrusters in the feet and lower legs. When using the flight pack, the Firebird can leap from any height and glide and land on its feet like a bird.

Flying: 200 mph (320 km) but cruising speed is considered 80 mph (128 km). The flight pack's overdrive burst enables the Firebird Heavy Machine to fly up to 350 mph (560 km) in short bursts lasting 1D4 minutes. Such bursts of speed often catch enemies by surprise, and are also used for fast diving maneuvers and evasive maneuvers. Without the flight pack, the Firebird cyborg can only perform leg and feet thruster assisted leaps 30 feet (9.1 m) high and 60 feet (18.3 m) across.

Maximum Altitude: 5,000 feet (1,524 m). Without the Firebird flight pack, the Heavy Machine's leg and feet thrusters will allow it to only rise and hover up to 100 feet (30.5 m) for 1D4+1 minutes before the cyborg's position becomes unstable and quickly drifts back to the ground.

Flying Range: Effectively unlimited since the flight pack has its own independent power supply, but the jets of the flight pack need to cool after six hours of continual flight. It can go on indefinitely if the Firebird stops and rests or travels on foot for 20 minutes every two hours.

Underwater Capabilities: Can swim at 15 mph (24 km). If an oxygen storage cell is used, the Firebird can walk along the bottom of rivers, lakes and shallow seas at a speed of 8 mph (13 km). Maximum depth tolerance is 800 feet (244 m).

**Statistical Data:**

Height: 9 feet (2.7 m).

Width: 4 feet (1.2 m) with wings folded down. 14 feet (4.3 m) with wings fully extended. Without the flight pack the cyborg is 3 feet, 7 inches (1.1 m) at the shoulders.

Length: 5 feet (1.5 m) with the Firebird Flight Pack, 3 feet (0.9 m) without it.

Weight: 1,100 pounds (495 kg) without the flight pack and armor. 1.2 tons with it.

Physical Attributes for Military Grade Heavy Machines:
Robot P.S. 32.
Robot P.P. 22.
Speed: See above.

Mega-Damage in Melee Combat: 1D4 M.D. from a restrained punch, 2D4 M.D. with a full strength punch, and 4D4 M.D. with a power punch. 2D4 M.D. on a kick and 2D8 M.D. from a leap kick, but a power punch or leap kick counts as two melee attacks.

Bonuses: +1 attack per melee round, +1 on initiative, +4 to strike, parry and dodge due to high Robot P.P., and +2 to pull punch.

Penalties: When using the super-boost, the cyborg is -4 to strike, parry, disarm or pull punch.

Size, weight and bulk impose a -40% penalty to Prowl, and size and lack of tactile sensitivity (35%) impose a -40% penalty to Forgery, Picking Locks, Picking Pockets, performing surgery, Whittling/Sculpting, Art, and any skill requiring small fingers, care and fine detail.

Black Market Cost: 6.3 million credits on the black market. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is 40 years of hard labor or death.

Sovietski Cost: 3.7 million credits.

Power System: Nuclear; average life span is 20 years.

**Bionic Features:** All the standard features for a Sovietski Heavy Machines, plus the following for the Firebird Heavy Machines:

1. Super-Telescopic Eye.
2. Radar sensor.
3. Speedometer.
4. Built-in loudspeaker.

## Weapon Systems for Firebird Flying Heavy Machines:

**Note:** Illegal and underground body-chop-shops, Warlord War Camps, Mindwerks (if you dare) and some mercenary companies (if they have the capabilities) are happy to install any or all of the following into Shocktroopers or Heavy Machines, provided they have the bionic items available and the purchaser can afford the price.

1. **Bionic Hands (two to start):** The Firebird Heavy Machine starts with one weapon and one feature of choice for each bionic hand.
2. **Palm Flamethrower (1):** The Firebird's left arm contains a plasma flamethrower nozzle in the palm that is connected to an internal tank. It is used to strafe enemy troop formations, or to start fires in enemy encampments, sowing panic and havoc.

Primary Purpose: Anti-Personnel.

Range: 100 feet (30.5 m).

Mega-Damage: 5D6 M.D. to the target and anyone within the path of the blast.

Rate of Fire: Each blast counts as one melee attack.
Payload: Seven fiery blasts. The flamethrower can be refueled with military grade napalm back at base.

3. **Extendible Forearm Vibro-Sword (1):** The right forearm of the Firebird contain a Vibro-Sword that can extend and retract. Ideal for hand to hand combat and parrying claw attacks from Gargoyles, Brodkil and other monsters.

Range: Melee combat.
Mega-Damage: 3D6 M.D. per strike (Robot P.S. damage included).
Payload: Effectively unlimited.

4. **Forearm Lasers (2):** Each of the Firebird's forearms has a low-profile laser on it. These light weapons are used when ammunition is running low for the rail gun and flamethrower.

Primary Purpose: Defense.
Range: 2,000 feet (610 m).
Mega-Damage: 3D6 M.D. per single blast, single shot only, or 6D6 M.D. from a simultaneous blast from both arms firing simultaneously at the same target.
Rate of Fire: Each single or dual blast counts as one melee attack.
Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

5. **Mini-Missiles (3 per wing):** The Firebird goes into action with three mini-missiles that can be mounted to hard points on the wings. They are used against both aerial opponents and hardened ground targets.

Primary Purpose: Assault.
Range: One mile (1.6 km).
Mega-Damage: Varies with missile type, but typically Plasma (1D6x10 M.D. to a 15 foot/4.6 m blast radius), or Armor Piercing (1D4x10 M.D. to everything in a 3 foot/0.9 m radius), or High Explosive (5D6 M.D. to everything in a 5 foot/1.5 m radius). Often a mix of Plasma and High Explosive.
Rate of Fire: One at a time or in volleys of 2 or 4.
Payload: Six mini-missiles, three per wing.

6. **Clawed Feet (2):** The feet of the Firebird have Vibro-Blade Claws that do additional damage when kicks are performed and can be usd to rake, cut and stab enemies as the winged Heavy Machine streaks down from the sky, feet first.

Primary Purpose: Assault.
Range: Melee combat, kicks and aerial strikes.
Mega-Damage: 2D4 M.D. added to the damage from kicks. A flying raking attack does 4D6 M.D. (Robot P.S. damage included).
Payload: Unlimited.

7. **Leg Features or Weapons (two to start):** The Firebird has one leg compartment and one weapon rod of choice in each leg.
8. **Human Face:** Most Firebird Heavy Machines elect to keep their own face or some idealized version of it. Most are youthful and attractive, even if the cyborg is a grizzled vet with decades of service to his country.
9. **Head and Eye Features or Weapons:** The Firebird selects two additional bionic eye or head features. This includes bionics or cybernetics for the eyes, ears, throat or head features.
10. **Body Armor:** Firebird Heavy Machine Body armor adds 240 M.D.C. to the Main Body and 80 M.D.C. to the head via the helmet.
11. **AK-347B Cyborg Kalashnikov Rail Gun or Other Handheld Weapon:** The Firebird can use any weapon large enough to be handled by a Heavy Machine. Standard issue is the *Cyborg Kalashnikov*. It is tied to the cyborg's nuclear power source and is belt fed from an ammo drum hooked to the hip or back, or a large, individual magazine. The weapon looks like a giant AK47.

Primary Purpose: Assault.
Range: 4,000 feet (914 m).
Mega-Damage: 2D6 M.D. per single shot or 1D6x10 for a 10 round burst.
Rate of Fire: Each single shot or burst counts as one attack.
Payload: 200 and 400 round magazines, or 2,000 round detachable drum style magazine. If detached from a cyborg power source of E-Pack, the internal battery can provide enough power for 10 bursts.

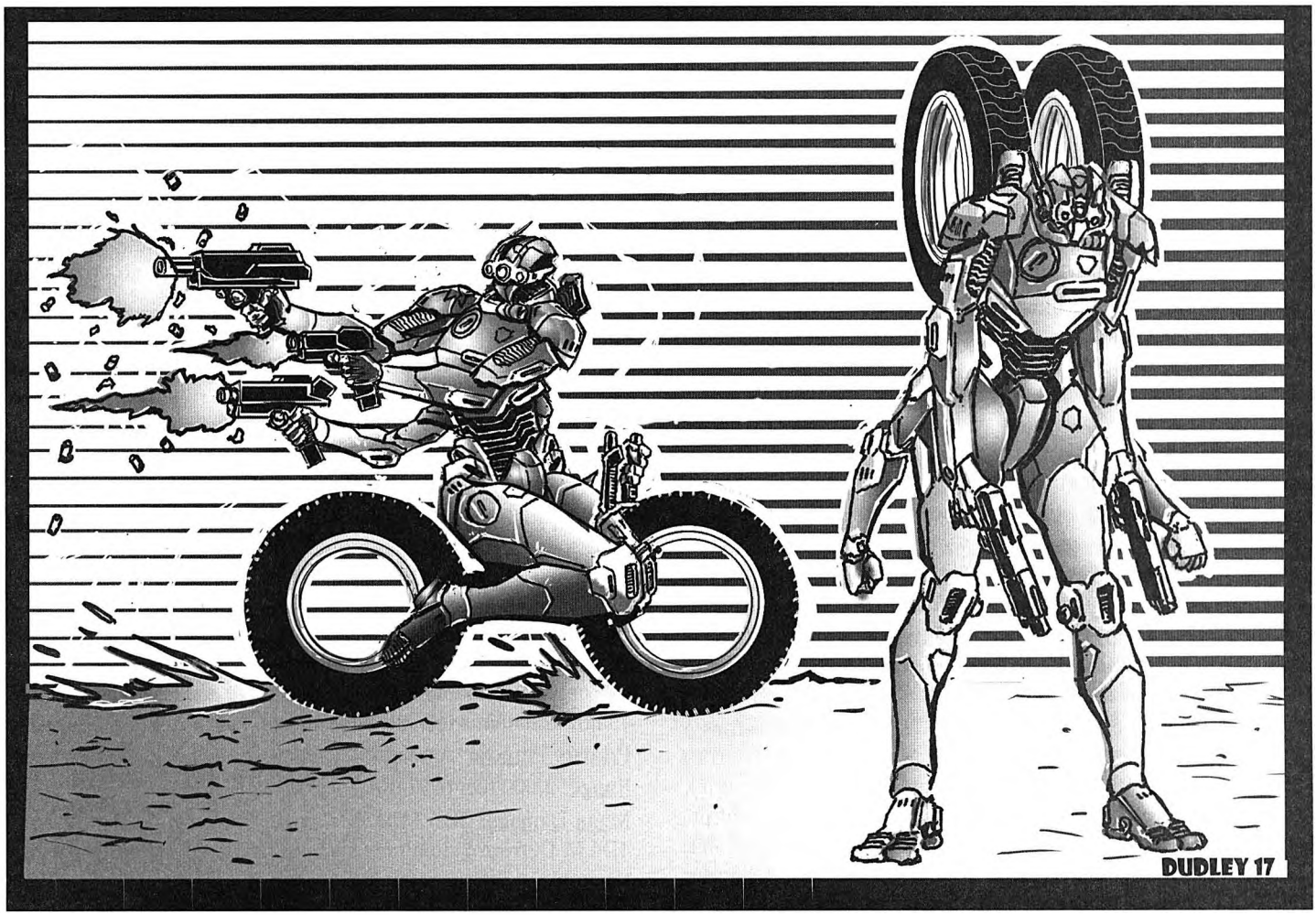
12. **Repair System:** Micro-Repair Robots (MiRR) or Cyber-Nano-Robot Repair Systems (CNRRS) for immediate field repairs.

# Whirlwind Heavy Machine

The Whirlwind is by far the most unusual and innovative of any Sovietski cyborg design in any weight or size class. Advanced and ambitious, this Heavy Machine design is the ultimate when it comes to urban combat and fast-response to emergency situations on the mean streets of any of the big cities. However it is so sturdy and reliable that the cyborg functions just as well as part of light, armored, motorized infantry units. Elements of a motorcycle vehicle is combined with bionic to create a Heavy Machine armored infantryman, gunslinger and motorcyclist all wrapped into one. This combination makes them fast, deadly, and allows Whirlwinds to weave in and out of combat situations, eliminating targets of opportunity, disrupting enemy lines, and appearing where least expected.

The four-armed Heavy Machine looks almost like a sleek, hunch-backed humanoid robot from another world. When standing, the Whirlwind's narrow shoulders, slender legs, four arms and wheels sticking up from its back, like wings, gives the cyborg something of an insect appearance. What makes the Whirlwind so unusual is that the cyborg can transform from its standing, walking, running humanoid appearance into a high-speed, all-terrain motorcycle-like vehicle and driver. These spokeless wheels with thick, all-terrain tires are part of the integrated vehicle system of the cyborg.

When activated, one wheel mounted on the back, attached to a light frame, drops down and swings between the legs of the Whirlwind in a seated position, enabling the Heavy Machine to grab onto a wheel-mounted handle with one of its lower arms. The other wheel drops down between the feet and legs of the cyborg, locking into place (legs too), forming the main body of a combat motorcycle system. The Whirlwind must undergo considerable hours of training, but when the individual is done, he or she is a skilled driver capable of highspeed chases and daredevil stunts. The Whirlwind is able to lean and distribute his weight as needed just like a motorcycle driver, while the upper arms of the cyborg fire built-in handheld weapons or bionic ones built into his frame. Most Whirlwinds prefer energy pistols and submachine-guns to avoid the inaccuracy of firing rifles or shotguns at breakneck speeds, but they can do so. And with three free hands, the Heavy Machine can even use weapons that require two hands with surprising accuracy (half the penalties for burst or Wild




Shooting). Others seem to enjoy using the extendible, forearm Vibro-Blades to slice infantry troops to ribbons. Moreover, since man and machine are truly one, a speeding Whirlwind is truly a low-profile rocket, leaning, weaving, dodging target that is very difficult for enemies to hit.

## Whirlwind Heavy Machine Stats

**Note:** The following stats are standard for the Sovietski Whirlwind Heavy Machine. Specific weapons and bionic features may vary from cyborg to cyborg.

**Class:** Heavy Machine, Full Conversion Cyborg.

**Crew:** One human volunteer.

**M.D.C. by Location:**

* Hands (4) – 20 each
* Arms (4) – 60 each
* Vibro-Blades (2; forearms) – 50 each

Legs (2) – 90 each

* Feet (2) – 35 each
* Wheels (2) – 80 each
* Whirlwind Motorcycle System – 100
* Head – 80 (+80 from exterior helmet)

** Main Body – 200 (+180 for Heavy Whirlwind Cyborg Armor)

* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike; -6 when the Whirlwind is traveling at speeds in excess of 120 mph (192 km) and when taking evasive action. Destroying the head of the cyborg kills the character.

** Depleting the M.D.C. of the main body effectively destroys the artificial body. Emergency systems will keep the brain and internal organs alive for up to 36 hours. Recovery of the severely damaged body enables doctors to place the cyborg on life support until a replacement bionic body can be acquired. Failure to find the damaged cyborg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroys the cyborg with no hope of recovery. Most wear heavy Whirlwind armor and helmet (+180 M.D.C. to the Main Body, and 80 M.D.C. to the head; -15% skill bonus when wearing Whirlwind Heavy Machine body armor).

**Speed:**

Running: 100 mph (160 km) maximum.

Motorcycle Mode: 280 mph (448 km) maximum, 160 mph (256 km) off-road, 60 mph (96 km) is considered cruising speed.

Leaping: The powerful bionic legs are strong and capable of leaping 15 feet (4.6 m) high or 25 feet (7.6 m) lengthwise. This distance is increased by 50% with a running start.

Motorcycle leaps varies with terrain, but up to 50 feet (15.2 m) high and 130 feet (39.6 m) across are possible with a high-speed start and the right ramp.

Range: Effectively unlimited.

Flying: Not applicable even by Cyberjet Nodes or jet pack. Replaced with motorcycle system.

Underwater Capabilities: Can swim at about 15 mph (24 km). If an oxygen storage cell is used, the cyborg can walk along the

bottom of rivers and waterways at roughly half that speed. Maximum depth tolerance is 800 feet (244 m).

**Statistical Data:**

Height: 7 feet (2.1 m) from toes to top of the head, 9 feet (2.7 m) tall with the wheel mounted on the back. Only 4 feet, 6 inches (1.4 m) in motorcycle mode.

Width: 2 feet, 6 inches (0.8 m) in either mode.

Length: 5 feet, 6 inches (1.7 m) in motorcycle mode.

Weight: 1,500 pounds (675 kg).

Physical Attributes for Military Grade Heavy Machines:

Robot P.S. 32.

Robot P.P. 22.

Speed: See above.

Mega-Damage in Melee Combat: 1D4 M.D. from a restrained punch, 2D4 M.D. with a full strength punch, and 4D4 M.D. with a power punch. 2D4 M.D. on a Kick and 2D8 M.D. from a leap kick, but a power punch or leap kick counts as two melee attacks.

Bonuses: Gets the W.P. Paired Weapons skill, +2 attacks per melee round due to the four arms. +15% to Climbing skill, +2 on initiative, +4 to strike, parry and dodge due to high Robot P.P., +1 to entangle, +2 to pull punch, penalties for stunt driving and evasive maneuvers are half, as are penalties for burst and wild shooting (reduce by half).

Skill Penalties: The slender build makes the usual penalties a bit less due to size and weight, and tactile sensitivity is 50%: -30% penalty to Prowl, and -25% penalty to Forgery, Pick Locks, Pick Pockets, performing surgery, Whittling/Sculpting, Art, and any skill requiring small fingers, care and fine detail. Though a Heavy Machine, the Whirlwind has a slender build and human-sized hands, so it can use any weapons or tools that a human or Light Machine can use. Physical strength is great enough to handle most weapons designated for Heavy Machines as well.

Power System: Nuclear; average life span is 20 years.

Black Market Cost: 7+ million credits on the black market. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is 40 years of hard labor or death.

Sovietski Cost: 5.4 million credits.

**Bionic Features:** All the standard features for a Sovietski Heavy Machine, plus the following for the Whirlwind Motorcycle Heavy Machine:

1. Quick Draw Holsters (2; legs).
2. Quick Draw Holsters (2; upper torso).
3. Wide-Angle Vision and Spectra-Eye.
4. Speedometer.
5. Built-In Loudspeaker.

## Weapon Systems for Whirlwind Motorcycle Heavy Machines:

**Note:** Illegal and underground Body-Chop-Shops, Warlord War Camps, Mindwerks (if you dare) and some mercenary companies (if they have the capabilities) are happy to install any or all of the following into Shocktroopers or Heavy Machines, provided they have the bionic items available and the purchaser can afford the price.

1. **Bionic Hands (two to start):** The Whirlwind Heavy Machine starts with one weapon and one feature of choice for each bionic hand.

2. **Forearm Ion Blasters (2):** The forearms of each of the two upper arms contain a low-profile ion blaster.

Primary Purpose: Assault.

Range: 1,200 feet (366 m).

Mega-Damage: 4D6 M.D. per single blast, single shot only, or 1D4x10 M.D. from a simultaneous blast from both arms firing simultaneously at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

3. **Forearm Vibro-Blades (2):** Each of the upper set of arms also has a Vibro-Blade. Used to slash and rake enemies unlucky enough to find themselves suddenly in the Whirlwind's path.

Primary Purpose: Close Combat.

Range: Melee range.

Mega-Damage: 2D6 M.D. per strike. 2D6+8 M.D. if traveling over 50 mph (80 km).

4. **Forearm Lasers (2):** The forearms of each of the two lower arms contain a low-profile laser.

Primary Purpose: Assault.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per single blast, single shot only, or 4D6 M.D. from a simultaneous blast from both arms firing simultaneously at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

5. **Leg Features or Weapons (to start):** The Whirlwind gets one leg compartment and one weapon rod of choice in each leg.

6. **Human Face:** Most Whirlwind Heavy Machines elect to keep their own face or some idealized version of it. Most are youthful and attractive, even if the cyborg is a grizzled vet with decades of service to his country. The face is concealed in combat by the helmet.

7. **Head and Eye Features or Weapons:** The Whirlwind selects three additional bionic eye or head features. This includes bionics or cybernetics for the eyes, ears, throat or head features.

8. **Body Armor:** Whirlwind Heavy Machine Body armor adds 180 M.D.C. to the Main Body and 80 M.D.C. to the head via the helmet.

9. **Handheld Weapons:** The Whirlwind has a slender build and human-sized hands, so it can use any weapons or tools that a human or Light Machine can use. The cyborg's physical strength is great enough to handle most weapons made for Heavy Machines as well. Prefers handguns, submachine-guns and similar small scale weaponry.

10. **Repair System:** Two Micro-Repair Robots (MiRR) or Cyber-Nano-Robot Repair Systems (CNRRS) for immediate field repairs.

# Superheavy Machines

What was once known as *Sovietski "Shocktroopers"* – such as the *Thunderhammer, Thunderstrike* and *Thunderstorm* – have been *reclassified* under the designation of **Superheavy Machine.** This was done, in part, to distinguish them from the "Shocktrooper" cyborg designation of the various Warlord Camps. The Sovietski desires to stand apart from the Warlord rabble, not to be seen as one of them. In addition, it conforms to the existing Sovietski convention for cyborg designations, i.e. Light, Heavy and, now, Superheavy Machines.

Superheavy Machines are cyborgs that are larger than the 8-10 feet (2.4 to 3 m) tall Heavy Machines, have greater physical strength and start to edge into what people might consider to be giant robots. However, unlike traditional giant robot combat vehicles of countries like the New German Republic and the Coalition States, Superheavy Machines are NOT vehicles, but oversized cyborgs with a human being integrated inside. Unlike the Shocktroopers of the Warlords, which may look more like machines or monsters than human, so far the Sovietski has stuck with the bipedal, human shape. However, the new trend is multiple arms.

# Rusalka Superheavy Machine

On the lakes and waterways of Russia, unregistered boats and ships are a common site and piracy from Horune Pirates, Brodkil, Warlords Camps and other enemies and rivals are common occurrences at sea and along rivers and lakes. The Rusalka Superheavy Machine was designed to both help combat rampant piracy and engage in naval operations of all sorts, from attacking enemy vessels to beach landing assaults. During beach landings, a squad of Rusalka may sneak ahead to do a little reconnaissance. That can be a bit difficult since they are large, bulky and cannot Prowl on dry land, but can be as stealthy as a sea lion in water. In the alternative, Rusalka may position themselves at a strategic location so that they may spring into action when the beach landing assault begins, or try to destroy strategic enemy guard posts, weapon turrets, bunkers, towers, sensors, and communications to cover the approach of the assault force or to cause confusion or a distraction.

Named after a mythological Russian water demon, the large Superheavy Machine is outfitted to function in and out of water and is armed with a variety of close-range weapons and two pairs of deadly tentacles. A common tactic when dealing with hostile ships is for 2-4 Rusalka Superheavy Machines to flank an approaching enemy vessel while submerged, and use their tentacles and harpoons to pull soldiers and sailors right off the deck and down to a watery grave or to board the vessel. Underwater capabilities enables the Superheavy Machine to approach enemy vessels from underwater where the Rusalka, if moving at under 25 knots (28.7 mph/46 km), is likely to be mistaken on sonar as a walrus or giant squid. When close to the ship, the Rusalka Superheavy Machine can attach explosives to the hull of the ship, or climb up the side to board the vessel. Once on deck, the Superheavy Machine can either try to pick off key personnel, destroy sensor arrays, or lay into crew members full tilt with lashing tentacles, lasers and handheld weapons. A common tactic is for the Rusalka to use his tentacles to knock and throw sailors overboard.

They are surprisingly agile for such a large cyborg, and use their tentacles to swing like monkeys from gun turrets, masts, roping, and railings to move around the deck quickly and to keep the crew guessing where the Combat Cyborg will strike next. They can also use the tentacles to grab railings and other handholds to travel along the side of the ship; only the upper part of the tentacles are visible from the surface of the deck. All of this makes them very formidable assailants when two or more squads, a platoon or full company of Rusalka board a vessel. Part of the concept behind these naval operations cyborgs is for them to capture a ship with minimal damage to the vessel itself. Pirates are raiders, thieves and kidnappers on ships. That means the vessel is likely to contain stolen and valuable goods, slaves, captives and hostages being held for ransom. 20 or 40 Rusalka, with minimal support from additional marine forces and Red Squall Assault Platforms, can eliminate the crew and take most small and medium pirate ships – even Horune – without crippling or destroying the ship. However, it is wise to let a team of Spetsnaz Commandos rescue or at least lead the assault to rescue hostages and prisoners, because Rusalka Superheavy Machines are brutes and sending in a team of them to the rescue is like sending in a squad of bulldozers to do the job; innocent people are going to get severely hurt.

In the water, the Rusalka may use his tentacles to pull sailors underwater to drown them, capsize lifeboats and rafts, or retrieve items that have fallen overboard. Of course, the Rusalka Superheavy Machine can also assist in underwater salvage operations, simple ship repairs, search and rescue missions, and tow lifeboats, tenders, rafts, and light barges.

The Rusalka Superheavy Machine has a built-in ballast systems to help it float, plus a pair of main thrusters on the back and a number of small thrusters scattered around the body chassis to provide speed and agility in and underwater.

### Rusalka Naval Assault Superheavy Machine Stats

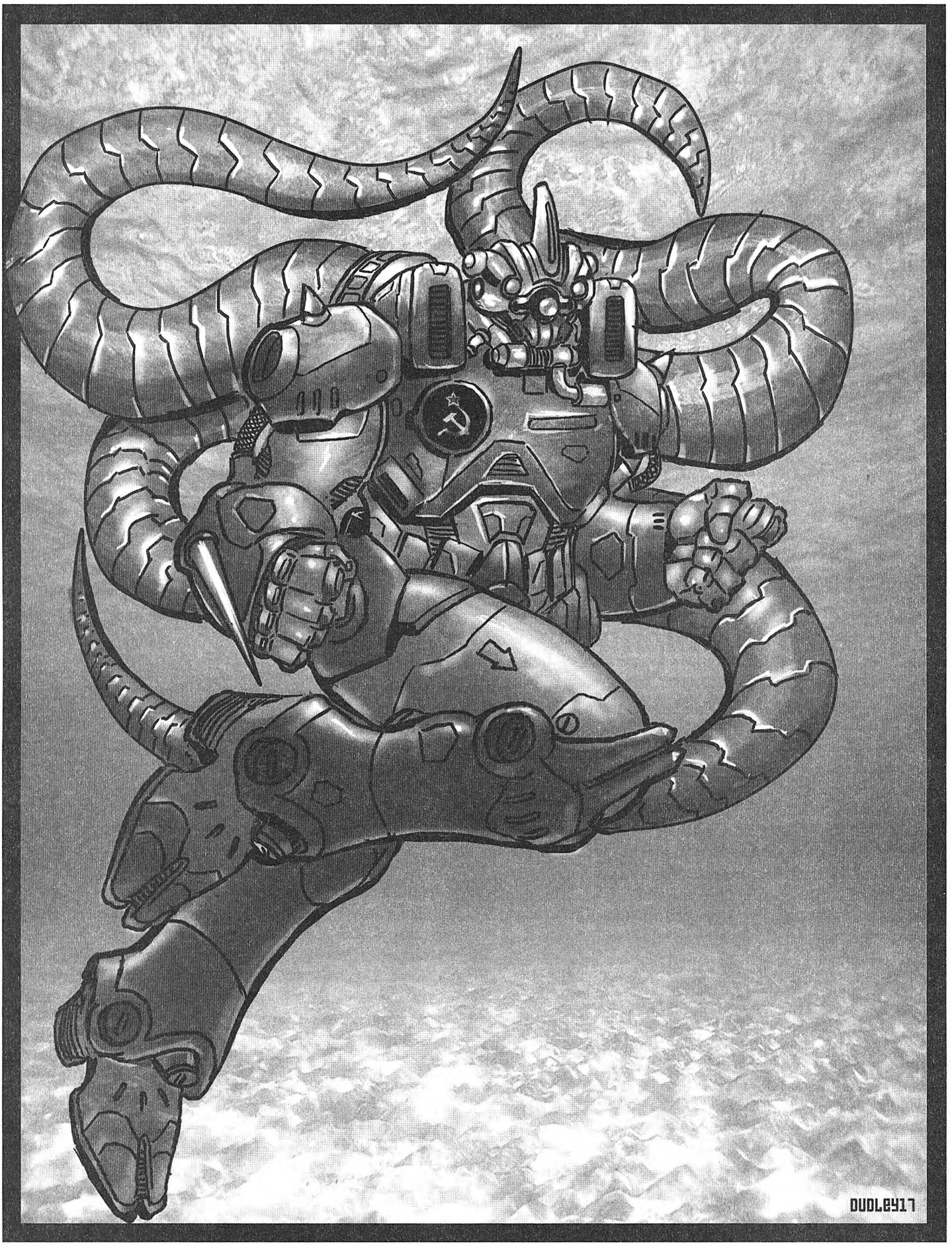
**Note:** The following stats are standard for the Sovietski Rusalka Superheavy Machine. Specific weapons and bionic features may vary.

**Class:** Superheavy Machine, Full-Conversion Cyborg.

**Crew:** One human volunteer.

**M.D.C. by Location:**

Back Underwater Thrusters – 100
Arms (2) – 110 each
Tentacle Arms (4) – 90 each
* Vibro-Harpoon Launcher (1; right forearm) – 25
* Vibro-Sword (1; left forearm) – 50
* Hands (2) – 30 each
Legs (2) – 145 each
Feet (2) – 50 each
* Leg Thrusters (2; lower leg) – 15 each
* Head – 80 (+80 from exterior helmet)
** Main Body – 260 (+240 for Heavy Rusalka Cyborg Armor)


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* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike. Destroying the head of the cyborg kills the character.

** Depleting the M.D.C. of the main body effectively destroys the artificial body. Emergency systems will keep the brain and internal organs alive for up to 36 hours. Recovery of the severely damaged body enables doctors to place the cyborg on life support until replacement bionic body can be acquired. Failure to find the damaged cyborg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroys the cyborg with no hope of recovery. Wears heavy Rusalka body armor and helmet (+240 M.D.C. to the Main Body, and 80 M.D.C. to the head).

**Speed:**

Running: 90 mph (144 km) maximum even when wearing cyborg armor.

Leaping: The powerful bionic legs are strong and capable of leaping 15 feet (4.6 m) high or 25 feet (7.6 m) lengthwise. This distance is increased by 50% with a running start. Jet Nodes are not an option.

Flying: Not applicable. Replaced with underwater propulsion system.

Underwater Capabilities: Can swim at 15 mph (24 km) without thruster assistance. With underwater thrusters the Rusalka Superheavy Machine can rocket through the water like a human torpedo. In the alternative, the Rusalka can walk along the bottom of rivers, lakes and shallow seas at a speed of 8 mph (13 km).

35 mph (56 km/30 knots) underwater and 45 mph (72 km/39 knots) on the surface. Has enough oxygen for four hours underwater.

Maximum depth tolerance is 3,000 feet (914 m).

**Statistical Data:**

Height: 10 feet (3 m).

Width: 3 feet, 8 inches (1.1 m).

Length: 3 feet (0.9 m).

Weight: One ton.

Physical Attributes for Military Grade Rusalka:

Robot P.S. 35.

Robot P.P. 22.

Speed: See above.

Mega-Damage in Melee Combat: 1D4 M.D. from a restrained punch, 2D4 M.D. with a full strength punch, and 4D4 M.D. with a power punch. 2D4 M.D. on a kick and 2D8 M.D. from a leap kick, but a power punch or leap kick counts as two melee attacks.

Bonuses: +3 attacks per melee round due to the four tentacles! +20% to Climbing skill, +1 on initiative, +4 to strike, parry and dodge due to high Robot P.P., +2 to entangle, and +2 to pull punch.

Skill Penalties: Size, weight and bulk impose a -40% penalty to Prowl, and size and lack of tactile sensitivity (40%), also impose a -40% penalty to Forgery, Picking Locks, Picking Pockets, performing surgery, Whittling/Sculpting, Art, and any skill requiring small fingers, care and fine detail. Superheavy Machines are not built for finesse.

Power System: Nuclear; average life span is 20 years.

Black Market Cost: 5.9 million credits on the black market. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is 40 years of hard labor or death.

Sovietski Cost: 3.4 million credits.

**Bionic Features:** All the standard features for a Sovietski Heavy Machine, plus the following for the Rusalka Naval Assault Superheavy Machines:

1. Targeting sight eye.
2. Enhanced Oxygen Storage Cell Capacity (Special): 4 hours.
3. Depth Gauge and Alarm.
4. Gills.

## Weapon Systems for Sovietski Rusulka Superheavy Machine:

**Note:** Illegal and underground Body-Chop-Shops, Warlord War Camps, Mindwerks (if you dare) and some mercenary companies (if they have the capabilities) are happy to install any or all of the following into Shocktroopers or Superheavy Machines, provided they have the bionic items available and the purchaser can afford the price.

1. **Bionic Hands (two to start):** The Rusulka Superheavy Machine starts with one weapon and one feature of choice for each bionic hand.

2. **Combat Tentacles (4):** As described in the opening description, the tentacles provide the Superheavy Machine with enhanced mobility, additional attacks per melee (see Bonuses, above), and the ability to climb. The tentacles can retract and condense to 8 feet (2.4 m) or expand to a maximum length of 12 feet (3.7 m).

Primary Purpose: Close Combat/Boarding Actions.

Range: Melee combat. Arms have a three foot (0.9 m) reach. Tentacles can extend for a maximum 12 foot (3.7 m) reach.

Mega-Damage: As per Robot P.S. 32. and P.P. 22; see Bonuses, above.

1D4 M.D. from a restrained punch or tentacle whip.

2D4 M.D. with a full strength punch or tentacle whip.

4D4 M.D. with a power punch or tentacle whip but counts as two melee attacks.

3. **Vibro-Harpoon (right, forearm):** The spiked harpoon is primarily intend for boarding ships and hitching a ride on moving vessels or large aquatic animals like whales. The harpoon impales itself in the side of a ship and a winch in the forearm housing pulls the cyborg up to it. This usually puts the Rusalka high enough for him to reach the deck with the tentacles. Pulling the Vibro-Blade out (counts as one melee action) allows it to go back into its launch mechanism and be used again. It can also be used for fishing, provided the animal is not too large. The thin, but strong cable requires 1D6+5 M.D. to cut through it.

Primary Purpose: Climbing and Boarding Actions.

Range: 50 feet (15.2 m).

Mega-Damage: 1D6 M.D., can also be used in melee combat to stab and slash.

Rate of Fire: Once, until retrieved.

Payload: One. Three additional replacement harpoons can be carried on the back of the cyborg and reloaded in case the cable is severed. The cyborg simply inserts the harpoon into the launcher and the device attaches the cable. The cable has 15 M.D.C. per 10 foot (3 m) section.

Bonuses: +1 to strike when fired, +10% to the climbing skill when used.

Penalties: -1 to strike and -1 to parry when used as a melee weapon.

4. **Extendible Forearm Vibro-Sword (1, left):** The left forearm of the Rusalka contains a Vibro-Sword that can extend and retract at will. Ideal for hand to hand combat, cutting cables, and cutting lose from the harpoon cable when necessary.

Range: Melee combat.

Mega-Damage: 3D6 M.D. per strike (Robot P.S. damage included).

Payload: Effectively unlimited.

5. **Bionic Forearm Weapons or Features (2, left):** The Rusalka can elect to have two additional bionic weapons, tools or features for the left forearm arm, only. The harpoon launcher and winch mechanisms take up all features for the right arm.
6. **Palm Blue-Green Laser Blasters (2):** Each palm has a blue-green laser tied to the cyborg's nuclear power supply. These short-range weapons are used in combat and to perform spot welding.

Primary Purpose: Assault.

Range: 1,000 feet (305 m).

Mega-Damage: 2D6 M.D. per blast.

Rate of Fire: Each shot counts as one melee attack.

Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

7. **Human Face:** Most Rusalka Superheavy Machines elect to keep their own face or some idealized version of it. Most are youthful and attractive, even if the cyborg is a grizzled vet with decades of service to his country. Covered by helmet.
8. **Body Armor:** Rusalka Superheavy Machine body armor adds 240 M.D.C. to the Main Body and 80 M.D.C. to the head via the helmet.
9. **Handheld Weapons:** The Rusalka may use any weapon large enough to be handled by a Heavy or Superheavy Machine. Tends to use energy weapons for ship boardings and beach assaults.
10. **Repair System:** Two Micro-Repair Robots (MiRR) AND two Cyber-Nano-Robot Repair Systems (CNRRS) for immediate field repairs.

**Note: No Leg Features or Weapons:** To maintain structural integrity at ocean depths, the Rusalka Superheavy Machine cannot have any leg compartments or concealed weapon rods in the leg.

# Thunderfist

## Superheavy Machine

The Thunderfist is the latest Sovietski experiment with large, Superheavy Machine designs to match Warlord Heavy Shocktroopers. Using some of the strongest bionic systems that the Sovietski's Cyber-Docs have ever developed, the Thunderfist was created to be the ultimate close combat cyborg against Brodkil, Gargoyles, Warlord Shocktroopers, and foreign power armor and robots. This four-armed monstrosity has heavily armored fists used to batter opponents, crush enemy vehicles and rip Light Machines and infantry soldiers to pieces. Each of the four fists has auto-loading Bulletdusters that fire solid slugs into any target unlucky enough to be on the receiving end of the punishing blows. The resulting sound of these gunshots going off with each crushing punch earned this Superheavy Machine its apt name.

The cyborg is similar to the Thunderstorm Superheavy cyborg in that it will sometimes walk hunched over in a gorilla-like stance due to its integrated heavy armor plating and large, oversized upper pair of arms, and will rest in this position when not at attention or in combat. The heavy armor of the cyborg protects it from much of the retaliatory blows of its foes, but also provides protection to shrug off heavy fire while closing on the enemy's ranks. Nano-repair systems are built into the chassis to attend to damaged armor and weapon systems during prolonged combat missions.

The Thunderfist is also armed with a concealed heavy ion blaster in each right forearm, an extendible M.D. chainsaw in both left forearms, and a rapid-fire grenade launcher over the right shoulder. These are used primarily for anti-personnel purposes to prevent it from being swarmed by masses of infantry.

### Thunderfist Superheavy Machine

**Note:** The following stats are for the standard Thunderfist Superheavy Machine. Specific weapons and bionic features may vary from cyborg to cyborg.

**Class:** Superheavy, Full Conversion Cyborg.

**Crew:** One human volunteer.

**M.D.C. by Location:**

* Hands (4) – 50 each
Arms (4) – 150 each
* Vibro-Chainsaws (2; left forearms) – 50 each
* Forearm Ion Blasters (2; right forearms) – 25 each
Arms (4) – 210 each
Legs (2) – 200 each
Feet (2) – 65 each
* Shoulder Grenade Launcher (1; right) – 50
* Armored Head – 100 (+80 from exterior helmet)
** Main Body – 580 (**Note:** Heavy armor plating is already integrated into the cyborg so additional armor plating is not available.)

* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike. Destroying the head of the cyborg kills the character.

** Depleting the M.D.C. of the main body effectively destroys the artificial body. Emergency systems will keep the brain and internal organs alive for up to 36 hours. Recovery of the severely damaged body enables doctors to place the cyborg on life support until a replacement bionic body can be acquired. Failure to find the damaged cyborg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroys the cyborg with no hope of recovery.

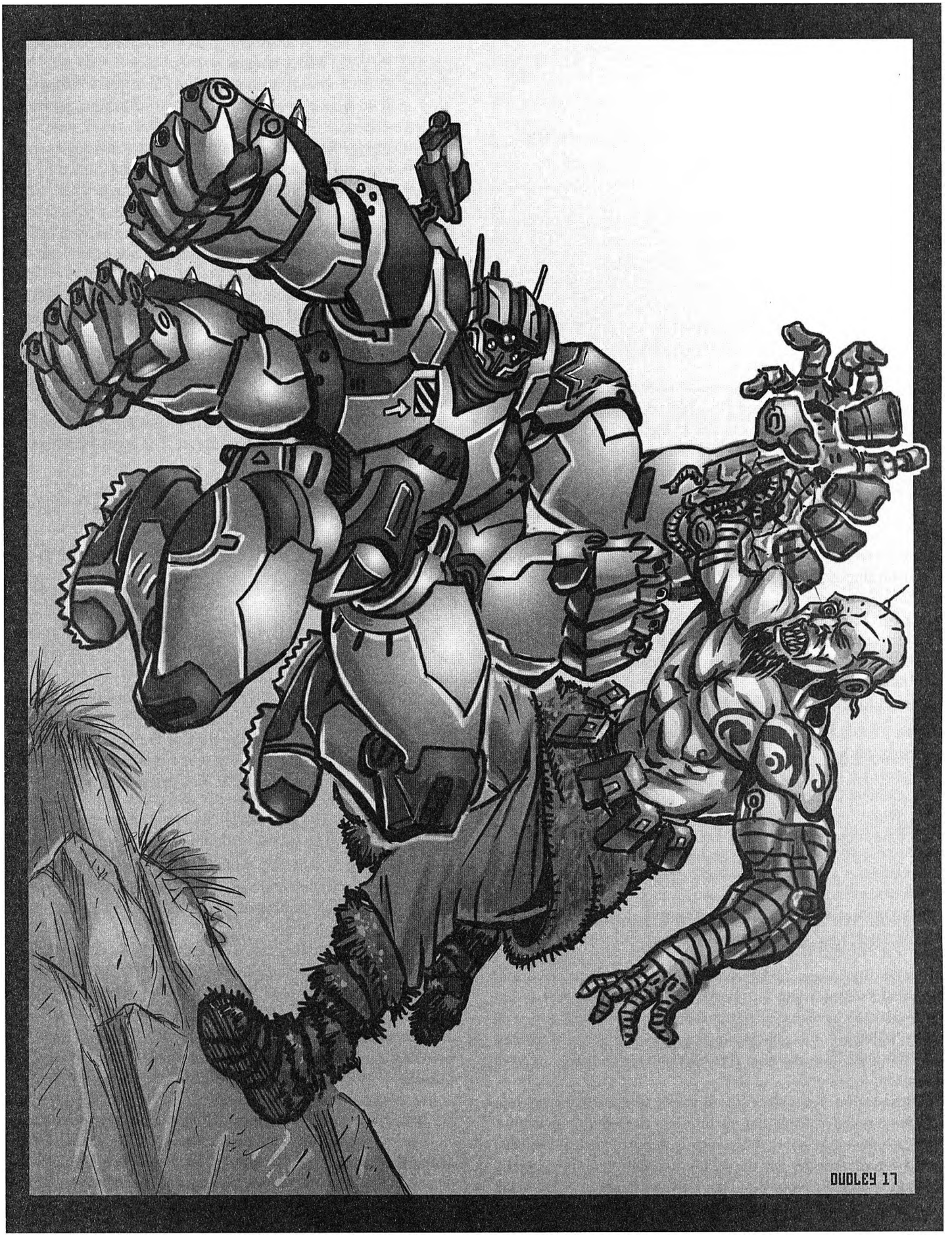
**Speed:**

Running: 50 mph (80 km) maximum.

Leaping: The powerful bionic legs are strong and capable of leaping 15 feet (4.6 m) high or 20 feet (6.1 m) lengthwise. Increase this by 30% with a running start.

Flying: Impossible due to weight and bulk.

Underwater Capabilities: Cannot swim. The cyborg sinks like a rock. If an oxygen storage cell is used, the cyborg can walk along


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the bottom of rivers and waterways at 8 mph (13 km). Maximum depth tolerance is 1,200 feet (366 m).

**Statistical Data:**

Height: 13 feet (4 m); 8 feet (2.4 m) when hunched over.
Width: 5 feet, 6 inches (1.7 m).
Length: 4 feet (1.2 m).
Weight: 4 tons.
Physical Attributes for Military Grade Superheavy Machines:
Robot P.S. 40.
Robot P.P. 22.
Speed: See above.

Mega-Damage in Melee Combat: 1D4 M.D. from a restrained punch, 2D6 M.D. with a full strength punch, and 4D6 M.D. with a power punch, but it counts as two melee attacks. 3D8 M.D. on a Kick and 5D8 M.D. from a leap kick, but it counts as two melee attacks. Full Speed Ram/Body Block inflicts 3D6 M.D. and has a 01-50% chance of knocking opponents weighing less than a ton off their feet (they lose one melee attack and initiative), but counts as two melee attacks.

Bonuses: +2 attacks per melee round due to the four arms, +1 additional attack at levels 5 and 10. +20% to Climbing skill, +2 on initiative, +5 to strike and parry due to high Robot P.P. and extra limbs, +3 to dodge (less due to size and bulk), +2 to entangle, +2 to pull punch and +2 to roll with impact.

Skill Penalties: Size, weight and bulk impose a -50% penalty to Prowl, and size and lack of tactile sensitivity (35%) also impose a -40% penalty to Forgery, Picking Locks, Picking Pockets, performing surgery, Whittling/Sculpting, Art, and any skill requiring small fingers, care and fine detail. Superheavy Machines are not built for finesse.

Black Market Cost: 8-9 million credits on the black market. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is 40 years of hard labor or death.

Sovietski Cost: 5.5 million credits.

**Bionic Features:** In addition to the standard bionics and cybernetics for all Sovietski Heavy Machines, the following are standard issue for the Thunderfist.

1. Combat Computer.
2. Wide Angle Vision and Multi-Optic Eye.
3. One Secret Chest Compartment
4. An extra pair of arms; four total.
5. Climb Cord in the wrist of two arms (any).

## Weapon Systems for Sovietski Thunderfist Superheavy Machine:

**Note:** Illegal and underground Body-Chop-Shops, Warlord War Camps, Mindwerks (if you dare) and some mercenary companies (if they have the capabilities) are happy to install any or all of the following into Shocktroopers and Superheavy Machines, provided they have the bionic items available and the purchaser can afford the price.

1. **Thunderfist Knuckle Bulletdusters (4):** Each of the four arms has heavy, triple-barreled Bulletdusters built into the fist. When punching a target, as soon as impact is made, a special pressure sensor triggers the weapons to fire, shooting specially shaped, light explosive bullets into the target at point-blank range. The result is a thundering shot as the heavy, armored fists hammer their opponent and the Knuckle Bulletdusters fire into their opponent. This trigger mechanism can be overridden by the cyborg to prevent the weapons from firing. They can also fire, like a gun, at targets beyond punching range, but they are terribly inaccurate as even a short-range weapon.

Primary Purpose: Melee combat.
Range: Melee combat/punches with a 7 foot (2.1 m) range, or fired up to 90 feet (27.4 m) away, but -4 to strike (inaccurate as a ranged weapon).
Mega-Damage: 1D6 M.D. per individual blast, but usually set for all three to go off simultaneously with each punch, inflicting 3D6 M.D. per triple shot in addition to punch damage (2D6 M.D.) for a total of 5D6 per each Bulletduster enhanced punch. When appropriate, the standard explosive rounds can be swapped out for silver or wood solid slugs for fighting creatures vulnerable to such material (double damage).
Rate of Fire: Single shot or can fire all three barrels simultaneously when used as an attack. Equal to the number of hand to hand attacks of the character.
Penalty: -4 to strike when used as a ranged weapon.
Payload: 30 rounds can be stored in each internal magazine for 30 full damage attacks.
Cost: 22,000 credits for the first weapon and the ammo feed and 11,000 credits for each additional barrel. The special ammunition costs 75 credits per round.
Prerequisite: A full bionic hand and arm. **Note:** Counts as one forearm weapon.

2. **Shoulder-Mounted Grenade Launcher:** Above the right shoulder is a grenade launcher used for anti-armor and anti-personnel purposes.

Primary Purpose: Anti-Personnel/Anti-Armor.
Range: 1,000 feet (305 m).
Mega-Damage: 4D6 M.D. to everything in a three foot (0.9 m) radius per single shot.
Rate of Fire: Single shots only.
Payload: Six grenades or belt-fed from an external drum attached to the back with 50 grenades.

3. **Palm Ion Blasters (2):** The palms of the upper pair of arms contain heavy ion blasters. These are used against individual soldiers and generally reserved for close-range attacks.

Primary Purpose: Assault.
Primary Purpose: Defense.
Range: 300 feet (91.4 m).
Mega-Damage: 3D6 M.D. per blast.
Rate of Fire: Each blast counts as one melee attack.
Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

4. **Forearm Ion Blasters (2):** Built into the two right forearms is a low-profile, short-range ion blaster.

Primary Purpose: Defense.
Range: 1,000 feet (305 m).
Mega-Damage: 4D6 M.D. per single blast.
Rate of Fire: Each blast counts as one melee attack.
Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

5. **Mega-Damage Chainsaw (2):** Built into the two left forearms is an extendible and retractable Mega-Damage chainsaw.

Primary Purpose: Slicing through body armor and vehicle armor to get at the crew inside, sabotage of sensor arrays, cutting through fencing and doors, etc.
Range: Hand to hand combat only.

Mega-Damage: 5D6 M.D. per slashing attack, or 5D6 M.D. per action for a sustained attack.
Bonus: +1 to disarm.
Penalty: -1 to parry.
Note: Use W.P. Sword to determine additional combat bonuses.

6. **Leg Features or Weapons (to start):** The Thunderfist gets one leg compartment or leg weapon in each leg.
7. **Human Face:** Most Thunderfist Superheavy Machines elect to keep their own face or some idealized version of it. Most are youthful and attractive, even if the cyborg is a grizzled vet with decades of service to his country. The face is concealed in combat by the helmet.
8. **Head and Eye Features or Weapons:** The Thunderfist selects three additional bionic eye or head features. This includes bionics or cybernetics for the eyes, ears, throat or head features.
9. **Body Armor:** Other than the cyborg's helmet (80 M.D.) there is no additional armor, it is all built into the cyborg.
10. **Handheld Weapons:** The Thunderfist can only use weapons large enough to be handled by a Heavy or Superheavy Machine.
11. **Repair System:** Three Micro-Repair Robots (MiRR) AND two Cyber-Nano-Robot Repair Systems (CNRRS) for immediate field repairs.

# Tsar Superheavy Cyborg

## Also known as "Big Ivan"

The Tsar Superheavy Machine is fondly referred to as "Big Ivan" by most infantry troops and even Cyborg Soldiers. Rumor has it that the body chassis is a pre-Rifts design recovered from the Kaliningrad Research Complex, designed to be a walking tank and named after the ancient Tsars of Russia – the imperialist kings who reigned until the Soviet revolution in 1917. Which may be why most loyal communists prefer the nickname *Big Ivan*.

Though a good idea, heavily armored and packing considerable firepower, cyborgs like Big Ivan begin to blur the line between cyborg and robot. The Tsar is comparatively big, slow and ponderous, making him an obvious and easy target on the battlefield. Worse, studies have shown that the larger and less human-looking the bionic body, the more removed from humanity and inhuman the person placed into it begins to feel. No longer recognized as human, the people merged into what are, in effect, giant robot bodies, often lose their human identity as well as empathy for their fellow human beings. This can result in extreme brutality and no mercy on the battlefield. Which in turn, can lead to frightening acts of violence and cruelty to wholesale slaughter. That may not sound so bad when up against demons and monsters like the Brodkil and Gargoyles, but it is rather terrifying to see that same level of ruthlessness leveled against human troops, even if they are the enemy. Still the chassis is formidable and many an ex-Tanker who has been severely injured in combat has elected to become a Big Ivan.

It is very interesting to note that *Tankers* turned giant cyborg, especially Drivers and Gunners, are somehow able to maintain their sense of humanity much better than others. Research has shown it is because they think of their giant bionic body as a "tank" – a vehicle they inhabit – rather than their permanent body. Most Big Ivan Tankers see their Light Machine, substitute body used for formal occasions, furloughs home and their eventual retirement body, as their "true human" form. This ability to mentally and emotionally see themselves as people separate from the giant Superheavy Machine body they inhabit, helps to keep them grounded, sane and connected to people.

The Tsar is a large, heavily armored, bipedal frame that uses specialized Mega-Damage composite alloys. Additional heavy armor is bolted onto the main body, arms, legs, and encase the ammunition drums on the cyborg's back. The large frame enables the Tsar to carry a number of weapon systems, including a dual rail gun over the right shoulder, mini-missiles mounted in the chest, short-range missile launcher over the left shoulder, an ion blaster on the right forearm and a large, handheld rail gun that fires single, large, armor piercing slugs, dubbed the *Empress Cannon*. The weapon is attached to a back-mounted arm that retracts the gun behind the cyborg and between its shoulders when not in use. Due to the size of the projectiles, ammunition is limited. Ammo is stored in the back-mounted drum and fed to the gun via a belt coming out the side of the armored container that encloses the drum.

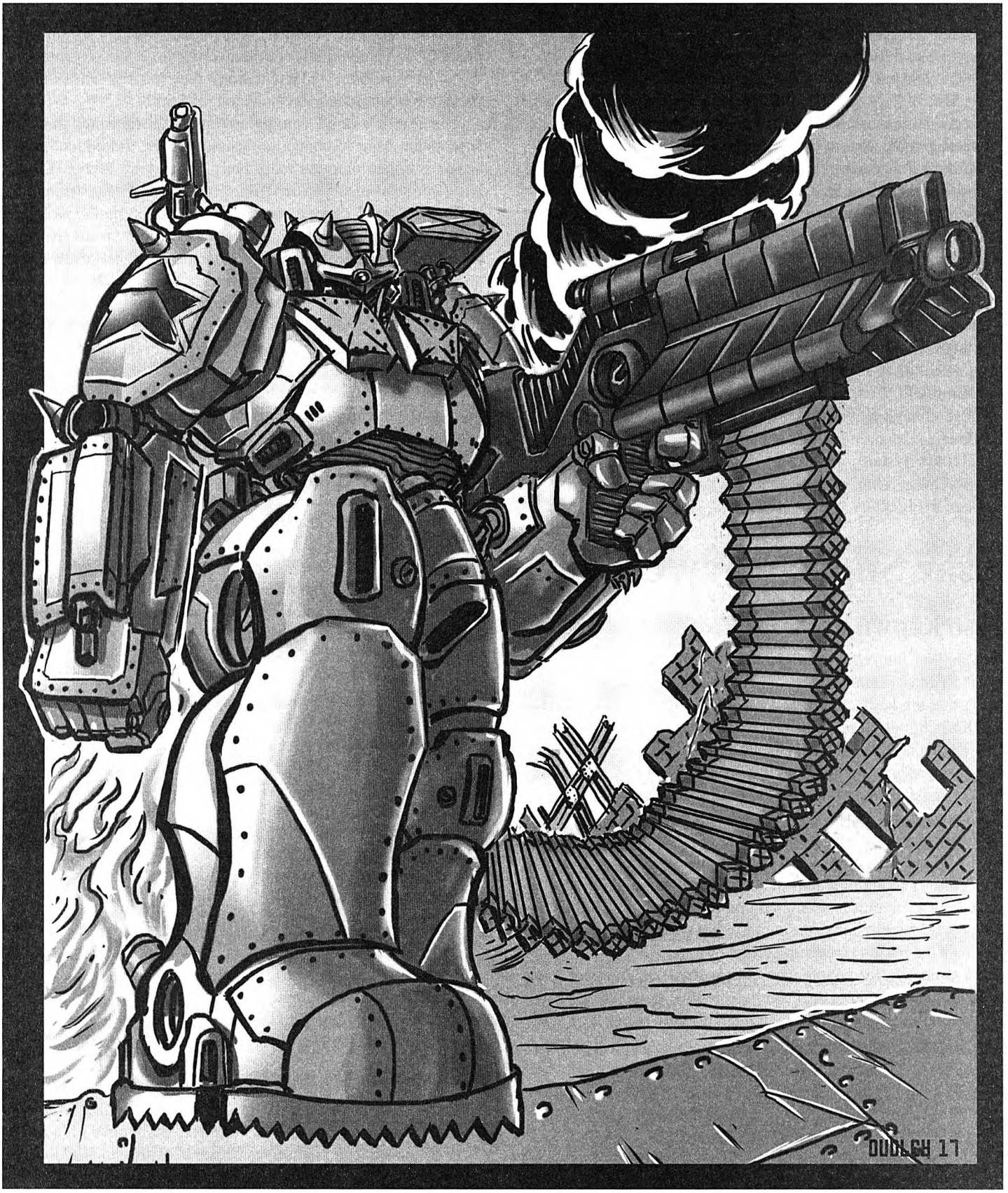
### Tsar Cyborg Superheavy Machine

**Note:** The following stats are for the standard Tsar. Specific weapons and bionic features may vary from cyborg to cyborg.
**Class:** Superheavy Machine, Full Conversion Combat Cyborg.
**Crew:** One human volunteer.
**M.D.C. by Location:**
Arms (2) – 200 each
Hands (2) – 80 each
Legs (2) – 250 each
Feet (2) – 100 each
Empress Cannon – 200
* Ammo Feed Belt – 80
Armored Ammo-Drum (1; back) – 150
** Weapon Connector Appendage – 95
* Ion Blaster (2; forearms) – 35 each
* Rail Gun (1; right shoulder) – 100
* Short-Range Missile Launcher (1; left shoulder) – 80
* Head – 150
*** Main Body – 740

* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike. However, because the head is shielded on the right by the rail gun and shoulder plating and on the left by the short-range missile launcher, attackers are -4 on a Called Shot to the head. Destroying the head of the cyborg kills the character.

** If the weapon connector appendage is destroyed, the Empress Cannon must be held by Big Ivan or left behind. Most Tsar Superheavy Machines will attempt to hide or destroy the weapon themselves before allowing it to fall into enemy hands. If the ammo feed belt is destroyed, then the weapon must be loaded by hand. Doing so will require a round to be ejected from the back ammo bin and loading it into a port in the side of the weapon, a process which takes three actions.

*** Depleting the M.D.C. of the main body effectively destroys the artificial body. Emergency systems will keep the brain and internal organs alive for up to 36 hours. Recovery of the severely damaged body enables doctors to place the cy-




borg on life support until a replacement bionic body can be acquired. Failure to find the damaged cyborg within 36 hours means the character dies. Similarly, massive amounts of damage (125 points below zero) completely destroys the cyborg with no hope of recovery. There is no additional body armor to be added. All of Big Ivan's impressive armor plating is bolted on and ready to go.

**Speed:**

Running: 50 mph (80 km) maximum.

Leaping: The bionic legs are strong but the cyborg is top-heavy and not really designed for leaping; 10 feet (3 m) high or 20 feet (6.1 m) lengthwise. No increase with a running start.

Flying: Impossible due to weight and bulk.

Underwater Capabilities: Cannot swim. The cyborg sinks like a rock. If an oxygen storage cell is used, the cyborg can walk along the bottom of rivers and waterways at 8 mph (13 km). Maximum depth tolerance is 1,200 feet (366 m).

**Statistical Data:**
Height: 15 feet (4.6 m).
Width: 6 feet (1.8 m).
Length: 5 feet (1.5 m).
Weight: 7 tons.
Physical Attributes for Sovietski Tsar Superheavy Machine:
Robot P.S. 45.
Robot P.P. 20.
Speed: See above.
Mega-Damage in Melee Combat: 1D6 M.D. from a restrained punch, 3D6 M.D. with a full strength punch, and 1D6x10 M.D. on a power punch, but it counts as two melee attacks. 5D8 M.D. from a Kick; the Tsar cannot perform leap kicks. A full speed ram/body block inflicts 3D6+3 M.D. and has a 01-75% chance of knocking opponents weighing less than two tons off their feet (they lose two melee attacks and initiative), but the body block/ram counts as two melee attacks.
Bonuses: +1 attack per melee round, +2 to strike and parry due to high Robot P.P., and +1 to pull punch.
Skill Penalties: Size, weight and bulk impose a -60% penalty to Prowl, and size and lack of tactile sensitivity (35%) also impose a -40% penalty to Forgery, Picking Locks, Picking Pockets, performing surgery, Whittling/Sculpting, Art, and any skill requiring small fingers, care and fine detail. Superheavy Machines are not built for finesse.
Black Market Cost: 8-9 million credits on the black market. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is 40 years of hard labor or death.
Sovietski Cost: 5.5 million credits.

**Bionic Features:** In addition to the standard bionics and cybernetics for all Sovietski Heavy Machines, the following are standard issue for the Tsar/Big Ivan.

1. Super-Telescopic Eye.
2. Multi-System Eye Socket.
3. Stabilizing Anchors.
4. Combat Computer.
5. Ranged Combat Enhancement Program.

## Weapon Systems for Sovietski Tsar/Big Ivan Superheavy Machine:

**Note:** Illegal and underground Body-Chop-Shops, Warlord War Camps, Mindwerks (if you dare) and some mercenary companies (if they have the capabilities) are happy to install any or all of the following into Shocktroopers and Superheavy Machines, provided the facility has the bionic items available and the purchaser can afford the price.

1. **S-9001 Rail Auto-Cannon a.k.a. The Empress Cannon (1, handheld):** This huge, 11 foot (3.4 m) long auto-cannon is used very much like an oversized rifle. It fires single, large, explosive projectiles that strike with tremendous force, enough to stagger large cyborgs and rock armored vehicles. As a result, Big Ivan is often deployed with Sovietski tanks and other armored combat vehicles.

   When not in use, the big gun is pulled back behind the cyborg by the weapon connector appendage and stowed behind the left shoulder with the barrel pointing down, locked in place by four restraining clamps along the back.

Primary Purpose: Anti-Armor, Anti-Cyborg.
Secondary Purpose: Assault and Anti-Monster.
Range: 4,000 feet (1,219 m).
Mega-Damage: 1D6x10+6 M.D. per single high-explosive round.
Rate of Fire: Single shots only. Bursts are not possible.
Payload: 200 rounds, stored in an internal magazine. The special ammo drum can be reloaded by a trained technician in five minutes.

2. **Rail Gun Shoulder Turret:** Over the right shoulder is light rail gun turret able to rotate 360 degrees and has a 45 degree up and down arc of fire.

Primary Purpose: Assault and Anti-Personnel.
Secondary Purpose: Defense.
Range: 2,000 feet (610 m).
Mega-Damage: 5D6 M.D. for a 10 round burst.
Rate of Fire: Each burst counts as one melee attack.
Payload: 1,000 rounds in an internal drum, enough for 100 bursts.

3. **Short-Range Missile Launcher:** Over the left shoulder is a four tube missile launcher loaded with short-range missiles. These are used against flying cyborgs and monsters.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Anti-Monster.
Range: Five miles (8 km).
Mega-Damage: Varies with missile type, but typically High Explosive (medium) missiles are used to inflict 2D6x10 M.D. to everything in a 15 foot (4.6 m) radius.
Rate of Fire: One at a time or in volleys of 2 or 4.
Payload: Four missiles.

4. **Forearm Ion Blasters (2):** Built into both forearms is a low-profile, short-range, high powered ion blaster.

Primary Purpose: Defense.
Range: 1,000 feet (305 m).
Mega-Damage: 5D6 M.D. per single blast. 1D6x10 M.D. when both arms fire simultaneously at the same target. A dual blast is not possible when the Empress Cannon is in use.
Rate of Fire: Each single or dual simultaneous blast at the same target counts as one melee attack.
Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

5. **Leg Features or Weapons (to start):** The Tsar gets one leg large compartment or leg weapon in each leg.
6. **Human Face:** Under the helmet of the Tsar Superheavy Machine is usually the human face of the person who controls the massive, armored bionic body of Big Ivan. Most are youthful and attractive, even if the cyborg is a grizzled vet with decades of service to his country. The face is concealed in combat by the helmet.
7. **Head and Eye Features or Weapons:** Big Ivan selects three additional bionic eye or head features. This includes bionics or cybernetics for the eyes, ears, throat or head features.
8. **Body Armor:** Other than the cyborg's helmet (80 M.D.) there is no additional armor, it is all built into the cyborg.
9. **Handheld Weapons:** Big Ivan can only use any weapons large enough to be handled by a Heavy or Superheavy Machine.
10. **Repair System:** Three Micro-Repair Robots (MiRR) AND two Cyber-Nano-Robot Repair Systems (CNRRS) for immediate field repairs.

# Enhanced Animal Cyborgs

Through countless iterations of cybernetics and bionics development, animal experimentation was key in ensuring proper design capabilities. Researchers tested cybernetic devices and interfaces on the brains and nervous systems of animals, which led to breakthroughs in development for human subjects. However, during the animal testing phases, some scientists began to see certain types of test animals as more than just platforms for experimentation. They began to see them as potential cyborgs to fight alongside humans. Animal cyborgs that could be made more powerful and under the complete control of their masters. So it was that the **Enhanced Animal Cyborg Program** came into being.

The most visible result from this research program has been Russia's Bionic Horses (**W.B. 17: Warlords of Russia**, pages 171 and 172), but there are many other animals that respond favorably to the bionic augmentation, most notably falcons, hawks, canines and bears. Russians have been using dogs and falcons in hunting for centuries, so they were chosen as early test subjects. People scoffed when bears were suggested, but they adapt quickly and easily to cybernetics and bionics, as well as respond favorably to human kindness and training. With Light and Heavy Cyborgs in the role of animal trainers, the danger of being mauled and killed was taken out of the equation. So it was that the animal candidates for partial or full bionic conversion would be trained first and then subjected to bionic reconstruction and augmentation. The end result: trustworthy and faithful animal companions that are every bit as hardy and durable as augmented Soviet troops.

Despite this effective animal training program, serious concerns lingered about obedience and control of the beasts. Under battlefield conditions, horses, mules, canines and other animals are easily spooked, and an injured animal might lash out at anyone around it, including friendly troops and even its handler. Such concerns were quieted by the introduction of the NAMC implant. **The Neural Aggression Modulator Control** is a brain implant in the animal and in its assigned field operative/soldier. The NAMC does more than make the bionic animal subservient to that person, it make the animal see him as one of its own kind. In the case of pack and herd animals like horses and canines, the animal sees its human or cyborg companion as the pack leader and is completely subservient to him. More than that, just being around that individual makes the animal feel calm, safe and happy. This gives the creature's "assigned human" close to absolute control over the animal. It will follow him into a blazing inferno, a hail of gunfire and follows commands, even when frightened, angry or injured. The Neural Aggression Modulator Control has even proven effective in maintaining influence and control over wild animals notorious for being difficult to tame and domesticate such as bears, falcons, hawks and eagles. Large predatory felines like snow leopards and alien animals from beyond the Rifts are being considered for the next phase in experimentation in this area. (**Note:** See other details about NAMC in the Bionics section.)

As it is, an increasing number of bionic horses, dogs, bears and birds of prey are being introduced into the Sovietski military for front-line duty. In addition to being formidable attack animals, helpers and work animals, bionic beasts perform a much less obvious role, they help keep the soldier they are assigned to and his fellow troops more grounded. For decades before the Great Cataclysm, it became clear that animals influenced humans in a positive way. Dogs and horses, in particular, were used in a growing range of therapeutic applications. Under the right conditions, animals make people happy, and vice versa. This is due, in part, because the animal gives humans something to care about and to take care of, and more importantly, to take their mind off the chaos and bloodshed all around him. Animals also have irrepressible personalities that creates deeper connections between people and beast. This results in a true level of companionship and connection (love), that does not exist when the animal is a robot simulation. All of which helps reduce mental and emotional trauma among soldiers who have a mascot or animal friend to care about. Ordinary animals do not last long in combat, and can be a distraction to the soldiers who care about it. But cyborg animals are tough and can handle combat conditions as handily as any Cyborg Soldier.

While all of this is good for the troops' morale, partial and full conversion animals offer many strategic applications. Canines can function as bomb sniffers, trackers and sense and smell the supernatural as well as serve as guard and attack animals. In fact, dogs, bears, and horses can all sense and alert humans to the presence of supernatural beings and magic. Large birds given camera eyes and video transmission capabilities can function as both attack animals, aerial surveillance and spies, flying ahead and transmitting everything they see back to base camp. And most enemies never consider the circling hawk to be an avian spy or surveillance weapon. Think drone disguised as a falcon.

Each soldier or cyborg equipped with a NAMC may serve as the pack leader of up to four bionic animals. All of whom are attuned to that person's tone of voice, scent, and other characteristics and responds to his/her every command without hesitation and without concern for its own well-being. The NAMC influence keeps the animal calm under fire and overrides its fight or flight instincts. They always do what they are told and fight to the death to protect their human handler. Most of whom are human or cyborgs with the necessary implants or bionics to communicate via spoken word or radio transmission.

All cybernetically "Enhanced Animals" have two features: The Neural Aggression Modulator Control implant and all integrated systems and power sources for weapons are removable and interchangeable on an as needed basis. Such bionic animals and NAMC are unique to the Sovietski and still considered to be experimental and Top Secret.

# Bionic Birds of Prey

## Falcon, Hawk or Eagle

The enhanced raptor is used as a reconnaissance tool for forward scouts, point-men, snipers, commanders, Spetsnaz and sometimes, commandos. Think living drone! The animals all undergo training with Cyborg Soldiers and standard human handlers who themselves are trained extensively in the art of falconry. Enhanced birds are partial cyborgs augmented with optical,




digital recording and transmission devices that transmit everything the birds see, as well as small boosters. In addition to aerial reconnaissance, bionic birds of prey are sometimes used to deliver messages, light tools, weapons and supplies, and even drop explosive devices on enemy locations.

A full conversion cyborg raptor has bionic wings, reinforced bionic spine, light, M.D.C. ceramic and plastic armored head and chest, bionic legs, and Vibro-Blade talons, along with the optics and transmitting features noted above. Due to the cybernetic enhancements, these creatures are usually 10% larger than the normal animal, but one can tell they are mechanical only if observed up close. In most cases, the bird is given cosmetic features to make it look just like the flesh and blood avian, complete with its original feathers, but even those without it look like the normal bird from a distance.

Bionic birds of prey are not meant for direct combat, but they have enough light armor protection, Vibro-Blade talons and sharp beaks to deliver some damage and to take a few light M.D. shots.

## Cyborg Birds of Prey Stats:

**Class:** Enhanced Cybernetic Animal – Ultra-Light Machine.

**Crew:** One falcon, hawk or eagle. In the latter case, it is almost always the steppe eagle found through the steppe, desert and semi-desert habitats of Eastern Europe, Russia, Mongolia, Asia and India.

**M.D.C. by Location:**

* Wings (2) – 10 each (18 for eagle)
* Legs and Talons (2) – 15 each (18 for eagle)
* Head – 12 each (15 for eagle)
** Main Body – 20 (40 for eagle)

* A single asterisk denotes a target that is small and difficult to hit. A Called Shot is required and even then the attacker is -3 to strike a stationary bird, and -5 to strike any small, specific targets on the bird when flying.

Destroying the head of the cyborg kills the animal.

** Depleting the M.D.C. of the main body kills the animal.

**Speed:**

Running: 5 mph (8 km). The bird is generally not suited to walking long distances and prefers to fly.

Leaping: As per normal for that species of bird; typically a foot (0.3 m) without taking flight.

Flying: A partially augmented bird of prey flies as usual for that animal and does not have M.D.C., making it a more fragile operative. On average, the flying speed of most ordinary, small, birds of prey varies between 20-50 mph (32 to 80 km), with maximum speed for only short periods and average speed at about 30 mph (48 km). Diving speed is usually three times their maximum speed (120 mph/192 km), but again, for a few minutes, not sustained flight. *Eagles* area 40% faster. Bionic augmentation changes all of that.

**A falcon or hawk full conversion cyborg** of any breed now has a sustainable flying speed of 50 mph (80 km) without fatigue, and a dive speed of 200 mph (320 km) with the assistance of a small thruster behind each upper leg. The thrusters can also be used for short bursts of speed that last 1D4+3 melee rounds (60-105 seconds) to attack or flee at 200 mph (320 km).

**A full conversion steppe eagle cyborg** now has a sustainable flying speed of 80 mph (128 km) and a dive speed of 300 mph (480 km) with the assistance of small thruster behind each upper leg. The thrusters can also be used for short bursts of speed that last 1D4+8 melee rounds (2-3 minutes) to attack or flee at 300 mph (480 km).
Underwater Capabilities: None.

**Statistical Data:**
Size (bionic): Varies with the type of animal.

Falcon: 18 inches (46 cm) tall, wingspan: 2 feet, 6 inches to 3 feet, 8 inches (0.8 to 1.1 m).

Hawk: One foot (0.3 m) tall; wingspan: 3-4 feet (0.9 to 1.2 m).

Steppe Eagle: 2-3 feet (0.6 to 0.9 m); wingspan: 7 feet (2.1 m).
Weight (Full Conversion Cyborg): Falcons and Hawks: 10 pounds (4.5 kg). Steppe Eagle: 35 pounds (16 kg).
Physical Attributes for Full Cyborg/Ultra-Light Machine:

Robot P.S. 13.

Robot P.P. 18.

Speed: See above.
Damage in Melee Combat (Full Cyborg): 1D6 S.D.C. from a restrained talon strike or bite, 2D6+3 S.D.C. with a full strength talon strike, and 4D6+4 S.D.C. with a diving talon strike, but counts as two melee attacks. **Note:** Does M.D. with Vibro-Talons.
Attacks per Melee: Four (includes NAMC bonus).
Bonuses: +15% to Climbing skill, +2 on initiative, +3 to strike and dodge due to Robot P.P. and NAMC implant. Includes NAMC bonuses.
Natural Abilities: Nightvision 400 feet (122 m), Prowl 80% (negated when thrusters are used), track by smell at 46%, track by sight 80%.
Power System: Internal electrical battery. This system provides power to all cybernetic and bionic enhancements for up to 96 hours. When not in use, small solar panels on the back are deployed to recharge the system. This has proven to be extremely effective and cost efficient. There is an E-Clip port for emergency backup which can power all systems for an additional 48 hours per E-Clip. This system can be removed to keep the weapon systems deactivated while allowing the animal limited autonomy.
Black Market Cost: Never available on the black market.
Sovietski Cost: 70,000 credits for partial cyborg. 390,000 credits for a full conversion Ultra-Light Machine.

**Bionic Features:** Common to cyborg Birds of Prey, plus the weapon systems that follow.

1. Cyber-Camera Eye (60 mile/96 km transmission range) with Telescopic capabilities (see **Rifts® Ultimate Edition**, page 50).
2. Optic Nerve Video Implant (see **Rifts® Ultimate Edition**, page 50).
3. Bionic booster jets (see Speed).
4. Fold-Out Solar Panel Recharging System.
5. Concealed E-Clip port.
6. Multi-System Eye Sockets (2).
7. Built-in Radio Transmitter & Receiver (5 miles/8 km).

### Full Cyborg Bird of Prey Weapon Systems:

**1. Vibro-Talons (2):** Each foot has a set of Vibro-Talons used to slash and claw at enemies.
Primary Purpose: Close combat.
Range: Melee range.
Mega-Damage: *Falcons and Hawks:* 1D4 M.D. per talon strike, +2 M.D. from a diving attack. *Steppe Eagle:* 2D4 M.D. per talon strike, +4 M.D. from a diving attack.

**2. Deployable Explosive Charges (2):** The animal can be told to carry a small bag or pouch holding one explosive designed to explode on impact in each talon. This is a little dangerous as the explosive will go off if accidentally dropped; 50% chance whenever the bird is attacked by another flying predator, monster, huntsman or enemy taking no chances. Also drops the explosive when it opens its talons to attack or depend itself or its handler, which could injure or kill fellow soldiers or innocent people. For these reasons, this tactic is only used in remote areas or extreme situations.

A safer, similar tactic is for the cyborg bird of prey to drop a message, radio, 1-2 E-Clips, flares, tools or piece of equipment, a bottle of water, first aid kit and similar items small enough for it to handle in flight.
Primary Purpose: Strategic Demolition.
Range: Melee range or dropped. The animal must be on or above the target.
Mega-Damage: 5D6 M.D. to everything in a 3 foot (0.9 m) radius.
Rate of Fire: One at a time or both at the same time.
Payload: Two; one per leg.

# Canine Cyborgs

Dogs have been loyal companions and work animals since before the time of Egypt, so it should not be a surprise that the Sovietski uses dogs as Light Machines for a wide range of combat operations. All canines are augmented with NAMC (Neural Aggression Modulator Control) for optimal obedience, as well as enhanced optics, digital optical and audio recording and transmission capabilities, among other bionic fetaures, so that everything the dog sees is transmitted back to its assigned human partner or pack leader. Partial canine cyborgs receive bionic legs and reinforcements, while full conversion canine cyborgs are rebuilt from the ground up. Great care is kept to preserve the head, though it may be reinforced with M.D.C. Armor, to avoid reducing or damaging the olfactory and audio senses.

Canine cyborgs fill many roles, from reconnaissance to the delivery of messages and small parcels of vital supplies, but more often than not, they function as trackers, hunters, bomb sniffers, guard dogs, and attack animals that fight alongside the human soldiers they loyally obey and protect.

Dogs, bears and horses respond extremely well to bionic augmentation and seem to enjoy the heightened speed and strength from their bionic legs, and light, reinforced bionic bodies. Many cyborg dogs are also given bionic jaws and M.D.C. teeth, and in most cases, a back-mounted ion or laser blaster between the shoulders. The animals all undergo training with Cyborg Soldiers and are assigned a specific human partner (can be a partial or light machine) who are themselves usually, though not always, trained in the animal's care and handling. So far, large breed dogs and a

few medium-size canines have been used for bionic augmentation, including the *Caucasian Shepherd* (Kavkazskaïa Ovcharka; very aggressive and dangerous even with NAMC), *Central Asian Shepard* (a calm, large, Mastiff-like dog), *Borzoi* (Russian Wolfhounds), *Black Russian Terrier* (a large dog favored by police for centuries; loyal and protective) and *Russo European Laika* (originally bred to hunt wild boar, bear and elk; medium-size). Cyborg dogs (Light Machines), are used by the Sovietski Army, Police and Spetsnaz.

## Cyborg Canine Stats

**Note:** The following stats are for the standard cybernetic dog. Specific weapons and bionic features may vary a bit from animal to animal.

**Class:** Enhanced Cybernetic Animal – Light Machine.

**Crew:** One trained and domesticated canine; typically a large breed dog, but sometimes a medium-sized canine. Common breeds are described above.

**M.D.C. by Location:**

* Head – 80
Legs (4) – 50 each
Tail – 5
* Back-Mounted Ion or Laser Blaster – 50
** Main Body – 90

* A single asterisk denotes a target that is small and difficult to hit. A called shot is required and even then the attacker is -3 to strike. Destroying the head of the cyborg will kill the animal.

** Depleting the M.D.C. of the main body will effectively destroy the animal.

**Speed:**

Running: 90 mph (144 km) maximum and tires at one-third the usual amount. Dogs like to run, but trained cyborg dogs resist that impulse and stay with their human partner/pack master until commanded otherwise.

Leaping: Bionic legs allow the dog to leap 10 feet (3 m) high and up to 25 feet (7.6 m) lengthwise. Increase height or distance by 50% with a running start of at least 60 mph (96 km).

Flying: Not possible.

Water Capabilities: Swim on the surface at 24 mph (38.4 km). No underwater capabilities.

**Statistical Data:** Varies with breed. Below is the average size of large breed canine Cyborgs.

Height: 2 feet, 6 inches to 3 feet (0.8 to 0.9 m) to the shoulders.

Width: One foot, 6 inches (0.5 m).

Length: 4-5 feet from snout to rump (1.2 to 1.5 m). Tail is additional.

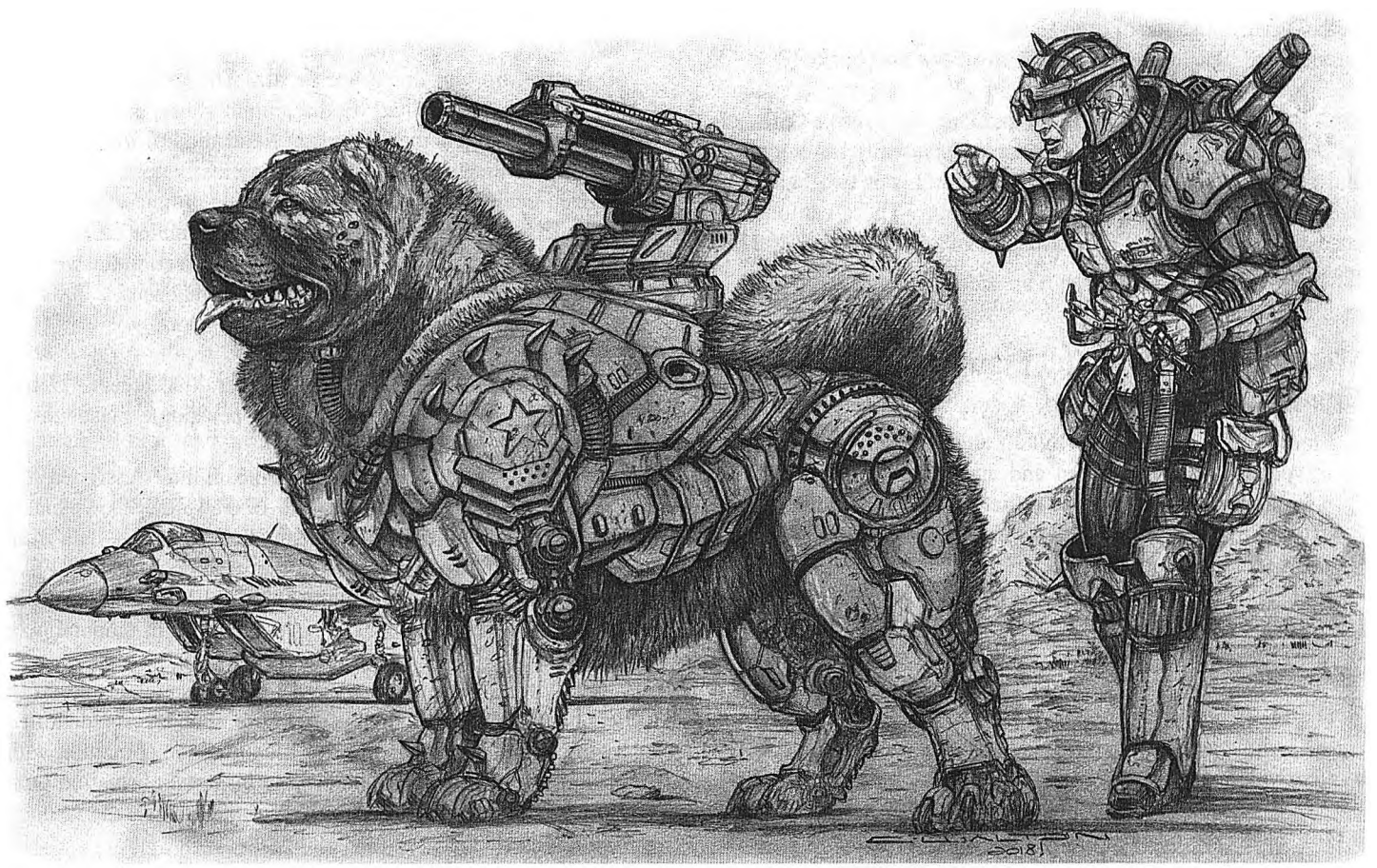
Weight (Full Conversion Cyborg): 300-400 pounds (135 to 180 kg).

Physical Attributes for Full Cyborg/Light Machine:

Robot P.S. 20.
Robot P.P. 20.
Speed: See above.

Natural Abilities: Prowl 40%, Swimming 75%, track by smell 65% (+10% for hunting breeds), identify specific odors (such as machine oil, explosives, Brodkil) 60%, and +10% to identify and track common or strong scents (such as food, blood, animals, specific known monsters/D-Bees), leaping and pounce attack.

*Partial cyborg dogs*, as well as bears and horses, retain their abilities to sense the presence of the supernatural as well as were-



beasts within a 600 foot (183 m) radius, and respond by growling, barking, howling, or behaving in a nervous manner. Trained cyborg dogs bark twice, stand up and point, while snarling and growling. The sensing ability of full cyborg canines is greatly diminished by their machine conversion, but can still sense the supernatural at a distance of 200 feet (61 m). Perhaps needless to say, cyborg canines and bears are used to hunt, bring down and guard against the supernatural.

Damage in Melee Combat (Full Cyborg): 2D6 S.D.C. from a restrained bite, 1D6 M.D. full strength bite, 1D4 M.D. from pouncing attack and body block/ram. Both have an 80% likelihood of knocking down opponents weighing less than 1,000 pounds (450 kg).

Victims knocked down lose initiative and one melee attack, plus they are vulnerable to further biting and claw attacks by the animal while knocked down on the ground; the animal has initiative and the person on the ground is -1 to parry and dodge. Also see Bionic Jaws under Weapon Systems, below for other types of attacks.

Attacks per Melee: Four (includes NAMC bonus).

Bonuses: +2 on initiative, +3 to strike and pounce, +4 to dodge due to innate ability, Robot P.P. and NAMC implant, +3 to disarm and +3 to pull bite. Includes NAMC bonuses.

Power System: Nuclear with a 15 year life.

Black Market Cost: Never available on the black market.

Sovietski Cost: 300,000 credits for partial cyborg. 570,000-650,000 credits for a full conversion Light Machine.

**Bionic Features:** All enhanced dogs have the following enhancements:

1. Optic Nerve Video Implant (includes audio).
2. Cyber-Camera Eye with Telescopic capability.
3. Passive Nightvision.
4. Thermal-Imager.
5. Built-In Radio Receiver & Transmitter Headjack.
6. Molecular Analyzer.
6. Bionic Lung with Gas Filter and Oxygen Storage Cell
7. One Internal Storage Compartment; typically holds a pistol and an E-Clip, or a Vibro-Knife (1D4 M.D.), or two hand grenades, or a small tool kit and similar items. These can only be accessed by the animal's human partner or a recognized teammate/ally.
8. Two Cyber-Nano-Robot Repair Systems.

## Weapon Systems for Full Conversion Cyborg Canine:

**1. Bionic Jaws:** Though the mouth and head are carefully preserved, they are reinforced and augmented. The teeth lined jaws are powerful enough to inflict light Mega-Damage:

Primary Purpose: Hunting, Attack and Defense.

Range: Melee combat.

Mega-Damage: 1D6 M.D. per full strength bite or 2D6 S.D.C./ Hit Points from a restrained bite intended to serve as a serious warning that does light damage.

Capture Bite: 1D6 M.D., but once the canine cyborg has a good hold on the target, it continues to hold on and tug so that the individual is compromised, off-balance and encumbered (the weight of an angry, snarling and tugging cyborg dog). This is the classic dog pulling at the pant leg or sleeve of a person, or the leg of an animal or the arm or leg, weapon, backpack, belt or dangling strap of an enemy combatant. While the cyborg dog is *locked on* and pulling, its victim cannot use the limb that is being held onto, and is being pulled at and shaken making any attempts at gunfire -4 to strike and equal to shooting wild, -4 to dodge, reduce speed by half (or less depending on the victim being held) and skill performance is -30%. The trained animal knows the point of this attack is to hold the enemy and keep him from doing anything. This means it will try to pull the enemy away from any devices, vehicles or people, and sounds like a wild beast ready to rip him to shreds if he fights back. Any victim who stops struggling gets the cyborg to stop growling, but the cyber-dog will not let go until its human partner tells it to do so.

The only way to escape the dog's grip is to inflict enough damage to it that the dog lets go or to have a greater P.S. than the cyborg canine and pry its jaw open. However, prying the jaws open only provokes the cyborg hound to bite at the hands or go for the throat. If attacked, the cyborg dog will let go and attack, going for the weapon or the hand holding it in an attempt to pull it out of the hand or make the assailant drop it. Or the canine repositions to attack and hold onto some other part of its opponent's body where he cannot easily hit, kick or shoot at it. Dogs are smart and will take evasive action and attack from behind or the sides. And if it sees a kill shot – e.g. a chance to bite a vital spot like the neck or groin – it will take it. **Note:** The cyborg canine is trained to let go and retreat when the M.D.C. of its head or main body has 20% or less remaining.

**2. Back-Mounted Energy Weapon:** Many, but not all, canine Light Machines have either a light ion or laser blaster built into its back. In both cases, the weapon rises up from its low profile position on the back to fire forward above the animal's head or to the side in front of the dog. However, it can rotate 360 degrees to fire to the sides and even behind the canine; 30 degree, up and down arc of fire. The weapon system is either remotely operated by the animal's assigned soldier or set to function with the Gromeko Friend and Foe Identification computer which engages to fire upon clearly defined and recognized enemies (three attacks per melee round). **Note:** The weapon turret includes a video camera built under the barrel so the animal's handler can see in whatever direction the weapon is pointed, as well as seeing what the animal sees. 2,000 foot (610 m) range with 2x and 8x telescopic zoom.

Primary Purpose: Defense.

Range: Ion Blaster: 500 feet (152 m). Laser: 1,000 feet (305 m).

Mega-Damage: Ion Blaster: 3D6 M.D. per single blast. Laser: 2D6 M.D.

Rate of Fire: When fired remotely by the animal's assigned *soldier partner*, each attack counts as one of the soldier's own melee attacks. Reliable range for the transmission of optical data from the animal cyborg and the firing of the weapon remotely is five miles (8 km) in forest and urban settings; 10 miles (16 km) in open territory like the steppes, 2 miles (3.2 km) in mountains or underground.

FFI firing: As many as three times per melee round (15 seconds) when the weapon is set to fire upon targets identified by the Gromeko Friend and Foe Identification computer, with the failsafe of not firing unless the target confirmation is at least 97%. If there is any significant uncertainty, the weapon will not discharge.

In both cases, the firing of the back-mounted weapon is *in addition to* the canine's own number of attacks or melee actions. This means the weapon can be shooting while the dog is running, leaping, dodging, and so forth. Since the remote operator sees everything the cyborg dog sees, as well as wherever the gun is pointing, operating the weapon feels rather like playing in a video game. This also means the remote operator can issue commands and warnings to the animal and lay covering fire for the animal's escape if necessary. This is another reason it is important for the soldier and animal to train together and develop a bond, so that the "human partner" values the canine and does not direct it on suicide runs and foolish ventures. In a strange way, the two function as a true team and that cyborg dog is as much a fellow, brother in arms as any soldier in the squad. This bond of friendship, trust, and camaraderie is vital for maximum efficiency in the field of battle and especially delicate operations such as commando raids, prison breaks and search and rescue missions in which stealth and discretion are required. The dog and its human partner must trust each other completely.

*Let's use a prison break for example:* The cyborg dog can carry on its back or side, a low-profile saddlebag style pack with two or more pouches slung over its back. There is an appropriate space between the strap on the pack so as to not impede the use of the bionic weapon located on the dog's back. Inside the pack is vital gear like lock picking tools, explosives, a flash grenade, Vibro-Knife, radio, etc., to help make the jail break possible. The items are kept small and simple as to not get snagged or stuck on underbrush or fencing the dog may need to squeeze through or dig under. Once it has delivered its jail break gear, it can escort and protect the escapees, or create a distraction while they make good their escape. Or the cyborg dog can attack key enemy personnel to give the escapees a better chance, before making its own retreat.

Every step of the way, the soothing voice of the dog's *human partner* is guiding it along: "Stop." "Go low." "Go around. Left." "Stop, your other left. Good boy, Bandit." "Waaaait." "Look right." "Look left." "Clear. Okay, slow and quiet, forward." "Good, Boy." "Can you follow Lieutenant Hansen's scent?" "That's it. Good, boy." "What is it?" "Stop. Go back." "Good nose, Bandit. The Molecular Analyzer indicates munitions" (or fuel, or blood, or dead bodies, or whatever the case). "Good to know." "Deliver the package to the Lieutenant." "Good boy, Bandit." "Point. Head down." "Steady." "Firing the laser." "Your job is done, Bandit. Come home to base camp." Or escort the lieutenant out and bring him to base camp, or engage in further reconnaissance, and similar instructions and functions.

Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

# Bear Cyborgs

Bears have long been a symbol of the Russian people. Their strength and endurance seem to embody the Russian national spirit, so it is no wonder that they have taken to creating cyborg bears as part of the Sovietski military combat force.

Most people don't realize it, but bears have an even keener sense of smell than canines. However, since bears are not domesticated animals or as manageable, their noses have never been fully utilized by humans. Human bionics and the NAMC (Neural Aggression Modulator Control) implant has changed all of that. Human Cyborgs are armored and powerful enough that they can manage ordinary bears without fear of being mauled or killed, while the NAMC implant gives humans much better empathy and control over these massive beasts. This makes the animal's assigned partner, typically a Light or Heavy Machine himself, though there are plenty of unaugmented animal handlers, able to manage the beast without much trouble or difficulty.

The abilities of bears are very similar to their canine cousins, but their size and mass makes them less suitable for reconnaissance and spy missions, but well-equipped for work as monster hunters, attack animals, guards, trackers, and search and rescue operations. Bear cyborgs are routinely deployed to retrieve and drag injured humans, Light Machines and Heavy Machines from the battlefield to waiting medics. The bear's keen senses able identify that a living person remains locked inside the destroyed or paralyzed, mechanical cyborg body.

In combat, the sight of a bellowing, rampaging bear, let alone several hulking cyborg bears charging at you, is a terrifying sight to behold, especially for ordinary flesh and blood troops who can be torn to pieces by them. There have been incidents where as many as three dozen cyborg bears have been unleashed as shock troops to tear through enemy lines or to intimidate enemy forces. Some Spetsnaz and special forces like having a cyborg bear accompany them just for the intimidation factor. And in urban settings, such massive creatures are not a common sight, so their snarling presence during interrogations has proven to be quite effective at loosening tongues.

## Cyborg Bear Stats

**Note:** The following stats are for the standard Bear Heavy Machine. Specific weapons and bionic features may vary a bit from animal to animal.

**Class:** Enhanced Cybernetic Animal – Heavy Machine.

**Crew:** One tamed and trained bear; typically Russian Brown Bear, Kodiak or Polar Bear.

**M.D.C. by Location:**

* Head – 100

Legs (4) – 120 each

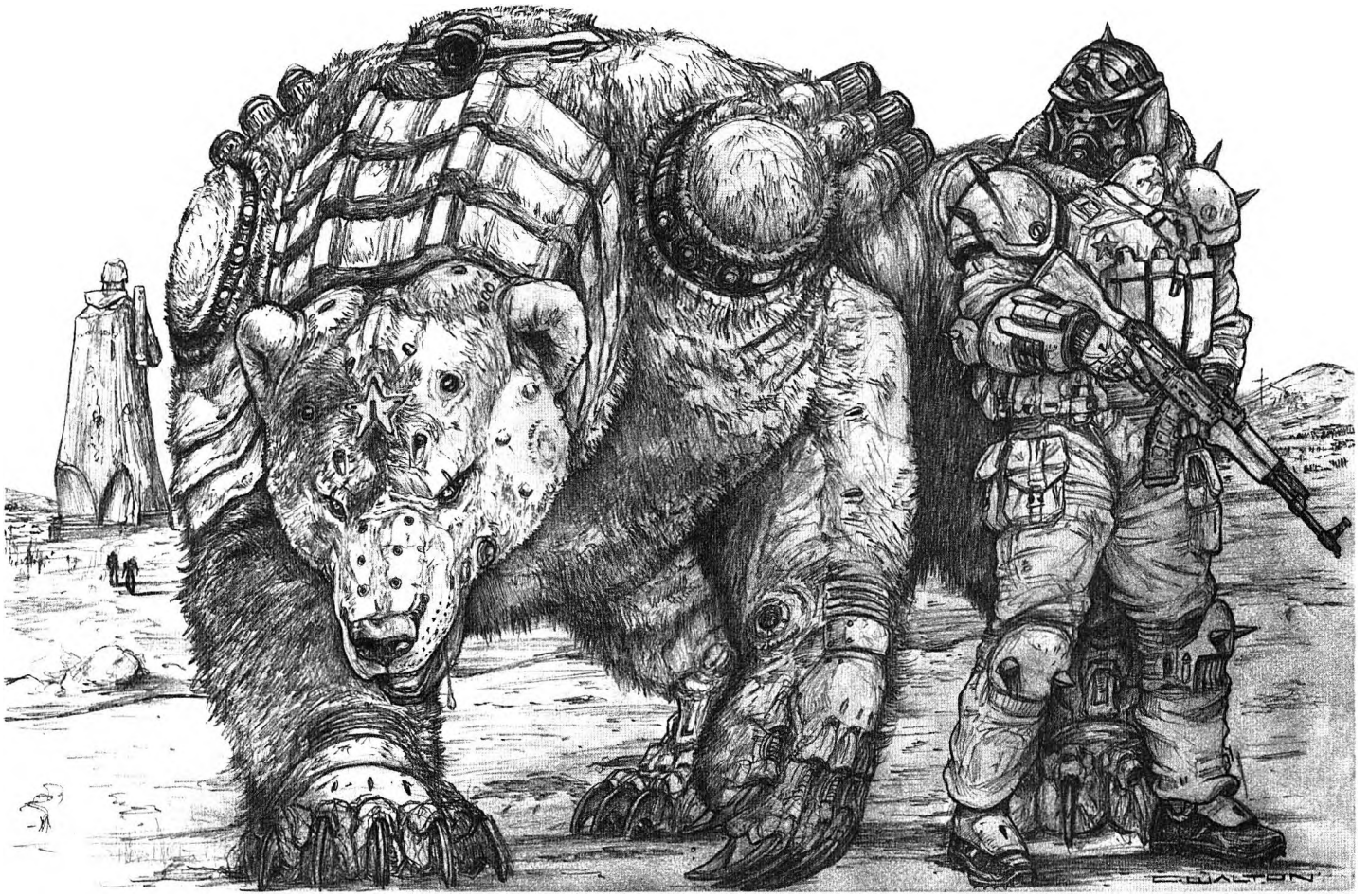
* Back-Mounted Ion or Laser Blaster – 70

* Concealed Mini-Missile Launchers (4, legs) – 30 each

** Main Body – 360 (heavy armor for full cyborg)

(Main Body – 190 M.D.C. for *partial cyborg* and it has no built-in energy weapon or launchers, just M.D. jaws/bite and claws.)

* A single asterisk denotes a target that is small and difficult to hit. A called shot is required and even then the attacker is -3 to strike. Destroying the head of the cyborg will kill the animal.



** Depleting the M.D.C. of the main body will effectively destroy the animal.

**Speed:**

Running: 60 mph (96 km) maximum and tires at one-third the usual amount. Follows commands.

Leaping: The bionic legs are not designed for leaping, but the animal can leap 6 feet (1.8 m) high and 10 feet (3 m) lengthwise. Increase height or distance by 20% with a full speed running start.

Flying: Not possible.

Water Capabilities: Swim on the surface at 20 mph (32 km). No underwater capabilities.

**Statistical Data:** Varies with the breed. Partial bionic bears will reflect the size of the actual bear and be up to 20% larger. By way of example, Polar bears, one of the largest bears on Earth, are 4 feet to 4 feet, 4 inches (1.2 to 1.3 m) at the shoulders, 7 feet to 10 feet (2.1 to 3 m) long and stand 7-8 feet (2.1 to 2.4 m) standing on their hind legs.

Below is the average size of full conversion cyborg bears.

Height: 6 feet (1.8 m) at the shoulder, slightly larger than a normal brown bear.

Width: 3-4 feet (0.9-1.2 m).

Length: 10-12 feet (3 to 3.7 m).

Weight (Full Conversion Cyborg): 2 tons.

Physical Attributes for Full Cyborg/Light Machine:

Robot P.S. 40.

Robot P.P. 20.

Speed: See above.

Natural Abilities: Climb 40% (not good climbers due to size and weight), Prowl 35%, Swimming 68% (+20% for polar bears), track by smell 80%, identify specific odors (such as machine oil, explosives, Brodkil) 75%, and +10% to identify and track common or strong scents (such as food, blood, animals, specific known monsters and D-Bees).

*Partial cyborg bear*s retain their abilities to sense the presence of the supernatural as well as werebeasts within a 600 foot (183 m) radius while full conversion bear cyborgs sense the supernatural at a reduced distance of 200 feet (61 m). Cyborg bears are often used by the Sovietski to track down, hunt and kill monsters and demons as well as guard against the supernatural.

Mega-Damage in Melee Combat (Full Cyborg Bear): 1D4 M.D. from a restrained paw strike, 3D6+3 M.D. from a full strength claw strike, bite does 2D6 M.D., and 2D6 M.D. per melee round from a bear hug which also entangles and pins his opponent.

A charging body block/ram or pounce attack (rears up and slams down) attack does 2D6 M.D. and has a 95% likelihood of knocking down opponents weighing less than 1,500 pounds (675 kg), and a 60% chance of knocking down an opponent weighing as much as three tons. Victims knocked down lose initiative and two melee attacks, plus they are vulnerable to further biting and claw attacks by the animal while knocked down on the ground; the animal has initiative and the person on the ground is -2 to parry and dodge. Also see Mega-Damage above, for other types of attacks.

Attacks per Melee: Four (includes NAMC bonus).

Bonuses: +1 on initiative, +4 to strike, +2 to parry and dodge, +3 to disarm and +1 to pull punch/claw strike. Includes NAMC bonuses.

Power System: Nuclear with a 15 year life.

Black Market Cost: Never available on the black market.

Sovietski Cost: 800,000 credits for partial cyborg. 1.4 million credits for a full conversion Heavy Machine.

**Bionic Features:** All enhanced bears have the following enhancements:

1. Optic Nerve Video Implant (includes audio).
2. Cyber-Camera Eye with Telescopic capability.
3. Passive Nightvision.
4. Thermal-Imager.
5. Built-In Radio Receiver & Transmitter Headjack.
6. Molecular Analyzer.
6. Bionic Lung with Gas Filter and Oxygen Storage Cell
7. Three Cyber-Nano-Robot Repair Systems.

### Weapon Systems for Full Conversion Cyborg Bear:

1. **Bionic Jaws:** Though the mouth and head are carefully preserved, they are reinforced and augmented. The teeth lined jaws powerful enough to inflict light Mega-Damage:

Primary Purpose: Hunting, Attack and Defense.
Range: Melee combat.
Mega-Damage: 2D6 M.D. per each full strength bite or 1D4x10 S.D.C./Hit Points from a restrained bite intended to serve as a serious warning that inflicts light damage.

2. **Vibro-Claws:** The long claws of the cyborg bear are Vibro-Blades used to slash and claw at enemies or dig.

Primary Purpose: Close Combat.
Range: Melee range.
Mega-Damage: 3D6+3 M.D. per each claw strike. A power claw strike is possible, but only when the bear rears up. It inflicts 6D6+5 M.D. but counts as two attacks. The bear cyborg stands 9 feet (2.7 m) tall when it stands on its hind legs.

3. **Back-Mounted Energy Weapon:** All full conversion combat bears have either a heavy ion or laser blaster built into its back. In both cases, the weapon rises up from its low profile position on the back to fire forward above the animal's head or to the side or behind it; 360 degree rotation with a 30 degree, up and down arc of fire. The weapon system is either remotely operated by the animal's assigned soldier or set to function with the Gromeko Friend and Foe Identification computer which engages to fire upon clearly defined and recognized enemies (three attacks per melee round). **Note:** The weapon turret includes a video camera built under the barrel so the animal handler can see in whatever direction the weapon is pointed, as well as seeing what the animal sees. 2,000 foot (610 m) range with 2x, 5x and 8x telescopic zoom.

Primary Purpose: Defense.
Range: Ion Blaster: 1,200 feet (366 m). Laser: 2,000 feet (610 m).
Mega-Damage: Ion Blaster: 5D6 M.D. per single blast. Double-Barreled Laser: 4D6 M.D. per dual blast.
Rate of Fire: Each single or simultaneous dual laser blast counts as one of the soldier's own melee attacks when he is controlling the weapon remotely. Reliable range for the transmission of optical data from the animal cyborg and the firing of the weapon remotely is five miles (8 km) in forest and urban settings; 10 miles (16 km) in open territory like the steppes, 2 miles (3.2 km) in mountains or underground.

FFI firing: As many as three times per melee round (15 seconds) when the weapon is set to fire upon targets identified by the Gromeko Friend and Foe Identification computer. Every step of the way, the soothing voice of the bear's *human partner* is guiding it along.

All functions and features are exactly the same as the canine cyborg.

Payload: Effectively unlimited; tied to the nuclear power supply of the cyborg.

4. **Mini-Missile Launcher (4, legs):** Concealed in the shoulders of the front legs and the hindquarters is a pop-out mini-missile launcher for additional firepower and anti-infantry purposes. Each can rotate 360 degrees to fire forward, up, down and to the back. The panels slide open, the missiles are fired, and the panel slide closed and flush with the body until needed again.

Primary Purpose: Assault and Defense.
Range: One mile (1.6 km).
Mega-Damage: Varies with missile type, but Fragmentation is the typical payload doing 5D6 M.D. to everything in a 20 foot (6.1 m) radius.
Rate of Fire: One at a time or in volleys of 2 or 4.
Payload: 12 missiles total, three missiles per each of the four bionic legs.

# Cybernetics & Bionics

*"All the marvels of science and the gains of culture belong to the nation as a whole, and never again will man's brain and human genius be used for oppression and exploitation."*

*– Vladimir Lenin*

The Sovietski has at its disposal some of the most advanced heavy bionics in the world. While many nations are overall more technologically advanced, when it comes to large, heavy bionics designed for the rigors of war, the Sovietski is virtually unrivaled. Its bionics are large, chunky and have an industrial aesthetic because function is deemed more important than style. And in an ironic turn, the military hardware, man-machine look has become the style of the day. Seeing the bionic machine limbs and weapons is considered the cool, rugged look of the tough guy and seasoned warriors. Concealed bionics are for spies and sissies. The various Warlords are certainly rivals in the field of bionics, but they only equal the Sovietski in a few specific cybernetic or bionic components. In this part of the world, the Sovietski is the leader in bionics, with the Warlords following not far behind them.

For the most part, if someone in Russia wants well-built, durable, powerful and affordable bionics, joining the Sovietski military and getting bionics installed by a licensed or state run cyber-hospital in a Sovietski city is the best bet. Each Sovietski hospital is staffed by highly trained Cyber-Docs and medical professionals. These facilities are clean, offer a wide range of augmentation options, with the exception of weapons and illegal features, and are surprisingly affordable.

Illegal and unauthorized cybernetics and bionic conversion and weapons can be acquired in one of the many Body-Chop-Shops located in and around Sovietski cities, but shopping in the

unregulated Black Market has its own risks. Criminal underworld shops range from state of the art facilities with courteous, knowledgeable staff to those run by disreputable, unlicensed Cyber-Docs with little regard to the needs of the patient once they have been paid and the procedure is completed. Still, many adventurers and mercenaries are quick to visit these facilities since they are cheap, quick and do not ask questions.

**Cyborg Designation Note:** What were once known as *Sovietski "Shocktroopers"* – such as the *Thunderhammer, Thunderstrike* and *Thunderstorm* – have been *reclassified* under the designation of **Superheavy Machine**. This was done, in part, to distinguish them from the "Shocktrooper" cyborg designation of the various as Warlord Camps. The Sovietski desires to stand apart from the Warlord rabble, not to be seen as one of them. In addition, it conforms to the exiting convention for cyborg designations, i.e. Light, Heavy and, now, Superheavy Machines.

Also note that the **Rifts® Bionics Sourcebook** is an invaluable resource when running a campaign with one or more Cyborg characters, or when the player characters are facing adversaries like the *Warlords of Russia, Angel of Death* and other forces that rely heavily upon bionic soldiers. Unless noted otherwise, almost all of the cybernetic and bionic features presented in **Rifts® Bionics Sourcebook** can be acquired at a Russian Body-Chop-Shop or Sovietski Cyber-Hospital. One distinct exception is Techno-Wizard bionics. They are rare in most parts of the world, and are not available in Russia. When the Sovietski finds out about them, they will be declared illegal and banned throughout the nation.

## Salvaging Bionics

The practice of scavenging, salvaging and repurposing (reusing) cybernetics and bionics from the dead is common practice throughout Russia among both soldiers and civilians of the Sovietski and the Russian Warlords. Cybernetics and bionics are valuable and highly sought after throughout Russia, and worth their weight in gold, so to speak. To leave them inside a fallen soldier, mercenary, bandit or Brodkil, would be wasteful and incredibly foolish. Better to *salvage* and *reuse* them in the living, over and over again, than to destroy them or dispose of them with the dead.

After a battle, it is not uncommon for the victor – or even a temporary truce being made between the two enemy forces allowing both – to collect their dead or to go through the dead, butchering the fallen where they lay, to carve out and salvage their cybernetic and bionic parts.

While the practice of harvesting cybernetic implants and bionics from the dead may seem distasteful and ghoulish to some people in other parts of the world, it is a practical and perfectly accepted, practice in Russia. It is routine for soldiers, mercenaries, adventurers, Vedmak and Warlord troops to take the cybernetics and bionics of their fallen enemies as the *spoils of war*, as well as to salvage them from their own fallen comrades. The former is practical and smart, the latter an honor and lasting legacy of the fallen. Mercs, raiders, bandits and adventurers may use some of the salvaged bionics to upgrade their own bionic systems, and sell off the rest for money, weapons, ammo and other vital supplies.

**Hunting for Bionics.** Along those lines, Warlord cyborg soldiers, Sovietski troops, and bands of mercenaries, pirates, bandits, adventurers and Cyber-Snatchers are known to go "hunting for bionics." This includes missions to take down Brodkil and rival or enemy troops with head shots and attacks that do minimal damage to the bionic portion of the body in order to collect the valuable bionics for resale to war camps, the Sovietski and Black Market. **Brodkil** are a favorite target because, a) their bionics come from the highly advanced **Mindwerks** factory run by the insane *Angel of Death*, and b) because they are considered inhuman monsters to begin with. Outsiders, i.e., non-Russians, are another favorite target for "harvesting" and "hunting" cybernetics and bionics.

Such is the culture of a society in a hostile war environment that is reliant upon its cybernetic resources. Here, the existence of cyborgs is an ordinary, everyday reality, as common as seeing automobiles in our modern world. Everyone in Russia has family members and knows many people who are partial and full conversion cyborgs. Nobody blinks when they see a person with an obvious mechanical limb, implant or full bionic conversion body. Nor does anybody question where the bionics came from or how many people may have possessed them before this individual. Many military families bequeath their bionics to family members in the military, passing them down for generations.

Lucky peasants and civilians who manage to find a slain, enemy cyborg or outsider can claim the body and sell it whole or salvage specific parts and sell their unexpected bounty on the Black Market or to illegal or independent Body-Chop-Shops. Such a windfall can net them 10% to 15% of the bionic component's original value, provided it is a working or easily repairable item. Turning it over to the government gets them only 2% of the estimated value (still a windfall) and the privilege of doing their duty in helping and preserving their nation. No one buys heavily damaged armor, limbs or components that are basically worthless junk or slag, not even for scrap. **Note:** When a citizen finds a slain *Sovietski cyborg soldier*, he is *expected* to turn the body over to the authorities exactly as it was found. There is no reward or payment for doing so. It is a citizen's patriotic duty. Selling a dead Sovietski cyborg soldier for parts is illegal, punishable by 1D4x10 years of imprisonment and hard labor. Life if responsible for the murder of the soldier.

**Reminder:** *Cybernetics*, generally refer to commercial implants, Bio-Systems, light cybernetic S.D.C. weapons and tools, light augmentation and cosmetic implants available tor civilians.

*Bionic systems* are heavy, military grade implants, M.D. weapons and tools, artificial limbs, armor, spyware and partial reconstruction to full bionic conversion. In Russia, most bionics are not concealed or disguised. They are quite obvious mechanical augmentation.

## *Optional* Cybernetics and Bionics Installation Table

Below is a new, optional table that can be used in your games to provide a sense of danger or risk for going to facilities outside the state-run, state-approved system. They are different than those found in the **Rifts® Bionics Sourcebook** since they are dealing with Russian cyborgs and Cyber-Docs who generally have a more relaxed attitude about human augmentation and body modification, and are less careful during operations. Scarring, for instance, is a more common occurrence and is often seen as a badge of honor among partial conversion cyborgs and Light Machines. It is possible to roll on multiple tables. **Note:** The **Rifts® Bionics Sourcebook** offers additional optional tables re-

garding the installation of cybernetics, adjusting to new implants and insanity related to bionics.

## Unauthorized Vendors Table

Roll on this table when a character chooses to go to one of the many private, unlicensed, Body-Chop-Shops that are part of the seedy underbelly of many Sovietski cities, Warlord camps, the Black Market or other illegal operations. Not applicable to Sovietski military or government hospitals even if the parts are *used.*

All effects and penalties remain in place until the faulty cybernetics or bionics can be replaced or repaired. Most can be corrected, given the time and resources, but the facility will require additional payment to do so. While some penalties should apply only to the specific flawed limb or implant, other defective components affect the entire body and penalties may be cumulative.

**01-10% Incompatible:** The implant appears to be installed correctly but functions at half its normal capacity. Reduce P.S., P.P., Spd, M.D.C., range, damage, and other applicable attributes and features *all by half*, and *no bonuses* apply! There is likely to also be a constant or frequent soft clicking, whirling, hum or high-pitched whining sound which imposes a -20% penalty to skills like Disguise, Impersonation, Prowl, Seduction, Tailing or any attempt at concealment or hiding. The recipient may also suffer from stiffness and minor aches and pains.

**11-20% Neurological Feedback:** Whenever the character attempts to use the implant/sensor, weapon, tool, radio, or special feature or system, there is an onrush of neurological feedback that breaks the character's concentration and causes a sharp, stabbing pain in his head/skull/brain. This imposes momentary penalties. Duration of Feedback Penalties: 1D4 melee rounds (15-60 seconds). Penalties: -1 melee attack, -5 on Perception Rolls, -3 on initiative, reduce all other bonuses by half, reduce Spd by 10%, and -30% to skill performance until the Feedback subsides in 1D4 melee rounds.

**21-30% Faulty Hardware:** Chronic stiffness in joints for prosthetic limbs. Legs: Spd is 10% less than what the character paid for and -1 to dodge and roll with impact. Arms and/or hands: P.P. is 10% less than what the character paid for and the limb does not provide any bonuses for high P.P. Instead it functions as if the P.P. is 15, good, but not exceptional. -5% to skills requiring a steady hand and nimble fingers like Forgery, Pick Locks, Pick Pockets, Surgery and similar.

Implants: In the case of implants, sensors, weapons and other bionic feature, apply the following modifiers and penalties: -20% to the accuracy of info/data, and reduce capacity/payload/duration, range, damage, bonuses, and other applicable attributes and features *all by half;* round down! For example, if an oxygen supply is supposed to be 30 minutes, it is 15 minutes for the Faulty Hardware; if a listening or firing range is suppose to be 1,000 feet (305 m), it is reduced to 500 feet (152 m); if damage is supposed to be 2D6 M.D. it is 1D6; if payload is 10 shots or 10 minutes, it is 5 shots or five minutes for the Faulty Hardware; a targeting system would be half the range and no bonus; and so on.

**31-40% Poor Balance:** Some sort of flaw or incompatibility in the bionics or implants affects the recipient's sense of balance: -1 to strike, parry, and disarm, -15% to balance, and -10% skill penalty to Acrobatics, Climbing, Gymnastics, and Prowl.

**41-50% Slow Process and Reaction Time:** Implant reacts slower than it should. -1 on initiative and -1 to strike and parry.

**51-60% Fast Processing and Reaction Time:** Implant reacts faster than expected. +1 on initiative, +1 to dodge, +1 to roll with impact, but it throws off timing so -1 to strike and parry, and -2 to pull punch.

**61-70% Power Hog:** The implant(s) or bionics draws more power than it should which slightly diminishes performance. Penalties: Apply only penalties that are applicable to the specific limb or feature/implant(s). ALL systems if the individual received partial bionic reconstruction or full bionic conversion. Weapon range is decreased by 10% and payload is reduced by one attack, -1 to damage from M.D. weapons and tools, -1 M.D. to punches and kicks from that limb(s), reduce Spd 10% and reduce range of all implants and other systems by 10%.

**71-80% Power Overdrive:** The implant or bionics pushes out more power than it should for modestly improved performance. Bonuses: Apply only bonuses as are applicable to the specific item(s): Weapons see range increased 10% and +2 to damage/M.D., punches and kicks from that limb(s) get a +1 M.D. bonus, and increase Spd 10%. Penalties: -2 to disarm and pull punch.

**81-90% Random Glitch:** Whenever the cybernetic or bionic system is activated (weapon, tool, sensor, etc.), roll percentile for a system failure. *01-25% Delayed response.* The weapon, tool or sensor does not respond for 1D4 seconds and the cyborg loses one melee attack or melee action. *26-50% Range is half.* Next time it may be fine. *51-75% No response.* Try again next melee round (15 seconds later). A weapon may not fire, targeting or optics do not engage. Other systems work fine. *76-00% All systems go.* No problem.

**91-00% Excellent Performance:** The cybernetic or bionic system(s) or conversion operates at peak efficiency as it should. No extra penalties or bonuses.

# Notable Sovietski Cybernetics and Bionics

**Advanced Remote Hand:** This enhanced espionage version of the tool appendage prosthetic allows the cyborg to remove the hand and control it remotely using a built-in radio control from up to 4,000 feet (1,219 m) away. The hand is able to scuttle along like an insect or crab to scout an area (with proper sensor or camera feature) or access hard to reach places. Some equip the hand with finger cameras, weapons or even a bionic eye in order to augment its scouting or espionage capability (all such features must be purchased separately).

If a camera is not part of the Advanced Remote Hand, then it must remain in line of sight of the cyborg it belongs to for him to adequately guide the hand. Due to the required use of the fingers to act as legs, choices for finger enhancements on this hand are limited. Only the middle finger can be equipped with any enhancement that forces the finger to remain locked in position, like the finger gun, and even then speed is reduced by 20%.

Penalty: P.P. and P.S. of the Remote Hand are limited to a maximum of 14. Like the original remote hand, the advanced version can be equipped with an auto-retrieve system which enables the hand to track and return to the owner within the range of the radio signal, but costs an additional 2,000 credits.

M.D.C. of Advanced Remote Hand: 20

Speed: Equivalent to a Spd attribute of 5 (3.5 mph/5.6 km).

Cost: 20,000 credits for the advanced upgrade or 22,000 credits if the auto-retrieve function is added.

Prerequisite: Remote Hand Tool appendage.

**Built-In Loudspeaker:** The 'Borg can amplify the loudness of his voice, like a bullhorn, to about 80 decibels. Cost: 6,000 credits.

**Camera Finger:** A tiny still camera fits inside the tip of one finger. The camera can shoot 48 photos on microfilm and is designed to automatically adjust for low light and bright light exposures. The camera shoots a picture each time a concealed stud in the finger is pressed. Cost: 1,200 credits. Film costs about 50 credits per micro roll and takes about 30 seconds to reload.

**Camera, Video Finger:** A tiny digital camera that fits inside the tip of one finger and sends back digital video images to a separate monitor and recorder. The monitor can be a hand-held portable unit, computer monitor set up to receive video transmissions, or a professional TV film system or studio. Most military robots and vehicles that can receive such transmissions can also view the images transmitted by the Finger Vid Camera, though they probably cannot record the transmission. Only color images, without sound, can be transmitted. Cyborgs and those with cybernetic eyes can see in their cyber-eyes what is seen/filmed by the Finger Video Camera. Ideal for seeing around corners! Cost: 10,000 credits for the finger and one hand-held monitor.

**Climb Cord:** Similar to the cybernetic garrote wire, this is a 20 foot (6.1 m) length of 1,500 lb (675 kg) test cord, no thicker than string, that can be pulled out of an artificial wrist or arm. The cord is primarily used for espionage. A weight can be attached and used as a chain-type weapon (1D6 S.D.C. damage), or a small grappling hook can be attached for climbing. Cost: 1,500 credits; grappling hook and other attachments extra (can be made or bought for under 30 credits).

**Combat Computer (Pirated Triax Tech):** Using designs "acquired" from the New German Republic, the Sovietski has started installing combat computers in many of its pre-constructed, full conversion cyborg chassis models. These computers are modified from German specs and use some slightly older technology. Therefore, the computers are larger and draw more power for processing all of the combat data received from the cyborg's sensory enhancements. Using whatever sensors and sensory abilities the cyborg might posses, the computer gathers and analyzes the data, and sends it to the brain of the cyborg where it is translated to enhance the character's reflexes and response time. Due to the size and power restrictions, this enhancement is only available to full conversion Light and Heavy Machines and Superheavy Machines.

Bonuses: +1 on initiative, +1 to dodge, +1 to disarm, +1 to pull punch, and +1 to roll with impact.

Cost: 200,000 credits. Some of these have made it onto the Black Market, but they are rare and will sell for up to one million credits.

Prerequisite: Full Conversion Light or Heavy Machine or Superheavy Machine chassis with a nuclear power cell.

**Combat Computer Ranged Enhancement Program (CCREP):** The Combat Computer can be loaded with specific combat programs that maximize its processing potential. Sensors are set to highlight distant targets, constantly readjust targeting parameters and help stabilize internal mechanics in order to create a more solid weapons platform. The enhanced program takes one full melee round to activate, during which the combat computer readjusts and calibrates. During this calibration time, no bonuses from the combat computer are available, but once the calibration is complete, the new bonuses from the programming take effect. Bonuses only apply to weapons integrated into the cyborg itself; not handheld weapons like rifles or pistols.

Bonuses: +2 to strike on a Called Shot, +1 to disarm on a Called Shot, +1 to strike on an Aimed shot, and penalties to hit small or fast moving targets are half.

Penalties in Close Combat: -2 to strike, parry and dodge, and -1 to roll with impact if forced to engage in melee combat/hand to hand combat while the CCREP is engaged. The CCREP can be turned off immediately, but it takes one full melee round (15 seconds) for the Combat Computer or CCMEP (below) to re-engage. Until then, the cyborg must fight without it or its additional bonuses.

Cost: 200,000 credits.

Prerequisite: Combat Computer.

**Combat Computer Melee Enhancement Program (CCMEP):** The Combat Computer's sensors are set to focus on enemies in the immediate area for melee combat and close, urban combat. The system can track fluctuations in air temperature or pressure, often an indication that someone is hiding or moving to attack. In combat, things appear slightly slower to the cyborg, increasing reaction time, allowing the cyborg to react a split second earlier. The enhanced program takes one full melee round to activate, during which the combat computer readjusts and calibrates. During this calibration time, no bonuses from the Combat Computer or any Combat Program are available, but once the calibration is complete, the new bonuses from the programming engage. Bonuses only apply to fighting bare-handed or with melee weapons, no bonus using ranged weapons, not even pistols.

Bonuses: +1 extra melee attack, +1 to parry and dodge. If installed on a light machine chassis, the cyborg also gets an *automatic dodge* against melee attacks (the act of dodging does not use up a melee attack). This automatic dodge receives no bonuses from any additional source (not even additional automatic dodge bonuses), only P.P. attribute modifiers. It is a straight roll of a D20 in an attempt to roll higher than the attack roll and the act of dodging does not use up an attack by the cyborg dodging.

Penalties: -3 to dodge ranged attacks while the CCMEP is engaged.

Cost: 325,000 credits.

Prerequisite: Combat Computer.

**Cyber-Crampons:** Many Russian Cyborgs opt for full Cyber-Crampons when they want the ultimate in winter mobility. Short spikes extend from the toes and heels, giving the cyborg grip in front, behind and on the soles of the feet. It takes one melee action to activate the crampons. Without the spikes, traditionally use by climbers and explorers traveling on ice or other slippery surfaces, cyborgs must reduce Spd by 75% and must make a roll to maintain balance (-30%) after each melee combat action or possibly slip and fall down.

The use of crampons mean the cyborg's Spd is reduce by only -30% on ice and no roll to maintain balance is required. In addition, the crampons provide the following bonuses: +10% to maintain balance even on ice, +5% to Climbing skill when on icy cliffs or smooth or slippery rock, and +6 M.D. from leap kick attacks and +2 M.D. via other types of kick attacks. When not on ice, the crampons are unwieldy and provide no bonuses at all other than helping to hold the 'Borg in a stationary location by digging

into hard earth; no help in soft ground or mud. That's why they are made to be extendible and retractable. Note: If a cyborg has Cyber-Crampons built into his feet, no other foot enhancements are possible. Cost: 3,000 credits per pair for Light Machines, or 5,000 credits for Heavy and Superheavy Machines.

**Cyberlink Vehicle Interface Piloting System (CVI), Updated and Revised:** The Cyberlink Interface enables a partial or full conversion cyborg to link into any Russian vehicle that has a Cyberlink system built into it. Most Sovietski and Warlord vehicles have a Cyberlink interface system, but only cyborgs with CVI can connect to it. In short, both the cyborg and the vehicle must have a Cyberlink system. When they do, and the two are connected, the cyborg is able to send and receive digital information from himself to the vehicle and vice versa. For example, being Cyberlinked to a vehicle means the *cyborg pilot* instantly knows the speed, velocity and direction the vehicle is traveling, engine performance, any system failures, any stress on or damage to the vehicle (engine, wheels/tires, body, weapon systems, etc.), and anything else monitored, managed or controlled by an onboard computer and sensors. He can also access and control many of the vehicle's systems, such as steering, accelerator, brake, engine, thermostat, radar, radio/communications, special optics, any video camera systems, HUD, weapons and other features.

The advantages of begin Cyberlinked are an instantaneous feed of vital information and as close to absolute control over the vehicle as is humanly possible. This enables the driver to respond more quickly and to use onboard equipment, sensors and weapons *built into* the vehicle with a thought! No need to glance away or use the hands. Thus, the driver can keep his hands on the wheel and eyes on the road while using the interface to access, open and use computerized systems, fire weapons without touching the trigger or punching a button, or using a computer keyboard, etc. The cyborg pilot, in effect, becomes the vehicle, or, perhaps more to the point, the vehicle becomes an extension of his own mind and mechanical body! **Note:** Most Russian cyborgs have one or two cyberjacks that come standard with their conversions, as do most cyborgs across the planet; the Fingerjack and Headjack are most common. But one must also have the CVI to establish a Cyberlink with a Russian vehicle.

**Limitations of the Cyberlink Interface:**

**1.** While Cyberlinked to a Russian vehicle in this way, the cyborg may not take any action other than piloting and using the vehicle. To exit the vehicle or to take some other action inside the vehicle, he must break the link and return to what might be considered "manual" piloting. When manual piloting resumes, all Cyberlink bonuses instantly end, and he is limited to his own training and skills.

**2.** This link and union between human cyborg pilot and machine is only possible with small, one- or two-man vehicles, and comparatively simple vehicles like motorcycles, automobiles, hovercycles, snowmobiles, rocket bikes, hover cars, flying wings, and construction vehicles, including such Russian vehicles as the Bush Bike, Steppe Motorcycle, War Chariot, Landflier, Wingrider and Assault Hoversled. It cannot usually be used to pilot and command all the features of larger and more complex combat vehicles (see #3, below).

**3.** The Cyberlink can be used with large and sophisticated military vehicles such as *tanks, aircraft, ships, and giant robots*, but only in a limited way. In this circumstance, the cyborg can only jack into one particular aspect of the vehicle, e.g. piloting and one weapon system, one specific weapon station (with its related computer targeting), the communications and sensor systems (radar, cameras, etc.), the onboard medical system, and so on.

Cyberlink Bonuses and Special Abilities:

- +1 on initiative when linked to a vehicle.
- +1 to strike when using the vehicle itself to ram, etc.
- +1 to strike using built-in weapons.
- +1 to dodge when linked to the vehicle.
- +1 melee attack/action when linked to a vehicle. This extra action involves the use of the vehicle, i.e. one extra evasive action, trick maneuver, blast from a vehicle weapon, etc.
- +5% to all skills related to the vehicle's operation possessed by the cyborg linked into the small, one- or two-man vehicle, e.g. Piloting skill, Radio skill, Optic Systems, Sensory Equipment (radar, sonar, etc.), Weapon Systems, and similar. **Note:** When Cyberlinked to a vehicle for which the character has a piloting skill, he gets a +10% skill bonus.
- *Reduce piloting penalties* for combat maneuvers, evasive action, stunts, tricks and crashing by half when the pilot is Cyberlinked AND has the Piloting skill for that vehicle. Without the correct Piloting skill, penalties are as normal.
- *Pilot any vehicle that has a Cyberlink system.* The Cyberlink gives the cyborg a **base skill of 45% to pilot any vehicle with CVI** even if the driver does not have a Piloting skill for it. After all, he is part of the machine! This base skill with unfamiliar vehicle types does not improve with experience and the pilot does not get the penalty reduction for combat maneuvers and stunt driving.
- *Push the performance limits of the vehicle.* The cyborg can also "tweak" the vehicle's speed, increasing its normal maximum speed by a number of percentage points equal to his I.Q. Thus, a cyborg with an I.Q. of 8 can increase the speed by 8%; a character with an I.Q. of 12 by 12%, and so on. This increased speed can be maintained for three minutes per M.E. point.

Cost (in Russia): 250,000 credits.

**Cyber-Nano-Robot Repair Systems (CNRRS):** Similar to the RMK and IRMSS medical repair systems used by humans, these nano-bots can be released when needed most to make minor repairs. They use available spare materials to effect mechanical and armor repairs, but can also reroute, patch, and secure internal circuits and repair internal organs – at least to some degree. As much as 40 M.D.C. can be restored to armor or any one single limb, the head or main body – or any *one* optic system (eye), sensor, implant, weapon or internal organ can be repaired completely (or close to it). Time required varies with the task. Something small and simple (10 M.D.C. or less): 3D6 minutes. Something medium-sized (15-25 M.D.C.): 1D6x10+30 minutes, and large or complicated, like an entire hand and arm, leg, major organ, major weapon, main body, etc. (40 M.D.C. maximum): 2D6x10+90 minutes. Payload: Good for two repair jobs before used up. Cost: 250,000 credits. Also see Micro-Repair Robots (MiRR).

**Cyber-Skates:** A thick, durable blade attached to pistons is embedded in the foot of the cyborg. When the skate is activated, the pistons push the blade out of the foot and serve as tiny shock absorbers, cushioning the 'Borg's weight. It takes one melee action to activate each skate, but both can be extended if falling, leaping or flying. Once deployed, the skates operate just like

normal skates and can be used for any type of ice skating. Alternately, in-line roller skates could be installed instead. Note: If a cyborg has Cyber-Crampons built into his feet, no other foot enhancements are possible. Cost: 3,000 credits per pair for Light Machines, or 4,500 credits for Heavy and Superheavy Machines.

**Cyber-Skis:** Compartments are built into the back of each lower leg that contain collapsible skis. The cyborg lifts one leg, allowing the main body of the ski to lower under the foot, fully extend and lock itself in place. Once one ski is in position, the cyborg shifts his weight and repeats the process with the other leg. Deployment of each ski takes one melee action each, but both can be extended at the same time if falling, leaping or flying. These skis function just like normal skis and can be used for downhill or cross-country skiing as per the skill. Even Heavy and Superheavy Machines can use skis, but they are significantly longer and wider. Due to the special shape required, the skis cannot be used for waterskiing, though a pair of water skis could potentially be manufactured using a similar construction method.

Cost: 5,000 credits per pair for Light Machines, or 8,000 credits for Heavy and Superheavy Machines.

**Cyber-Snowshoes:** Contained within each leg is a small wedge of M.D.C. mesh on a lightweight frame. When needed, the wedge slides out and opens around the bottom of the feet like a folding fan. This mesh/netting disperses enough of a partial cyborg or Light Machine's weight to allow it to walk with reduced penalties through heavy or deep snow at only -30% to their speed, -2 to dodge, and -2 to roll with impact in deep snow (2 feet/0.6 m or greater).

Cost: 3,000 credits per pair for Light Machines. **Note:** Cyber-Snowshoes are not effective for Heavy or Superheavy Machines. Because they are just too heavy for the snowshoes to make a difference. They sink knee deep (or more) and must trudge through the snow in a slow deliberate manner. Their speed is reduced by 70%, -1 melee attack (unless standing still), and -3 to dodge, -3 to roll with impact, and -1 to all other combat maneuvers in deep snow (2 feet/0.6 m or greater).

**Cyber-Traction Spikes:** See Cyber-Crampons.

**Cyber-Jet Nodes:** Mounted in the back and legs are small directional jets. These are typically used for jet assisted leaps and limited hovering. They are available to any full conversion cyborg. Stats: Traveling by jet-boosted leaps doubles the cyborg's normal running speed. Jet assisted leaps can propel heavy cyborgs 100 feet high (30.5 m) or 200 feet (61 m) lengthwise; increase by 30% with a running start. Increase the distance of all leaps by 50% for Light Machines. The jet-propelled cyborg can also hover in the air, up to 100 feet (30.5 m), for 1D4 minutes before altitude is lost and the character is quickly but gently lowered to the ground. Cost: 150,000 credits.

**Depth Gauge & Alarm:** An internal implant that can calculate underwater depth. A digital counter can indicate the exact depth via internal audio or HUD system and make warning sounds when the character is within 100 feet (30.5 m) of his maximum depth tolerance. Cost: 3,000 credits.

**Digital Camera Finger:** This is an enhanced version of the finger camera. Instead of using microfilm, the digital camera finger stores high resolution pictures on an internal memory chip. The camera can take up to 2,000 pictures, and the cyborg can transfer the pictures to another device using wireless connectivity or by cable through a special port on the side of the finger. The downside to this enhanced camera is a significantly higher cost, though the finger remains flexible. Cost: 3,500 credits.

**Directional Sound Amplification Finger:** This finger enhancement is often used in conjunction with the Finger Video Camera in order to eavesdrop on conversations. The cyborg simply needs to point the finger at the target and listen. The sound is transmitted to the cyborg as though he is hearing it with his own ears. The character can hear a quiet conversation (about 20 decibels) at 300 feet (91 m) away. While in use, the character cannot hear what is going on in the immediate vicinity or anywhere other than where the finger is pointing. Penalties: -3 to initiative and -2 to parry and dodge when in use. Cost: 20,000 credits.

**Eye: Multi-Optic Eye:** A mechanical optic system that includes the following impressive optic systems built into a single cyber-eye:

Telescopic: 4-8x30 magnification, range: 6000 feet (1829 m).
Macro Lens: 2x to 8x magnification, range: 3 feet (0.9 m).
Passive Nightvision: 2000 foot (610 m) range.
Thermo-Imaging: 2000 foot (610 m) range.
Light Filters: Reduces glare.
Targeting Display: Imposes crosshairs on a target, adding a bonus of +1 to strike with any ranged weapon. Same bonus whether one or two Multi-Optic eyes.

Cost: 55,000-60,000 credits per single eye; 100,000 for a pair installed at the same time.

**Eye: Optic Nerve Video Implant:** This advanced operation implants an optical sensor right on the optic nerve. The implant works very similarly to the inner ear implant of the Headjack, except instead of receiving audio transmissions, it enables the recipient to see video transmissions in his head/eyes. This can be incredibly useful for secretly monitoring video transmissions and video disks. The combination of the Headjack and optic implant enables the character to both see and hear audio-visual messages (video, digital, etc.). Cost: 35,000 credits, because of the delicate nature of the operation. **Note:** Experiments with the optic nerve video implant have also been found useful in restoring sight in blind people. 1-45% chance of full restoration of vision, 46-80% chance of restoring 65%, 81-95% chance of restoring 40%, 96-00% chance of restoring only 10% (legally blind). Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Eye: Spectra-Eye:** A full-spectrum cybernetic eye, running all the way from light frequencies below infrared to well beyond ultraviolet, as well as microwaves, x-rays, gamma rays, and energy trails from weaponry discharges, heat and radiation. Bonuses: Ideal for scanning machines and metal for imperfections, damage and overheating, tracking (base skill of 40% or adds +15% to those with the tracking skill) and seeing the invisible (can see any being that generates heat or radiation, but not Astral beings or truly ethereal supernatural spirits or life essences). Range: 100 feet (30.5 m). Drawback and Penalty: The eye must be obviously mechanical and protrudes from the eye socket; reduce P.B. by 10%. Cost: 350,000 credits.

**Eye: Super-Telescopic Eye:** Has six different magnifications from 10x to 50x, a 5,000 foot (1,524 m) range and filters to reduce glare. Cost: 20,000 credits (38,000 for a pair).

**Eye: Targeting Sight:** This is a feature that can be added to any of the mechanical eyes. Crosshairs are superimposed over the visual image to help focus on a specific target area. Adds a bonus of +1 to strike when using any weapon. **Note:** Two targeting eyes

still provide only a +1 bonus to strike, not +2. Cost: 4,000 credits. Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Eye: Third Eye:** This is a cybernetic eye that is implanted either above a real eye or in the center of the forehead. The mechanical eye can be any of the available artificial eyes, but is typically one of the camera eyes, telescopic, passive nightvision or multi-optic eye. Cost: 350,000 credits. Penalty: Reduce the character's P.B. by 20%. **Note:** As open and accepting as all Russians are to bionic and cybernetic enhancement, the Third Eye is considered verboten and repugnant, and seldom used by anyone other than Warlords outside the Sovietski and the occasional Spetsnaz agent.

**Eye: Wide-Angle Vision:** A wide-angle lens system that gives the character 180 degrees of peripheral vision. Ideal for field conditions, making ambushes, sneak attacks and surprise attacks from the sides impossible to spring on him. Bonuses: +1 on Perception Rolls and +1 to dodge. This feature can be included with other optic or multi-optic bionic eyes. Range: 1,000 feet (305 m). Drawback and Penalty: The eye must be obviously mechanical and protrudes from the eye socket; reduce P.B. by 10%. Cost: 60,000 credits.

**Gromeko Friend or Foe Identification Computer:** This handy implant is connected with the internal cybernetic optics and communication systems. It is used for Enemy Profiling. The tiny computer can identify up to 200 different cyborg designs, armors, and insignias of known Russian, European and Asian cyborgs, plus 600 monsters and demons – each rendered in full color with schematics indicating known weaknesses, armor, weapons, powers, etc.; capable of rotation and zoom to key features. This program is designed to be a passive, silent Friend or Foe Identification System.

First, words, or symbols for the majority who cannot read, are displayed on the internal optics of the cyborg similar to a HUD display, to indicate the friend or foe based on the subject's mechanical design, identifying markings, physical appearance and supernatural nature (i.e. Gargoyles, demons, Necromancers, Witches and warriors from rival Camps are all designated as enemies). The enemy designation is also reserved for known "human" bandits, D-Bees, and creatures of magic.

If the threat is minimal, or the being is only a potential enemy (as is the case with unidentified humans and many D-Bees), the warning symbol is small and yellow. If the subject is known to be hostile toward humans or the War Camp, or known to be a powerful and evil supernatural being, the warning symbol is large and red. The complete profile on the being can be called up at will in words or sound bites. Visual icons also indicate key classifications including Cyborg, Robot, Demon, God-being, Dragon, Human, D-Bee, Animal, Entity/Ghost, Elemental, Evil Sorcerer (Witch, Necromancer, etc.) and Unspecified Supernatural Being (i.e. they exhibit supernatural powers or magical abilities but are unidentified). In addition, the FFI System indicates the being's relative power level on a scale of 1-10; a flashing 10 means its estimated power level is off the scale! Range: Line of sight. Drawback: Can only be installed in full conversion cyborgs, from Light to Superheavy Machines. Cost: 200,000 credits.

**Gills:** Artificial gills can be implants or built into partial and full conversion 'Borgs. Gills are usually placed in the neck or rib cage, or just below the ribs. They enable the recipient of the implant to remove oxygen from the water like a fish and breathe underwater for indefinite periods of time. **Note:** Triax introduced this concept and is currently trying to develop Bio-System gills, but without success thus far. Poor availability outside of Germany and the Sovietski Military. Cost: 90,000 credits.

**Hardened Circuits:** Any piece of bioware can have its circuits hardened against the effects of electromagnetic scramblers and EMPs for an extra 20% of its listed cost.

**Head Collar & Hood:** A retractable metal collar rises up to protect the back of the head and sides of the neck and head. The face remains uncovered and peripheral vision is not blocked in any way. Bonus: Adds 42 M.D.C. to the head. Cost: 35,000 credits.

**Hydraulic Leg Boosters:** These are simply hydraulics and mechanics to give the legs greater power. Bonuses: Increases normal running speed by 20% and adds +2 feet (0.6 m) to high jumps and +5 feet (1.5 m) to the distance of horizontal leaps. +1 to dodge. Drawbacks: Available only to full conversion cyborgs (any). Cost: 90,000 credits.

**Internal Energy Supply:** An Internal Energy Supply is an additional battery or small nuclear engine to exclusively power built-in bionic weapon systems, tools and other cybernetic features that require a large amount of energy. Built into the bionic chest or torso of a full conversion cyborg, the *nuclear battery* has enough energy for 500 regular blasts from any standard energy weapon on the cyborg, including Forearm and Shoulder Blasters. *A nuclear generator* has an average energy life of 11 years and provided an effectively unlimited payload. However, heavy combat such as what most Warlord and Sovietski Light and Heavy Machines experience may reduce the generator's life to 8 years. Cost: 500,000 credits for the battery or 1-2 million credits for an internal nuclear generator similar to those used in power armor and robots.

**Medical: Blood Analysis/Tox-Screen:** Special sensors and implants in the hand enable it to do a basic screen for 60 common toxins and blood anomalies (i.e., too much or too little insulin, sugar, cholesterol, white and red cell count, poison, etc.). The subject's blood to be tested must physically touch the area of the hand (may be a particular finger or area of the palm) to do the analysis. Can also indicate whether the sample is of a human, animal, D-Bee or unknown (alien) blood type. Cost: 30,000 credits.

**Medical: Epidermic Analyzer:** Molecular analyzers in the hand identify and measure the amount of salt, sugar and powerful enzymes or chemicals by touching a person's skin and/or perspiration. It can also measure the patient's body temperate by touch (touch for 30 seconds). Cost: 35,000 credits.

**Medical: Epidermal Temperature Gauge:** Basically the hand or a specific finger can take a person's body temperature by simply touching the subject on the neck, head or armpits. Cost: 1,000 credits.

**Medical: Laser Scalpel Finger:** One of the fingers is really a laser scalpel used for surgery. Maximum damage is 1D4 S.D.C. points of damage. It is not a Mega-Damage weapon. Cost: 5,000 credits.

**Medical: Pulse & Pressure Detector:** By simply squeezing and holding a patient's wrist or finger for a minute, the doctor can accurately measure the character's pulse rate. By squeezing, holding and slowly releasing the wrist, the doctor can also measure the patient's blood pressure. Cost: 25,000 credits.

**Medical: Stethoscope Feature:** This feature can only be used in conjunction with one of the cybernetic or bionic ear implants or a universal Headjack and receiver. The doctor can use his hand

or ear like a stethoscope, placing it on the patient's chest or back and listen to his heartbeat and/or breathing. Cost: 10,000 credits.

**Medical: Sensor Hand:** This bit of hardware closely resembles an ordinary sensor hand, except it has been designed with medical care, rather than general utility, in mind. As many as 14 features can be installed in the hand. Each sensor feature must be purchased separately. Includes all Medical features, above, plus 1D4 other cybernetic systems. Cost: 60,000 credits.

**Multi-System Eye Socket:** This is a special, permanent housing that enables the character to put in and take out different types of eyes as needed or desired. Bio-System eyes do not work in this housing, only mechanical types. A character will seldom have more than one multi-system eye. Cost: 200,000 credits for the multi-system eye socket plus the cost of each bionic eye and 10,000 credits to modify each eye so it is compatible with the Multi-System Eye Socket.

**Neural Aggression Modulator Control (NAMC):** This is a unique system in that it has components built into a human cyborg and the cyborg animal(s) he controls with it. The Sovietski is unique in that it has been experimenting with augmenting animals with cybernetics and bionics. Much like human cyborgs, body parts of the animal are replaced with bionics, making it a tough and deadly M.D.C. companion and attack animal. This comes with a number of potential hazards, particularly in controlling the now Mega-Damage beast. The answer is the NAMC system wired into the brain of the cyborg animal. The NAMC stimulates the pleasure center of the animal's brain just by it hearing its handler's voice, while other tones and voice commands trigger aggression, pain receptors or reduces aggression to calm the creature down, all via the revolutionary NAMC. Each cyborg animal – up to four per handler – is attuned to its human handler, including the tones of his or her voice, scent, and other characteristics so that the animal accepts the handler without hesitation as its alpha leader or mate. The NAMC influence can be used to keep the animal calm under fire and override its fight or flight instincts, to run through fire, attack with instant and maximum aggression, and so on.

There is considerable debate as to whether this process and the NAMC is unfair and cruel to the animals, but that's another matter. The animals have proven to be reliable companions, scouts and guard and attack animals, and suitable on creatures that are not normally domesticated, such as mountain lions, bears, and eagles.

The human cyborg can communicate via spoken word or radio transmission. Each module has a unique electronic signature and radio frequency, requiring that all animals linked to it match. This prevents enemies from trying to use captured or stolen cyborg animals and retrain them for their own use; it won't work. The animals only obey their handler and a backup person. This is still a very dangerous experiment, and though cyborg animals have proven to be very obedient to their initial handler and able to follow his commands very well, like a highly trained performance animal, they are not easily re-calibrated to a new handler and reap severe damage when they go off-line and on a rampage. **Note:** The use of cyborg animals is usually reserved for animal handlers, scouts and Special Forces. The implants are a form of M.O.M./Crazy technology developed before the Great Cataclysm.

Bonuses: Animals are very obedient and responsive to their designated handler. The animal typically gets the following bonuses regardless of type: +1 attack per melee, +1 on initiative, +1 to strike and dodge.

Cost: 420,000 credits. Unique to the Sovietski, rare and experimental.

**Oxygen Storage Cell (Lung Implant):** A special chemical cell, controlled by micro-processors, that stores oxygen from the character's normal breathing. Then, when oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to 30 minutes. Note that the character must breathe normally for about an hour to recharge the cell between uses. Cost: 60,000 credits.

**Panorama Cluster Lens:** For the truly weird at heart, this allows the cyborg user to see not only 360 degrees, but above him as well! Imagine walking along looking straight up, but also being able to see everything around you (including your own body) with perfect clarity. Some fields of vision overlap slightly due to the mind-bendingly complex optics used. Bonuses: Cannot be surprised when awake, +2 on initiative and +3 to dodge, +1 to disarm, +5% on the skills Detect Ambush, Detect Concealment, Detect Traps, and Intelligence, +10% to Cardsharp, and can pick one Trick Shooting skill (in addition to possible others from O.C.C.). Drawbacks and Penaltes: The eye is obviously mechanical, plus there is typically an obvious lens protruding from one eye socket, the forehead, top of the head and one in the back of the head. This means having a clearly inhuman appearance with noticeable mechanical implants sticking out of the head; reduce P.B. by 25% (max. P.B. is 10). Roll for a random phobia at levels 3, 7 and 12, and tends to be jumpy and have some difficulty sleeping. It takes 3D4 weeks to get used to it, during which time the character is distracted (no initiative bonuses), disoriented and clumsy (all combat bonuses are reduced to half, speed by 20%, and skill performance is -25%). **Note:** Most people cannot adjust to the many images, making this optic system very rare. Range: 1,200 feet (366 m). Cost: 470,000 credits.

**Psionic Electro-Magnetic Dampers (Triax Tech):** Brain implants that distort and fog telepathic and other psionic probes. Psychic opponents find it difficult to read the thoughts and emotions of characters with the psionic dampers. Bonuses: +1 to save vs all psionic attacks, +2 to save vs possession, and +1 to save vs magic illusions and mind control.

**Radar Sensor:** A warning is transmitted whenever the sensor detects that it is being scanned by radar. Unfortunately, the level of accuracy is only 68% (roll percentile dice) for determining direction. Cost: 2,000 credits.

**Schematic Sensor Hand:** The schematic sensor hand incorporates a schematic diagnostic sensor, a circuit tracer, a circuit modeling system and a remote repair feature allowing one to repair a circuit or reroute a signal from his or her operating location. It is a favorite to be sure, and has seen a lot of non-Warlord sales to adventurers and Operators who can afford them. The device looks like a mechanical hand. Cost: 40,000 credits.

**Secret Compartments:** Hollow compartments can be built into the legs and chest of a cyborg. The largest possible is approximately 12 inches long (30.5 cm) and four to six inches (10 to 15 cm) deep, but are usually half that size or smaller. The smallest are about the size of a change purse, just big enough to conceal a few credit cards, coins, lock picking tools, electronic bugs or components/chips, and so on. The larger compartments are ideal for storing supplies, tools, hand-size equipment, hand grenades, and small handguns. Game Masters and players should use com-

mon sense regarding the number of compartments. Generally speaking, each leg and chest can accommodate two medium-size or one large compartment, or as many as six small each. The arms can only accommodate one small compartment on the forearm and upper arm, but only if no weapon systems are built into/on the arms. Cost: 1,000 credits for each small, 2,500 for each medium, and 4,000 for each large.

**Sensor Hand (Standard):** A special prosthetic hand filled with sensors can be used to replace a severed human hand. Either the cruder mechanical hand or the deluxe Bio-System Hand, with living tissue, can be integrated to replace the lost appendage. As usual, the cyber-hand simulates the function of the original limb (see prosthetics, described earlier), however, this hand also has numerous other special features. The sensor hand is implanted with the following sensors, with data transmitted electronically to a tiny ear receiver attached to the eardrum and/or to a wristband receiver (audio and digital readout on an LCD screen; looks like a wristwatch), or a hand-held radio-like unit the size of a pocket calculator.

Heat: As described previously for the individual sensor implant.

Motion Detector: As described previously for the individual sensor implant.

Radiation Detector: As described previously for the individual sensor implant.

Radar Detection: As described previously for the individual sensor implant.

Gyro-Compass: As described previously for the individual sensor implant.

Clock Calendar: As described previously for the individual sensor implant.

Total cost of the Standard Sensor Hand: 33,000 for a Bio-System prosthetic hand or 20,000 credits for a mechanical hand, plus the cost of the receiver(s) and monitor(s). The cost of the ear receiver is 1000 credits (can be added to other ear implants), the wristband monitor is 250-500 credits, and the pocket-sized receiver-monitor is 100 credits. More than one of the receivers can be linked to the system. Likewise, data can be transmitted to cybernetic eyes, but not Bio-System eyes.

**Speedometer:** That's right, a simple sensor that indicates how fast the character is moving. This applies to running speed and when a passenger in a moving vehicle. Simple and cheap. Cost: 400 credits, 1200 for the more advanced version which transmits a constant readout on a digital Heads Up Display (HUD) in the corner of a bionic eye, wrist unit or plug-in monitor.

**Stabilizing Anchors (Triax Tech):** This is another bionic system that was acquired through trade with the New German Republic and given its own unique Russian flavor. Inspired by the Glitter Boy, small spikes about eight inches (20 cm) long, shoot out of the lower legs and into the ground to anchor the cyborg in place. These are sometimes used in construction and climbing. Since the Sovietski does not have Boom Gun technology, the rumors that these anchors would allow a cyborg to fire a Boom Gun are untrue. However, Sovietski Cyber-Docs have installed these on a number of cyborgs with heavy rail guns and light artillery weapons to help them remain more stable while firing. The anchors take one action to deploy and one action to retract. The bonuses and penalties listed below are only applicable when the anchors are deployed.

Bonuses: +2 to resist knockdown.

Penalties: -2 to roll with impact and -2 to dodge.

Cost: 5,000 credits.

# Bionic Weapons and Tools

**Arrows:** See Cyber-Bow.

**Blaster – Single- or Double-Barreled Shotgun:** This forearm weapon was designed for cyborgs that regularly engage in close quarters urban combat or battle demons and the supernatural. The single- or double-barreled weapon can fire any standard shotgun round, or anti-supernatural rounds such as silver-laced buckshot or a silver-coated solid slug. With the double-barreled weapons the cyborg can fire one or both barrels at a time. **Note:** Suitable only for full conversion Light or Heavy Machines.

Range: 120 feet (36.5 m).

S.D.C. Damage: 5D6 S.D.C. per solid slug, 3D6 S.D.C. per buckshot round, but damages everything in 3 foot diameter at 30 feet (9.1 m) away and to a 10 foot (3 m) diameter at 60 feet (18.3 m). Remember, special ammunition such as silver-coated bullets and buckshot inflicts M.D. damage to the demons and monsters vulnerable to it. The same applies to wood and stone ammo, depending on the creature.

Light Explosive Round: 1D6x10 S.D.C.; cost 100 credits each.

Mega-Damage Explosive: Shotgun rounds:

Medium Explosive: 1D6 M.D.C.; cost 300 credits each.

Heavy Explosive: 2D6 M.D.C.; cost 550 credits each.

High Explosive: 3D6 M.D.C.; cost 900 credits each.

Rate of Fire: Each single shot or double blast counts as one melee attack.

Payload: Varies via internal magazine (20 rounds for Light Machine, 40 for Heavy Machine), or via small or large external ammo drum. Rounds can also be hand-loaded into the weapon at a rate of one round per melee action.

Cost: 14,000 credits.

**Blaster – Projectile Weapons (S.D.C. Forearm or Shoulder):** This is a projectile weapon/gun built into the forearm (point and shoot) or a shoulder weapon. Projectile weapons are mainly used for confrontations with supernatural beings and other creatures that are affected by silver-coated bullets and other special ammunition (silver, wood, stone, etc.) as well as against civilians and other S.D.C. opponents. Bionic weapon systems are usually concealed inside the bionic forearm or rises up and out of the shoulder to fire. A forearm gun is likely to be a barely noticeable barrel or protrusion on the top side of the forearm, or rises up out of a low profile protrusion on the robotic arm. In both cases, all of the internal workings are contained inside the bionic limb.

Weapons include the equivalent of an automatic pistol, submachine-gun, dart shooter, shotgun and mini-machine-gun. The stats for each are listed below. Comes standard with a small, ammo drum attached to the hip or back of the cyborg. Ammo is belt-fed into the forearm or shoulder weapon.

Weight: Typically adds 3-4 pounds (1.3 to 1.8 kg) to the weight of the arm, plus the small ammo drum housing and belt feeder on the hip or back.

Range: Pistol: 120 feet (36.5 m). Submachine-Gun: 120 feet (36.5 m). Dart Shooter: 100 feet (30.5 m). Shotgun: 120 feet (36.5 m). Mini-Machine-Gun: 2,000 feet (609 m).

Damage: Usually fires S.D.C. ammunition.

*Pistol or the equivalent:* Fires S.D.C. rounds. Damage varies by caliber. Standard ammo is 12 mm and does 6D6 S.D.C. per

single shot or 1D6x10 S.D.C. from a three round burst. Smaller, but still heavy caliber rounds inflict 4D6 S.D.C. or 1D4x10 per three round burst. **Note:** Riot control rubber bullets do one S.D.C. point of damage.

*Submachine-Gun:* Same as Pistol, 6D6 S.D.C. per single shot or 1D6x10 S.D.C. from a three round burst, or an eight round burst that does 2D4x10 S.D.C. Smaller, but still heavy caliber rounds inflict 4D6 S.D.C. or 1D4x10 per three round burst or 1D6x10 S.D.C. for an eight round burst.

*Dart Shooter:* One S.D.C. plus whatever drug it is delivering.

*Shotgun:* 5D6 S.D.C. per solid slug, 3D6 S.D.C. buckshot, or via M.D.C. explosive round (same as Arrows).

*Mini-Machine-Gun:* One M.D. per single shot, 2D4 M.D. per 10 round burst.

Rate of Fire: Each burst counts as one melee attack but burst firing is not as accurate as an aimed, single shot.

Payload (Small Ammo Drum): Pistol and Submachine-Gun: 400 rounds for built-in forearm and shoulder weapons the equivalent of a pistol or submachine-gun fed in from a separate, small ammo drum on the hip or back. 200 rounds for a shotgun (solid slug or scattershot) and dart shooters that delivers a drug upon impact (i.e. tranquilizer darts). 300 rounds for the classic M.D. Mini-Machine-Gun. Also see *Internal Ammo Drum* for another option or additional payload. Most forearm weapon systems also have a port to insert a standard ammo magazine.

Penalties: -1 to strike with shoulder weapons. Slug-throwers limit the number of forearm weapons possible to one projectile weapon and one energy weapon, and it eliminates any secret compartments or other forearm features other than an Ammo or E-Clip port for inserting an ammo clip, and the capability for the weapon to be hooked up to an External Ammo Drum connected to the cyborg's hip or back (standard). The internal payload is in addition to any external drum.

Cost: 15,000 credits.

Prerequisite: One forearm blaster that fires projectile ammunition.

**Blaster – Grenade Launcher (Forearm or Shoulder):** This forearm blaster fires standard rifle grenades. Any type of Soviet-ski rifle grenades can be used.

Range: 1,000 feet (305 m).

Mega-Damage: Varies depending on the type of grenade used, but the standard grenade inflicts 5D6 M.D. to a four foot (1.2 m) radius.

Rate of Fire: One at a time.

Payload: Two in forearm weapons or four grenades in shoulder launchers. Each round can be loaded manually at a rate of two per round (15 seconds).

Cost: 45,000 credits forearm, 90,000 credits shoulder launcher. Poor availability.

**Bulletdusters:** Bulletdusters are a smaller version of the bionic implant used on the Thunderfist Superheavy Machine. Between each of the knuckles is a small barrel that fires an explosive projectile upon impact when used as part of a punch. The weapons are fed by a small magazine located in the forearm AND *counts as one forearm weapon.* The weapon can fire at a distance but is horribly inaccurate and has poor range. When used for their designed purpose, however, they can be effective, if unusual. Each fist can be implanted with a one, two or three-barreled model. The Cyborg can set the weapon to use one or all of the barrels in an attack.

Range: Touch, hard impact, or up to 90 feet (27.4 m).

Mega-Damage: 1D4 M.D. per barrel (1, 2 or 3) is added to punch damage; fires upon impact. S.D.C. rounds are an optional alternative, with each barrel doing 3D6 S.D.C./Hit Point damage.

Rate of Fire: Each punch/physical attack that connects/strikes/impacts causes the Bulletduster to fire. Single shot or all barrels simultaneously.

Payload: 8 rounds per each barrel. Cannot be fed by an internal ammo drum.

Penalties: -4 to strike when being fired as a ranged weapon, -10% on skills requiring manual dexterity (including Climbing), and the weapon barrels need regular cleaning to prevent them from being clogged with dirt and gunk. If clogged the cyborg's bionic hand suffers half damage every time the Bulletduster fires on impact, potentially destroying the hand unless the weapon system is disengaged. Cannot be used on Cyber-Humanoids.

Cost: 20,000 credits for the first weapon and the ammo feed and 11,000 credits for each additional barrel. The special ammunition costs 75 credits per round.

Prerequisite: A full bionic hand and arm.

**Chainsaw, Mega-Damage:** This is the Sovietski equivalent to the menacing weapon installed on Aftermath Shocktroopers of the Orloff War Camp. This version, which uses artificial diamond-coated M.D.C. material for the chain, can be mounted on top of the forearm of a cyborg in place of a forearm blaster, or can replace the hand and forearm completely. This enhancement is primarily used to slice through body armor and bionic limbs, as well as pedestrian uses such as clearing debris, rescue and salvage operations, logging and cutting through M.D.C. barriers. The weapon is somewhat clumsy to wield in battle, but remains popular.

Range: Hand to hand combat only.

Mega-Damage: 5D6 M.D. per slashing attack, or 5D6 M.D. per action for a sustained attack.

Bonus: +1 to disarm.

Penalty: -1 to parry.

Note: Use W.P. Sword to determine additional combat bonuses.

Cost: 35,000 credits.

**Chemical Spray:** The chemical spray can be built into the legs or chest and released as an area affect gas around the 'Borg (fills a 10 foot/3 m area). To be able to direct the spray at a particular target, the chemical system must be built into the arm and hand, chest, or mouth of the 'Borg. The directed spray is usually a fluid, and twice as many doses of a liquid can be stored as can a gas.

Range: 20 feet (6.1 m).

Rate of Fire: Each spray counts as one melee attack.

Payload: Can hold a total of 20 individual doses and as many as five different chemicals. One dosage of CO2 foam or any gas counts as two normal doses.

Spray System Cost: 40,000 credits.

Area of Effect: All sprays affect a five foot (1.5 m) area. Gas versions affect a 10 foot (3 m) diameter and hang as a cloud for one melee round, affecting anyone who enters it.

Saving Throw: 16 or higher for nonlethal chemicals, 12 or higher for deadly poisons and acid.

*Spray Chemicals:* The following chemicals are what is commonly available.

Acid: A concentrated corrosive typically used for dissolving rock, cleaning metal and other such work. Available in a variety

of intensities: 4D6 S.D.C., 6D6 S.D.C., 1D4x10 S.D.C., 1D6x10 S.D.C. and 1D4 M.D. Not meant for use as a weapon. Upon initial contact, the acid will continue burning at full strength for 1D4 melee rounds, doing additional damage each round, unless washed off with water or soothing solution.

Blinding Chemical Agents: Much like mace, temporarily blinds its victim for 3D4 melees. The victim is -10 to strike, parry, dodge and disarm. Speed is reduced by 30% and any skill requiring sight is an impossible task. Protective goggles/visor or gas mask block this spray attack. Duration: 3D4 melee rounds. Cost: 100-200 credits per dose.

Burning Vapor: Releases a mild acid, causing burning skin and eye irritation, and sudden nausea. Damage: 1D6 S.D.C./Hit Point damage. Penalties: Victims are also -4 to strike, parry, and dodge for 1D4 melees. Cost: 50 credits per dose.

CO2 Foam: A concentrated spray used to put out fires. Cost: 100 per dose.

Tear Gas: Causes impairment of vision (unless gas mask is worn), difficulty breathing, and skin irritation. Victims are -10 to strike, parry, dodge, and disarm, -3 on initiative, speed is reduced by 30% and victims lose one melee attack. Duration: 1D6+1 melee rounds. Cost: 150-300 credits per dose.

Tranquilizer/Sleep Spray: Causes its victim to fall asleep within 1D4 melees and remain asleep for 2D4 minutes. Cost: 100-200 credits per dose.

Smoke: Gas only (each counts as two doses). Creates a smoke cloud roughly ten feet (3 m) in diameter. Seeing into and through the smoke cloud is impossible except with thermo-imaging optics. Duration: Smoke cloud lasts for 1D4+3 minutes. Cost: 75 credits per dose.

**Clawed Feet:** The feet are typically oversized and have 3-4 clawed toes. Bonus: +5% to climb. Damage: 4D6 S.D.C./Hit Points for S.D.C. claws or 4D4 M.D. for Vibro-Blade claws. Cost: 1,000 credits per each S.D.C. claw/blade or 10,000 credits per each M.D. claw/blade.

**Crab Claw Vibro-Blade Hands:** Not recommended due to the extreme loss of manual dexterity and use of fingers and an opposable thumb, but sometimes designed as a modular system that can be "popped" off and on to replace bionic "hands" as the situation requires.

Crab Claw hands (and clamps or vice hands) are used to intimidate, frighten and hurt a rival combatant. They are designed as oversized scissor-like appendages with an edge on the tips and inner side of the claws for slashing and scissor cutting damage. Mega-Damage: 1D6 M.D. from a slash, 3D6 M.D. from a scissor action clamp-cut. Range: Hand to hand combat. Cost: 20,000 credits per each Crab Claw hand. Always attached to a modular housing so replacement hands can be easily attached.

**Cyber-Bow and Arrows:** Normally stored in a housing compartment on the underside of the left arm or on the back, this compact, collapsible weapon is mainly used by Light Machines, Partial Conversion cyborgs and Special Forces who desire a simple, quiet weapon for sniping and assassination. A panel slides open and a five-sectioned collapsible bow slides out, unfolds and springs together into the hand of the cyborg. The bowstring immediately tightens and the bow is ready to fire. The bow is tethered to the deployment mechanism, so it cannot be dropped or knocked out of the hand.

Range: 700 feet (213 m).

Mega-Damage (Arrows): Varies with arrow type used.

Simple S.D.C. arrow: 2D6+2 S.D.C. damage; cost 3 credits each.

Simple M.D.C. Shaft: 4D6+4 S.D.C. damage; cost 30 credits each.

Light Explosive: 1D6x10 S.D.C.; cost 100 credits each.

Medium Explosive: 1D6 M.D.C.; cost 300 credits each.

Heavy Explosive: 2D6 M.D.C.; cost 550 credits each.

High Explosive: 3D6 M.D.C.; cost 900 credits each.

Gas Arrow: The arrowhead shatters on impact, releasing a toxic gas that fills a ten (10) foot area (3 m). *Tear gas* costs 100 credits, *tranquilizer gas* (sleep/knockout for 1D6 minutes) costs 250 credits, *paralysis gas* (a nerve toxin, causing temporary paralysis for 1D6 minutes) costs 400 credits each. Everybody in the gaseous area must roll to save versus harmful drugs (15 or higher to save).

Smoke: No damage; creates a smoke screen covering a 20 foot (6 m) area. Duration: Smoke cloud lasts for 1D6+4 minutes. Cost: 60 credits each; comes in four colors, yellow, red, grey and black.

Flare: Emits a bright, sparking light; burns for 60 seconds. Cost: 10 credits each.

Neural Disrupter: Works like a one-shot neural mace. Cost: 400 credits each; rechargeable and reusable 1D6 times before breaking. Inflicts no other damage.

Tracer Bug: Transmits a radio signal that can be followed up to 8 miles (12 km) away. Battery powered, with a limited life of 72 hours of constant transmission. Arrow must stick into the target or fall on top of the object (without falling off). There is always a chance that the tracer bug arrow will become dislodged and fall off (roll once for every half hour; 1-32% chance). Cost: 200 credits each. Inflicts normal S.D.C. arrow damage.

Vibro-Arrow (Special, rare): The cost (5,000 credit per V-Arrow), its bulk (twice as thick as a conventional arrow), and the waste of losing the expensive Vibro-technology and power source built into it, has made the V-Arrow impractical, especially when explosive arrows can deliver much more damage at a fraction of the cost. It should be mentioned that trying to recover a spent arrow is risky and often impossible. So there is no such thing as a Vibro-Arrow on the market. HOWEVER, there are rumors that the Spetsnaz, including Cyber-Humanoids and special forces sometimes use Vibro-Arrows made special for them, for special missions and silent kills. V-Arrow: 1D4 M.D. per arrow. Cost: 5,000 credits per each Vibro-Arrow.

Rate of Fire: 2-8 arrows per melee round (15 seconds). See W.P. Archery and Targeting.

Payload: One. Hand loaded. Additional arrows can be carried in a standard quiver (15 arrows) slung over a shoulder or via a leg or back mounted *Cyber-Quiver* (described below).

Cost: As listed, above.

Prerequisite: A full bionic arm.

**Cyber-Quiver:** This is an implant either in the leg or the back that acts like a quiver for storing special ammunition for the Cyber-Bow. The compartment pops open for easy access to the arrows inside, and can be closed to avoid losing them. Many cyborg soldiers have a Cyber-Quiver in one leg for specialty arrows and one on the back for normal ammunition. The cyborg can load particular arrows in specific slots so when a special arrow is needed, that specific arrow raises up slightly for easy access.

Payload: 10 specialty arrows or 15 standard Cyber-Arrows.

Cost: 4,000 credits per quiver compartment.

**E-Clip Port:** A standard E-Clip port very similar to the connector unit found on most energy weapons. While such ports are often intended to power a built-in weapon or as a power backup for weapons, E-Clips can also be used to power independent modular units and non-weapon systems like special sensors, cameras and such. Cost: 3,000 credits.

**Electro-Cannon Forearm Blaster:** Electro-Cannons are nifty weapons, even though they are extremely short-ranged and take a lot of juice to fire. When activated, the arm fires a bolt of intense electricity at its target. S.D.C. electronics will be fried.
Primary Purpose: Anti-Personnel/Anti-Vehicle.
Mega-Damage: 3D6 M.D.
Range: 300 feet (91.4 m).
Rate of Fire: Equal to the number of the individual's hand to hand attacks per round.
Payload: Effectively unlimited; draws on the 'Borg's power supply.
Cost: 30,000 credits.

**Extendible Hydraulic or Pneumatic Hands/Arm:** Typically only one limb will have an extendible, pneumatic hand. The control mechanism is typically mental or verbal and responds with the speed and flexibility of a normal bionic arm. The arm's reach is typically increased by three to six feet (0.9 to 1.8 m). The extendible hand/arm enables the character to reach into narrow places like storm drains, ventilator shafts, and so on, as well as places normally out of reach, like a high shelf or window ledge. Typical Arm P.S.: 10 to 20, Cost: 150,000 credits.

**Extendible Hydraulic or Pneumatic Legs:** Used to increase one's height and reach. A simple way to lift the character to a new height to reach something on a higher shelf, reach a ledge and pull oneself up, peek over a wall, and so on. Typical Leg P.S.: 10-20, Speed: 30% less than the usual maximum possible. Cost: 200,000 credits.

**Hydraulic Hammer Hand:** This bionic hand is extra strong and hard (+15 M.D.C.), and is built into a special hydraulic forearm housing. When activated, the hand vibrates back and forth like a jackhammer. This rapid pounding or hammering motion inflicts additional damage. Disadvantages: The hand can have no other cybernetics and its sense of touch is a meager 10%. Mega-Damage: +1D6 M.D. in addition to normal punch damage and can hammer through sheets of steel, break rock, and anything else a jackhammer can do. However, to do so, the character must usually make a sustained attack on that one area or item for several melee rounds, and possibly minutes. There is also a 01-50% chance of knocking human and human-sized opponents, including Light Machines (and small vehicles) under 250 lbs (112.5 kg) off their feet. Victims knocked off their feet lose initiative and one melee action. A successful roll with impact will reduce the damage by half. Rate of Fire: Each ram attack counts as one melee action/attack. Cost: 40,000 credits.

**Hydraulic Ram Arm:** Limited to Heavy and Superheavy Machines, because the ram is only truly effective on large, heavy cyborgs where the arm and ram can be oversized. The forearm and hand are basically a heavy battering ram and are used as such. The arm can be bent at the elbow or pointed straight to fire the heavy battering hand and forearm unit (typically shaped as a large, sometimes oversized, clenched fist and big arm; one piece, no wrist). Each punching or battering action inflicts heavy blunt damage. Disadvantages: The hand and forearm can have no other cybernetics since the hand and forearm are one solid piece. The hand is not articulated, it is completely devoid of any sense of touch, and deprives the character of the use of one hand (-20% to most skills); the hand and forearm are a battering ram, not a functioning, dexterous limb. Robot P.S. Equivalent: The hydraulic ram/punch has the equivalent damage of a power punch from a robot P.S. of 40, but counts as one melee action. Mega-Damage: 4D6 M.D. and can hammer through sheets of steel, shatter concrete, and do anything else a heavy ram can do. However, to break down doors or pulverize something, the character must usually make a sustained attack on that one area or item for several melee rounds, and possibly minutes. There is also a 01-80% chance of knocking human and human-sized opponents, including Light Machines (and small vehicles) under 500 lbs (225 kg), off their feet and send them flying 2D4 yards/meters. Victims knocked off their feet lose initiative and two melee actions. There is also a 01-45% chance that they drop their weapon or whatever they were holding at the moment of impact. A sustained attack could keep an opponent reeling and unable to attack in return. Note: A successful "roll with impact" will reduce the damage by half and the impact victim hangs on to all of his possessions. Also note that unless the opponent has a shield or similar item to block the attack, or a P.S. of 30 or higher, the battering ram attack cannot be parried! It pounds right through. It can, however, be dodged, although the act of dodging typically uses up one melee action. Rate of Fire: Each ram attack counts as one melee action/attack. One melee action will be needed to close ranks on a victim who has already been sent flying, but the next hammering punch should arrive before the victim can recover his wits and counterattack (only parry or dodge are applicable when the 'Borg closes that quickly to continue the battering attack. See the limitations on the parry, above). Cost: 80,000 credits.

**Grapnel & Launcher:** A launch compartment and housing that looks like a small weapon nozzle fires a collapsible grappling hook and line. A pneumatic winch reels the line back in, helping characters to scale walls and non-metallic surfaces and hitch rides on giant robots and vehicles. The cord is a super thin, super strong wire with a test strength of 2000 pounds (900 kg). Mega-Damage: None (negligible). Range: 100 feet (30.5 m) of lightweight wire (retractable). Cost: 5,000 credits.

**Internal, Concealed Ammo Drum Payload and Feed Mechanism:** Used solely for forearm blasters that fire bullets, darts, shotgun rounds and the like. It provides a concealed or mostly concealed ammo supply in the forearm. The extra internal magazine is housed in the forearm, contoured to fit inside what looks like a bit of bulging armor plating on underside of the bionic forearm. Projectile weapons are mainly used for confrontations with supernatural beings and creatures that are effected by silver-coated bullets and other special ammunition (wood, stone, etc.) as well as against civilians and other S.D.C. opponents.
Rate of Fire: As per weapon system. Each burst counts as one melee attack but burst firing is not as accurate as an aimed, single shot.
Payload (Concealed): 60 rounds for built-in forearm slug-throwers equivalent to a pistol or submachine-gun, 20 rounds for equivalent of a sawed-off shotgun, dart shooter or the classic mini-machine-gun. Double the payload for Internal Concealed Ammo Drums in the larger Heavy and Superheavy Machines. In both cases, this internal ammunition is concealed under the armor and built into the arm, usually appearing as a bulge on the underside

of the forearm or the arm itself is much thicker than a bionic limb of human proportions.
Penalties: Slug-throwers limit the number of forearm weapons to one projectile weapon and one energy weapon, and eliminates any secret compartments, sensors or other forearm features other than an Ammo or E-Clip port for inserting an ammo clip, and the capability to be hooked up to an External Ammo Drum connected to the cyborg's hip or back (standard). The internal payload is in addition to any external drum.
Cost: 15,000 credits.
Prerequisite: One forearm blaster that fires projectile ammunition.

**Internal, Concealed, Divided Ammo Drum and Feed Mechanism:** Same as the *Internal Concealed Ammo Drum and Feed Mechanism* described above, except the ammo drum is divided into two sections and has a dual feed to switch from one type of ammo to another. The switch is nearly instant (counts as one melee attack and is ideal for switching from conventional rounds to silver or wood rounds, or from one special round to another special round designed for fighting monsters).
Range: Varies, see Built-in Bionic Projectile Weapons.
Damage: Varies, see Built-in Bionic Projectile Weapons.
Rate of Fire: Each burst counts as one melee attack, but burst firing is not as accurate as an aimed, single shot.
Payload: The payload is divided in half between the two different types of ammunition; 10-30 rounds per half depending on type of ammo (see prior entry, above), double payload for Heavy Machines. **Note:** Both types of ammo/bullets must be compatible with the projectile shooter. For example, rounds for a pistol and submachine-gun are identical and can be fired from the same forearm weapon, but it cannot fire darts, shotgun rounds or mini-machine-gun rounds. Likewise, a forearm blaster designed for wider rounds can have its drum contain shotgun rounds and darts, or solid slugs and buckshot rounds. The mini-machine-gun and its M.D. rounds are not compatible with other forearm blasters.
Penalties: Same as Internal, Concealed Ammo Drum, above. Limits the number of forearm weapons to one projectile weapon and one energy weapon, and no secret compartments, sensors or other forearm features *other than* an ammo magazine or E-Clip port and the capability to be hooked up to an External Ammo Drum connected to the cyborg's hip or back. The latter being standard for most cyborgs of all types that use a projectile weapon. The internal payload is in addition to any external drum or ammo-clip/magazine.
Cost: 25,000 credits.
Prerequisite: One forearm blaster that fires projectile ammunition.

**Large External Ammo Drum and Feed Mechanism:** This is exactly what it sounds like, a large, back mounted, and more obvious ammo drum with a belt feed to a forearm or shoulder projectile weapon built into or carried by a Combat Cyborg. Increases the payload of the standard, small cyborg ammo drum. A divided large, external ammo drum is also available but costs more.

While energy weapons use rechargeable E-Clips or link to the nuclear power supply, most integrated rail guns or machine-guns have a limited ammo capacity. Some bionic projectile weapons are able to feed from an ammo drum attached to the shoulder, hip or back, but such standard drums are small as to not impede speed or movement. The Sovietski offer a large, back mounted ammo drum and feed mechanism for many of its cyborgs, like the Spetznaz Dragunov Heavy Machine that has a rail gun or heavy rifle as a main weapon. This allows for an increased ammo supply for bionic weapons and handheld assault weapons and rail guns. **Note:** This is often in addition to the standard, small hip or back mounted ammo drums and/or an Internal, Concealed Forearm Ammo Drum described previously.
M.D.C. of Large Ammo Drum (1, Back): 28 M.D.C.
Payload of External Ammo Drum: 900 rounds for rail gun, mini-machine-gun, shotgun, or dart projectile weapons. 1,200 rounds for smaller caliber pistol and submachine-gun caliber rounds. 90 grenades for grenade launchers.
Limitation: One large ammo drum per cyborg.
Bonus: The ammo drum can feed to one or two dedicated weapon systems.
Penalties: Not suitable for partial cyborgs/Headhunters or Cyber-Humanoids; the latter mainly because it ruins the disguise of being human. *Reduce mobility of Light Machines:* Reduce Spd 20%, -10% penalty to balance and -10% to skills such as Acrobatics, Climbing, Gymnastics, Prowl and Swimming due to the bulk, weight and balance.

*Reduce mobility of Heavy and Superheavy Machines:* Reduce Spd 5%, -5% penalty to balance and -5% to skills such as Acrobatics, Climbing, Gymnastics, Prowl and Swimming.
Cost: 45,000 credits. 68,000 credits if it is a "divided" drum containing two different types of ammunition.
Prerequisite: One integrated bionic weapon (forearm or shoulder) or handheld rail gun, rifle or projectile weapon that can be linked with an ammo belt.

**Legs of Leaping:** Bionic legs specifically designed for leaping and quick movement (dodging). Can leap 15 feet (4.6 m) high and 30 feet (9.1 m) lengthwise. Increase by 50% if combined with booster jets in the legs. Bonus: +1 to dodge and +1 on initiative when attempting a dodge or leap of any kind. Cost: 30,000 in addition to the usual leg costs.

**Net Launcher:** This weapon is primarily used by Sovietski Police to apprehend criminals and by animal control, but it has applications on the battlefield as well, to temporarily take enemies out of a fight. Usually mounted on top of the forearm, or in a cyborg shoulder turret, the barrel for the net launcher is rather large, and resembles a forearm mounted mini-missile launcher. The weapon fires a canister projectile that explodes, wrapping the target in an M.D.C. net large enough to cover and ensnare a target about twice the size of a human. Once the target is ensnared, the net constricts, further limiting movement. The device uses a compressed air system to launch the cartridge. When activated, a loud hum and whoosh of air can be heard as the weapon sucks air in and compresses it.
Range: 100 feet (30.5 m).
Damage: None. Designed to capture or entangle and impede an opponent. It takes the average person 1D4 minutes to work his way loose, *1D4 melee rounds* for the average Light Machine, or *1D4 melee actions* for the typical Heavy or Superheavy Machine. **Note:** The netting effectively has one M.D.C. point per square inch. It is susceptible to being cut, ripped, burned, bitten or clawed through by cyborgs, Mega-Damage creatures, supernatural beings or M.D.C. blades. It will take at least two melee rounds/30 seconds to cut a hole large enough to become untangled.
Rate of Fire: Single shots only.

Payload: Forearm: One net canister, but typically carries 1D4 additional net rounds. Shoulder: Three net rounds. Must be loaded by hand and takes three melee actions to load.

**Quick Draw Holsters (Triax Tech):** These are basically compartments built into the legs (or the sides of the torso for large Heavy Machines) that serve as holsters and holders for handguns, knives or sawed-off shotguns. Upon mental command, they literally spring into the waiting hands of the cyborg. This gives the cyborg an initiative bonus of +1 with weapons from a Quick Draw Holster. Cost: 14,000 credits each. Sometimes a deal can be found for 22,000 for a pair.

**Shoulder Blaster:** See Shoulder Turret, below.

**Shoulder Turret or Shoulder Weapon Turret (aka Shoulder Blaster):** Any of the light or medium forearm blasters designed for use as a cyborg forearm weapon – including blasters, Mini-Machine-Gun, Chemical Spray, flashlight, sensors, or cameras – can be mounted on one of these compact shoulder turret housings. A **shoulder blaster** is a small, obvious gun that is mounted on the shoulder or on the back, but it moves up and forward to aim *over the shoulder* to fire. Weapon systems that fire projectiles typically have a Large External Ammo Drum and Feed Mechanism mounted on the back. One ammo drum is all that's possible, but it can be made to feed one weapon on each shoulder. **Note:** The Laser Pulse Blaster, Particle Beam, Heavy Ion Blaster, and Grenade Launcher can NOT be used as a shoulder weapon, except on the largest and heaviest cyborgs.

Damage and Range: As per the forearm weapon. Can be an energy weapon or projectile weapon, among other things noted above.

Arc of Fire (up and down): 180 degrees, and can also rotate, side to side, 180 degrees. Cannot shoot backward.

Cost: 20,000 for the Shoulder Turret mounting plus the cost of the bionic forearm weapon itself. (See *Forearm Blasters* for that cost.)

**Shoulder Weapon Turret Auto-Attack Program:** By linking to the existing combat computer of a Light Machine, Heavy or Superheavy Machines, some shoulder mounts can be automated to attack known enemies. These automated turrets have a special optical sensor built into the weapon along with a Friend or Foe recognition program. This sensor can identify, track and target "known" enemies specified by the Sovietski programmer to automatically attack any hostile.

Range: As per optic system, typically 1,200 feet (366 m).

Attacks per Melee: Two.

Bonuses: None.

Penalties: This feature must be used with *extreme care and caution*. If set to automatically fire upon any recognized enemy – typically by broad type, i.e., certain types of D-Bees, Brodkil, Gargoyles, demons, monsters, cyborgs, soldiers wearing a particular emblem or insignia, and so on – the automated weapon might open fire on a peace delegation, ally, friend, undercover agent in disguise, an innocent passerby, monster or animal with no hostile intentions or which had not seen the Combat Cyborg, and so on.

Cost: 200,000 credits.

Prerequisite: Light or Heavy Shoulder Turret, Gromeko Friend or Foe Identification Computer, Combat Computer and Ranged Combat Enhancement Program.

**Shoulder Weapon Mounts/Clamps:** Basically, mountings on the shoulders, legs or back that can hold a rifle, Vibro-Blade or other weapon rather than "holster" it or slinging it on a belt. Snaps on and off as needed, but holds tight under all sorts of action in the field. Cost: 1,500 credits each.

**Tentacles as additional appendages:** This item is similar to the additional arms, but are tentacles instead of human limbs. A pair of tentacles can be located under the normal arms and/or in the back, attached to the shoulder blades. At the end of each tentacle is a pair of small, mechanical claw fingers. The claws are far inferior to hands and suffer a skill penalty of -30% whenever they are used in place of hands. Stats: Sense of touch is a mere 25%. Maximum length is five feet (1.5 m), maximum P.S. and P.P. attributes are 18 (base is 10). M.D.C. of each claw is 5 and each tentacle arm is 20 M.D.C. Bonuses: A pair of tentacles add one attack per melee and a bonus of +1 to parry and +1 to entangle. A single tentacle adds only a bonus of +1 to parry. Cost: 210,000 credits for a pair, 125,000 credits for one.

**Weapon to Cyborg Energy Link:** Only applicable to *heavy, full conversion cyborgs.* Many Sovietski Heavy and Superheavy Machines (and Warlord Shocktroopers) have an energy weapons link. A plug-in cable concealed in the mechanical body, enabling the bionic soldier to power weapons off their own internal energy sources. This gives an energy rifle or pistol an effectively unlimited payload; all other weapon stats like damage, range and rate of fire are unchanged.

Limitations & Penalties:

**1.** The connecting cord only has 5 M.D.C., and if severed, the energy connection is broken, the power going to the cable is shut off, and an E-Clip must be inserted into the weapon to use it (takes three melee actions to remove the severed connector clip, grab a new E-Clip, and slap it in). The cable is a small, difficult target to hit from long range, so shooters must make a Called Shot and are -5 to strike. It is much more vulnerable in close combat where it can be severed by Vibro-Blades, M.D. claws, and M.D./Supernatural Strength. The player must announce that the cable is the target of his character's attack and roll to strike as normal. A 12 or higher will hit and do damage unless the cyborg can parry or dodge.

**2.** The power drain reduces the character's speed by 10% and initiative is -1 while linked to and using an energy weapon.

**3.** After about 10 minutes of melee combat where the weapon has been in frequent use, the effects of the power drain are more pronounced. Reduce speed by 20%, no initiative bonuses apply (unmodified die roll only or -2 if the character normally has no initiative bonus), -1 to parry and dodge, and physical combat damage (punch, kick, etc.) is reduced by half. The cyborg returns to full speed and ability 15 minutes after the weapon link has been disconnected.

**4.** This energy link can also be made to small, one- and two-man vehicles designed to accept an E-Pack, but the 'Borg immediately suffers the diminished capacity described in #3. If the vehicle is not designed for optional use of an E-Pack, an Operator can jury-rig a connection in about 1D4 hours.

**5.** Only available to Heavy and Superheavy full conversion cyborgs (and Warlord Shocktroopers), not Light Machines, partial cyborgs or humans with implants and/or prosthetics.

Cost: 120,000 credits on the Black Market and underground Body-Chop-Shops, half that from legal Sovietski outlets though it is exclusive to the Sovietski military cyborgs.

# Sovietski Combat Vehicles

## Features Common to All Sovietski M.D.C. Vehicles

### Revised and Reprinted from World Book 18: Mystic Russia

**1. Cyberlink:** All Sovietski, Warlord and most Russian vehicles, military and civilian, have a Cyberlink system built into them. This enables any partial or full conversion cyborg who has a *Cyberlink Vehicle Interface Piloting System (CVI)* as part of his bionics, to link into the vehicle and pilot it with enhanced agility and expertise. This link provides a direct and instant feed of information to and from onboard computers, sensors, communication systems and weapon systems to the **pilot** so that he knows everything going on with the vehicle he is piloting. The machine functions as if it were an extension of the pilot's own body, providing a variety of piloting bonuses. See the *Bionics section* of this book for details.

**2. Cyber-Harness:** These padded, metal harnesses serve a few important functions. a) They may be kept in a tilted up position over the pilot, co-pilot, sensor/communications officer and gunner(s), but pull down for combat to secure and protect them. This locks key crew members firmly in place at their respective battle stations to prevent them from being bounced around or injured in combat or a crash.

b) Each Cyber-Harness has a Cyberlink system and serves as a Cyberlink conduit. This enables any partial or full conversion 'borg with the Vehicle Interface Piloting System to link into the vehicle in a similar way as the pilot. This gives them the same overall data feed that the pilot gets. HOWEVER, their influence (and any applicable bonuses) are limited to their specific combat station: Pilot, Communications (includes radio, radar, sensors, camera and related), Engineering (when applicable, engine, life support, structural stability, etc.), and Gunner or Gunners who fire a specific weapon, turret or battery of weapons. In this case, the bonuses apply to each station, not the piloting of the vehicle. Only the pilot gets the CVI piloting bonuses, and can fire as many as two weapons when they are not under the control of a specified gunner.

In the event that *the pilot* is rendered incapable of fulfilling his duty (injured, killed, or knocked unconscious), anyone else who is Cyberlinked via a Cyber-Harness, can instantly take over piloting of the vehicle from their station (piloted via instruments and cameras, if any) and still work his own station or one weapon system. Even if the substitute emergency pilot does not have a piloting skill for that vehicle, thanks to the CVI, he can pilot it at a base skill level of 45%, but without the reduced penalties for performing stunts and combat maneuvers.

In the case of a dedicated gunner, the CVI link gives him bonuses as they apply to the weapons at his specific station. In the case of several gunner stations, in an emergency where the other gunners are incapacitated or MIA, one gunner can operate several weapon systems at the same time – as many as one per each level of his experience – but each time one of the weapons is fired, it counts as one of his melee attacks. For example: A third level gunner can fire three weapons at the same target or three different targets, but uses up three of his melee attacks. If 7th level, the gunner can access as many as seven vehicle weapon systems (if there even are that many), but if he has only five attacks per melee, he can only fire *five* of them. Moreover, once all five melee attacks are used up, he cannot fire again until the next melee round (15 seconds).

**3. Cybernetic Locking Mechanisms:** Hatches and doors to sensitive areas, like engines, may be equipped with a cyberlock, which an individual must link with in order to open. While linked, the lock accepts information based on the user, including a recognition pattern and codes built into every Sovietski cyborg. Other systems, like energy weapons, rail guns, missile systems and ignition systems can also be safeguarded with this feature. Most also have a voice actuated locking system.

**4. Enviro-Sensors:** An external and internal sensor system that monitors the environment outside and inside the vehicle. This is done on a molecular level and used to detect and measure impurities, chemical, biological and other dangerous agents (toxic gases, smoke, pollution, spores, radiation, etc.) in the immediate area surrounding the vehicle. It can identify 6,000 elements, gases and chemical/biological agents, as well as measure temperature, wind speed, humidity, barometric pressure and other similar environmental aspects.

The same is true inside the vehicle, with links to the life support system that monitors conditions and warns of breaches and dangers inside. When exposed to gases, oxygen masks drop from concealed compartments in the ceiling for use by crew and passengers. **Note:** This feature is not available on hovercycles, motorcycles, rocket bikes, snowmobiles, jet sleds, Sovietski SM or ZSU series vehicles, the SUMi-185, or any open-air vehicle.

**5. Gromeko Battlefield Computer:** Manages communications, visual data and internal cybernetic systems (monitors personal damage). All communications are automatically encrypted/decrypted by the sender/receiver units. The computer includes the **Gromeko Friend and Foe Identification System** to help identify up to 600 cyborg designs, styling and armor, 1,000 identifying insignias and marks, as well as 2,000 monsters and demons. See the Gromeko Friend or Foe Identification System described in the Bionics section of this book for details. The difference is the warnings and data are displayed as words and symbols (for those who cannot read) on the monitor and HUD of the vehicle. Range: 6,000 feet (1,828 m) via onboard video camera with telescopic capabilities, otherwise reduce range to 2,000 feet (610 m); line of sight required. Not available in small, open-air vehicles like hovercycles, motorcycles and snowmobiles.

**6. Long-Range Radio Communications System:** Approximately 500 mile (800 km) range in the open plains of the steppes and tundra, 300 miles (480 km) in the forests and around cities (interference) and 100-200 miles (160 to 320 km) in the mountains. **Note:** The interference from the latter two is common to all ground vehicles, not just those of Russian design.

**7. Radar:** Can identify and track up to 72 aerial targets simultaneously at a range of 30 miles (48 km). Some vehicles are equipped with more powerful or superior radar systems. Please see specific vehicle features.

**8. Other Common Sensor Systems:** Perfect, crisp, 20/20 digital vision optics relay, video camera, infrared and ultraviolet vision for 1,000 feet (305 m), passive nightvision for 2,500 feet

(762 m), and digital video and audio recorder with up to 16 hours of maximum storage at the highest resolution or 56 hours if set to at the lowest resolution.

**9. Passenger Grips:** Most large Sovietski vehicles come standard with passenger grips and cables that run down from the ceiling of the main troop compartment. Passengers may hold on to these grips while a vehicle is in motion, the same way they would on a subway train. Most Russian vehicles tend to be on the tough and bouncy side, so it is good to hang on to something at all times. Without the grips and cables to hold on to, there is a 50% chance every 1D6 minutes during battlefield conditions that anyone standing in the troop compartment area will be thrown around. Of course, some aircraft, watercraft and APCs have locking harnesses for their passengers similar to the Cyber-Harness, just without the Cyberlink.

**10. Power Source:** Most combat vehicles are nuclear powered with a 10-15 year life span, unless otherwise noted.

**11. Self-Destruct:** A last resort measure to prevent the vehicle from being captured by the enemy is self-destruction. The explosive damage is fairly self-contained, completely destroying internal systems and inflicting 2D6x10 M.D. to the rest of the vehicle and everything within 10 feet (3 m) of it.

**12. Spotlights:** Most vehicles have one or two spotlights. Typical range is 600 feet (182 m).

**13. Ejector Seat:** In case of an emergency, the pilot and crew can be instantly ejected (2,000 feet or 610 m) and parachute to safety.

**14. Full Environmental Pilot and Crew Compartment:** Sovietski vehicles typically contain enough room to seat 2-4 cyborgs or 4-8 human passengers, and are sealed and pressurized when in use. They are suitable for use in all hostile environments and can even survive underwater for a while; maximum depth is 350 feet (107 m). However, most ground vehicles and aircraft cannot function underwater, nor move along the bottom of a lake or sea floor.

Unless otherwise stated, all Sovietski vehicles are environmental and have the following common systems:

- Air Purification Filters and Circulation System: System also contains gas filtration, scrubbers, humidifier and dehumidifier systems. It engages automatically in low oxygen or contaminated air environments. 36-48 hour oxygen supply units in most vehicles.
- Automated Blast Doors (when appropriate): These will close and lock automatically in the presence of high radiation, nerve gas or any other toxic element. They will not open until sensors indicate the area is clear, but can be opened via an override code (known by the pilot), electronically hacked or blown apart. Unless otherwise stated, the blast doors have 100 M.D.C. each. **Note:** Hovercycles, snowmobiles, jeeps and other small vehicles do not have blast doors and may not have an environmental compartment.
- Computer-Controlled Life Support: In Sovietski vehicles, this constantly monitors the status of the vehicle interior. It checks air quality, presence of harmful gas or radiation and excessive heat and cold. Any suspicious conditions will raise a red light on the HUD of the pilot and in all control stations in the vehicle.
- Heads Up Display (HUD)
- I.F.F. Transponder (Only Ekranoplans and Aircraft): A sophisticated system that utilizes encrypted radar pulses to differentiate between friendly and unfriendly aircraft. This system sends an interrogation signal to any unknown aircraft within 150 miles (240 km), automatically detected by their transponder system. Their transponder then sends an automated reply if it is coded to understand the interrogation signal. Sovietski transponders indicate the pilot/aircrew names and ranks, unit, mission, aircraft type, course, speed and altitude to compatible I.F.F. devices. These coded signals are very difficult to crack, and are changed periodically to keep sensitive material out of the hands of enemies. This system is instrumental in helping to prevent midair accidents, mistaken identity, friendly fire incidents, and to further aid coordination on the battlefield.
- Insulated, High Temperature Resistant Shielding: Resistant to temperatures up to 752 degrees Fahrenheit (400 degrees Celcius). Normal fires do no damage, but nuclear, plasma and magic fire inflicts full damage. **Note:** Even though normal fires do no damage, it is possible for particularly hot fires to heat up the inside of the vehicle, potentially harming or killing those inside.
- Internal Cooling and Temperature Control: A self-regulating system that is part of life support and usually under the control of the pilot.
- Polarized Windows: Polarized and light sensitive/adjusting tinted observation windows, when applicable.
- Radiation Shielded: Resistant to up to 1,000 rads, enough to make a character sick almost instantly.

## Quick Reference List of Sovietski/Russian Vehicles

Ekranoplans and Aircraft:
Novyet N-1051 Volkhov Light Transport Ekranoplan (NEW!)
Novyet N-1082 Sadko Heavy Transport Ekranoplan (NEW!)
SUMi-185 Red Squall VTOL Assault Platform (NEW!)
SUMi-224 Stormbringer Gunship (NEW!)
SUT-93 Firefang Multi-Role Fighter (NEW!)

Novyet Manufacturing:
Novyet Arctic Hoverbike (World Book 17: Warlords of Russia, page 144)
Novyet Snow-Jetsled (W.B. 17: Warlords of Russia, page 145)
Novyet Landcrawler-Sku (W.B. 17: Warlords of Russia, page 146)
Novyet Explorer-Sku (W.B. 17: Warlords of Russia, page 147)
Novyet Bear ATV (W.B. 17: Warlords of Russia, page 148)
Novyet N-1051 Volkhov Light Ekranoplan (NEW!)
Novyet N-1082 Sadko Heavy Ekranoplan (NEW!)

The Sovietski Ground Vehicles:
SM-150 Snow Leopard Armored Snowmobile (NEW!)
SM-212 Red Lightning Fast-Attack Motorcycle (NEW!)
SM-349 Sickle Heavy Attack Cyborg Trike (NEW!)
SM-420 Road Hammer Assault Squad Vehicle (NEW!)
SM-451 Black Water Amphibious Attack Vehicle (NEW!)
ZSU 13/14 Thunderbolt Assault Truck (World Book 18: Mystic Russia, page 158)
ZSU 17/18 Bulldog All-Weather Tracked Vehicle (W.B. 18: Mystic Russia, page 160)
SU-40 Thunderspear Anti-Aircraft Tank (NEW!)
SU-45 Earthquake Tank (NEW!)
SU-52 Groundthunder Heavy Tank (W.B. 18: Mystic Russia, page 164)
SU-56 Shockwave Heavy Tank (NEW!)

SU-58 Tunguska Heavy Super-Tank (NEW!)
SUH-86 Hailstorm Hover Tank (World Book 18, page 166)
SUH-88 Maelstrom Hover Tank (W.B. 18: Mystic Russia, page 169)
SU-90 Iron Forge Mobile Cyborg Hospital (NEW!)
SU-95 Thundersword Multi-Combat Platform (Official Sovietski Designation) (W.B. 18: Mystic Russia, page 162)
SU-98 War Wagon Mechanized Ram (Official Sovietski Designation; W.B. 17: Warlords of Russia, page 157)

Watercraft:
SN-247 Lightning Class Fast Attack Gunboat (NEW!)
SN-357 Storm Swell Class Submersible Attack Ship (NEW!)
SN-686 Typhoon II Class Ballistic Missile Submarine (NEW!)

# Novyet Ekranoplans

# N-1051 Volkhov

## Light Ekranoplan Sea Transport

Long before the Coming of the Rifts, the Russians pioneered a unique class of flying vehicle known as a *ground-effect vehicle (GEV)* or ekranoplan (ee-KRAN-o-plahn). Despite the word "ground" in ground-effect vehicle, these vehicles are actually used over the surface of *the water.* Ekranoplans look very much like a jet cargo airplane, but with wide, stumpy wings, turboprop engines and rear-facing propellers on the tail. At rest, they float on the surface of water, like a boat. As they get up to speed, ekranoplans start to rise out of the water until they are flying in a level position just above the surface. This close to the surface, the weight of the plane is supported not just by the lift of the wings, but also by the cushion of air formed as it is displaced by the vehicle and then squeezed against the surface of water, ice or flat ground, like the tundra, where there are no obstructions such as trees. This is the *ground effect* that allows ekranoplans to carry far more weight for their size compared to conventional aircraft and to travel above the surface of water much faster than boats (300 mph/480 km or greater). Flying just above the surface, 10-30 feet (3-9.1 m), also allows ekranoplans to travel under certain types of radar.

As noted, ground effect vehicles are designed to take advantage of the increased lift experienced by all aircraft when they come in close to touching the ground for a landing. By creating a vehicle capable of sustained, level flight close to any *flat surface*, it is able to take advantage of the air compression effect that creates a powerful cushion of air under the GEV and provides extra lift. This also enables the ground effect vehicle (GEV) to carry greater weight for less power and minimizes fuel consumption.

Limitations and disadvantages: Though ideal for flying above flat surfaces such as calm water, ice, and flat, open ground (a rarity) at speeds equal to that of an airplane (300-400 mph/480 to 640 km), the flying height above the surface is limited to only 10-30 feet (3-9.1 m), no higher. This puts the GEV within reach of the giant Gargoyles and even the wingless Gurgoyles, as well as dragons and other giant beings. Rough seas with waves greater than 10 feet (3 m) tall, storms and strong winds (greater than 45 mph/72 km), or a flat surface broken by large ice mounds, rocky outcroppings, ruins, fields of large debris, wide ravines, hills, trees, homes, buildings, etc., make GEV flight impossible. Moreover, ground-effect vehicles have very little side-to-side movement capabilities and must either land in the water to turn around, or make a very large U-turn in flight. All of which limits their effectiveness and makes them most effective at sea, but even then, GEVs try to stay with 100 miles (160 km) of the coast, in case a storm or rough waves require them to find safe harbor.

Novyet Manufacturing has pushed this pre-Rifts technology to new heights with the N-1051 Volkhov and N-1082 Sadko. The Volkhov ekranoplan is comparatively compact and a fast and efficient way to travel along coastal waters, Russia's many lakes and wide rivers, and over flat tundra. The Volkhov is named after Princess Volkhov, a daughter of the Sea Tsar and personification of the Volkhov River, one of Russia's important early trade routes. The majority of Volkhovs and Sadkos in the Sovietski are used by the military as troop and cargo transport vehicles, especially for sea operations and along the coast. The vehicle, however, is for sale by Novyet wherever it operates and these capable transports are much faster than any water vessel at sea. Within the Sovietski, some N-1051 Volkhovs are being converted into combat vehicles – namely as lightly armed troop and cargo transports along the coast.

**Model Type:** N-1051.
**Class:** Medium Transport Ground-Effect Vehicle. Most effective at sea near the coast and in the tundra of the frozen north.
**Crew:** 6-10; pilot, co-pilot, navigator, communications officer, and two stewards responsible for the cargo or passengers. Two additional people can squeeze into the cockpit if necessary. If outfitted as a combat vehicle, two gunners are included in the crew.

Passenger craft often carry up to four additional stewards, and cargo vehicles carry 4-8 heavy cyborgs to help with loading and unloading.
**Troop/Passenger Capacity:** Any mix of troops is feasible, and can range from 60 foot soldiers and 20 Light or Heavy Machines to a full company of 60 Heavy Machines and Superheavy Machines.
**M.D.C. by Location:**
Wings (2) – 85 each
Tail – 50
* Wing Turboprop Engines (2) – 120 each
Rear Tail Turboprop – 80
Military: Rail Gun (1; nose) – 75
Military: Mini-Missile Launchers (2) – 35 each
** Main Body – 250

* The loss of any one engine prevents the ekranoplan from achieving ground effect. It remains maneuverable in the water, but can no longer fly.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

**Speed:**
Low Surface Flying Maximum Speed: 350 mph (560 km).
Low Surface Flying Cruising Speed: 250 mph (400 km).
Flying: Unable to fly like an aircraft, up into the air.
Maximum Altitude: 30 feet (9.1 m) due to ground effect flight.
Water (Surface): 75 mph (120 km) maximum, 50 mph (80 km) if one engine is destroyed, or 15 mph (24 km) if two are destroyed.
Underwater: Not possible.

Range: 1,100 miles (1,760 km) if diesel turbofans are used. Effectively unlimited if nuclear powered. **Note:** Range is limited only by the availability of a flat surface, which is why calm waters or ice are ideal. At sea, GEVs are usually deployed within 100 miles (160 km) of the coast in case storms and rough water require it to dock in a safe harbor.

**Statistical Data:**
Height: 48 feet (14.6 m).
Width: 96 feet (29.2 m) wingspan.
Length: 158 feet (48.1 m).
Weight: 116 tons.
Cargo: 120 tons of cargo. Personal storage space roughly the size of a school locker is provided for each crew member, plus there are four foldout bunks, six bedrolls and pillows, a first aid kit, 60 gallons (227 liters) of drinking water, food rations that can sustain the crew for one week, and a weapons locker with two flare guns, eight flares, two yellow smoke grenades (for signaling), four handguns, eight rifles and a jet pack for all crew members, the cyborgs and any military escorts/guards onboard the ekranoplan.
Power System: Diesel engine or nuclear with a 12 year life.
Cost: 6 million credits for a diesel model or 8.3 million for nuclear on the open market. Only 3.5 million or 5.7 million (nuclear) for the Sovietski due to their quantity discount.

### Weapon Systems for Commercial Transports:

Whether used to transport people or cargo, most ekranoplans have no weapon systems. Some add light weapons and/or an onboard team of cyborgs (perhaps with jet packs) and/or other skilled combat personnel to fend off possible attacks by pirates, raiders, or monsters, but weapons are not standard. However, at 350 mph (560 km), the Volkhov ekranoplan is too fast for most monsters, boats and ships. Though it is vulnerable to aircraft and missile attacks, anyone attacking to get at the cargo inside will not use measures that will destroy the vehicle.

### Weapon Systems for Sovietski *Military* Vehicles Only:

1. **SRG-200 Rail Gun:** A medium-sized rail gun is mounted on top of the vehicle behind the cockpit and is operated remotely from inside by the main gunner. The gun can rotate 360 degrees and has a 45 degree up and down arc of fire.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Anti-Personnel and Defense.
Range: 4,000 feet (1,219 m).
Mega-Damage: 3D6 M.D. per short 10 round burst or 1D6x10 M.D. for a full 40 round burst.
Rate of Fire: Each burst counts as one melee attack.
Payload: 12,000 round drum feed for 300 full bursts or 1,200 short bursts. Reloading a drum takes 20 minutes for those not trained, but a mere six minutes by characters with engineering or field armorer skills.

2. **Mini-Missile Launchers (2):** Located on the wings near the fuselage, each low profile launcher contains eight mini-missiles. They point forward, but can angle away from the vehicle by 30 degrees, giving them good coverage of any targets in front or to the side of the vehicle. Operated by the secondary gunner.

Primary Purpose: Anti-Flyers and Anti-Missiles.
Secondary Purpose: Anti-Ship and Defense.
Range: One mile (1.6 km).
Mega-Damage: Standard issue missiles are Plasma (1D6x10 M.D.), but any type of mini-missile can be used.
Rate of Fire: One at a time or in volleys of 2 or 4.
Payload: 16 total; eight per wing. One full reload of 32 missiles are carried onboard, but requires landing and reloading by hand. Takes one minute per missile to reload.

3. **Short-Range Missile Launchers (2):** One missile is mounted on each side of the base of the tail, below the turboprop. Operated by the secondary gunner.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Anti-Armor.
Range: 5 miles (8 km).
Mega-Damage: Typically High Eexplosive (medium): 2D6x10 M.D. per missile. May vary by missile type. See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.
Rate of Fire: Missiles can be fired one at a time or in a volley of 2.
Payload: Two total, one per launcher. Four additional short-range missiles are stored in a compartment onboard. Reloading the missiles by hand in the field requires the vehicle to stop, and be loaded by hand by cyborgs. Requires a Robotic P.S. of 25 (or equivalent) and takes 1D4+2 minutes per missile.

4. **Sensor System Note:** The N-1051 has the same basic features as all Sovietski vehicles, but does NOT feature a Cyberlink or Gromeko Friend and Foe system.

# N-1082 Sadko

## Giant Ekranoplan Heavy Transport

The N-1082 Sadko transport is the last word in ekranoplan technology. There has never been a larger, faster or more heavy-lifting ekranoplan. Experts in the industry are in general agreement that the Sadko pushes the benefits of ground effect to its limit. Any bigger or faster and such vehicles would start down the path of diminishing returns. The Sadko is named for the musician and merchant hero of Russian myth who made a deal with the Sea Tsar to ensure his success.

Although there are some Russian lakes and rivers large enough for the Sadko, it is primarily a sea transport and rarely used elsewhere. The design of the N-1082, similar to the 20th Century MD-160 Lun ekranoplan, has the eight massive jet engines mounted in a row across a canard placed above and behind the cockpit. These provide the primary thrust the vehicle uses to create ground effect and eliminate the need for a rear facing engine seen in smaller ekranoplans.

Since the Sovietski requires transport between isolated cities and military outposts, often with water in between them, the massive flying boat approach is perfect. Deliveries of supplies, vehicles and troops are regularly made to Kaliningrad from New Leningrad via the Sadko ekranoplan by way of the Baltic Sea. Although the stormy Baltic often delays such shipments, it is still the fastest, most reliable way to get tons of supplies, ammunition and heavy combat troops and vehicles into the besieged city.

There are currently only two dozen of these big transports in service within the Sovietski. Eight are stationed at New Leningrad, four at Kaliningrad and two at the Volga Fortress for occasional use downriver or on the Caspian Sea. The rest are in dry dock undergoing repairs from combat damage so they can

be swapped out for active duty as necessary. The Sadko is also available commercially, but there has yet to be another buyer other than the Sovietski and Warlord Romanov, who gets them at a steep discount since *Novyet Manufacturing* exists within her sphere of influence and protection. The Free Scandinavian Alliance and the NGR have both expressed possible interest in the vehicle but have yet to make a purchase.

**Model Type:** N-1082 Sadko.
**Class:** Heavy Transport Ground-Effect Vehicle. Most effective at sea near the coast and in the tundra of the frozen north.
**Crew:** 10-14; pilot, co-pilot, navigator, communications officer, two gunners, (four gunners if a military vehicle), and four stewards responsible for the cargo/passengers. Sometimes an intelligence or science officer goes along and craft armed with missiles may also carry a weapons systems expert.

Passenger craft often carry up to four additional stewards and cargo vehicles have 8-10 heavy cyborgs to help with loading and unloading.
**Troop Capacity:** As many as 800 fully equipped human soldiers (cramped conditions) or half that number of soldiers plus two dozen light vehicles (hovercycles, snowmobiles, jeeps, etc.), or as much as 700 tons of cargo, which may include armored vehicles, can be transported in the hold. Armored Troops Capacity: 700 Light Machines or 540 Heavy Machines or 280 Superheavy Machines can be transported by the Sadko.
**M.D.C. by Location:**

Forward Canards (2) – 45 each
Wings (2) – 140 each
Tail – 120
* Engines (8) – 100 each
Laser Turrets (2) – 100 each
Wingtip Rail Guns (2) – 75 each
Military: Mini-Missile Launchers (2) – 35 each
Military only: Missile Launch Tubes (6) – 100 each
** Main Body – 500

* The loss of three or more engines prevents the N-1082 from building up enough speed to achieve ground effect. The ekranoplan remains maneuverable in the water, but cannot fly.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

**Speed:**
Low Surface Flying Maximum Speed: 400 mph (640 km).
Low Surface Flying Cruising Speed: 330 mph (528 km).
Maximum Altitude: 20 feet (6 m) due to ground effect flight.
Flying: None. Unable to fly like an aircraft, up into the air.
Water (Surface): 75 mph (120 km) maximum, 50 mph (80 km) if half the engines are destroyed, or 20 mph (32 km) if all but two are destroyed.
Underwater: Not possible.
Range: 2,600 miles (4,160 km) if diesel turbofans are used. Effectively unlimited if nuclear powered. **Note:** Range is limited only by the availability of a flat surface, which is why calm waters or ice are ideal. At sea, GEVs are usually deployed within 100 miles (160 km) of the coast in case storms and rough water require it to dock in a safe harbor.

**Statistical Data:**
Height: 90 feet (27.4 m).
Width: 164 feet (50 m) wingspan.
Length: 380 feet (116 m).
Weight: 385 tons.
Cargo: 700 tons, plus standard personal storage space, weapons locker and gear for the crew same as the Volkhov, above, plus four suits of "Red Star" body armor, and 15 days of food and water for the crew.
Power System: Diesel or nuclear with a 12 year life.
Cost: 38 million for a diesel powered model or 50 million nuclear, but the Sovietski gets a 20% discount.

## Weapon Systems for *Commercial* Sadko Transports:

Violent times call for unusual measures, so the civilian N-1082 comes standard with two laser ball turrets (fore and aft) and rail guns mounted on the tips of its wings.

1. **Laser Turrets (2):** Two laser ball turrets, one in the nose and one at the base of the tail, provide the commercial Sadko with its main armament. Each turret houses a pair of fire-linked heavy lasers and provides 270 degrees of rotation facing forward and a 60 degree up and down arc. Each is operated by one dedicated gunner who sits inside the turret.

Primary Purpose: Anti-Aircraft/Flyers and Anti-Missile.
Secondary Purpose: Defense.
Range: 3,000 feet (914 m).
Mega-Damage: 6D6 M.D. per dual blast from both barrels. The lasers cannot fire independently.
Rate of Fire: Each blast counts as one melee attack.
Payload: Effectively unlimited.

2. **SRG-200 Rail Gun:** A medium-sized rail gun is mounted on top of the vehicle behind the cockpit and is operated remotely from inside by the main gunner. The gun can rotate 360 degrees and has a 45 degree up and down arc of fire.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Anti-Personnel and Defense.
Range: 4,000 feet (1,219 m).
Mega-Damage: 3D6 M.D. per short 10 round burst or 1D6x10 M.D. for a full 40 round burst.
Rate of Fire: Each burst counts as one melee attack.
Payload: 12,000 round drum feed for 300 full bursts or 1,200 short bursts. Reloading a drum takes 20 minutes for those not trained, but a mere six minutes by characters with Engineering or Field Armorer skills.

## Weapon Systems for Sovietski *Military* Sadko Transport:

The Sovietski military has designed a system to retrofit the Sadko as a mobile launching platform for long-range missiles. There is currently only one N-1082 is this configuration as a proof-of-concept and demonstration piece. The Sovietski's other N-1082s could be converted to missile platforms in only 1D4+1 weeks.

1. **Laser Turrets (2):** Two ball turrets, one in the nose and one at the base of the tail, provide the Sadko with its main armament. Each turret houses a pair of fire-linked heavy lasers and provides 270 degrees of rotation facing forward and 60 degrees of arc, up and down. Operated by one of the gunners, who sits inside the turret.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Defense.

Range: 3,000 feet (914 m).
Mega-Damage: 6D6 M.D. for a dual blast from both barrels. The lasers cannot fire independently.
Rate of Fire: Equal to the combined hand to hand attacks of the gunner.
Payload: Effectively unlimited.

2. **SRG-200 Rail Gun:** A medium-sized rail gun is mounted on top of the vehicle behind the cockpit and is operated remotely from inside by the main gunner. The gun can rotate 360 degrees and has a 45 degree up and down arc of fire.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Anti-Personnel and Defense.
Range: 4,000 feet (1,219 m).
Mega-Damage: 3D6 M.D. per short 10 round burst or 1D6x10 M.D. for a full 40 round burst.
Rate of Fire: Each burst counts as one melee attack.
Payload: 20,000 round drum feed for 500 full bursts or 2,000 short bursts. Reloading a drum takes 20 minutes for those not trained, but a mere six minutes by characters with Engineering or Field Armorer skills.

3. **Mini-Missile Launchers (2):** Located on the wings near the fuselage, each low profile launcher contains eight mini-missiles. They point forward, but can angle away from the vehicle by 30 degrees, giving them good coverage of any targets in front or to the side of the vehicle. Operated by the secondary gunner.

Primary Purpose: Anti-Flyers and Anti-Missiles.
Secondary Purpose: Anti-Ship and Defense.
Range: One mile (1.6 km).
Mega-Damage: Standard issue missiles are Armor Piercing (1D4x10 M.D.) and/or Plasma (1D6x10 M.D.), but any type or combination of mini-missiles can be used. May vary by missile type. See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.
Rate of Fire: One at a time or in volleys of 2 or 4.
Payload: 16 total; eight per wing. Two full reloads of 32 mini-missiles are carried onboard, but require landing and reloading by hand. Takes one minute per missile to reload.

4. **Short-Range Missile Launchers (6):** Three sets of paired missile launch tubes are installed along the top of the vehicle. The tubes point up and forward at a 15 degree angle. Operated by a dedicated gunner.

Primary Purpose: Anti-Aircraft and Anti-Missile.
Secondary Purpose: Anti-Ship and Anti-Gargoyle.
Range: 5 miles (8 km).
Mega-Damage: Varies by missile type, however the standard payload for this vehicle is below. See page 363 of **Rifts® Ultimate Edition** for other types of missiles and damage.
Standard payload for this vehicle is as follows:

6 High Explosive (Light): 2D4x10 M.D. to a 10 foot (3 m) blast radius.

6 High Explosive (Heavy): 2D6x10 M.D. to a 15 foot (4.6 m) blast radius.

12 Plasma: 2D6x10 M.D. to a 15 foot (4.6 m) blast radius.

Rate of Fire: One at a time or in volleys of 2, 4 or 6.
Payload: 24 short-range missiles total. Four per each launch tube. 24 additional short-range missiles are stored in a compartment onboard. Reloading the missiles by hand in the field requires the vehicle to stop, and be loaded by one at a time by cyborgs. Requires a Robotic P.S. of 25 (or equivalent) and takes 1D4+1 minutes per missile.

5. **Sensor System Note:** The N-1082 Sadko has the same basic features as all Sovietski vehicles, but does not feature a Cyberlink or Gromeko Friend and Foe I.D. system.

# Sovietski Aircraft

# SUMi-185 Red Squall

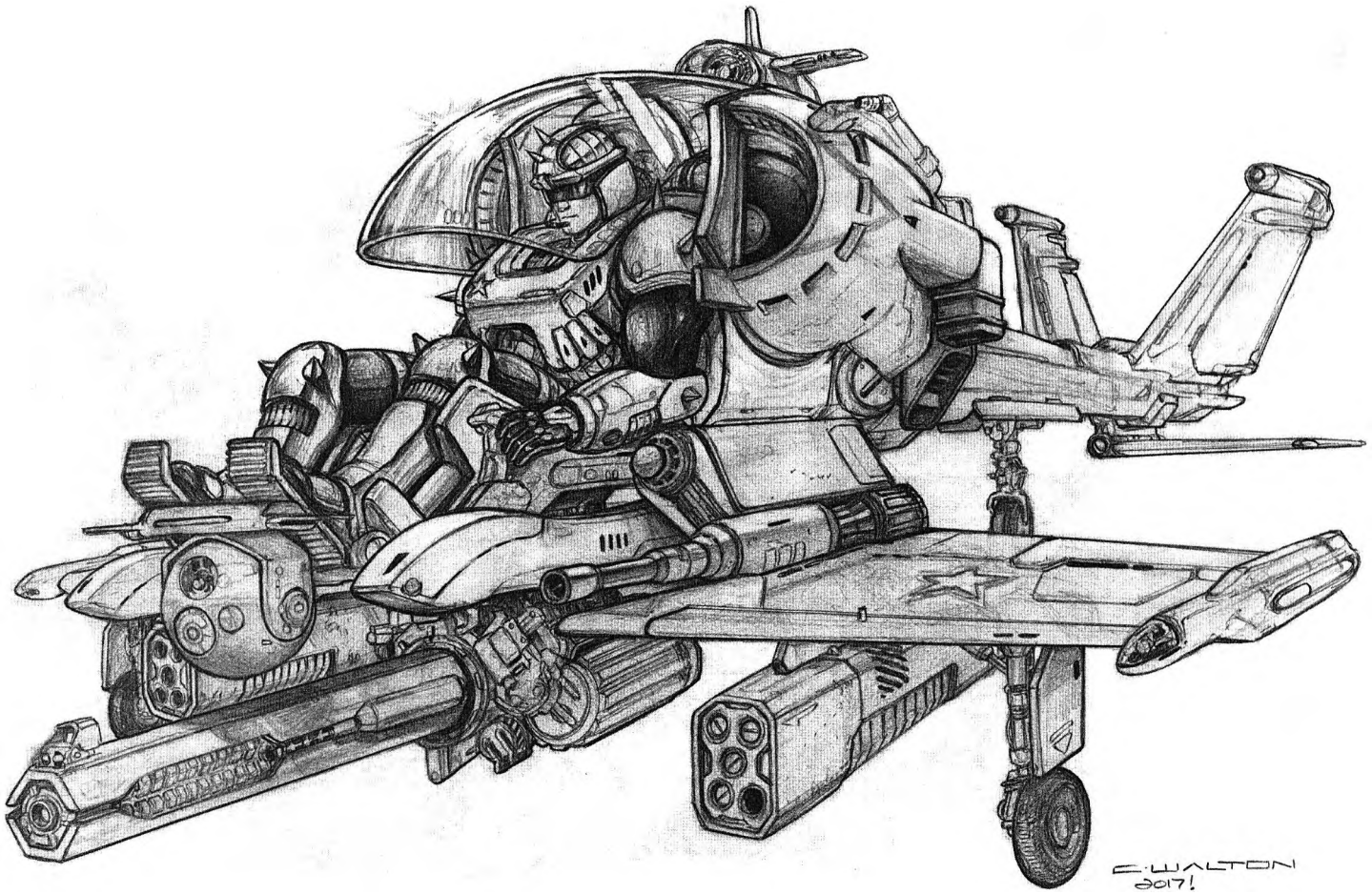
## VTOL Assault Platform

The Red Squall is a small, one-man, fast-attack VTOL combat platform deployed for rapid-response by both the military and the police. It is so common that it is easy to believe it is found everywhere in the Sovietski. It resembles a cross between a tiny helicopter and a Coalition States rocket bike that is little more than engines, a pair of wings, a tail and a multi-weapon system with a pilot sitting inside the open cockpit. On top of, and slightly behind, the nose/weapon battery is the low profile, open cockpit which is comprised of a seat with a footrest extended in front of it, and an M.D.C. windshield to protect the pilot's head from flying debris. The pilot (human pilot or Light Machine) simply sits down inside, pulls down and locks in the integrated, armored chest harness, jacks in with Cyberlink and the aircraft is ready for take off. Tough the cockpit is open, the pilot is a very difficult target to hit from the ground or from behind, even when hovering or flying slowly. Moreover, the pilot, whether soldier or police officer, either wears body armor or is a partial or light full conversion cyborg with M.D.C. armor and bionic body.

**Game and Combat Notes:** The pilot can only be shot by an attacker who has line of sight, the proper angle to shoot him and must make a Called Shot. Even then the shooter is -4 to strike such a small, fast moving target. Ideally, the pilot should be a full or partial conversion cyborg with a *Cyberlink Vehicle Interface* to control the Red Squall. The vehicle can be flown without a Cyberlink Interface, but with severe penalties: -20% to piloting skill, -10% additional penalty to perform vehicle evasive maneuvers, tricks, stunts and crash landing, -1 melee attack, -2 to strike and -3 to dodge. There are very limited manual controls.

The wings and "Y" shaped tail fold up to make the vehicle surprisingly compact. Small enough that a SUMi-185 Red Squall can be folded up and transported in the back of most trucks, flatbeds, trailers, and even the back of a full-sized pickup truck (though it would be fairly conspicuous unless covered). Sixteen can easily fit inside a 50 foot (15.2 m) trailer and 100 inside a Sadko ekranoplan. A few are often carried by the *Storm Swell* and *Tunguska Super-Tank*, and one or two Red Squalls often carried by the a *SUMi-224 Stormbringer Gunship*. In the case of the gunship, daring cyborg pilots dropped from the Stormbringer's underside door before extending the wings and tail and starting the engines to roar into battle.

The Red Squall has two powerful jet engines that allow it to reach surprising speeds in short bursts. The main armaments are a pair of mini-missile launchers and a powerful rail gun in the nose supported by twin lasers on the wings.




## Red Squall Assault Platform

**Model Type:** SUMi-185.
**Class:** VTOL Assault Platform (think mini-helicopter).
**Crew:** One pilot.
**M.D.C. by Location:**

Wings (2) – 70 each
Tail Section – 75
Main VTOL Engine – 70
* Jet Engines (2) – 50 each
* Wheels (3; one in each wing and bottom of the tail) – 3 each
Nose Rail Gun – 100
Wing Mini-Missile Launchers (2) – 35 each
* Wing Lasers (2; inner wing, one per side) – 20 each
* Sensor Dome (1; top) – 15
* Sensor Sphere (1; nose) – 12
* Pilot Harness & Shielding – 35
** Main Body – 160

* A single asterisk indicates a small or difficult target to hit. This includes the pilot. These targets can only be struck when the attacker makes a Called Shot, and even then the attacker is -4 to strike.

Destroying the Sensor Dome on top knocks out long-range communication, radar and other sensory systems.

Destroying the Sensor Sphere in the nose destroys the nose camera and all form of optical enhancement and targeting! The pilot must rely on his own senses without any of the bonuses granted to him by the piloting skill and special features, making him -3 to strike and dodge.

Destroying the pilot harness eliminates the M.D.C. protection it provided and all subsequent attacks go to his body armor or cyborg body. Moreover, he is only secured to the seat by a lap seat belt and could fall out of the assault platform or be thrown out (01-33% chance) during stunts and trick maneuvers or in the event of a crash or taking more than 60 M.D.C. damage in a single attack! If the pilot is thrown out, the aircraft crashes.

** Depleting the M.D.C. of the Main Body shuts the vehicle down completely, rendering it useless, and if in flight, the aircraft crashes.

The VTOL system means destroying one wing or the tail does not cause the Red Squall to crash but reduces speed by 40%, inflicts a -20% piloting skill penalty and -2 to dodge. Destroying a wing and a tail reduces speed and altitude by 80%, -35% to pilot and -5 to dodge.

**Speed:**
Ground: None. The vehicle has wheels and can be pushed or rolled, but is incapable of self-propelled driving.
Flying: 300 miles per hour (480 km) with 15 second (one melee round) bursts of up to 490 miles per hour (784 km) that can be performed as often as six times an hour. Cruising speed is between 80-150 mph (128 to 240 km). This aircraft functions very much like a one-man combat helicopter and is able to hover completely stationary and has VTOL (Vertical Take-Off and Landing) capabilities.
Maximum Altitude: 6,000 feet (1,829 m).
Water/Underwater Capabilities: None.

**Statistical Data:**
Height: 7 feet (2.1 m).
Width/Wingspan: 6 feet (1.8 m) with wings folded up, 18 feet (5.5 m) with wings extended.
Length: 10 feet (3 m) when tail is retracted, 21 feet (6.4 m) with tail extended.
Weight: 1.7 tons with full weapon load-out.
Cargo: There is a small storage space behind the seat with room for a rifle, side arm, canteen and backpack for personal gear. An additional 200 (90 kg) pounds can be tied or lashed onto the sides of the vehicle's main body with cargo netting if absolutely necessary.
Power System: Nuclear, average energy life is 15 years.
Black Market Cost: 3-4 million credits on the Black Market, but is extremely rare.

### Weapon Systems:

1. **Precision Heavy Rail Gun (1, nose):** In the nose of the Red Squall is a powerful precision rail gun. The weapon has a divided magazine that can be loaded with Armor Piercing rounds or Fragmentation shells.

Primary Purpose: Anti-Cyborg and Anti-Armor.
Secondary Purpose: Anti-Personnel.
Range: 4,000 feet (1,219 m).
Mega-Damage: *Armor Piercing Round:* A single round does 4D6 M.D. *Fragmentation Round:* A single round does 2D6 M.D. to everything in a 6 foot (1.8 m) diameter.
Rate of Fire: Single shot only. Each shot counts as one melee attack.
Payload: 80 round divided magazine, with 40 rounds of each type or 80 of one type.
Bonus: +1 to strike on Aimed and Called Shots.

2. **Dual Lasers (2):** At the base of each wing, near the main body, is a light laser which can be fired individually or as dual blasts. These weapons are used for dogfighting, or when the ammunition of other weapons is running low.

Primary Purpose: Strafing/Anti-Personnel.
Secondary Purpose: Dogfighting and Defense.
Range: 2,000 feet (610 m).
Mega-Damage: 2D6 M.D. per single blast or 4D6 M.D. per double blast.
Rate of Fire: Each single or double blast counts as one melee attack.
Payload: Effectively unlimited.

3. **Dual Mini-Missile Launchers (1 per wing):** Located under each wing is a five shot mini-missile launcher.

Primary Purpose: Anti-Cyborg and Anti-Tank.
Secondary Purpose: Anti-Missiles and Anti-Aircraft.
Range: One mile (1.6 km).
Mega-Damage: Standard issue missiles are 9 Armor Piercing (1D4x10 M.D.), 9 Plasma (1D6x10 M.D.), and 2 Smoke, but any type of mini-missile can be used. Varies by missile type.

For *non-lethal urban assaults and riot control*, substitute with 12 Tear Gas mini-missiles (same as short-range missiles), 6 Smoke and 2 High Explosive missiles for blasting through barriers or doors. See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.
Rate of Fire: One at a time or in volleys of 2, 3, 5 or 10.
Payload: 20 total; 10 mini-missiles per wing launcher.

4. **Sensor System Note:** Has all the standard sensor systems found in most Sovietski vehicles, plus the following:

Radar Detector: This system detects when the aircraft has been scanned by radar waves and analyzes them to determine their intent and direction. Furthermore, this system is programmed to memorize specific radar frequencies and strengths to indicate what type of radar is being used to scan the aircraft, able to determine the difference between radar systems used by Warlords, the Sovietski, NGR or Brodkil.

Optional Benrodski Crane Arm: The "utility" version of the Red Squall replaces the nose weapon with a crane and winch system and robot arm deployed for search and rescue operations and to recover personnel in water at sea, from burning buildings, ravines and pits, as well as recovering injured personnel, incapacitated cyborgs and cyborg animals, airlifting them out to safety, or for making light supply drops or extractions. Such *airlifts* via suspension under the Red Squall require traveling at half speed (150 mph/240 km) or slower, at no higher than half the altitude and with no speed bursts. Maximum lift weight capacity is 500 pounds (225 kg). The hook and winch can also be used to help pull light and medium vehicles out of mud, but cannot actually lift them up off the ground.

In addition to the Crane Arm, the modular mini-missile launchers may be swapped out with a long-range sensor suite and medical kits for search and rescue missions, but the lasers are a permanent part of the aircraft.

# SUMi-224 Stormbringer

## Gunship and Transport

The New Soviet had been using a new generation of the Mi-24 armored helicopter gunship of the old Soviet Union, the SUMi-224, for years before the Great Cataclysm erupted. The vehicle has the characteristic (some would say iconic) twin-bubble cockpit canopy of the old Mi-24, while replacing the helicopter blades with a large hover-jet system in the main body and a small fan jet in the tail. The main body is also significantly wider so as to allow transport of up to 16 conventional troops or Light Machines, or just 8 Heavy Machines. To transport 2-4 of the largest, Superheavy Machines, however, an external cargo hook system is used to carry them dangling beneath the aircraft. The troops can enter or exit the vehicle through a door on either side, or through a large hatch in the rear. The floor of the Stormbringer can also be opened so pallets of supplies, cyborgs or the *Red Squall Assault Platform* can be raised or lowered directly into or down from the main cabin using the tow winch. In the case of the Red Squall, it is usually simply dropped from the Stormbringer at 3,000-6,000 feet (914 to 1,828 m) to enable it to take flight. **Note:** Reduce troops by half when carrying two Red Squalls.

While able to carry troops quickly into combat, the SUMi-224 is armed with a large rail gun and often utilized as a tank/monster-killing, flying weapon platform as much as a transport. It can provide air support to soldiers and cyborgs in the field of battle or hunt down and pursue monsters, demons and enemy combat vehicles. The standard weapon load is a heavy rail gun in the nose, wing lasers, tail lasers and a pair of weapon wing launch platforms, not to mention door-gunners as necessary. The vehicle

can hit hard enough to take out some of the heaviest cyborgs, monsters and combat vehicles, and is agile enough to engage Warlord Wing Riders, dragons and Gargoyles in aerial combat.

**Model Type:** SUMi-224.
**Class:** Armored Gunship Helicopter and Troop Transport.
**Crew:** Five: One pilot, one co-pilot/weapons officer, two gunners and one winch operator, probably a Light or Heavy Machine.
**Troop Capacity:** 16 soldiers or Light Machines, or 8 Heavy Machines can fit in the troop compartment comfortably. See Cargo below.
**M.D.C. by Location:**

Landing Gear (3; concealed until needed) – 25 each
Main VTOL Fan Thruster – 220
* Secondary Thrusters (3) – 100 each
Side Doors (2) – 120 each
Underside Deployment Hatch – 150
Nose Rail Gun Turret – 100
Weapon Wings (2; holds missiles) – 240 each
Wing Laser Guns (2; one per each wing) – 75 each
Tail Wing Laser Turrets (2; one per each wing) – 120 each
* Sensor Domes (2; above cockpit) – 30 each
Tail Section – 250
Reinforced Pilot Compartment – 100
** Main Body – 560

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

Destroying the Sensor Domes will knock out long-range communication and destroy all form of optical and sensory enhancement. The pilot must rely on his own senses without any of the bonuses granted to him by the piloting skill and special features.

** Depleting the M.D.C. of the Main Body shuts the vehicle down completely, rendering it useless, and if in flight, the aircraft crashes. Thanks to the VTOL system, destroying one wing or the tail does not cause the Stormbringer to crash but reduces piloting skill by -15% and the pilot is -2 to dodge.

**Speed:**
Driving on Ground: 10 mph (16 km).
Flying: 240 mph (384 km), or can hover perfectly stationary and VTOL (Vertical Take-Off and Landing) capable.
Maximum Altitude: 18,000 feet (5,486 m).
Flying Range: Effectively unlimited.
Water/Underwater Capabilities: Not possible.

**Statistical Data:**
Height: 22 feet (6.7 m).
Width/Wingspan: 34 feet (10.4 m).
Length: 64 feet (19.5 m).
Weight: 23 tons with full weapons load.
Cargo: Can carry as much as 40 additional tons, usually a full load of Heavy Machines, but Superheavy Machines can be carried either in the cabin (if they will fit) or underneath the vehicle using the cargo hook system. Additionally, there is a crew storage space with a rifle, side arm, suit of light body armor and jet pack for each crew member.
Power System: Nuclear, average energy life is 12 years.
Black Market Cost: 10-12 million credits. Extremely rare.

## Weapon Systems:

1. **Heavy, Four-Barrel Rail Gun Turret:** Located under the nose of the vehicle is a four-barrel rail gun turret that has a 180 degree up and down arc of fire and can rotate 360 degrees to fire at all angles, front, side and behind, under the belly of the aircraft or on the ground below. This weapon is operated by a dedicated gunner, but the pilot can take over in an emergency.

Primary Purpose: Anti-Personnel and Anti-Armor.
Secondary Purpose: Anti-Flyers and Missiles.
Range: 4,000 feet (1,219 m).
Mega-Damage: 1D4x10 M.D. per 20 round burst from two barrels, or 2D4x10 M.D. from all four barrels. Single shots are not possible, burst fire only.
Rate of Fire: Each burst counts as one of the pilot's melee attacks.
Payload: 8,000 round internal magazine, allowing for 200 full damage bursts (2D4x10 M.D.) or 400 two-barrel bursts (1D4x10 M.D.).

2. **Weapon Wing Missile Launch Platform:** The so-called wings are fundamentally housings for a battery of weapons, mostly missiles. Each weapon wing is operated by a dedicated gunner and the following array of missiles.

**Short-Range Wing Missile Launchers (7 per wing):** Clustered inside each weapon wing on hard points are seven short-range missiles.

Primary Purpose: Anti-Tank and Anti-Cyborg.
Secondary Purpose: Assault.
Range: 5 miles (8 km).
Mega-Damage: Varies by missile type, however the standard payload for this vehicle is below. See page 363 of **Rifts® Ultimate Edition** for other types of missiles and damage. Standard payload for this vehicle is as follows:

3 High Explosive (heavy): 2D6x10 M.D. to a 15 foot (4.6 m) blast radius.
4 Plasma: 2D6x10 M.D. to a 15 foot (4.6 m) blast radius.

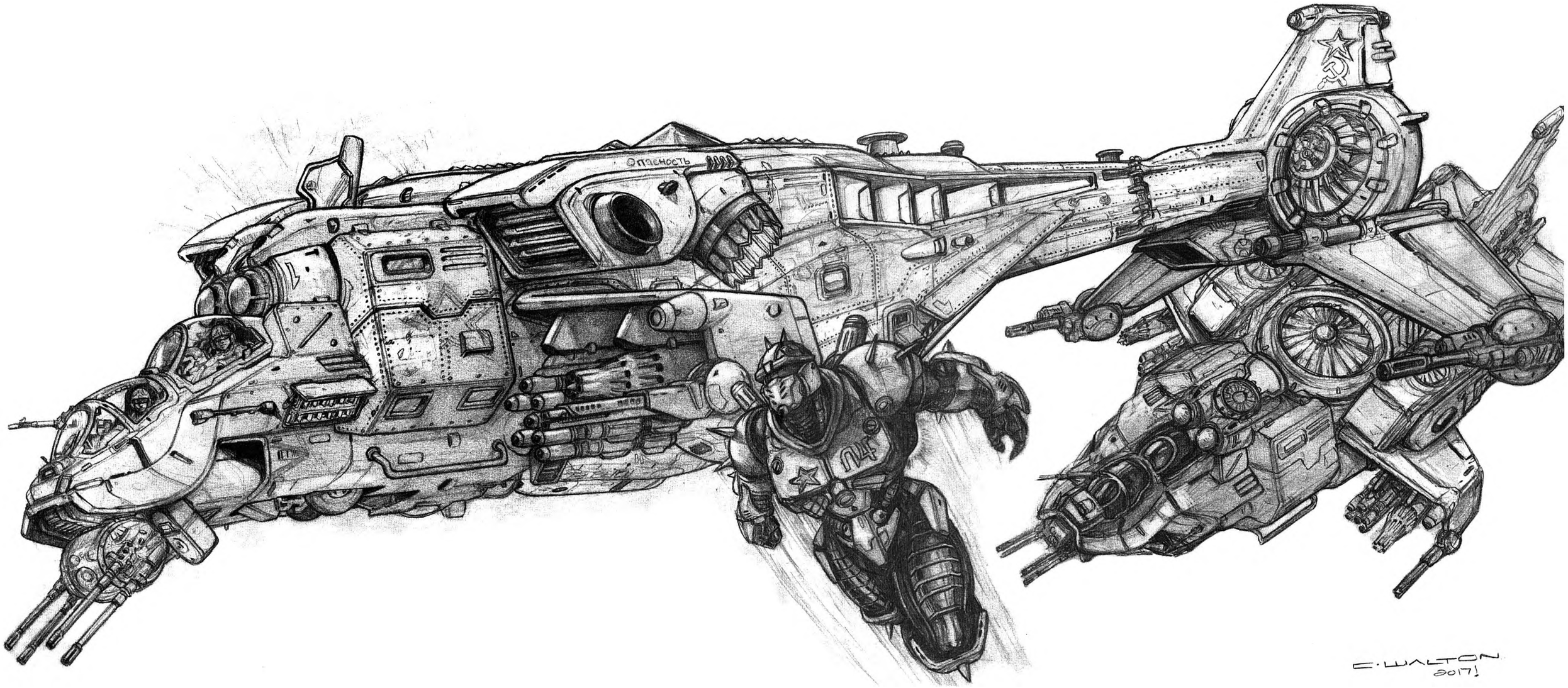
Rate of Fire: One at a time or in volleys of 2, 3, 4, or 7.
Payload: 14 total. Seven in each weapon wing.

**Mini-Missile Launchers (2, one per wing):** Locked inside each weapon wing is a mini-missile launcher.

Primary Purpose: Anti-Cyborg and Anti-Missiles.
Primary Purpose: Anti-Personnel.
Secondary Purpose: Assault.
Range: One mile (1.6 km).
Mega-Damage: Standard issue mini-missiles: 17 Armor Piercing (1D4x10 M.D.), 17 Plasma (1D6x10 M.D. to a 15 foot/4.6 m radius), and 2 Smoke (20 foot/6.1 m radius), but any type of mini-missile can be used. Varies by missile type. See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.
Rate of Fire: One at a time or in volleys of 2, 3, 4, 6, or 12.
Payload: 36 total. 18 in each wing launcher.

3. **Wing-Mounted Lasers (2):** At the end of each weapon wing is a high-powered laser that can be fired individually or in tandem with the other wing laser. They can each rotate in a 90 degree up and down arc firing in front of the vehicle. Controlled by the pilot.

Primary Purpose: Assault.
Secondary Purpose: Anti-Armor.
Range: 4,000 feet (1,219 m).




Mega-Damage: 4D6 M.D. per single shot or 1D4x10 M.D. per dual blast (one from each wing) at the same target. The pilot can choose to fire one at a time or both.
Rate of Fire: Each single or dual blast counts as one melee attack.
Payload: Effectively unlimited.

**4. Door Rail Guns (2):** Located inside each of the two side doors is a rail gun that can be folded up and out of the way to clear a path for loading and unloading of troops, but can be unfolded and used as a door-gunner position when the doors are left open. Used to support ground troops, providing covering fire and clearing out a landing zone. They can be manned by any of the crew members or troops being transported in the troop compartment. **Note:** Each gun requires a soldier or crew member to operate it.

Primary Purpose: Defense.
Secondary Purpose: Anti-Personnel.
Range: 4,000 feet (1,219 m).
Mega-Damage: 3D6 M.D. per short 10 round burst, 6D6 M.D. per 20 round long burst.
Rate of Fire: Each burst counts as one melee attack.
Payload: Each gun is fed by a 1,200 round internal magazine, allowing for 60 long bursts per each weapon.

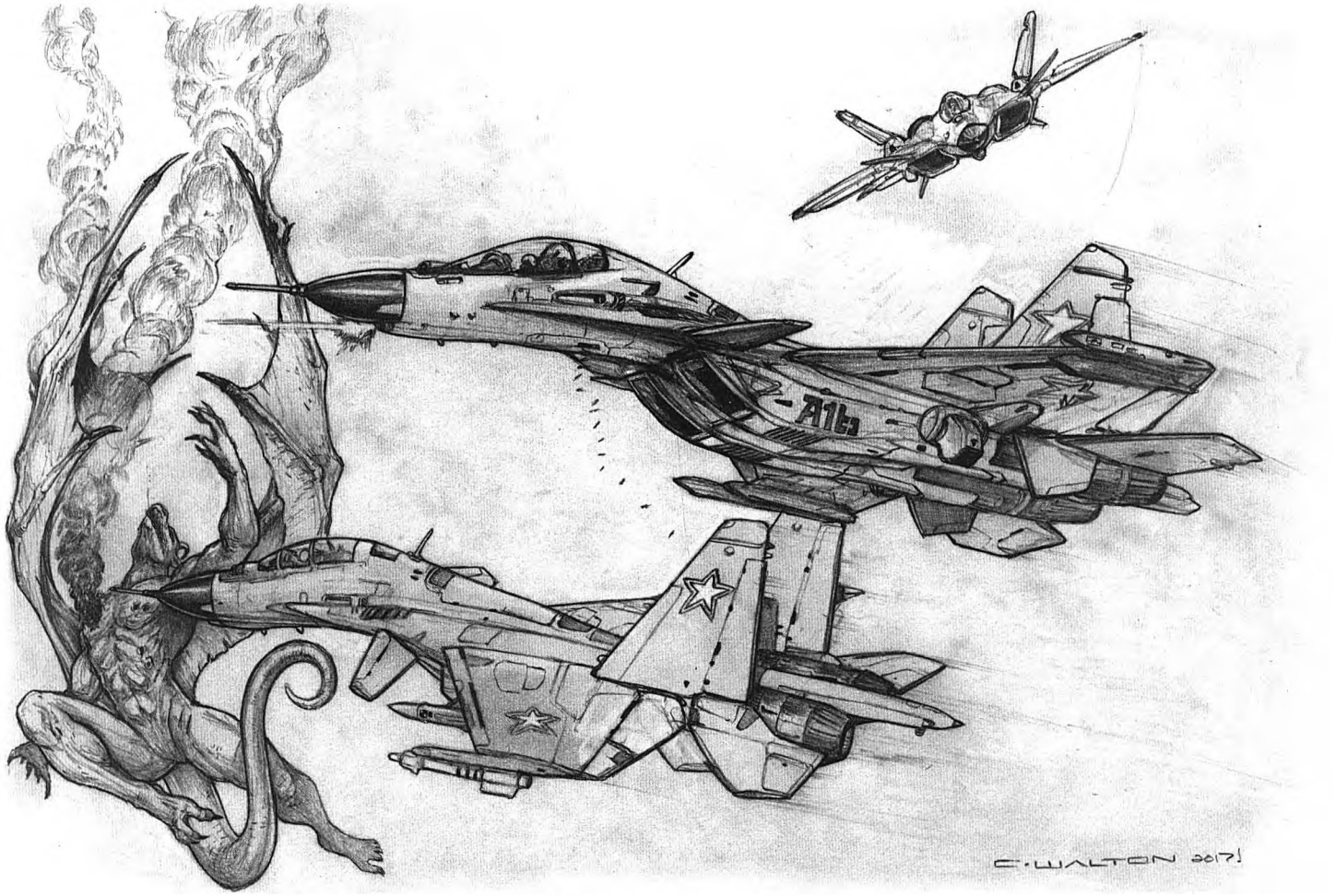
**5. Tail Lasers (2):** At the end of each weapon tail wing is a high-powered laser that can be fired individually or in tandem with the other wing laser. They can each rotate in a 360 degree up and down arc of fire which means they can shoot forward, up, down and behind. One or both are operated by one of the gunners or other crew member.

Primary Purpose: Assault.
Secondary Purpose: Anti-Armor.
Range: 4,000 feet (1,219 m).
Mega-Damage: 4D6 M.D. per single shot or 1D4x10 M.D. per dual blast (one from each tail weapon) at the same target. The gunner can choose to fire one at a time or both.
Rate of Fire: Each single or dual blast counts as one melee attack.
Payload: Effectively unlimited.

**6. Sensor System Note:** Has all the standard sensor systems found in most Sovietski vehicles, plus the following:

Electronic Counter-Measure System: Designed specifically to disrupt radio communications over a large area, causing general confusion among enemy units and troops. The system also ties into the radar and combat computer to trace an enemy's attempted transmissions over jammed frequencies to find their general location and can also be used to trace homing beacons. The system is powerful enough to jam all enemy transmissions within a 25 mile (40 km) radius.

Radar Detector: This system detects when the aircraft has been scanned by radar waves, and analyzes them to determine their intent and direction. Furthermore, this system is programmed to memorize specific radar frequencies and strengths to indicate what type of radar is being used to scan the aircraft, and is able to determine the difference between radar systems used by Warlords, the Sovietski, NGR and outsiders.




# SUT-93 Firefang

## Multi-Role Jet Fighter

The SUT-93 is the only Sovietski fighter currently in military service. It is based on a pre-Rifts fighter design, and allows the Sovietski to maintain general air superiority over their territory and limited dominance in the air when fighting against the Warlords, Brodkil, and especially Gargoyles and other demonic beings. The Warlord Camps have a few surface-to-air defenses scattered across their spheres of influence, but their main cities and industrial complexes are highly protected with anti-aircraft missiles and guns or concealed underground. This limits the Firefang to primarily a defensive role, attacking airborne opponents and monsters, and supporting ground troops on the battlefield, away from the main urban centers of the Warlords. Large formations of troops, slow moving vehicles and stationary strategic positions are all prime targets for the SUT-93.

Sovietski pilots train at Kaliningrad, even under siege where pilots can get firsthand combat experience. In the last few years, there has been some opportunity for lucky Sovietski pilots to train with the Army Air Corps of the NGR (New German Republic) and occasionally with the Luftwaffe. This additional training helps pilots learn to deal with flying opponents like Gargoyles and bionics enhanced flying Brodkil. Since the Sovietski does not have a designated Air Force, these army pilots are the best that the Sovietski has to offer and are easily the best pilots in Russia, though not as skilled as some of their NGR and Coalition States counterparts.

While the Sovietski has a number of pre-Rifts aircraft designs on file, the SUT-93 was selected since it is comparatively easy and inexpensive to produce, and can fill a wide variety of combat roles. Technologically, the SUT-93 is a durable and well-built aircraft. It is not the fastest or most agile fighter design around, but does its job well in ground attack and air superiority roles. It has STOVL (Short Take-Off and Vertical Landing) capabilities, so it is able to land in open fields, tundra, ice flows, roads, town squares and other relatively flat areas, and can take off without needing the full length of a traditional runway.

The Firefang is armed with fire-linked lasers at the base of the wings and two weapon bays, one on each side of the main body. The internal bays carry the pre-Cataclysm "Sunburst" multi-warhead short-range missiles. These missiles can target multiple opponents at once to help Sovietski pilots overcome the disadvantage of being outnumbered by smaller flying threats. The wings each have two hard points which can carry a variety of ordnance used in a wide array of missions.

The Sovietski's researchers and weapons developers added their own touch to the SUT-93 by adding a specialized cannon along the belly of the aircraft from which the fighter gets its name. However, in doing so, they were forced to reduce the amount of room for missiles carried in the internal weapons bays. The big gun is concealed, running along almost the entire length of the main body, with only a port for the barrel that can open when it is time to fire. The weapon fires single incendiary napalm

rounds which can cause significant damage to armored units and grouped infantry, and are particularly devastating to other aircraft or flying cyborgs as they are set ablaze in flight.

**Model Type:** SUT-93.
**Class:** STOVL Multi-Role Fighter.
**Crew:** One pilot.
**M.D.C. by Location:**

Main Jet Thrusters (2) – 120 each
* VTOL Thrusters (4; underbelly) – 40 each
** Wings (2) – 140 each
** Tail Fins (4; two top, two side) – 55 each
*** Firefang Cannon – 50
* Wing Lasers (2) – 20 each
* Weapon Pods (2; optional, mounted on Hard Points) – 15 each
* Hard Points (2; one per wing) – 5 each
* Landing Gear (3) – 15 each
Reinforced Pilot Compartment – 100
**** Main Body – 300

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot and even then he is -4 to strike (-10 when the aircraft is traveling at Mach 1 or faster).

** Destroying one wing causes the aircraft to become aerodynamically unstable, sending it plummeting toward the earth. The jet will crash and the pilot killed unless he ejects. Destroying one *tail fin* reduces speed by 20%, imposes a -20% piloting skill penalty and -3 to dodge. Destroying two tail fins doubles the penalties and is usually cause to return to base. Destroying a third causes the aircraft to rapidly lose altitude and crash!

Destroying one jet thruster reduces speed and altitude by 50%, imposes a -30% piloting skill penalty and -3 to dodge. Destroying both sends the vehicle crashing, out of control, to the ground.

*** The internal Firefang cannon is inside the main body along the belly and almost impossible to hit. When the port for the barrel is open and ready to fire, the weapon can be hit with a Called Shot, at a penalty of -6. If struck, there is a 10% chance that the attack causes the weapon system to explode, inflicting 5D6x10 M.D. to the Main Body. If the aircraft is not destroyed, all control and onboard systems are fried as it rapidly descends for a crash. This design flaw has been identified and deemed an acceptable risk by the Sovietski High Command.

**** Depleting the M.D.C. of the main body destroys the aircraft, causing it to crash.

**Speed:**
Driving on Ground: 10 mph (16 km). Used only for taxiing.
Flying: Mach 2 (1,340 mph/2,144 km) or as slow as 100 mph (160 km) when landing or engaging ground forces. Cruising speed is 330 mph (528 km).
Maximum Altitude: 45,000 feet (13,716 m).
Underwater Capabilities: Not possible.

**Statistical Data:**
Height: 15 feet (4.6 m).
Width/Wingspan: 35 feet (10.7 m).
Length: 51 feet, 6 inches (15.7 m).
Weight: 35 tons with a full weapons load. 30 tons if not using the wing hard points.
Cargo: There is a small compartment in the back of the pilot seat with a first aid kit, a week's worth of rations, one gallon (3.8 liters) of drinking water and one semi-automatic pistol.
Power System: Nuclear, average energy life is 15 years.
Black Market Cost: 39 million credits. Extremely rare. Only a few have been made available on the black market and those are downed aircraft that have been rebuilt; 35% less M.D.C. than listed.

## Weapon Systems:

1. **Pulse Wing Lasers (2):** On either side of the aircraft, at the end of each wing, is a laser used for dogfighting and strafing runs.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Defense and Assault.
Range: 4,000 feet (1,219 m).
Mega-Damage: 2D6 M.D. for a single blast from one weapon, 4D6 M.D. for a triple pulse from one weapon, or 1D4x10 M.D. for a fire-linked pulse from both wing lasers firing at the same target.
Rate of Fire: Each shot or burst counts as one of the pilot's melee attacks.
Payload: Effectively unlimited.

2. **"Sunburst" Internal Weapons Bays (2):** Concealed on the outer sides of the air intakes are two internal weapons bays, usually armed with the special Sunburst air to air missiles. When the short-range Sunburst missile nears the primary target at around a half a mile (0.8 km), it breaks apart to launch four mini-missiles, which track and target the four nearest enemies. The pilot can configure the missile to fire all of the smaller missiles at the one primary target which often causes confusion and panic, and eliminates any chance for the opponent to dodge, though opponents can try to target the small missiles with a -2 penalty. This weapon has proven extremely effective against Gargoyles, Brodkil and incoming missile volleys.

Primary Purpose: Anti-Aircraft and Anti-Gargoyle/Flyers.
Secondary Purpose: Anti-Missile.
Range: 5 miles (8 km) for the main missile. Each secondary mini-missile can travel an additional one mile (1.6 km) to hit its target.
Mega-Damage: As per mini-missile, typically Armor Piercing (1D4x10 M.D.), High Explosive (5D6 M.D.) or Plasma (1D6x10 M.D.), but usually all four are the same missile type. Damage is cumulative (or 4D4x10 M.D. for a quick roll).
Rate of Fire: One at a time or in volleys of two.
Payload: Six total Sunburst missiles, three in each bay.
Bonus: Each of the smaller missiles has an independent laser targeting system, giving the missile a +3 bonus to strike its intended target.

3. **Firefang Cannon:** The large weapon concealed along the ventral side of the fuselage is a plasma cannon that has decent range and excellent power. **Note:** Though effective against other aircraft, ground vehicles and Warlord cyborg Shocktroopers, a heat and fire-based weapon is not as effective against Gargoyles, demons, or Deevils, many of whom (but not all) are either resistant to fire/heat (half damage) or impervious to it. For this reason there has been talk about changing the Firefang to a high-power ion cannon with similar range and stopping power.

Primary Purpose: Assault.

Secondary Purpose: Anti-Cyborg.
Range: 2,000 feet (610 m).
Mega-Damage: 6D6+10 M.D. per blast.
Rate of Fire: Single shot only. Each shot counts as one melee attack.
Payload: Effectively unlimited.

4. **Wing Hard Points for Weapon Pods (2):** One hard point on each wing allows the Firefang to mount a wide assortment of missiles or bombs. Most often used are free-fall bomb racks, mini-missile pods or short-range missiles as described below.
   **Weapon Pod Penalties:** With weapon pods in place, reduce speed of the aircraft by 5%, imposes a -5% skill penalty and -1 to dodge. All pods are designed to be ejected and discarded when empty (at the discretion of the pilot), to be either left in the field or recovered at a later time.
   **(Option A) Free-Fall Bomb Pod/Ejector Rack:** These racks carry a variety of free-fall bombs that are dropped on stationary or slow-moving targets.

Primary Purpose: Anti-Installation/Anti-Fortification.
Secondary Purpose: Anti-Armor.
Mega-Damage: Varies with bomb type; same types and damage as short-range missiles, but double the blast radius.
Range: Dropped from the air down upon a target on the ground. Forward momentum usually translates to about half a mile (805 m) from the point of release to the drop site.
Rate of Fire: 1, 2, 3, or 4.
Payload: Four bombs per rack. As many as one pod per wing.

**(Option B) Mini-Missile Pod:** Contains a number of rapid-fire mini-missiles mainly used to attack ground targets and close aerial targets.

Primary Purpose: Anti-Personnel and Assault.
Secondary Purpose: Anti-Missiles and Anti-Flyers.
Range: One mile (1.6 km).
Mega-Damage: Varies with missile. Any mini-missile type can be used.
Rate of Fire: One at a time or volleys of 2, 3, 4 or 6.
Payload: Six mini-missiles in each pod; 12 total if there is a pod on each wing.

**(Option C) Short-Range Missile Pod:** These pods carry larger missiles primarily for anti-aircraft or anti-fortification purposes.

Primary Purpose: Anti-Aircraft.
Secondary Purpose: Anti-Fortification/Anti-Installation.
Range: Varies with missile type. Any short-ranged missile can be used.
Mega-Damage: Varies with missile type.
Rate of Fire: One at a time or volleys of 2, 3, 4, or 6 (the latter two possible only if there is a missile pod on both wings; 6 total).
Payload: 3 short-range missiles per weapon pod.

5. **Anti-Missile Chaff Dispenser:** Located in the tail end of the vehicle is a chaff dispenser. When trailed by missiles, a cloud of chaff and other obtrusive particles can be released to confuse or detonate the projectiles.

Primary Purpose: Anti-Missile.
Mega-Damage: None, but roll percentile dice for each pursuing missile to determine the result:

01-50%: Enemy missile or missile volley detonates in chaff cloud. The threat is over.

51-75%: Enemy missile or missile volley loses track of real target and veers away in the wrong direction (may lock onto nearby aircraft).

76-00%: No effect. Missiles still on target.

Also note the chaff cloud will temporarily blind Gargoyles and other creatures flying through the cloud. Duration of blindness is 1D4 melee rounds (15-60 seconds). The creature recovers with no continued effects.
Payload: Four.

6. **Sensor System Note:** Has all the standard sensor systems found in most Sovietski vehicles, see above, in addition to:
   AESA Radar: Range 300 miles (480 km). The radar system can identify and track up to 64 targets simultaneously and is also capable of Terrain Following for low altitude flight.
   High Bandwidth Comm Antennas: Secure communication with up to 32 other aircraft within range of the AESA Radar.
   Electronic Counter-Measure System: Designed specifically to disrupt radio communications over a large area, causing general confusion among enemy units and troops. The system also ties into the radar and combat computer to trace an enemy's attempted transmissions over jammed frequencies to find their general location and can also be used to trace homing beacons. The system is powerful enough to jam all enemy transmissions within a 25 mile (40 km) radius.
   Radar Detector: This system detects when the aircraft has been scanned by radar waves, and analyzes them to determine their intent and direction. Furthermore, this system is programmed to memorize specific radar frequencies and strengths to indicate what type of radar is being used to scan the aircraft, able to determine the difference between radar systems used by Warlords, the Sovietski, NGR or Brodkil.

# Sovietski Ground Vehicles

## SM-150 Snow Leopard

### Armored Combat Snowmobile

The Snow Leopard combat snowmobile has been a staple in the Sovietski Army for years. It is a fast, low-profile, reasonably heavily armored and equipped with a forward laser that has a 45 degree up and down and side to side arc of fire. This sturdy M.D.C. snowmobile can handle temperatures as low as 90 degrees below zero Fahrenheit (-67.7 C), but colder than that, the locks and ignition are likely to freeze (01-70% chance), and the vehicle's performance is sluggish (reduce speed by 30% and -10% piloting skill penalty). At 120 degrees below (-84.4 C) or colder, the entire engine freezes up within five minutes after it is turned off, and there is a 01-50% chance it will stall and shut down even while running (roll every 15 minutes). Once the engine freezes, it is impossible to restart unless allowed to warm up to at least freezing (32 degrees Fahrenheit/zero Celsius).

One of its unique features is boost jets mounted on the sides used to make a quick getaway, launch a surprise attack, charge, or perform daredevil jumps no other snowmobile can make. Another is the forward, adjustable position nose laser, and the smoke launcher on the back. The Snow Leopard handles well on

snow and ice, though stopping on ice can be a problem (-20% at speeds greater than 40 mph/64 km and -50% at speeds above 100 mph/160 km).

## SM-150 Snow Leopard Combat Snowmobile

**Crew/Capacity:** Seats two – one driver and one passenger. Seating easily accommodates two large humans, D-Bees or two full conversion cyborgs – Light or Heavy Machines, up to 700 pounds (315 kg) – without impacting performance. If one or two cyborg riders weigh more than 700 pounds up to 1,000 (315 to 450 kg), reduce speed by 20%, impose a penalty of -15% to piloting skill and -1 to dodge. Heavier than that and the snowmobile is too bogged down to do any good: sinks in soft snow, -70% to speed, -40% to piloting skill and -3 to dodge; push it too hard with too much weight and the engine will burn out. It is suitable for partial and Light Machine cyborgs, but Heavy and Superheavy Machines may be too large and/or heavy to use this vehicle. **Note:** When there is no second soldier or passenger, the back seat can be used to transport additional supplies, but must be carefully secured.

**M.D.C. by Location:**

* Snow Skis (2; front) – 20 each
* Booster Jets (2; rear sides) – 5 each
* Headlights (2) – 2 each
* Smoke Launcher (1; rear side) – 12
* Laser (1; nose) – 25

Reinforced Windshield – 30

** Main Body – 184

* Locations marked with a single asterisk are small and/or difficult targets to hit. Thus, they can only be hit when an attacker makes a *Called Shot* and even then he is -3 to strike. That includes trying to hit the driver while he's going at a fast pace.

** Depleting the M.D.C. of the entire main body will destroy the vehicle.

**Speed:**

Speed: 135 mph (216 km), but cruising speed is typically around 50 or 60 mph (80 or 96 km). Short-burst booster jets can increase speed up to 200 mph (320 km) for 45 seconds (3 melee rounds) to make a fast escape, charge, or daring leaps. -10% to piloting skill roll, stunts and combat maneuvers when speeding faster than 100 mph (160 km).

Warning: Traveling faster than 40 mph (64 km) over loose or fresh snow on the slopes of a hill or mountain has a 01-60% chance of causing an avalanche and similar snow and ice slides.

Leaps: Capable of jumps and leaps 12 feet (3.7 m) high and 25 feet (7.6 m) across, sometimes 30% greater depending on the speed and ramp elevation. Booster assisted leaps up to 40 feet (12.2 m) high and 90 feet (27.4 m) across! Roll on piloting skill to stick the landing of daring jump/leaps.

Range: Unlimited; nuclear power supply.

**Statistical Data:**

Height: 3 feet (0.9 m).

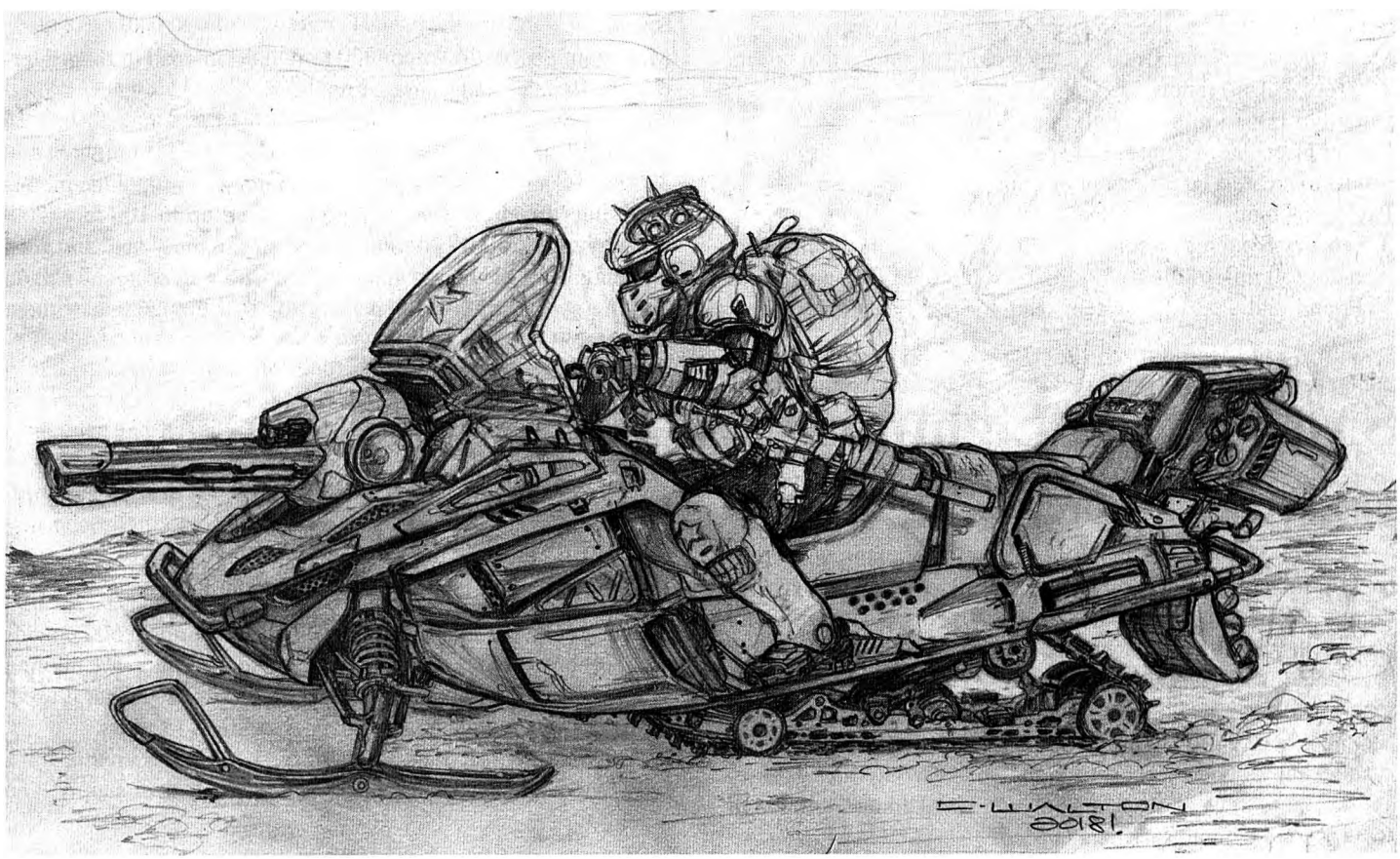
Width: 4 feet (1.2 m) for the skis.

Length: 7 feet, 7 inches (2.3 m).

Weight: 564 pounds (254 kg).

Power Source: Nuclear only, with a 10 year life, and effectively unlimited range.

Cargo: Minimal: What you can carry on your back, e.g. a rifle, winter survival kit, canteen, backpack, and a couple of small items or packages. If there is no passenger, the driver can tie down a lot of additional gear and packages, on average up to 400



pounds (180 kg). Netting and lots of straps and bungee cables are recommended to prevent losing additional gear or supplies being transported at high speed.
Black Market Cost: 1.7 to 2.4 million credits for the nuclear powered vehicle; poor availability. The armored snowmobile is exclusive to the Sovietski Army.
Note: As many as two light weapon systems can be built into the vehicle at extra cost, and up to 50 M.D.C. can be added at a cost of 5,000 credits per 10 M.D.C. Sold by the Black Market and Poles.

### Weapon Systems:

1. **Laser Nose Gun (1):** Built into the nose is an adjustable position pulse laser that can fire in a 45 degree up and down or side to side arc. Being able to point the weapon upward is necessary to take body shots at large opponents like Brodkil and Gargoyles, as well as cyborg Shocktroopers and low-flying aerial targets.

Primary Purpose: Assault.
Secondary Purpose: Defense.
Range: 2,000 feet (610 m).
Mega-Damage: 2D6 M.D. per laser blast or 5D6 M.D. per triple blast pulse.
Rate of Fire: Each single shot or short burst counts as one melee attack.
Payload: Effectively unlimited.

2. **Smoke Launcher (1):** Located on one side or the other is a simple launcher that releases a smoke canister to create cover for himself or other troops. Under the cover of smoke the rider of the Snow Leopard can try to make a few quick maneuvers to lose any ground pursuers, especially if he kicks in the booster jets, or to give other troops time to reposition, escape or prepare for the enemy.

Range: Drops behind the snowmobile as it speeds away.
Mega-Damage: None. Creates a thick cloud of smoke that covers a 20 foot (6.1 m) radius.
Duration: 1D6+4 minutes; half in a strong wind.
Rate of Fire: One at a time or in volleys of 2 or 4, with cumulative results to create a larger, wider or longer smoke cloud.
Payload: 8 total.

3. **Sensory Systems Note:** Limited to Cyberlink, medium-range radio (50 miles/80 km), Gromeko Battlefield Computer with Friend and Foe I.D. system, and Ejector Seat, plus heated seats.

# SM-212 Red Lightning

## Fast-Attack Motorcycle

The SM-212 Red Lightning is a fast attack motorcycle similar in principle to the Tek-12 Bushbike used by many Warlord Camps (**Warlords of Russia**, page 150). Sovietski designers created the bike to be able to be piloted by humans, partially augmented troops and Light Machines. The Red Lightning has a powerful engine and sturdy frame which enables it to take a beating whether driving on paved or unpaved roads or off-road. A small pair of booster rockets on the undercarriage allow for jet assisted leaps to vault obstacles, ravines, small craters, and rough areas of road without sacrificing speed.

The vehicle is armed with light lasers, one on each side of the front wheel, and a mini-missile launcher. Additionally, it can be outfitted with a special cargo, gunner, or mini-missile sidecar for additional capabilities. All SM-212 motorcycles are powered by a small nuclear system to keep them operational indefinitely in the field and suitable for long-range missions. The SM-212 is one of the most coveted bikes for Reavers and many will attempt to steal or capture it outright, since the need for liquid fuel has been eliminated.

### Sovietski SM-212 "Red Lightning" Fast-Attack Motorcycle

**Model Type:** SM-212.
**Class:** Fast-Attack Combat Motorcycle.
**Crew:** One pilot but can carry an additional human-sized or Light Machine passenger behind the driver, and an additional passenger if a passenger sidecar is used.
**M.D.C. by Location:**

* Wheel Lasers (2) – 25 each
* Mini-Missile Launcher (rear) – 20
* Headlights (2) – 2 each
* Solid All-Terrain Tires (4) – 45 each

Armored Windshield – 30
Cargo Sidecar (Optional) – 45
Missile Sidecar (Optional) – 45
Passenger Combat Sidecar (Optional) – 60
** Main Body – 160

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the Main Body will destroy the vehicle completely.

**Speed:**
Maximum Speed: 200 mph (320 km), half off-road in rugged terrain, battlefields and shattered roads.
Cruising Speed: 60 mph (96 km).
Leaping: Varies with terrain, but typically 10 feet (3 m) high and 30 feet (9.1 m) across. A jet boosted jump can propel the motorcycle into the air 30 feet (9.1 m) high and up to 100 feet (30.5 m) across, but roll on piloting skill to successfully land and keep on going. Half the height and distance with a sidecar, and roll on piloting skill with a -25% penalty to stick the landing without crashing.
Range: Effectively unlimited.

**Statistical Data:**
Height: 4 feet (1.2 m).
Width: 3 feet (0.9 m).
Length: 8 feet (2.4 m).
Weight: 1,500 pounds (675 kg).
Cargo: An additional 100 pounds (45 kg) can be strapped onto the vehicle or carried in common motorcycle saddlebags. A cargo sidecar can be used and can carry up to an additional 500 pounds (225 kg) but speed is reduced by 10% and there is a -5% piloting skill penalty. Jumps are not possible while a cargo sidecar is used.
Power System: Nuclear, average energy life is 15 years.
Black Market Cost: Fair availability. 1.7 million credits for a fully loaded combat motorcycle with nuclear power supply. The

standard sidecar is 14,000 credits. A fully loaded combat sidecar costs 120,000 credits.

### Weapon Systems:

1. **Fixed Forward Wheel Lasers (2):** On either side of the front wheel is a pulse laser which is tied to the nuclear power supply of the vehicle. The dual weapons can be fire-linked and are primarily used to attack larger vehicles or cyborgs.

Primary Purpose: Assault.
Secondary Purpose: Defense.
Range: 2,000 feet (610 m).
Mega-Damage: 2D6 M.D. for a single blast from one weapon or 4D6 M.D. from both.
Rate of Fire: Each single or double blast counts as one melee attack.
Payload: Effectively unlimited.

2. **Mini-Missile Launcher:** The front cowling of the motorcycle has two panels that slide outward to reveal a concealed mini-missile launcher. The launcher fires directly forward and can be loaded with any missile type.

Primary Purpose: Anti-Cyborg.
Secondary Purpose: Anti-Armor.
Range: Varies with type of missile used, typically one mile (1.6 km).
Mega-Damage: Varies with type of missile used, but typically Armor Piercing or Fragmentation are used.
Rate of Fire: One at a time or in volleys of 2, 3, 4, or all 8.
Payload: Eight.

3. **Sidecar (Optional):** The Red Lightning can be equipped with a sidecar for a passenger, sidecar gunner or mini-missiles. **Note:** All sidecars reduce speed by 20%, jumps by 30%, and imposes a -10% piloting skill penalty and -1 to dodge.

**a) Mini-Missile Sidecar (optional):** A sidecar that carries an extra load of mini-missiles. The launch system is integrated into the sidecar and connects to the motorcycle.

Range: One mile (1.6 km).
Mega-Damage: Varies with type of missile used. Typically Armor Piercing (1D4x10 M.D. to everything in a 3 foot/0.9 m radius) or Fragmentation (5D6 M.D. to everything in a 20 foot/6.1 m radius).
Rate of Fire: One at a time or in volleys of 2, 3, 4, or 6.
Payload: 24

**b) Passenger Combat Sidecar (Optional):** Also known as the Gunner Sidecar, this sidecar holds one military personnel (soldier or Light Machine) and one man-operated light rail gun or laser, pick one. The weapon is mounted in front of the gunner and has a 90 degree side arc of fire (away from the driver) and a 45 degree up and down arc of fire.

Primary Purpose: Assault and Anti-Personnel.
Secondary Purpose: Defense.
Range: Rail Gun: 4,000 feet (1,219 m). Laser: 2,000 (610 m).
Mega-Damage: Rail Gun: 4D6 M.D. per 20 round burst, or 1D4 M.D. per single round. Can substitute for riot control rounds. Laser: 2D6 M.D. per blast.
Rate of Fire: Each burst or single shot counts as one melee attack.
Payload: Rail Gun: A 500 round ammo drum is housed in the sidecar, allowing for 25 bursts. Laser: 20 shots per E-Clip. Can be powered by any standard E-Clip and comes with 10 in the sidecar.
Note: A sidecar passenger can try to use any handheld weapon, but accuracy is impossible. Cannot make an Aimed or Called Shot and attacks are equal to *Shooting Wild*. Same is true of the driver.

**c) Cargo Sidecar (Optional):** It's exactly what is sounds like, a sidecar that is a sealed container for hauling special equipment to an assignment or cargo to another team or location. Exactly how much cargo will depend on the weight and size of the items. Can carry as much as 300 pounds (135 kg) without additional penalties. For heavier cargo up to 500 pounds (225 kg), reduce speed by 30%, jumps by half, and -20% to piloting skill and -3 to dodge.

4. **Sensor System Note:** Limited to Cyberlink, medium-range radio (50 miles/80 km), Gromeko Battlefield Computer with Friend and Foe I.D. system, and heated seats.

# SM-349 Street Sickle

## Heavy Attack Cyborg Trike

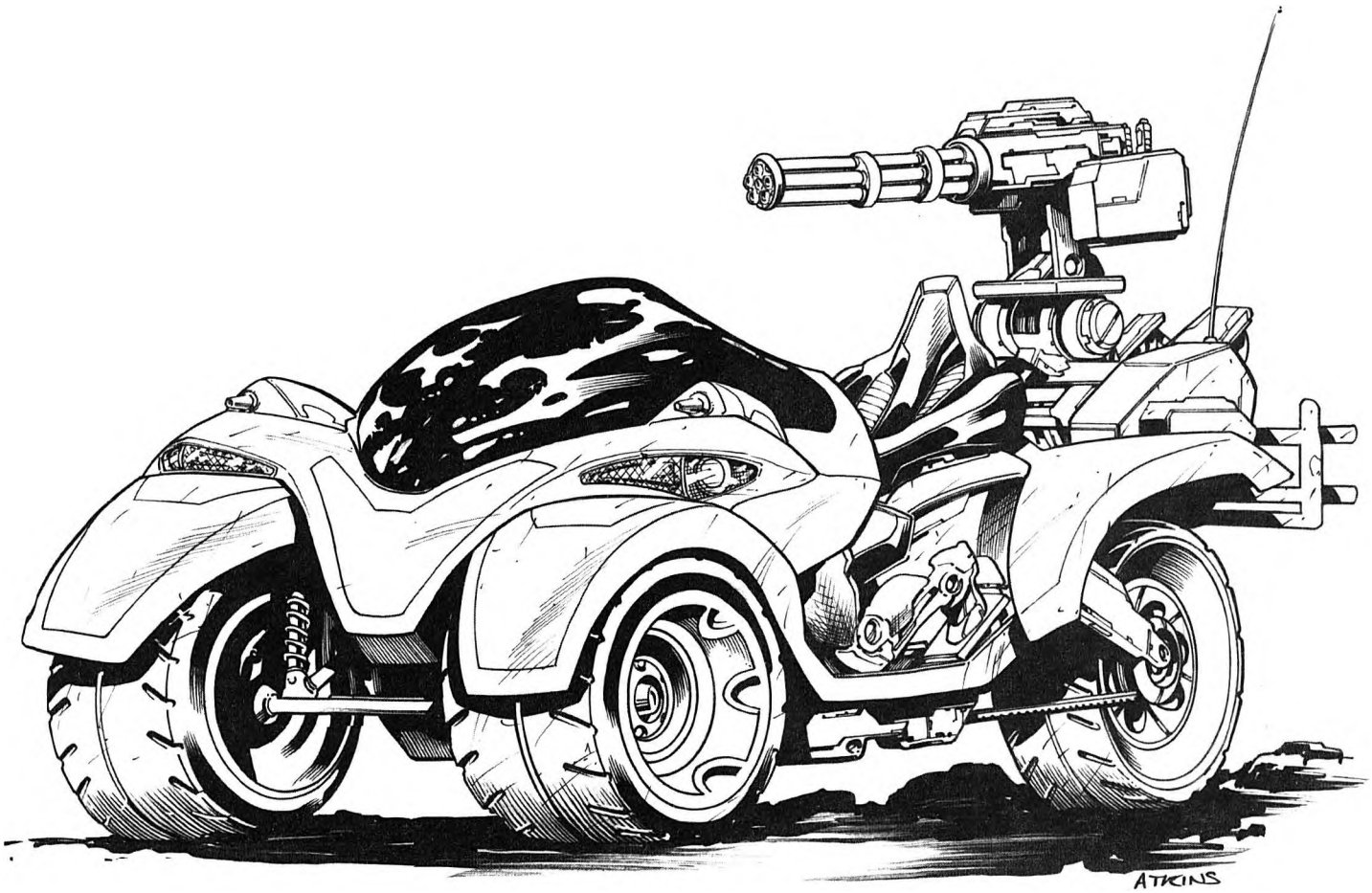
The Sickle Combat Trike is a perfect fit with the Sovietski's preference for rapid, overwhelming assault tactics. The Street Sickle name belies its combat capabilities in all terrains, not just urban environments. It has a sleek, black, armored canopy that closes down over the rider like a clamshell and almost completely conceals the rider. Screens and displays are unnecessary because the pilot is always a partial cyborg, Cyber-Humanoid or Light Machine to moderately Heavy Machine. A bionic pilot connects to the Sickle via Cyberlink, making pilot and vehicle one. Behind the pilot, above the back wheel, is a heavy rail gun that fires armor piercing rounds for use against cyborg Shocktroopers, Brodkil, Gargoyles, other monsters and light to medium armored vehicles. Light lasers above the front wheels and mini-missile launchers in the back provide additional firepower.

The vehicle is a "trike" with three large, M.D.C. wheels, about two feet (0.6 m) wide, configured with two wheels in the front, and one in the back for traversing rough and rocky terrain. The driver lays forward, between the two front wheels, rather than sitting in an upright position, giving both driver and vehicle a low profile.

The Sickle is used by both the Sovietski Police and Army. It and other fast combat vehicles may fight as light armored cavalry and serve any number of roles from reconnaissance, border patrols, fast-response, escort and riot control to troop support and accompanying tank squads and Superheavy Machines on the battlefield. When not piloting a tank, the vehicle of choice among many Tankers is the Sickle. In fact, 1D4 Sickles are often a part of a tank squad to provide additional support, firepower and mobility.

### Sovietski SM-349 Street Sickle Cyborg Motorcycle

**Model Type:** SM-349.
**Class:** Heavy Attack Combat Motorcycle.
**Crew:** One pilot but can carry an additional human-sized or Light Machine passenger behind the driver, though the passenger is much more open and vunerable to attack than the driver.
**M.D.C. by Location:**
Rail Gun or Ion Cannon – 100
* Light Lasers (2; front) – 20 each




* Mini-Missile Launchers (2; rear) – 30 each
* Headlights (4) – 2 each
Solid All-Terrain Tires (3) – 50 each
** Armored Canopy/Pilot Compartment – 150
*** Main Body – 220

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

** The Armored Canopy must be destroyed before the cyborg pilot can be targeted, and after it is gone, the pilot is so low to the ground and hard to see even without the canopy, that a Called Shot at -5 to strike is required to hit the driver (-2 to strike a passenger).

*** Depleting the M.D.C. of the Main Body destroys the vehicle completely.

**Speed:**
Maximum Speed: 200 mph (320 km) on paved or dirt roads, cruising Speed and off-road 60-85 mph (96 to 136 km).
Range: Effectively unlimited.

**Statistical Data:**
Height: 5 feet (1.5 m) to the top of the armored canopy or 7 feet (2.1 m) to the top of the gun turret.
Width: 5 feet (1.5 m).
Length: 12 feet (3.7 m).
Weight: 2.6 tons.
Cargo: An additional 300 pounds (135 kg) of cargo can be strapped onto the vehicle or passenger seat.
Power System: Nuclear, average energy life is 10 years.

Black Market Cost: 4-6 million credits for a fully loaded combat trike. Highly desirable but poor availability.

## Weapon Systems:

1. **Heavy Rail Gun or Ion Cannon (1, rear):** On the top of the vehicle, above the back wheel, is a large, heavy gun turret that can be either a rail gun or ion cannon. (The rail gun is depicted in the illustration.)

Primary Purpose: Anti-Cyborg and Anti-Monster.
Secondary Purpose: Anti-Armor.
Range: Rail Gun: 4,000 feet (1,219 m). Ion: 3,000 feet (914 m).
Mega-Damage: Rail Gun: 1D4x10 M.D. per 20 round burst (riot control rounds do 1D4 S.D.C. per burst). Ion: 1D4x10 M.D. per blast.
Rate of Fire: Each rail gun burst or single ion blast counts as one melee attack.
Payload: 1,000 round ammo drum, belt feed for 50 bursts. Unlimited for ion cannon.

2. **Mini-Missile Launchers (2):** One box launcher is located on each side of the big gun. To fire, the lid flips open.

Primary Purpose: Anti-Personnel.
Secondary Purpose: Assault.
Range: One mile (1.6 km).
Mega-Damage: Standard issue missiles are 5 Armor Piercing (1D4x10 M.D.), 5 Plasma (1D6x10 M.D.), and 2 Smoke, but any type of mini-missile can be used. May vary by missile type. For *non-lethal urban assaults and riot control*, substitute with 8 Tear Gas mini-missiles (same as short-range missiles), 2 Smoke and 2 High Explosive missiles for blasting through barriers or doors.

See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.

Rate of Fire: One at a time or in volleys of 2, 4 or 6.

Payload: 12 total; six per rear launcher, one on each side of the gun. One full reload of 12 mini-missiles are carried onboard, but requires stopping and reloading by hand. Takes one minute per missile to reload.

3. **Light Lasers (2):** A short-range laser is located above each of the front wheels. The weapons can rotate 360 degrees but are primarily used to target things in front or to the sides of the trike. These weapons are used when ammunition is running low and to take out missiles targeting the vehicle.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per blast or 4D6 M.D. per dual blast at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

4. **Sensor System Note:** Limited to Cyberlink, medium-range radio (50 miles/80 km), Gromeko Battlefield Computer with Friend and Foe I.D. system, and heated seats and pilot compartment.

# SM-420 Road Hammer

## Assault Squad Vehicle

The Road Hammer is a light armored vehicle that fills a variety of battlefield roles. It functions very like combat Humvees or the 21st Century Russian GAZ-2975 – a relatively small, all-terrain vehicle that can fit down city streets and alleys, but is also at home on rough terrain. It has four large wheels with M.D.C. tires and independent suspension, enabling the vehicle to go off-road, handle broken roads, shallow craters, and crawl over fallen trees and equivalent battlefield debris. The engine is in the rear and the pilot drives via Cyberlink, so there is no need for a front windshield, though there is a narrow, armored viewing slit so passengers can see forward and gunports that can be opened to shoot from. This enables the front of the vehicle to be heavily reinforced to support a ram prow used to push through larger debris and to punch holes in enemy lines, knocking down and running over infantry. It can also be used to clear debris.

On the roof of the Road Hammer, toward the front, are two, fixed forward ion weapons operated by the pilot. Also on the roof is a small spotlight (can turn 360 degrees and can angle up and down 45 degrees). The secondary sensor cluster is also on the roof toward the front. On each side toward the rear of the vehicle are three (6 total) mini-missile launch tubes. The main gun is either a rail gun or heavy laser on the roof.

The Road Hammer carries a small squad of five troops secured by Cyber-Harnesses. One of the five is the designated driver who must be at least a partial cyborg or Light Machine with Cyberlink. The rest of the troops may be flesh and blood soldiers or Light or Heavy Machines. (**Note:** Any full or partial conversion cyborg with Cyberlink can hook into the vehicle using a Cyber-Harness to drive.) The pilot sits in the middle of the vehicle where a back seat would normally be, with seating for a soldier on either side of him and two front seats for passengers in front of him. They can fire weapons out of gunports in the armored sides of the vehicle and there is a low profile turret mounted on the roof with a pulse laser system.

It is used by both the Sovietski Army and the police for street patrol, border patrols, reconnaissance, fast-response, escort, S.W.A.T. type operations, riot control and light troop and cargo transport. It can only carry four cyborg troops plus the driver or six human-sized troops squeezed in under very cramped conditions (ill advised). Typically, the five-man S.W.A.T. team, commando squad or cyborg squad is assigned the vehicle, and all exit it to conduct the mission.

### Sovietski SM-420 Road Hammer Assault Vehicle

**Model Type:** SM-420.

**Class:** High-Mobility Multipurpose Military Transport.

**Crew:** One cyborg pilot and up to four passengers (six if human-sized and squeezed in under cramped conditions).

**M.D.C. by Location:**

Roof Main Gun (1) – 100

* Roof Ion Blasters (2; forward roof) – 20 each

* Mini-Missile Launch Tubes (6; back, side) – 10 each

* Sensor Turret (1; back) – 35

* Secondary Sensor Turret (1; roof) – 20

* Top Access Hatch (1; roof) – 55

* Spotlight (1; small, roof) – 10

* Headlights (4) – 3 each

Doors (4) – 100 each

* Armored Window Slits (5; 1 front, 2 each side) – 15 each

** Armored M.D.C. Tires (4) – 20 each

Rear Mini-Missile Launcher – 55

*** Ram Prow (1; front) – 120

Reinforced Crew Compartment – 50

**** Main Body – 225

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then is -3 to strike. Destroying the Sensor Turret knocks out long-range communication and radar. If the secondary sensor turret is also destroyed, all forms of optical sensors and targeting are knocked out and the pilot drives blind or via verbal instruction by passsengers; -40% on piloting skill and -5 to dodge.

** Destroying one of the tires reduces the vehicle's speed by 50% and inflicts a -20% piloting skill penalty and -2 to dodge. Destroying two or more tires reduces speed by 75% and inflicts a -50% piloting skill penalty and -4 to dodge.

*** The ram prow can be used to push parked cars and debris out of of the way, ram through light fortifications, and ram and knock down infantry troops, Light Machines and Heavy Machines.

**** Depleting the M.D.C. of the Main Body shuts the vehicle down completely, rendering it useless.

**Speed:**

Maximum Speed: 90 mph (144 km), 50 mph (80 km) off-road.

Water: Cannot float or travel in water, but can ford through water up to 5 feet (1.5 m) deep.

Range: 500 miles (800 km) per electric charge. Unlimited if nuclear powered.

**Statistical Data:**
Height: 8 feet (2.4 m).
Width: 8 feet (2.4 m).
Length: 16 feet (4.9 m).
Weight: 5.6 tons fully loaded.
Cargo: There is a large 4x4x7 foot (1.2 x 1.2 x 2.1 m) storage area in the back of the vehicle, behind the cyborg pilot, for carrying weapons, ammo, additional gear, or supplies.
Gunports: There are two gunports on each side of the vehicle, allowing passengers to fire handheld weapons, but equal to shooting wild if the vehicle is moving.
Power System: Electric battery or nuclear, average energy life is 10 years. 60% are powered by an electric engine and 40% are nuclear powered.
Black Market Cost: 1.7 million credits for a fully loaded electric version; fair availability. 3.4 million for nuclear; poor availability.

### Weapon Systems:

1. **S-500 Pulse Laser Roof Gun or Rail Gun (1):** The main gun is either a medium rail gun or pulse laser located near the center. It is designed so that it can be fired remotely by a gunner inside the Road Hammer or manned by a rooftop gunner; the roof hatch is right behind this gun. The latter is usually used when the vehicle cannot move or its sensors are knocked out. The weapon can rotate 240 degrees and has a 60 degree up and down arc of fire.

Primary Purpose: Assault.
Secondary Purpose: Defense.
Range: 4,000 feet (1,219 m) with either weapon.
Mega-Damage: Laser Pulse: 6D6 M.D. per triple pulse blast or 2D6 M.D. for a single shot. Light Rail Gun: 5D6 M.D. per 20 round burst or 1D4 M.D. per single round.
Rate of Fire: Each pulse or burst counts as one melee attack.
Payload: Rail Gun: A 1,200 round ammo drum allows for 60 bursts. Pulse Laser for the electric powered Road Hammer: 60 pulse blasts or 180 single blasts from an E-Pack. The crew compartment has an extra E-pack easily accessible. The weapon can also accept a standard E-Clip in the side, but one E-Clip provides only five pulse blasts. Unlimited payload for the laser in nuclear powered vehicles.

2. **Forward Ion Blasters (2):** Located on the roof toward each side is a short-barreled ion blaster. Each is fixed forward and operated by the pilot, but can also be controlled by a passenger if the pilot prefers, and if the passenger is Cyberlinked.

Primary Purpose: Forward Assault.
Secondary Purpose: Defense.
Range: 1,200 feet (366 m).
Mega-Damage: 3D6 M.D. per single blast or 6D6 M.D. double blast.
Rate of Fire: Each burst counts as one of the gunner's melee attacks.
Payload: Effectively unlimited.

3. **Mini-Missile Launch Tubes (6):** On each side of the vehicle is a pop-up mini-missile launcher normally loaded with either Armor Piercing, Fragmentation or a combination of both. This weapon is controlled by the pilot.

Primary Purpose: Assault.
Secondary Purpose: Anti-Armor.
Range: One mile (1.6 km).
Mega-Damage: Varies with type of missile used. Typically four Armor Piercing (1D4x10 M.D. to everything in a 3 foot/0.9 m radius) or Fragmentation (5D6 M.D. to everything in a 20 foot/6.1 m radius), and two Smoke (cloud covers a 20 foot/6.1 m radius). May use Sleep or Tear Gas for riot control.
Rate of Fire: One at a time or in volleys of 2, 4 or 6.
Payload: 12, two mini-missiles per launch tube.

4. **Ram Prow**: The ram prow can be used to push parked, stalled and damaged cars and debris out of the way, clear debris, ram through light fortifications, and ram and knock down infantry troops, Light Machines and Heavy Machines.

Range: Physical impact/ram attack.
Mega-Damage: The target struck takes 1D6 M.D. for each 10 mph (16 km) and there is a 01-80% chance that a humanoid target smaller than 18 feet (5.5 m) tall is knocked off its feet, loses initiative and one melee attack. The ram only takes 20% damage each time it rams something large and heavy like a Superheavy Machine, Warlord Shocktrooper, armored vehicle, giant robot, Gargoyle, wall, fortification and similar. Striking crowds of people, Light Machines, Brodkil, fences, barbed wire, cars and car-size debris does no damage to the ram prow.

5. **Sensors and Features:** The Road Hammer has all standard Sovietski vehicle features plus the following: *Two gunports* on each side of the vehicle, and one in the front below the viewing slit. The slits allow passengers to fire handheld weapons from the vehicle. Mostly used for covering or suppressing fire. If the vehicle is moving they fire as Shooting Wild. *One spotlight* on the roof can turn 360 degrees and has a 45 degree up and down arc (600 feet/183 m range), and a *roof hatch.*

# SM-451 Black Water APC

## Amphibious Attack Vehicle

The SM-451 was initially designed specifically for the defense of the Volga River Hydroelectric Dam, but has been adopted by the military for widespread service. The Black Water is an eight-wheeled APC and can traverse rough terrain and unpaved roads easily. Its mobility and speed on the ground enables it to quickly deploy troops where needed and provide infantry support. The vehicle can also move adequately over water, though not as quickly as most water vessels. The APC drives into the body of water where the wheels retract, becoming flush with the hull, and a combination propeller and hydro-jet propulsion system activates.

The Black Water APC is armed with two rooftop, dual rail gun (or laser) turrets, one on the front, controlled by a communications officer or gunner, and one toward the back of the vehicle, controlled by a designated gunner. The pilot operates a light torpedo system with a small payload. There are also three gunports on either side of the vehicle which can be opened and used by the soldiers or cyborgs in the troop compartment. However, same as Shooting Wild when the APC is moving or on rough seas.

The Sovietski has sold a few of these vehicles to its allies in the NGR and the Romanov Camp. The multi-role capability of being a troop transport and armored combat vehicle makes it very desirable.

## Sovietski SM-451 Black Water Amphibious Attack Vehicle

**Model Type:** SM-451.
**Class:** Armored Personnel Carrier Amphibious Attack Vehicle.
**Crew:** Three: One pilot, one communications officer and one gunner.
**Troop Capacity:** Up to 14 human-sized passengers or Light Machines can fit in the troop compartment. Alternatively, 10 Heavy Machines or five crammed-in Superheavy Machines.
**M.D.C. by Location:**

Front Rail Gun Turret – 100
Top Rail Gun Turret – 100
Mini-Missile Launcher (2) – 20 each
* Torpedo Tubes (2) – 35 each
* Sensor Turret – 35
* Top Access Hatch – 100
** Armored Wheels (8) – 80 each
Reinforced Crew Compartment – 130
Separate Reinforced Troop Compartment – 150
Rear Troop Deployment Door – 150
*** Main Body – 400

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike. Destroying the Sensor Turret knocks out long-range communication and destroys all forms of optical and sensory enhancement. The pilot must rely on his own senses without any of the bonuses granted to him by the piloting skill and special features.

** Destroying one of the wheels reduces the vehicle's speed by 50% and inflicts a -20% piloting skill penalty and -2 to dodge. Destroying two or more wheels reduces speed by 75% and inflicts a -50% piloting skill penalty and -4 to dodge.

*** Depleting the M.D.C. of the Main Body shuts the vehicle down completely, rendering it useless.

**Speed:**
Maximum Ground Speed: 90 mph (144 km); 60 mph (96 km) cruising.
Flying: Not possible.
Water (Surface): 40 mph (64 km).
Underwater: Not possible, but may drive through water up to 5 feet (1.5 m) deep without engaging the water propulsion system.
Range: Effectively unlimited.

**Statistical Data:**
Height: 18 feet (5.5 m).
Width: 15 feet (4.6 m).
Length: 33 feet (10.1 m).
Weight: 29 tons fully loaded.
Cargo: There are three storage lockers, each containing a rifle, a side arm, a canteen, a suit of standard "Red Star" body armor, and some personal effects. The vehicle also has 10 gallons of drinking water (38 liters) and one weeks food ration for the crew. The rear troop compartment can be modified to carry supplies instead of soldiers. The space is 10x10x15 feet (3x3x4.6 m) and can handle up to 34 tons of weight.
Gunports: There are three gunports on each side of the vehicle that can be opened to allow passengers to fire handheld weapons. Same as Shooting Wild when the vehicle is moving.
Power System: Nuclear, average energy life is 15 years.
Black Market Cost: Rare. A new, undamaged Black Water would sell for 35 million credits. The Sovietski only sells these vehicles to allies. Even a stripped-down version, without the weapon systems sells for 20+ million when available.

### Weapon Systems:

1. **Two Heavy, Four-Barrel Rail Gun or Laser Turrets:** Located on the roof toward the front is a forward facing four-barrel turret, and on the roof toward the back is an identical rear facing turret. Each has an independent gunner and can rotate 360 degrees and 60 degrees up and down to attack adversaries on all sides. The powerful weapons are used to provide suppressive fire when inserting and extracting troops in combat zones, troop support and defense. The two turrets may be the same weapon system or one of each, rail gun and laser.

Primary Purpose: Anti-Personnel and Anti-Armor.
Secondary Purpose: Anti-Flyers and Missiles.
Range: 4,000 feet (1,219 m) for both weapons.
Mega-Damage: *Rail Gun:* 1D4x10 M.D. per 20 round burst from two barrels, or 2D4x10 M.D. from all four barrels. Single shots are not possible, burst fire only.

*Laser Turret:* 6D6 M.D. from two barrels or 1D6x10+6 M.D. from four barrels.
Rate of Fire: Each burst counts as one of the pilot's melee attacks.
Payload: 8,000 round internal magazine for the rail gun, allowing for 200 full damage bursts (2D4x10 M.D.) or 400 two-barrel bursts (1D4x10 M.D.). Effectively unlimited payload for the laser turrets.

3. **Mini-Missile Launchers (2):** On either side of the vehicle is a pop-up mini-missile launcher used to intercept incoming missile barrages or to launch missile attacks of its own. Operated by the pilot.

Primary Purpose: Anti-Personnel.
Secondary Purpose: Assault.
Range: Varies with type of mini-missile used, but High Explosive is one mile (1.6 km) and Fragmentation is half a mile (0.8 km).
Mega-Damage: Varies with type of missile used. Typically High Explosive (5D6 M.D. to everything in a 5 foot/1.5 m radius) or Fragmentation (5D6 M.D. to everything in a 20 foot/6.1 m radius).
Rate of Fire: One at a time or in volleys of 2, 3 or 4.
Payload: 24 total. 12 in each weapon.

4. **Mini-Torpedo Launchers:** On the underside of the vehicle, between the front wheels, are two torpedo tubes which fire mini-torpedoes. Controlled by the pilot.

Primary Purpose: Anti-Ship.
Secondary Purpose: Anti-Sea Monster.
Range: One mile (1.6 km).
Mega-Damage: 1D6x10 M.D. per torpedo.
Rate of Fire: One at a time or in volleys of two.
Payload: 14 mini-torpedoes total, seven per launch tube.

5. **Sensor System Note:** Has all the standard sensor systems found in most Sovietski vehicles.

# Sovietski Tanks

## Available Tank Rounds

Several types of ammunition have been developed to increase the versatility of the Sovietski Tank Corps and to address different enemy targets. The most commonly used are High Explosive, Armor Piercing, Solid Slug and Smoke, but others are used depending on circumstance, the enemy, and availability.

Armor Piercing (AP)
High Explosive (HE)
High Explosive Anti-Tank (HEAT)
Incendiary
Net Rounds
Paint Rounds
Smoke
Solid Slug
Solid Slug: Screaming/Whistling
Solid Slug: Silver
Solid Slug: Wood

**Armor Piercing (AP):** Armor piercing rounds, typically a solid slug that is a rod-shaped projectile, with special tips designed to *punch through* M.D.C. armor, tanks, giant robots, other vehicles and thin walls, as well as damage Mega-Damage creatures.
Primary Purpose: Anti-Armor.
Mega-Damage:

**85mm shell:** 1D4x10 M.D., no blast radius. Cost: 900 credits per round.

**100mm shell:** 1D6x10 M.D., no blast radius. Cost: 1,600 credits per round.

**120mm shell:** 2D4x10 M.D., no blast radius. Cost: 2,200 credits.

**200mm shell:** 2D6x10 M.D., no blast radius. Cost: 3,000 credits per round.

Only 30% of the M.D. is applied to the vehicle's Main Body, and 50% of the M.D. from the Armor Piercing shell is applied to the *Reinforced Crew Compartment* (also sometimes referred to as the *Pilot Compartment, Internal Crew Compartment* or *Concealed Crew Compartment*). The rest of the energy from the impact is dispersed.

When the M.D.C. of the *Reinforced Crew Compartment* is reduced to zero – or if there is no such reinforced compartment, AP rounds punch right through the armor (30% M.D. to the Main Body) and there is a strong likelihood that one of the crew members (or passengers, if any) inside is hit and takes 50% of the damage! Roll percentile dice to see if a character is struck.

Every time an Armor Piercing round hits the tank and most types of vehicles from the *front, side or top,* there is a **01-70% likelihood** someone is hit and takes half damage from the AP shell. A roll of 71-00% is a miss, but it is left to the G.M. to decide if that shell did any damage to internal systems (radio, radar, camera, heating, cooling, etc.) or cargo, or supplies or personal items ("Hey, they shot my bottle of vodka!").

If a manned turret is the target of AP rounds, the same as above applies, except it should be noted that many turrets do not have an Internal Reinforced Compartment. **Body Armor Note:** For this very reason, Sovietski tank crews wear Red Star body armor inside the tank or are Light Machines clad in light or medium cyborg body armor.

**High Explosive (HE):** The standard munitions of a main battle tank. The shell contains a powerful explosive ignited when the shell hits.
Primary Purpose: Anti-Armor.
Secondary Purpose: Bombardment.
Mega-Damage:

**85mm shell:** 5D6 M.D. to everything in a 10 foot (3 m) blast radius. Cost: 600 credits per each round/shell.

**100mm shell:** 6D6 M.D. to everything in a 10 foot (3 m) blast radius. Cost: 900 credits per each.

**120mm shell:** 1D4x10 M.D. to everything in a 10 foot (3 m) blast radius. Cost: 1,200 credits per each.

**200mm shell:** 1D6x10+10 M.D. to everything in a blast radius of 15 feet (4.6 m). Cost: 1,600 credits per each.

**High Explosive Anti-Tank (HEAT):** A round specifically designed to go after other tanks and armored vehicles with extra stopping power.
Primary Purpose: Anti-Armor.
Secondary Purpose: Bombardment.
Mega-Damage:

**85mm shell:** 1D4x10 M.D. to everything in a 5 foot (1.5 m) blast radius. Cost: 1,200 credits each.

**100mm shell:** 1D6x10 M.D. to everything in a 5 foot (1.5 m) blast radius. Cost: 1,500 credits each.

**120mm shell:** 2D4x10 M.D. to everything in a 5 foot (1.5 m) blast radius. Cost: 2,200 credits each.

**200mm shell:** 2D6x10 M.D. to everything in a blast radius of 10 feet (3 m). Cost: 3,200 credit per each.

**Incendiary:** An anti-structure and anti-personnel weapon. Incendiary shells contain a napalm-like liquid that splatters upon impact and ignites upon contact with the air. The larger the shell, the more liquid it splashes around and the greater the area of devastation. The flaming liquid inflicts a relatively low 2D6 M.D. per melee round (15 seconds), but cannot be easily extinguished without the proper fire retardant spray, and must usually be allowed to burn itself out. Meanwhile, there is a very high chance of catching everything flammable in the area on fire as well. Incendiary bombardments are serious business, and secondary fires can easily burn out of control.
Primary Purpose: Area Bombardment and Anti-Personnel.
Secondary Purpose: Anti-Fortification.
Mega-Damage: 1D6 M.D. from impact to the specific cyborg, monster or vehicle struck by the shell, +2D6 M.D. per melee round for 1D6+1 melee rounds, or until the fire is extinguished, to EVERYTHING or everyone splattered with the burning liquid. Double damage to creatures vulnerable to fire. Half damage to those resistant to fire and no damage to those impervious to fire.
Splash Radius: 85mm: 5 feet (1.3 m), 100mm: 10 feet (3 m), 120mm: 15 feet (4.6 m), 200mm: 20 feet (6.1 m).
Duration: 1D6+1 melee rounds regardless of caliber.
Chance of Flames Spreading: 01-20% on the battlefield. 01-40% in an urban environment.
Cost: 3,000 credits per each shell.

**Net Round:** An anti-monster round intended to hobble legs and wings, trip up or ensnare large cyborgs, Brodkil and mon-

sters, as well as take flying monsters out of the air, or prevent them from taking off in the first place. Also used to capture heavy cyborgs and monsters for interrogation or experimentation. Gargoyles, Brodkil Simvan Monster Riders and even flying cyborgs can all be hobbled and brought down by this shell. The round explodes to release a net that quickly expands to envelop and entangle a large enemy. The net is studded with barbs and hooks that snag and hold onto machine parts, dig into flesh, or hook onto scales, fins, horns and other protrusions, as well as to the loops of the netting itself to entangle and snare large to giant enemies.

Most creatures require 1D4 melee rounds to escape or cut/break free from a successful hit with a net round. On a Critical Strike, the victim is completely entangled and unable to move. Such an incapacitated victim can take no physical action until freed by a comrade, but can still use psionics, cast magic spells, and use breath or eye weapons. Flesh wings are slightly damaged by the net (2D4 M.D.) and the creature is grounded until it can get free of the netting.

Primary Purpose: Anti-Monster and Anti-Cyborg.
Secondary Purpose: Capturing Giants an Animals.
Range: Reduce range by 20%.
M.D.C. of the Net: 30.
Mega-Damage: 1D6 M.D. from the various barbs and hooks.
Penalty: -1 to strike.
Cost: 6,000 credits.

**Paint Rounds:** Used for training exercises and war games. Each round holds 2 liters of target-marking paint. Rounds contain either white paint for day missions or phosphorescent paint for night missions. Creative soldiers have taken note that these rounds can be easily unscrewed and refilled with almost any liquid.

Available Calibers: 85mm.
Primary Purpose: Training.
Damage: Only 4D6 S.D.C.
Penalty: -1 to strike.
Cost: 80 credits each.

**Smoke:** Smoke rounds are used for creating ground cover to screen troop movements, especially for extractions and retreats, or to create confusion and obscure the line of fire among the enemy. These shells release a cloud of smoke that fills a 30 foot (9.1 m) radius. The smoke moves downwind, creating a wall of smoke and haze 20 feet (6.1 m) tall. The smoke continues to pour out of the shell for one minute (4 melee rounds), but can remain hanging in the air for as long as 1D6+4 minutes depending on weather conditions; half duration in a strong wind or heavy rain.

Primary Purpose: Create ground cover for many tactical reasons.
Mega-Damage: None. Smoke may be used to quell civil unrest or be substituted for tear gas or knock-out gas.
Cost: 125 credits per each smoke shell.

**Solid Slug:** The basic giant bullet and inexpensive to make. Besides many Tankers, especially those who crew the Groundthunder tank, it just feels right to pound their targets with solid metal. The ground rumbles with the impact of so many shells and is known among the Sovietski Tank Corps as the "Groundthunder Effect." The popularity of this shell type means 120mm rounds are produced in large numbers.

Primary Purpose: Anti-Armor and Anti-Fortification.
Secondary Purpose: Anti-Infantry and Anti-Monster.
Mega-Damage:

**85mm shell:** 4D6 M.D., no blast radius. Cost: 300 credits per each round/shell.

**100mm shell:** 6D6 M.D., no blast radius. Cost: 400 credits per each.

**120mm shell:** 1D4x10 M.D., no blast radius. Cost: 500 credits per each.

**200mm shell:** 1D6x10 M.D., no blast radius. Cost: 700 per each.

**Solid Slug: Screaming or Whistling:** Essentially the same as the Solid Slug, but with grooves designed to produce a pronounced screaming or whistling sound as it flies through the air. Used for the psychological impact of letting troops know they are being targeted. Usually limited to the smaller calibers.

Primary Purpose: Psychological Warfare.
Range: Reduce range by 40%.
Duration of Sound: 1D4 melee rounds (15-60 seconds).
Mega-Damage: Same as Solid Slug, but reduce range by half and makes the enemy unnerved and distracted.
Penalties on the Enemy: -1 on Perception Rolls and -1 on initiative.
Cost: Same as the Solid Slug.

**Solid Slug: Silver:** Silver-plated bullets for pistols and rifles are well-known, but rumors abound that the Sovietski is using silver-coated, solid slug tank shells and even shells that are solid silver. Well, the rumors are true. Silver-coated tank shells are being used against werewolves which seem to be growing in numbers in the mountains and other parts of the north, as well as demons vulnerable to the precious metal. Though silver is expensive, the Sovietski include silver bullets, rail gun rounds and tank shells among their arsenal of monster-slaying ammunition and armament. In fact, there is a rumor that the Sovietski have found a Rift to another world or dimension where silver is plentiful and a secret force mines the ore and brings it back to Mother Russia. Likewise, there are rumors of a recently uncovered Rift that leads to North America. Some say those who travel that Rift find themselves in the ruins of Tolkeen. Others say it is someplace in Canada, while still others say the exit point is a Rift in vampire plagued Mexico, and still others claim the Rift leads to France, not North America. A few believe the Sovietski has secured ways to travel the Rifts to all these places. The government, of course, refutes such claims and chooses not to comment on "unsubstantiated and ridiculous rumors." And yet, they seem to have plenty of silver from some source.

Primary Purpose: Anti-Monster.
Mega-Damage: 4D6 M.D. as a solid, high velocity tank shell, or 4D6 S.D.C./Hit Points for silver-coated flechettes; in both cases double damage to creatures vulnerable to silver.

An exploding silver-coated flechette round releases 3D6+20 bullet-sized, silver-coated flechettes that inflict 4D6 S.D.C. damage to whomever they strike within a 12 foot (3.7 m) swath; double damage to werewolves and other creatures vulnerable to silver.

Cost: Based on the current market value of silver in Europe, it costs an estimated 20,000 credits per each solid silver tank shell; 2,000 credits for a silver-coated shell, 3,000 for a silver flechette round.

**Solid Slug: Wood:** This is a large, bullet-shaped tank projectile made of either juniper or birch wood mounted to a metal base. These rounds are specifically intended for use against certain demons and monsters who are vulnerable to wood. Hurling a tank ordnance-sized wooden stake against a tank does little damage, though it may have some psychological impact, and the splinters of shattered wood can hurt or kill troops (or more likely, innocent civilians) who are not clad in protective body armor. However, against Archaic Demons and other creatures vulnerable to wood, these rounds can be deadly. If a shell does shatter, it becomes a relatively harmless spray of splinters dealing 2D6 S.D.C. (or 1D6 M.D. to those vulnerable to wood) to everyone in front of the barrel within 30 feet (9.1 m).
Primary Purpose: Anti-Monster.
Range: Reduce range by 20%.
Damage: 2D6x10 S.D.C./Hit Point damage, or the equivalent of one M.D. if an entire wood slug hits a tank, cyborg or other M.D.C. structure. Though the wood is kiln-dried and hardened, and the metal base takes the brunt of the muzzle force, there is still a 01-50% chance the wood shell shatters into 1D4x10 arrow- and javelin-like wooden shards each doing 2D6 S.D.C. damage to whomever they strike within a 6 foot (1.8 m) wide hail of wood fragments. Double damage to vampires and creatures vulnerable to wood. So while not effective against M.D.C. technological opponents, they can be very deadly to certain monsters and civilian populations.
Penalty: -1 to strike.
Cost: Available in 12 round crates for 6,000 credits. Individual rounds cost 800 credits each.

# SU-40 Thunderspear Tank

With such a strong dependence on traditional armor and cyborgs over airmobile power armor, the Sovietski wanted a way to protect its ground forces from low flying adversaries, not the least of which include Warlord Wing Riders, Gargoyles, and airborne Brodkil and cyborgs. The SU-40 Thunderspear is based on a pre-Rifts, anti-aircraft tank-like vehicle that fires flak – fragmentation rounds that explode in the air to take down enemy flyers.

The Thunderspear is effectively a medium tank that has had its turret replaced with four flak cannons and an early warning radar unit specifically used to track incoming missiles and small aerial targets. The turret is capable of 360 degree rotation and the fire-linked guns can move 80 degrees up and down, enabling them to fire almost directly above the vehicle. Two short-range missile launchers are located on the turret, one on each side, and a light laser is located on the main body, giving the vehicle a few more combat options, especially when ammunition is running low.

## Sovietski SU-40 Anti-Aircraft Vehicle

**Model Type:** SU-40.
**Class:** Self-Propelled Anti-Aircraft Gun.
**Crew:** Four: One Tank Commander, one Tank Driver, one Tank Specialist and one Gunner.
**M.D.C. by Location:**
Turret Housing – 200
Turret Reinforced Gunner Compartment – 50
Flak Guns (4; main turret) – 120 each
* Short-Range Missile Launchers (2; main turret) – 55 each
* Laser Turret (1; front) – 75
* Flak Ammo Drum (1; back) – 120
* Sensor Turret (1; main turret) – 45
** Top Access Hatch (1; main turret) – 80
** Emergency Escape Hatch (1; under tank) – 80
*** Armor Covered Treads (2) – 80 each
Reinforced Crew Compartment – 100
**** Main Body – 335

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

Destroying the Sensor Turret knocks out long-range communication and destroys all forms of optical and sensory enhancement. The pilot must rely on his own senses without any of the bonuses granted to him by the piloting skill and special features.

** The Top Hatch is low profile and can only be targeted when the enemy is right on top of it. The Escape Hatch is an emergency exit built into the floor of the tank! Most enemies, especially demonic ones, do not know this hatch even exists. To exit, the crew drops down and crawls out from under the tank.

*** Destroying one of the treads reduces the vehicle's speed by 50% and inflicts a -20% piloting skill penalty and -2 to dodge. Destroying both treads immobilizes the vehicle.

**** Depleting the M.D.C. of the Main Body shuts the vehicle down completely, rendering it useless.

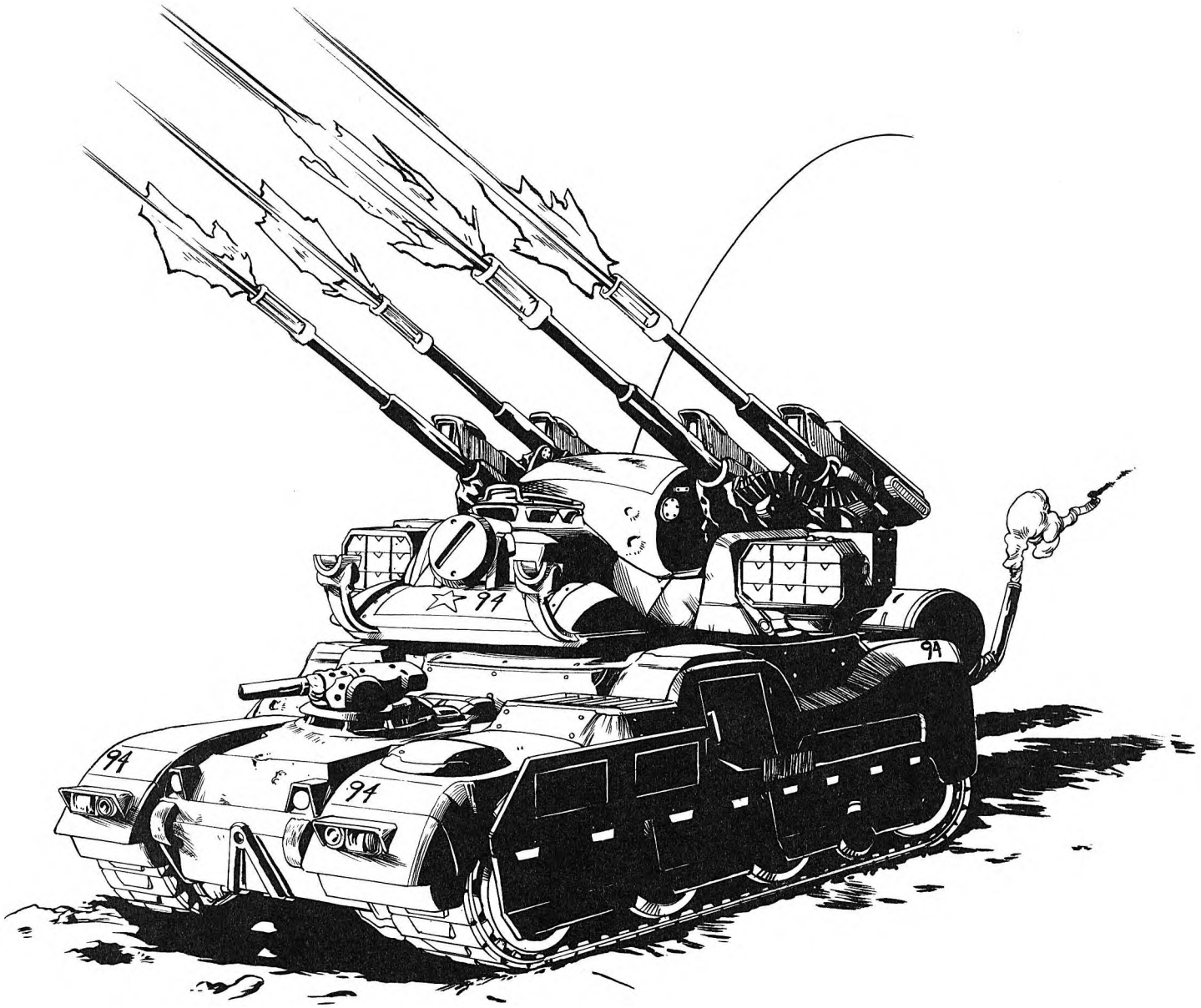
**Speed:**
Maximum Speed: 70 mph (112 km), 45 mph (72 km) off-road.
Flying: Not possible.
Underwater Capabilities: Non-amphibious, but can slosh through water up to 4 feet (1.2 m) deep just fine.
Range: Effectively unlimited.

**Statistical Data:**
Height: 12 feet (3.7 m) to the top of the radar dome.
Width: 11 feet (3.4 m).
Length: 16 feet (4.9 m).
Weight: 26 tons fully loaded.
Cargo: There are three storage lockers, each containing a rifle, a side arm, canteen, two rocket flares, and a suit of standard "Red Star" body armor plus a gallon (3.8 liters) of water and one week's ration of food.
Power System: Nuclear, average energy life is 20 years.
Sovietski Cost: 26 million credits. Exclusive to the Sovietski and not available on the Black Market.

## Weapon Systems:

1. **Anti-Aircraft Flak Guns (4):** The main weapon of the Thunderspear is the turret containing four fire-linked flak guns. Each fires explosive flak rounds used against flying enemies. The round explodes and releases fragments to inflict damage to everything within the diameter of its blast radius. In addition, Gargoyles and many flying Lesser Demons (including Archaic Russian Demons) find a barrage of flak to be both harmful and disorienting: -3 on Perception Rolls, -2 on initiative, -1 to strike, dodge and Horror Factor.

   The turret of the Thunderspear is capable of 360 degree rotation and the fire-linked guns can move 80 degrees up and



down. Each gun can fire independently, in pairs or all four simultaneously to blanket an area of the sky in flak or be fired at specific targets. Operated by a dedicated gunner.

Primary Purpose: Anti-Aircraft and Anti-Gargoyles/Flying Creatures.

Secondary Purpose: Anti-Missile and Defense.

Range: 12,000 feet (3,658 m).

Mega-Damage: Single round 4D6 M.D. to a 20 foot (6.1 m) blast radius, two rounds 1D4x10 M.D., and four rounds 2D4x10 M.D. with all four guns blazing (covers a 60 foot/18.3 m aerial blast radius).

Rate of Fire: Each single shot, pair or four gun blast counts as one of the gunner's melee attacks.

Payload: Each gun has 2,000 rounds fed by an internal magazine, providing enough ammo for 500 full-power, quadruple blasts.

2. **Short-Range Missile Launchers (2):** On each side of the main turret is a short-range missile launcher. The weapons can be angled up to 180 degrees to point ahead, straight up or directly behind the vehicle if necessary. These missiles are primarily used against flying targets and are controlled by the Tank Commander or Gunner.

Primary Purpose: Anti-Flyers and Assault.

Secondary Purpose: Anti-Missile and Defense.

Range: High Explosive: 5 miles (8 km). Fragmentation: 3 miles (4.8 km).

Mega-Damage: Varies with missile type but typically 8 High Explosive (medium; 2D6x10 M.D. to everything in a 15 foot/4.6 m radius), 8 Fragmentation (2D4x10 M.D. to everything in a 20 foot/6.1 m radius), and two Smoke.

Rate of Fire: One at a time or in volleys of 2, 3, 4, or 6.

Payload: 18 total. Nine in each weapon.

3. **Low-Profile, Light, Pulse Laser Turret:** This weapon is used against ground troops and light vehicles. It can rotate 180 degrees side to side, and 45 degrees in an up and down arc of fire. It is operated by the Tank Driver.

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel.

Range: 2,000 feet (610 m).

Mega-Damage: 4D6 M.D. per triple pulse; burst fire only.

Rate of Fire: Each triple burst counts as one melee attack.

Payload: Effectively unlimited.

4. **Sensor System Note:** Has all the standard vehicle systems and features, plus the following:
   Enhanced Radar: To simultaneously identify and track up to 144 targets. Range: 300 miles (480 km).

# SU-45 Earthquake Tank

Designed to be highly adaptable, the Earthquake is a medium tank found throughout the Sovietski serving in wide range of combat roles on all types of terrain, from armored mobile artillery and troop support to battlefield sieges. Its main weapon, the newest, state-of-the-art Sovietski plasma cannon built into the weapon turret makes it stand out instantly, even to the untrained observer, and packs a punch. When up against energy-resistant demons, the secondary guns and mini-missiles are brought into play. The secondary gun is an 85 mm solid slug thrower capable of using any of the special ammo types.

**SU-45b-EarthARK variant** uses the Earthquake's chassis and secondary guns, but replaces the turret with an unfolding hydraulic bridge used to enable troops and vehicles to cross the many small rivers, streams and gullies found across the rugged Russian countryside and beyond. The bridge can support 100 tons, so a great number of troops and several tanks and smaller vehicles can cross streams, gullies, fallen bridges, or just muddy terrain. Once unfolded, the bridge itself is disconnected from the tank chassis so the ARK can cross the bridge before re-coupling it to the ARK, refolding it on the other side and moving forward with the troops. For EarthARKs with the hydraulic bridge configuration, reduce speed by 25% and add 12 tons to its weight. While the bridge is being carried, the only weapons the vehicle can use are its secondary weapons, the front facing auto-cannons and the two rear lasers. The bridge stretches 80 feet (24 m).

## Earthquake Medium Battle Tank

**Vehicle Type:** SU-45 Earthquake.
**Class:** Medium Battle Tank.
**Crew:** Five: One Tank Commander, one Tank Driver, one Tank Specialist and two Gunners.
**M.D.C. by Location:**
* Turret Hatch (1; top of turret) – 80
Turret Housing – 220
Reinforced Turret Gunner Compartment – 75
Main Plasma Cannon (1; turret) – 140
Light Auto-Cannon (1; lower right side) – 100
* Laser Weapon Arms (2; rear) – 60 each
** Ram Prow (1; front) – 120
* Sensor Tower (1; top of turret) – 40
Smoke Dispensers (8; four on each side, rear) – 5 each
* Main Hatch (1; front, top) – 100
* Rear Hatch (1; back, side) – 100
Track Treads (2) – 100 each
* Spotlight (1; front) – 5
* Headlights (2; front) – 3 each
Reinforced Crew Compartment – 150
*** Main Body – 390

* Every item marked with a single asterisk is small and/or difficult to strike. An attacker must make a Called Shot to hit and even then he is -3 to strike.



** The ram prow can be used to push parked cars and debris out of of the way, ram through light fortifications, and ram and knockdown enemy troops, Brodkil, Light Machines and Heavy Machines.

*** Depleting the M.D.C. of the main body shuts the tank down completely, rendering it useless. It also exposes the interior, reinforced, crew compartment.

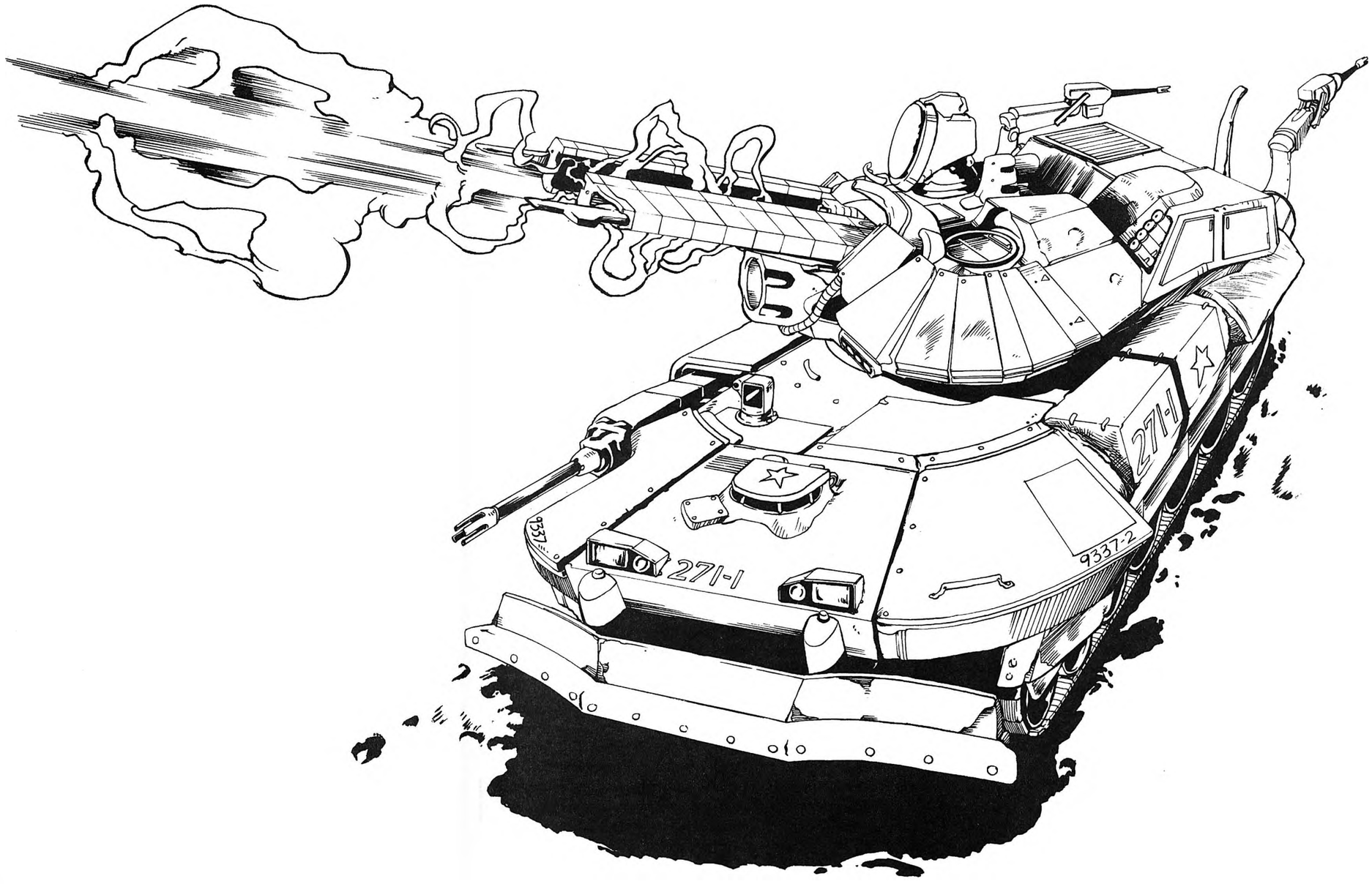
Destroying one of the treads reduces the tank's speed by 50%, inflicts a -20% piloting skill penalty and -2 to dodge. Destroying both treads immobilizes the vehicle. Repairing a tread in the field requires the necessary tread (two spares are carried on board!), and takes 1D4x10+30 minutes for a trained crew; twice as long for the inexperienced.

**Speed:**
Maximum Speed: 90 mph (144 km), 60 mph (96 km) cruising speed, and 45 mph (72 km) off-road.
Water Capabilities: Non-amphibious, but can slosh through water up to 4.5 feet (1.4 m) deep just fine.
Range: Effectively unlimited.

**Statistical Data:**
Height: 10 feet (3 m).
Width: 12 feet (3.7 m).
Length: 26 feet (7.9 m).
Weight: 22 tons.
Cargo: 4 tons. Just inside the rear hatch is a pair of storage compartments (one on each side) used to transport supplies to areas too hot for a normal supply chain. There are also four jump seats in the same place. A locker in the crew compartment has space for five backpacks and basic gear.
Power System: Nuclear power supply with a 20 year life.
Sovietski Cost: 27.4 million credits. It is exclusive to the Sovietski military and is not available on the Black Market. Knock-off designs exist, but their manufacture is rare. A captured vehicle in good condition would go for about 22-30 million credits.

## Weapon Systems:

1. **SPC-90 Heavy Plasma Cannon:** The big, turret-mounted plasma cannon is the main weapon of the Earthquake and is operated by a dedicated Gunner. The turret housing can rotate



360 degrees of rotation and has an impressive 60 degree up and down arc of fire. It has a dedicated gunner who sits in the turret.
Primary Purpose: Assault and Artillery Support.
Secondary Purpose: Anti-Armor and Anti-Monster.
Range: 4,000 feet (1,219 m).
Mega-Damage: 1D6x10+10 M.D. per blast.
Rate of Fire: Each blast counts as one melee attack and does not need a cooling period, unlike the Maelstrom. (See **Rifts® W.B. 18: Mystic Russia** for details).
Payload: Effectively unlimited.

**2. STG-34 Auto-Cannon (1, right side):** The STG-34 with auto-loader is located on the right side of the tank and is able to use any of the special, solid slug tank rounds. A new shell is loaded as soon as one is fired. The cannon is operated by the Tank Driver or Tank Commander. Though forward facing, it has a 30 degree up and down arc of fire.
Primary Purpose: Anti-Armor and Anti-Monster.
Secondary Purpose: Assault and Defense.
Range: 4,000 feet (1,219 m).
Mega-Damage: Solid Slug (may be silver-coated): 4D6 M.D. per round or High Explosive (HE): 5D6 M.D. (2 foot/0.6 m blast radius) are the standard rounds for this weapon. However, Armor Piercing (5D6 M.D.) and Wood (2D6 M.D.) may be available upon assignment.
Rate of Fire: Single shot only; each blast counts as one melee attack.
Payload: 1,200 rounds.
Bonus: +1 to strike.

**3. Rear-Mounted Laser Weapon Arms (2):** Another innovation on this tank are a pair of medium lasers mounted on robot arms. When not in use, the arms fold up into a housing in the tank. When needed, the weapon arms unfold to fire upon the enemy. Both can rotate 360 degrees to fire in all directions, fold forward and backward, and can even raise up and position themselves to fire upon enemies on the sides of the tank and even on top of the tank or the turret, as well as fire at enemies behind or ahead of the tank. In a pinch, the Laser Weapon Arms can be used to hit enemies trying to climb up on the tank from the back, but only inflicts 1D6 M.D. Operated by a dedicated gunner or the Tank Specialist.
Primary Purpose: Anti-Personnel.
Secondary Purpose: Defense.
Range: 2,500 feet (762 m).
Mega-Damage: 3D6 per single blast or 6D6 M.D. from both weapons fired simultaneously at the same target.
Rate of Fire: Each burst counts as one melee attack.
Payload: Effectively unlimited.

**4. Mini-Missile Launcher (1, turret):** Under the plasma cannon is a mini-missile launcher which can be fired instead of the plasma cannon or in between plasma blasts. Operated by the turret/plasma cannon gunner.
Primary Purpose: Anti-Personnel.
Secondary Purpose: Assault.
Range: One mile (1.6 km).
Mega-Damage: Varies with type, but standard issue is 7 High Explosive (5D6 M.D. to a 5 foot/1.5 m blast radius), 7 Plasma (1D6x10 M.D.), and 2 Smoke, but any type of mini-missile can be used.

For *non-lethal urban assaults and riot control,* substitute with 8 Tear Gas mini-missiles (same as short-range missiles), 5 Smoke and 2 High Explosive missiles for blasting through barriers or doors. See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.
Rate of Fire: One at a time or in volleys of 2, 3 or 4.
Payload: 16 total.

**5. Smoke Dispensers (8):** Four smoke-dispenser units are mounted on each side of the turret. Each unit can release a dense cloud of smoke that will cover an 40 foot (12.2 m) area behind it, or cover the vehicle if it is stationary. Can also release tear gas.
Payload: Eight, six smoke and two tear gas.

**6. Ram Prow:** The ram prow can be used to push parked, stalled and damaged vehicles and debris out of the way, clear debris, ram through light fortifications, and ram and knock down infantry troops, cyborgs, Shocktroopers, Brodkil and giant-sized monsters.
Range: Physical impact/ram attack.
Mega-Damage: The target struck takes 1D6 M.D. for each 10 mph (16 km) and there is a 01-80% chance that a humanoid target smaller than 22 feet (6.7 m) tall is knocked off its feet, loses initiative and one melee attack. The ram only takes 10% damage each time it rams something big and heavy like a Superheavy Machine, Warlord Shocktrooper, armored vehicle, giant robot, Gargoyle, wall, fortification and similar. Striking crowds of people, Light Machines, Brodkil, fences, barbed wire, cars and car-size debris does no damage to the ram prow or the tank.



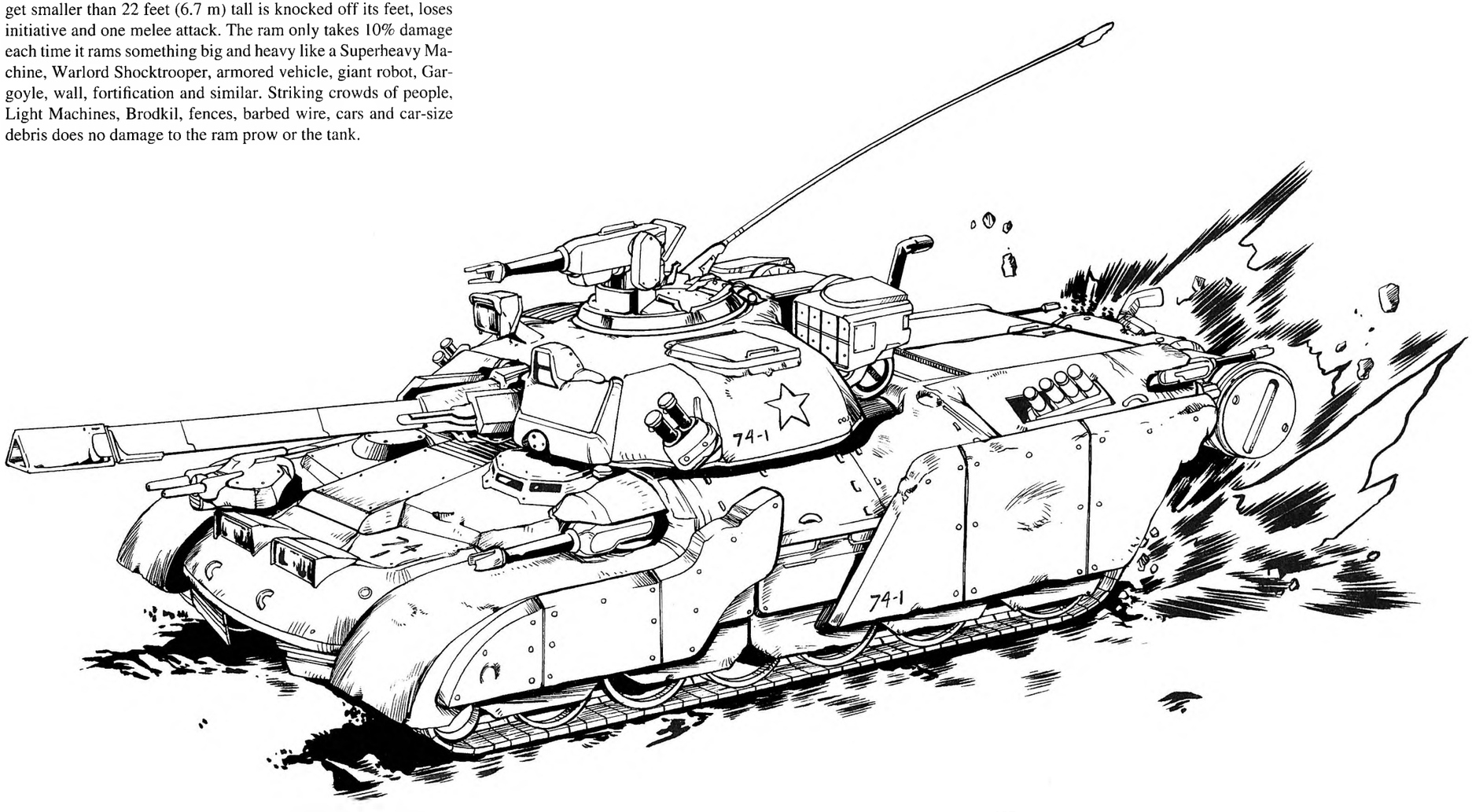
**7. Sensor System Note:** Has all the standard Sovietski vehicle features plus *one spotlight* on the front section of the main body. It can turn 360 degrees, has a 45 degree up and down arc, and 600 foot (183 m) range.

# SU-56 Shockwave Heavy Tank

The SU-56 Shockwave and SU-52 Groundthunder (see **Rifts® World Book 18: Mystic Russia**, page 164, with its 120mm cannon) are considered the workhorses of the Sovietski Tank Corps. Both are fast, capable armored cavalry units with excellent firepower, and both are spread pretty evenly across the Sovietski's domain and along its borders. The Shockwave is a large, comparatively squat vehicle with a low profile main turret and a smaller main cannon (100 mm) than the SU-52. The choice was made to allow more diverse ammunition and the inclusion of a state-of-the-art auto-loader that can switch between ammunition types, and additional weapon systems.

## Shockwave Heavy Tank

**Vehicle Type:** SU-56.
**Class:** Heavy Main Battle Tank.
**Crew:** Six: One Tank Commander, one Tank Driver, one Tank Specialist and three Gunners.
**M.D.C. by Location:**
Main Turret Housing – 200
Turret Hatch (1; top of turret) – 90
* Sensor Tower (1; turret) – 50
100 mm Main Gun – 150
* Turret Rail Gun (1; top) – 90
Laser Turret (1; front, right side) – 100
Corner Lasers (3; two back, one left front) – 50 each
Missile Box Launchers (2; back of turret) – 60 each
* Pop-Up Mini-Missile Launchers (2; sides) – 15 each
* Smoke Dispensers (4; turret) – 8 each
* Spotlight (1; turret) – 10
* Main Hatch (1; front, top) – 150
** Treads (2) – 150 each
* Reinforced Crew Compartment – 200
*** Main Body – 440



* Every item marked with a single asterisk is a small and/or difficult to strike. An attacker must make a Called Shot to hit and even then he is -3 to strike.

** Destroying one of the treads reduces the tank's speed by 50%, inflicts a -20% piloting skill penalty and -2 to dodge. Destroying both treads immobilizes the vehicle. Repairing a tread in the field requires the necessary tread (two spares are carried on board), and takes 1D4x10+30 minutes for a trained crew; twice as long for the inexperienced.

*** Depleting the M.D.C. of the main body shuts the tank down completely, rendering it useless. This includes the rail gun, cannon and all lasers. It also exposes the interior, reinforced, crew compartment.

**Speed:**

Maximum Speed: 90 mph (144 km), cruising speed and off-road speed is 50 mph (80 km).

Flying: Not possible.

Underwater Capabilities: Non-amphibious, but can slosh though water up to 6 feet (1.8 m) deep just fine.

**Statistical Data:**

Height: 10 feet (3 m). The lower main body is only 6 feet (1.8 m) tall.

Width: 14 feet (4.3 m).

Length: 30 feet (9.1 m).

Weight: 36 tons.

Cargo: Minimal. All the space inside is devoted to crew compartments, nuclear power plant and ammunition storage.

Power System: Nuclear with a 20 year life span.

Sovietski Cost: 29 million credits. It is exclusive to the Sovietski military and is not available on the Black Market. A captured vehicle in good condition could go for as much as 36 million credits.

## Weapon Systems:

1. **STG-45 High-Powered 100mm Cannon (turret):** While this is a slightly smaller gun than that found on the SU-52, the SU-56 Shockwave typically carries Solid Slugs or high Explosive, Armor Piercing, Anti-Tank and Smoke rounds, giving it excellent firepower. The turret itself can rotate 360 degrees and the cannon has a 45 degree up and down arc of fire. The cannon is operated by a designated gunner, assisted by an auto-reloading system that enables the gunner to fire quickly.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Monster.

Range: 5,600 feet (1,707 m).

Mega-Damage: Standard payload is as follows:

20 Solid Slug: 6D6 M.D., no blast radius.

18 High Explosive Anti-Tank (HEAT): 1D4x10 M.D. to a five foot (1.5 m) blast radius.

18 Armor Piercing (AP): 1D6x10 (no blast radius).

4 Smoke with a 30 foot (9.1 m) radius.

May also use special rounds based on assignment and the enemy expected to be encountered.

Rate of Fire: Each shot counts as one of the gunner's melee attacks.

Payload: 60 rounds of various types.

2. **Turret Rail Gun (1, top of turret):** The rail gun can be controlled by the gunner from inside the tank or by the commander or manually if the tank loses power (the rail gun has an auxiliary power supply). The gun has 360 degrees of rotation and a 45 degree up and down arc of fire.

Primary Purpose: Anti-Aircraft/Flyer and Anti-Missile.

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: 2D6 M.D. for a short 10 round burst, or 1D4x10 M.D. for a full 40 round burst.

Rate of Fire: Each burst, short or long, counts as one melee attack.

Effective Range: 4,000 feet (1,219 m).

Payload: 6,000 round drum feed for 150 full bursts or 600 short bursts. Reloading a drum take 20 minutes for those not trained, but a mere five minutes by a Tank Specialist.

3. **Short-Range Missile Box Launchers (2, turret):** Two missile boxes with 8 short-range missiles each sit on either side of the main turret. When ready to fire, they raise up three feet (0.9 m) and are capable of 360 degree rotation and 60 degrees of movement up and down, completely independent of the main gun. These missile boxes are operated either by the turret gunner or a second gunner. Like the rail gun, the launchers can be fired manually even if the tank in knocked out and without power (Main Body is reduced to zero or less), provided the turret has M.D.C., even if it is only the Reinforced Turret Compartment.

Primary Purpose: Anti-Flyers and Assault.

Secondary Purpose: Anti-Missile and Defense.

Range: High Explosive: 5 miles (8 km). Fragmentation: 3 miles (4.8 km).

Mega-Damage: Varies with missile type but typically 8 High Explosive (medium; 2D6x10 M.D. to everything in a 15 foot/4.6 m radius), 8 Fragmentation (2D4x10 M.D. to everything in a 20 foot/6.1 m radius) and two Smoke.

Rate of Fire: One at a time or in volleys of 2, 3, 4, or 6.

Payload: 16 total. Eight in each launcher.

4. **Smoke Dispensers (4, turret):** Two smoke dispenser units are mounted on each side of the turret. Each unit can release a dense cloud of smoke that will cover an 80 foot (24 m) area in front or behind the tank, or to envelop the vehicle if it is rendered stationary. In the alternative, can also release tear gas.

Payload: Four.

5. **Pop-Out Mini-Missile Launchers (2, rear):** These launchers remain concealed in the sides of the main vehicle toward the rear until they are needed. Typically operated by the same gunner who mans the rear lasers.

Primary Purpose: Anti-Flyer and Anti-Armor.

Secondary Purpose: Assault and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with type, but standard issue is 7 High Explosive (5D6 M.D. to a 5 foot/1.5 m blast radius), 7 Plasma (1D6x10 M.D.), and 2 Smoke, but any type of mini-missile can be used.

For *non-lethal urban assaults and riot control*, substitute with 8 Tear Gas mini-missiles (same as short-range missiles), 5 Smoke and 2 High Explosive missiles for blasting through barriers or doors. See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.

Rate of Fire: One at a time or in volleys of 2, 3, 4, 6 or 8.

Payload: 8 total, four per each launcher.

6. **Forward Laser Turret (1, right side):** A double-barrel laser is located at the front, right corner of the tank. It can turn side

to side 40 degrees and up and down 20 degrees. Operated by the tank's driver.

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 6D6 M.D. per dual blast, cannot fire a single blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

7. **Corner Laser Guns (3):** The remaining three corners of the tank mount laser guns. The forward gun on the left side can be operated by a gunner or other crew member. The forward gun usually has an independent gunner. The two in the rear have the same dedicated gunner who controls both, targeting uses video cameras. Each can turn side to side and up and down 20% degrees. **Note:** Some older models have rail guns instead of lasers.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m) whether a laser or rail gun.

Mega-Damage: 2D6 M.D. per single laser blast (or rail gun 10 round burst; can only fire bursts).

Rate of Fire: Each laser blast (or rail gun burst) counts as one melee attack of the weapon's gunner or operator.

Payload: 2,000 rounds per ammo drum (200 bursts).

7. **Sensor System Note:** Has all the standard sensor systems found in most Sovietski vehicles.

# SU-58 Tunguska Super-Tank

## And Mobile Command Center

The Tunguska is the newest, largest, single most devastating tank in the Sovietski Army, which has earned it the nickname "super tank." The vehicle is based on an old, pre-Rifts design recovered from one of the military research factories in Kaliningrad. It is a huge monstrosity that wields enough firepower that just one can be considered to be the equivalent of a modern tank squad or an entire 20th Century tank company! It is the heaviest tank ever fielded in Russia and is a sight to behold. It has four track assemblies, each roughly the size of an entire tank all by itself. Between them is a giant weapons platform with a ring of defensive guns, topped by the enormous main gun turret. This is the beast that fires 200mm tank shells and can double as a mobile command center or defensive weapons tower. As a result, the super-tank looks something like a massive artillery cannon surrounded by four small tanks. Each of the four track assemblies is attached to one corner of the vehicle's main body by a series of heavily armored, articulated joints and suspension systems which allow the Tunguska to travel off-road across uneven terrain and still remain steady enough to fire its main weapons.

The vehicle's main turret carries two large 200mm cannons able to lay waste to enemy armor with whatever rounds are selected, from Solid Slugs to Armor Piercing or High Explosive shells. Four smaller, secondary turrets are located around the tank on the four, tank-like tread housings. Each with a single, short-barreled heavy plasma cannon to ensure that at least two can engage an enemy target at all times. The SU-58 Tunguska is also equipped with a battery of medium-range missiles and mini-missiles to protect it from airborne threats and to blast enemy fortifications, bunkers, large combat formations and swarms of Brodkil, Gargoyles and demons!

The Tunguska Super-Tank has a forward facing troop deployment bay which can deploy 11 heavy machines or six Superheavy Machines, or six *Red Squall Assault Platforms* (or *Street Sickle armored cyborg motorcycles*) or some combination of them all. These heavy units or squadron of Red Squall VTOL weapon platforms defend the Super-Tank from encroaching enemy forces. There are eight supplemental rail gun turrets and four plasma flamethrower turrets around the vehicle, under the massive main turret, for additional defense and combat capabilities. These rail gun/flamethrower combinations are each operated by their own gunner. The tank also has a sophisticated onboard computer, one of the most advanced in all of Russia, whose systems make operating the vehicle possible, independently adjusting the speed of each drive track to compensate for diverse terrain, shifting struts and supports up and down to keep the vehicle balanced and weapons level, as well as identify enemy vehicles and monsters, and offer suggestions on which are the most immediate threats and/or primary targets. Even the weapons developers of Triax would love the opportunity to analyze the capabilities of the Tunguska and compare it to their own developments.

Nobody knows how many Super-Tanks are currently deployed by the Sovietski, or how many more may be under construction. Estimates suggest there are at least one dozen at the Red Army's disposal, three of them at Kaliningrad and 2-4 at Moscow. The rest deployed wherever they are needed. This is one unit that is constantly under repair to keep all units combat ready. Rumors have it that the behemoth is prone to issues with the complicated computer systems and enormous shock absorbers and suspensions.

### Tunguska Super-Tank

**Vehicle Type:** SU-58 Tunguska Super-Tank and Mobile Command Center.

**Class:** Mobile Artillery Anti-Armor Platform.

**Crew:** 20: One Tank Commander, two Tank Drivers, three Tank Specialists and 14 Gunners (one for each of the four plasma cannons, one for each of the rail gun stations, one for the main cannons and one for the missile launchers). Plus seats six passengers on the command deck in the main turret.

Combat Squad/Heavy Troop Defense Unit: 11 Heavy Machines, or 6 Superheavy Machines or six Red Squall flyers. A mixed defense squad consists of 4 Heavy Machines, 2 Superheavy and 2 Red Squall. **Note:** Cramped bunk area where the crew and passengers can sleep in rotation, 8 at a time, a Commander's office, and lavatories.

**Troop Capacity:** On the rear of the Super-Tank are the equivalent of two short boxcars that can contain and transport cargo or up 80 infantry troops or Light Machines with full gear; 40 inside each container or 40 tons of cargo in each.

**M.D.C. by Location:**

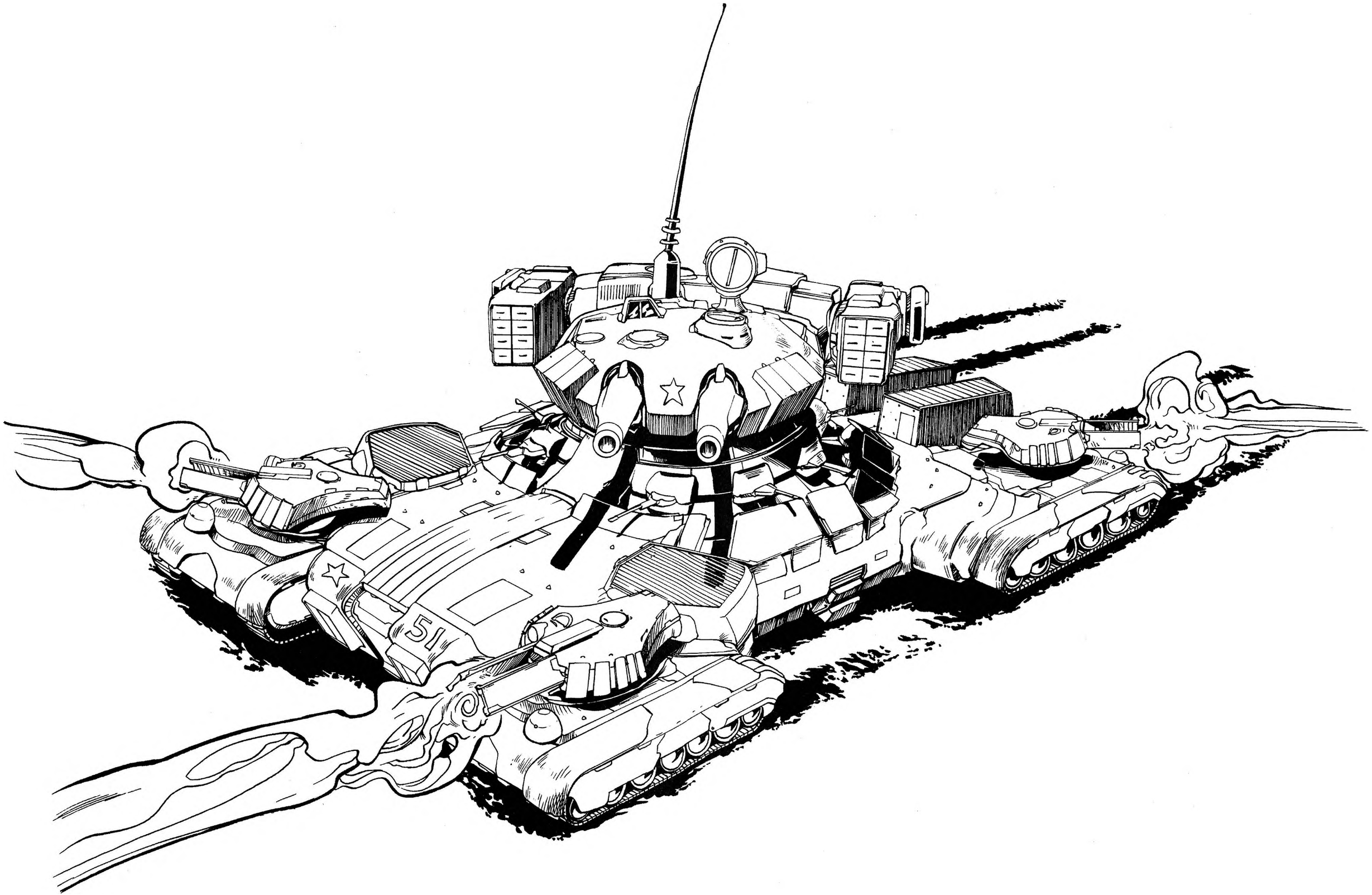
Main Turret – 500

Main Cannons (2; turret) – 230 each

Medium-Range Missile Launchers (2; turret) – 200 each

* Main Mini-Missile Launchers (2; side of turret) – 80 each

* Sensor Tower (1; turret) – 120


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* Secondary Sensor Dome (1; turret) – 85
Turret Hatches (3; top/roof) – 100 each
* Armor Observation Station Shielding (6; turret) – 100 each
* Observation Windows (6; when Armored Shields are up) – 20 each
Rail Gun & Flame Thrower Turrets (8; below turret) – 125 each
Plasma Cannon Turrets (4; one per Tread Assembly) – 200 each
** Tread Assembly/Tank Chassis (4) – 350 each
Treads on the 4 Tread Assembly/Tank Chassis (8; 2 each) – 150 each
* Side Access Blast Doors (2) – 200 each
* Front Access Troop Blast Doors (2) – 200 each
Unfolding Ramp at Blast Doors (6) – 100 each
* Communications Tower/Antenna (1; top of turret) – 100
* Main Sensor Array (1; top of turret) – 80
* Independent Sensor Bubbles (4; one on each Tread Assembly) – 25 each
Armored Treads (12; 2 per Plasma unit, 4 under Main Body) – 150 each
* Reinforced Crew Compartment of Turret/Command Deck – 400
* Reinforced Crew Compartment of Plasma Cannons (4) – 100 each
* Reinforced Troop Compartment of Boxcars (2; rear) – 100 each
* Reinforced Troop Compartment of Combat Squad (front) – 150
* Reinforced Crew Compartment of Main Body (center) – 200
*** Main Body of the Super-Tank – 970

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

Destroying the Communications Tower knocks out the extended range it provides. Destroying the Sensor Array knocks out long-range communications, radar and other sensory capabilities of the main turret. However, short-range systems via the four tread assemblies mounted with plasma cannons can be tapped to continue to provide basic targeting and friend and foe identification. To destroy all forms of optical and sensory enhancement, and computer targeting, these four smaller units must be destroyed. When that happens, lookouts from the observation deck and/or other locations on the Super-Tank or on the ground must rely on their own senses and relay what they see via radio without any of the bonuses provided by the sensor arrays.

** Destroying one of the tread assemblies reduces the vehicle's speed by 20% and inflicts a -5% piloting skill penalty. Destroying two tread assemblies reduces the vehicle's speed by an additional 20% and inflicts an additional -10% piloting skill, and so does destroying three or four of the tread assemblies. Destroying all four forces the Super-Tank to rely upon the unseen treads under the center mass of the turret and a maximum speed of five miles per hour (8 km). Destroying all of them completely immobilizes the vehicle.

*** Depleting the M.D.C. of the Main Body shuts the vehicle down completely, rendering it useless, making all weapon systems of the Main Body and turret inoperable. However, the plasma cannons on the four tread assemblies can still fire.

**Speed:**
Maximum Speed: 60 mph (96 km), 45 mph (72 km) off-road even over debris strewn or blasted terrain.
Flying: Not possible.
Underwater Capabilities: Non-amphibious, but can roll though water up to 7 feet (2.1 m) deep just fine.
**Statistical Data:**
Height: Overall 35 feet (10.7 m). 28 feet (8.5 m) to the top of the turret. 25 feet (7.6 m) standing on one of the hatches. Sensor dome is another 8 feet (2.4 m) and it is 28 feet (8.5 m) to the tip of the main sensor tower.
Width: 36 feet (11 m).
Length: 68 feet (20.7 m).
Weight: 252 tons, unloaded.
Cargo: Various storage lockers inside, two short boxcars for the storage bay, 10,000 gallon (37,854 liter) water supply, food rations for the crew for one month, and a full backpack, canteen, energy rifle and gear for each crew member, as well as eight jet packs.
Power System: Nuclear, average energy life is 20 years.

## Weapon Systems:

1. **SGT-70 High-Powered 200mm Cannons (2, turret):** The primary weapon turret of the Tunguska holds two 200mm smoothbore cannons. These weapons can fire a variety of rounds loaded individually by the crew or automatically from the internal magazines. Standard payload is Solid Slug, High Explosive, Armor Piercing shells and a few Smoke. The turret can rotate 360 degrees and the cannons have a 50 degree up and down arc of fire. The pair of cannons have a dedicated gunner, but can also be manned and fired by the Tank Commander.

Primary Purpose: Anti-Armor.
Secondary Purpose: Assault.
Range: 12,000 feet (3,658 m).
Mega-Damage: Standard payload for each cannon is as follows:
*60 Solid Slug* (1D6x10 M.D., no blast radius).
*60 High Explosive* (HE; 1D6x10+10 M.D. to a 15 foot/4.6 m radius).
*60 Armor Piercing* (2D6x10 M.D., no blast radius).
*40 High Explosive Anti-Tank* (HEAT; 2D6x10 M.D. to a 10 foot/3 m blast radius).
*10 Incendiary or other special ammo (silver, wood, etc.).*
*10 Smoke* (covers a 30 foot/9.1 m area).
See the Tank Round descriptions earlier in this section for complete details. Double damage when the two cannons are fire-linked to shoot at the same target, simultaneously.
Rate of Fire: Each single or dual blast counts as one of the gunner's melee attacks. The cannons are limited to five blasts each, per melee round, due to the loading mechanism.
Payload: 250 total; 125 per each cannon. See Mega-Damage for the standard payload and damage for each internal magazine. If one cannon is destroyed, its ammunition can be redirected to the surviving cannon.

2. **Medium-Range Missile Launchers (2; turret):** Toward the back of the turret, on either side of the cannons, is a missile launcher designed to handle the launch of medium-range missiles. These launchers, controlled by the pilot, are for punching through fortifications, countering airborne threats, and strikes on concentrated, armored ground forces

outside of normal range. Both can rotate up and down 200 degrees.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Artillery Barrage and Anti-Fortification.

Range: Varies with missile type, but typically 40 miles (64 km).

Mega-Damage: Varies with missile type. Any medium-range missile can be used, but typically *High Explosive* (3D6x10 M.D. to a 30 foot/9.1 m blast radius), *Fragmentation* (2D6x10 M.D. to a 40 foot/12.2 m radius), or *Armor Piercing* (3D6x10 M.D., no blast radius). See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.

Rate of Fire: One at a time or in volleys of 2, 4, 6, or 8.

Payload: 16 medium-range missiles total; 8 per launcher.

3. **Mini-Missile Launchers (2, turret):** Located to the side and behind each of the two medium-range missile launchers is a Mini-Missile Launcher. Each is identical and can rotate 360 degrees to fire up and down, forward and behind the Super-Tank. They are used for defense and to soften up enemy troops.

Primary Purpose: Assault and Defense.

Secondary Purpose: Anti-Personnel.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. The mini-missiles may all be the same type or a mix of 2-4 different types, but not smoke. The typical payload is *High Explosive* (5D6 M.D. to a 5 foot/1.5 m blast radius), or *Fragmentation* (5D6 M.D. to everything in a 20 foot/6.1 m blast radius).

Rate of Fire: One at a time or in volleys of 2, 3, 4, 6, 8 or 12.

Payload: 48 total. 24 in each launcher. It carries one full reload for each launcher, but it takes 1D6+4 minutes to be reloaded by the experienced crew. This is not recommended while under fire, as reloading takes place outside by two cyborgs and a Tank Specialist using jet packs to reach the launchers.

4. **Defensive Rail Gun Turrets (8; base of the turret):** These supplemental weapon turrets are primarily used for the defense of the Super-Tank and the turret rather than assault. When the Tunguska is being overrun – Brodkil, Gargoyles and many demons use swarming tactics – the defensive turrets fend them off. They may also be used to try to blow up incoming enemy missile volleys. Each turret has a dedicated gunner.

   Calling these defensive posts "rail gun turrets" is something of a misnomer as each turret can also fire six mini-missiles and has a flamethrower. The latter intended to keep Warlord cyborgs and other conventional troops (versus the inhuman and supernatural) away from the cannon turret and off the Main Body of the Super-Tank. Each rail gun (the flamethrower is under the barrel of the rail gun) can move side to side and up and down 45 degrees.

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel.

Range: *Rail Gun:* 4,000 feet (1,219 m). *Flamethrower:* 200 feet (61 m). *Mini-Missiles:* One mile (16 km).

Mega-Damage: *Rail Gun:* 4D6 M.D. per short, 10 round burst. *Flamethrower:* 1D4x10 M.D. to anyone caught within the flamethrower's reach. *Mini-Missiles:* Typically all High Explosive (5D6 M.D. to a 5 foot/1.5 blast radius).

Rate of Fire: Each rail gun or flame burst counts as one of the gunner's melee attacks. Mini-missiles may be fired one at a time or in volleys of 2, 3 or 4.

Payload per each Turret: *Rail Gun:* 6,000 round internal magazine, allowing for 600 bursts per weapon. *Flamethrower:* 20 blasts. *Mini-Missiles:* Four per each of the eight turrets.

**Note:** A gunner can operate the flamethrower system or the rail gun, one at a time, but not both. Firing one or a volley of missiles counts as one of his melee attacks.

5. **SPC-50 Heavy Plasma Cannons (4):** Each of the four, so-called "tread assemblies" look like a tank attached to the Super-Tank at each of the four corners of the Main Body. Each helps to provide locomotion and speed for the massive Tunguska Super-Tank, but is also a heavy assault, defense unit. A short-barreled plasma cannon turret is located on each of the tread assemblies/tank chassis. Each turret has its own gunner inside, a reinforced gunner's compartment (100 M.D.C. each), and can rotate 360 degrees and move up and down 45 degrees. Each also has its own, independent camera, sensor and targeting system (the small dome-like structure in front, under the barrel), and all the standard features common to Sovietski combat vehicles, including Cyberlink between it and the Gunner.

Primary Purpose: Anti-Armor and Assault.

Secondary Purpose: Anti-Monster and Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one of the gunner's melee attacks.

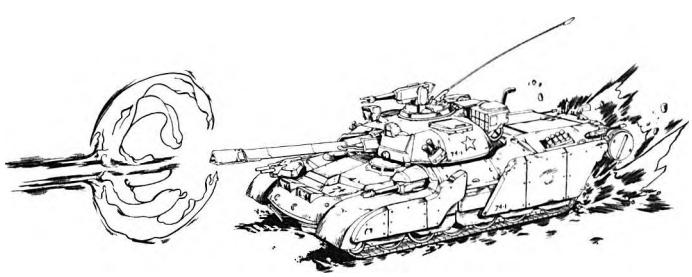
Payload: Effectively unlimited.

6. **Additional tank, armored vehicle, flyers or troop escort:** The Super-Tank is usually the command center for a much larger military operation, such as a tank company, assault group or armored defense unit. There is almost always an additional platoon of tanks or armored vehicles, and/or Heavy or Superheavy Machines, and/or a squad or two of Red Squall assault platforms (six Red Squalls per squad), assigned to escort and defend the Tunguska. This is in addition to the small combat squad (6-11 troops) that is part of the standard crew.
7. **Sensor System Note:** Has all the standard sensor systems found in Sovietski military vehicles, plus the following.

   Armored Observation Stations (6, turret): On the turret are six observation windows (M.D.C. plexiglass with 20 M.D.C. each). Each is shielded by an armored shutter (120 M.D.C. each) that can flip up to allow direct visual observation, and flips down when not needed or combat is too fierce. (They are in the down position in the illustration.)

   Enhanced Communications System: Triple the usual range.

   Enhanced Radar: To simultaneously identify and track up to 144 targets. Range: 300 miles (480 km).



# SU-90 "Iron Forge" Mobile Cyborg Hospital

The Sovietski's dependence on cybernetics and bionics in the field of battle can sometimes be a detriment. If a weapon or limb is damaged or malfunctions, the bionic soldier could be many miles from the nearest medical facility. Replacing and repairing parts requires specialized medical and technical capabilities far beyond the folk medicine of the countryside and is inimical to magic healing. On the battlefield, the Vedmak Cyber-Doc plays a big role in maintaining cyborg troops, but they too have their limitations and can only bring with them so many parts for repairs. The Sovietski's SU-90 Mobile Cyborg Hospital is designed to help support troops in the field and provide quick and easy access to top-of-the-line medical facilities for cybernetics and bionics. Not only repairing damaged bionics, but replacing organic eyes, organs and limbs lost in combat with cybernetic and bionic replacements to get the soldier back in action without having to send him home first. Only complete, bionic conversion into a Light or Heavy Machine is NOT possible, but partial bionic reconstruction is.

The design of the large vehicle allows essential medical and cybernetic attention to be offered to front-line troops quickly and efficiently. Soldiers are brought to the Iron Forge, which is often left well behind the front lines, where they can get the necessary medical care and bionic repairs and partial augmentation or reconstruction they need.

There are large bay doors that can open on the bottom to lift large, damaged Heavy and Superheavy Machines directly into the main bay. A flat platform with four cranes, two large and two small, on the rear of the vehicle is used to lift damaged cyborgs onto the deck where their damage can be assessed, stabilized and the injured soldiers triaged based on priority and urgency.

## Mobile Cyborg Hospital

**Model Type:** SU-90 Mobile Cyborg Hospital.
**Crew:** Six: One Tank Commander, one Tank Driver, two Tank Specialists and two Gunners.
**Hospital Staff/Medical Personnel:** One Head of Surgery (a level 1D4+6 Cyber-Doc or Vedmak at the rank of Colonel), three Body Fixers, six Cyber-Docs, six Vedmak Cyber-Docs, 12 nurses, two chemists/lab techs, four field medics and four Heavy Machines to help with the heavy lifting. The Head of Surgery coordinates and prioritizes all medical, cybernetic, and bionic procedures.
**Troop Capacity:** The vehicle can accommodate up to 24 bedridden patients, another 24-30 ambulatory patients, and an additional 30 can be squeezed in during an emergency. Heavy Machines take up the space of two human-sized patients, and Superheavy Machines the space of four.
**M.D.C. by Location:**

Searchlights (4; 2 front and 2 rear) – 30 each
* Sensor Turret – 45
Rail Gun Turrets (4) – 100 each
Front Ion Turret – 130
* Side Crew Compartment Door – 100
* Top Access Hatches (2) – 80 each
Belly Hatch (1; emergency escapes) – 100
** Armored Wheels (8) – 80 each
** Hover Thrusters (4) – 80 each
Rear Triage/Loading Area – 250
Large Crane Arms (2) – 150 each
Small Crane Arms (2) – 90 each
Ram Prow – 120
Reinforced Crew Compartment – 150
Reinforced Medical Bay – 200
*** Main Body – 320

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then he is -3 to strike.

Destroying the Sensor Turret knocks out long-range communication, radar, and all forms of optical and sensory enhancement. The pilot must rely on his own senses without any of the bonuses granted to him by the piloting skill and special features.

** Reduce speed by 10% for every hover thruster that is destroyed. Destroying half of the wheels and the two hover thrusters on one side of the vehicle reduces speed by 50% and imposes a -20% piloting skill penalty and -2 to dodge. More than that, reduce speed by another 20%. If all wheels and thrusters are destroyed on one side, the vehicle is severely crippled. Maximum speed is 20 mph (32 km), but the one side drags across the ground for a jarring and bouncy trip, surgery is impossible, the injured are in pain and -20% to save vs coma/death from all the jarring movement, and the piloting penalty is -40% and -5 to dodge. A heavily damaged mobile hospital should wait for repairs or until an empty cyborg hospital can be brought up for the crew and patients to transfer onto.

*** Depleting the M.D.C. of the Main Body shuts the mobile hospital down completely, rendering it useless for combat, travel or surgery.

**Speed:**
Maximum Speed: 80 mph (128 km), 60 mph (96 km) off-road.
Cruising Speed: 40 mph (64 km).
Flying: None.
Underwater Capabilities: Not possible, but may ford through water up to 12 feet (3.7 m) deep as long as all exterior doors are closed.

**Statistical Data:**
Height: 31 feet (9.4 m).
Width: 33 feet (10 m).
Length: 155 feet (47.2 m).
Weight: 210 tons fully loaded.
Cargo: Medical Supplies: Eight bionic surgical bays, six smaller surgical suites for surgery not involving bionics, but may involve cybernetic implants and simple bionic reconstruction (eyes, light limbs, etc.). Each has access to the most advanced Sovietski medical tools, an X-ray machine, EKG, EEG, digital imaging (MRI/CT/Full Body Scan), clean room, quarantine room, laboratory with refrigeration units, drug dispensary, cybernetics dispensary, bioinics dispensory, medical waste disposal, and a few medical supply storage bays. There is also a small doctor's lounge/meeting room, four small sleeping bays with four bunks each for crew members on sleeping rotation, two showers, and a kitchen. In addition to a wide range of cybernetic and bionic parts, the vehicle also carries 40 sets of replacement limbs for Light Machines and 20 for Heavy Machines, a variety of standard/common bionic weapon systems

and cybernetic implants, eyes, and organs, 72 of each nano-medical system, 10 portable computers, five portable Bio-Scan & Bio-Labs, five Portable Scan Dihilators, six language translators, two portable laboratories, plus five basic Light Machine cyborg frames and two Heavy.
Cargo: Other Supplies: 10 days of food rations for the crew and medical personnel. 15,000 gallons of water, one energy rifle for all personnel assigned to the mobile cyborg hospital, 8 Red Star body armor, 12 communicators, five jet packs, two snowmobiles and one field radio.
Power System: Nuclear, average energy life is 20 years.
Black Market Cost: Not available. None of the Sovietski Iron Forge vehicles have ever made it to the Black Market. If one did, a new undamaged vehicle could command between 40-60 million credits. These vehicles are highly desirable to Warlords and there have been several attempts to capture one.

### Weapon Systems:

1. **Heavy Ion Turret:** A short-ranged ion cannon capable of single shots is located right above the pilot's compartment. Fired by the pilot.

Primary Purpose: Defense.
Secondary Purpose: Anti-Personnel.
Range: 1,000 feet (305 m).
Mega-Damage: 5D6 M.D. per blast.
Rate of Fire: Each burst counts as one melee attack.
Payload: Effectively unlimited.

2. **Dual Rail Gun Turrets (4):** Two of these heavy turrets are located above the pilot compartment and the other two are placed at the rear of the vehicle under the loading platform.

Primary Purpose: Defense.
Secondary Purpose: Assault.
Range: 4,000 feet (1,219 m).
Mega-Damage: 4D6 M.D. for a 20 round burst from one barrel. 1D4x10 M.D. for a double barrel 40 round burst.
Rate of Fire: Bursts only.
Payload: 4,000 rounds per turret, enough for 100 double bursts or 200 single barrel bursts.

3. **Large Crane Arms (2):** The two large crane arms have a number of utility tools:

**a) Large Pry Bar/Jaws of Life Apparatus:** The Jaws of Life are used for prying open hatches and doors, enlarging holes in metal hulls to make them large enough for people to squeeze through, ripping through wreckage to find individuals who may be inside, moving rubble and debris, and for lifting out the injured. When not in use, the tong-like Jaws of Life are pressed together (like human hands in a prayer position), creating the illusion there is only one pry bar and spreading apart when used. Standard use is to force the pry bars into the crease of a door or hatch and spread the two bars apart to force the hatch to open. The same technique is used to create larger openings in damaged hulls/walls.

Primary Purpose: Rescue Tool.
Secondary Purpose: Forced Entry.
Range: Touch/close combat.
Mega-Damage: The pry bar/Jaws of Life has a Robotic pry/tear strength of 50 and inflicts 3D6+6 M.D. when used to spread openings and otherwise pry open doors and hatches or tear through debris or cyborg armor and decimated cyborg bodies. Cannot punch. Despite the strength of the Jaws of Life, the user can control them to gently lift and move the injured.
Payload: Effectively unlimited.

**b) Laser Torch:** Each crane has a precision tool for slicing through debris, cutting away bionic parts and armor, and to solder and make repairs.

Primary Purpose: Cutting and Rescue.
Secondary Purpose: Defense.
Range: 30 feet (9.1 m).
Mega-Damage: Multiple settings: 3D6 S.D.C., 5D6 S.D.C., 1D6x10 S.D.C., 1 M.D., 1D4 M.D., and 2D4 M.D.
Rate of Fire: Each blast counts as one melee attack.
Payload: Effectively unlimited.

**c) Winch and Hooks:** Each crane has a tow cable with an attachment for multiple styles of gear to secure items. Hooks, straps, nets and platforms can all be attached to the end. Each crane is capable of lifting up to 10 tons (the smaller cranes can only lift five tons each).

4. **Ram Prow**: A wedge on the front of the Mobile Cyborg Hospital is designed to push through debris fields and incapacitated vehicles and other obstacles to get to the injured. Though the vehicle can be used to run into targets to knock them down or move them out of the way (see the Road Hammer for combat stats), it is a hospital with injured onboard and ill-advised for obvious reasons.
5. **Sensor System Note:** Has all the standard sensor systems and features of Sovietski vehicles.

# Notable Water Vessels

## SN-247 Torrent

### Fast-Attack Gunboat

The Torrent Fast-Attack Gunboat is a small, agile vessel used to patrol the rivers, lakes and other waterways of Russia. It is mostly found along the coastal waters of Sovietski territory, but is also used for long-range reconnaissance and exploration outside of their own sphere of influence. The ship, equipped with special boosters to increase straight line speed, is often deployed to chase down pirates and sea monsters, but also to escort cargo ships and defend ports along Sovietski waterways. Both New Moscow and the Volga River Fortress have complements of these fast, small ships at their docks along various rivers. Others patrol the waters of Kaliningrad and New Leningrad; each has 20 of these craft with more currently under construction.

The SN-247 Torrent has a dual ion turret at the stern, a mini-missile launcher, two heavy rail gun turrets, and a pair of torpedo launchers. These armaments enable the ship to pack a punch when needed and it can hold its own against most water vessels and sea monsters. The Torrent is designed to operate with a small crew and can accommodate up to eight additional soldiers or Light Machines, or six Heavy Machines, for use in boarding actions. Three Superheavy Machines can be carried instead of the normal troop compliment. Sometimes the extra firepower from the heavier cyborgs is welcomed when engaging larger monsters or well-armed pirates such as the Horune.

## SN-247 Torrent

**Model Type:** SN-247.

**Class:** Fast-Attack Gunboat.

**Crew:** Five: One captain/pilot, one first mate/co-pilot, one navigation/sensor/communications officer, and two gunners.

**Troop Capacity:** The vessel can accommodate up to eight additional soldiers or Light Machines, or six Heavy Machines in cramped conditions, or three Superheavy Machines, though speed will be reduced by 10%.

**M.D.C. by Location:**

Bridge – 100
* Rear Thrusters (2) – 40 each
Front Rail Gun Turrets (2) – 120 each
* Rear Ion Turret – 100
** Radar Array – 50
Mini-Missile Launcher – 50
Torpedo Tubes (2) – 60 each
Reinforced Crew Compartment – 100
*** Main Body – 310

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

** Destroying the radar array knocks out long-range communications and all forms of optical and sensory enhancement. The pilot and crew must rely on their own senses without any of the bonuses granted to them by the ship's special features.

*** Depleting the M.D.C. of the main body destroys the ship, causing it to sink in 3D6 minutes. There are two inflatable rafts that can hold all four crew members and troops, but not Heavy or Superheavy Machines. It has been noted that in the case of carrying additional passengers this raft situation cannot accommodate everyone, especially heavier cyborgs. The problem is to accommodate heavier than Light Machines a larger, heavier boat is necessary and that would interfere with the aerodynamics and reduce speed by 25%, which is considered detrimental to the effectiveness of the vessel. Heavy and Superheavy Machines join the crew at their own peril.

**Speed:**

Maximum Speed: 100 mph (160 km) when the thrusters are engaged. Primarily used when pursuing an enemy in straight areas of rivers or open waters of lakes and seas. There is a -20% piloting skill penalty when the thrusters are active.
Cruising Speed: 55 mph (88 km).
Flying: Not possible.
Underwater Capabilities: Not possible.

**Statistical Data:**

Height: 16 feet (4.9 m).
Width: 19 feet (5.8 m).
Length: 68 feet (20.7 m).
Weight: 36 tons.
Cargo: There is a storage area that doubles as the troop compartment when extra troops are aboard. With no additional troops, the storage area can carry enough supplies and equipment for the crew for up to 60 days. This includes enough food and fresh water, separate storage lockers for each crew member with a first aid kit, a suit of personal body armor, rifle, side arm, and 4 clips of ammunition for each. There is a separate weapons locker onboard with 32 extra mini-missiles, 4,000 rounds for each rail gun, and two jet packs. There is also a small cabin with four bunks, a small seating area, a kitchenette and a lavatory.
Power System: Nuclear, average energy life is 15 years.
Black Market Cost: 42 million credits for a new, undamaged vessel. Extremely rare.

## Weapon Systems:

1. **Rail Gun Turrets (2):** Towards the bow (front) of the vessel are a pair of heavy rail gun turrets. Each can rotate 200 degrees and has a vertical arc of fire of 100 degrees. This allows each turret to fire at hostile forces that come alongside the gunboat as well as targets in front and in the air. Each can operate independently or fire-linked together and controlled to fire at the same target, and to be handled by one gunner or crew member.

Primary Purpose: Assault.
Secondary Purpose: Anti-Armor.
Range: 4,000 feet (1,219 m).
Mega-Damage: 1D4x10 M.D. per 20 round burst from each weapon fired, or 2D4x10 M.D. when the two turrets target and fire simultaneously upon the same target. Single shots are not possible.
Rate of Fire: Each single burst or dual burst at the same target counts as one melee attack.
Payload: Each turret is fed by a 4,000 round internal magazine, allowing for 200 bursts per weapon.

2. **Rear Dual Ion Turret:** At the stern of the vessel is a short-range ion turret. It is primarily used to try to shoot down volleys of missiles or target pursuing vehicles and sea monsters. It is capable of a 90 degree arc of fire up and down, and side to side. Manned by a gunner it is +1 to strike. No such bonus applies to any other crew member, passenger or troops.

Primary Purpose: Defense.
Secondary Purpose: Anti-Missile.
Range: 2,000 feet (610 m).
Mega-Damage: 4D6 M.D. per single blast or 1D4x10 M.D. per double blast.
Rate of Fire: Each single or double blast counts as one of the gunner's melee attacks.
Payload: Effectively unlimited.

3. **Mini-Missile Launcher:** On the roof of the main crew compartment is a mini-missile turret used to target incoming airborne or seaborne threats, missile volleys and the occasional sea monster. They are also used against enemy vessels and shore emplacements.

Primary Purpose: Assault and Defense.
Secondary Purpose: Anti-Fortification.
Range: One mile (1.6 km).
Mega-Damage: Varies with type of missile used. Typically High Explosive (5D6 M.D. to everything in a 5 foot/1.5 m radius) or Fragmentation (5D6 M.D. to everything in a 20 foot/6.1 m radius).
Rate of Fire: One at a time or in volleys of 2, 4 or 8.
Payload: 8 total. An additional 32 mini-missile are available for reloads, which can be done by one trained crew members with the appropriate skills in 1D4+1 minutes, double for the inexperienced.

4. **Medium Torpedo Launchers:** These are the primary weapons used against light submersibles, underwater cyborgs, sea serpents and large vessels. The launchers are located on either side of the vessel, near the bow and below the waterline.

Primary Purpose: Anti-Ship.
Secondary Purpose: Anti-Monster.
Range: Five miles (8 km).
Mega-Damage: Any medium torpedo can be fired from the launch tubes, but High Explosive torpedoes are standard, doing 3D4x10 M.D.
Rate of Fire: One at a time or in volleys of two.
Payload: 8 torpedoes total, four per launch tube.

5. **Sensor System Note:** Has all the standard sensor systems found in Sovietski vehicles, in addition to the following:

   Life Support: Air circulation and cleaning system with gas filtration and toxic warning system. The vehicle's pilot compartment can be sealed to have an air purification, purge and circulation system with an eight hour supply of oxygen that can clean and recycle breathable air for approximately 14-18 days.

   Electronic Counter-Measure System: Designed specifically to disrupt radio communications over a large area, causing general confusion among enemy units and troops. The system also ties into the radar and combat computer to trace an enemy's attempted transmissions over jammed frequencies to find their general location and can also be used to trace homing beacons. The system is powerful enough to jam all enemy transmissions within a 20 mile (32 km) radius.

   Sonar: The sonar of the Torrent is capable of detecting submerged targets up to 30 miles (48 km) away. It has special features allowing it to identify, catalog and distinguish each signal with ease. When used by a trained operator, the advanced system imparts a +10% bonus to the Sensory Equipment skill.

# SN-357 Storm Swell

## Submarine/Amphibious Assault Craft

The Storm Swell is a combination attack submarine, cruiser and amphibious landing craft. It has been the primary workhorse of the Sovietski navy since the Coming of the Rifts and the destruction of the shipyards that once built Russia's capital ships. It is just compact enough to be produced and maintained at the small military shipyards that the Sovietski keeps at Kaliningrad, New Leningrad and the Volga River Fortress. The ship was designed for easy upkeep and maintenance, and functions well in all sorts of conditions and environments.

The SN-357 Storm Swell has a long, flat, smooth hull, which is elliptical when viewed from the front, with the main body being wider than it is tall. It has a noticeably raised bridge about two thirds of the way back with an observation window covered by retractable, protective M.D.C. shielding (100 M.D.C. each). On the main body, directly under the bridge area, are wing-like nacelles that continue up towards the front, until about the halfway point of the vessel. These wing-like sections each contain two additional engines, and torpedo launchers.

The smooth top of the ship has three concealed, high-powered ion turrets that retract into the hull when not in use, two in front of the bridge and one behind. When the ship rises to the surface, the turrets pop up and are ready to fire, but they cannot fire when the vehicle is underwater. Also, behind the bridge section is a small landing bay for two SUMi-224 Stormbringer Gunships or six SUMi-185 Red Squall VTOL Assault Platforms. These are used to provide limited air support for amphibious landings or engaging fast-moving enemies in open water. The front of the ship is used to transport troops. The exact composition of the forces being transported varies based on the mission, but is typically a mixed infantry of Wolverine People, Cold Born, and Light, Heavy and Superheavy Machines who take part in amphibious assaults. And probably includes two or three special forces squads.

The ship moves up near the shore and the front bay door opens up to release swarms of troops. The top ion turrets provide covering fire support. When necessary, the ballast system allows the forward troop compartment to fill with water and open, deploying combat swimmers or amphibious Rusalka cyborgs without the need to surface. Once the troops are out, the doors close and the water can be pumped out.

During longer missions, the troop compartment is also used as a temporary communal living space and staging area for the soldiers and their vehicles. Before a large combat mission, the space is cleared of all personal effects and bunks which fold into compartments along the walls. Due to the extra space needed for these missions, troop capacity is usually reduced to half.

**Game Note:** Player characters are not intended to own or have full control over one of these big, powerful submarine transports, but can easily fit in as part of a crew or troop complement. Using this vehicle as a campaign centerpiece, staging point or a home away from home can allow the players to experience a wide range of adventures in areas of the world where the Sovietski has a very limited presence – from China, England and France to Atlantis and the Americas. It has played a major role in battles against the Warlords and Brodkil Empire alike. And it has been critical to the survival of Kaliningrad, transporting troops and supplies to the beleaguered city-state.

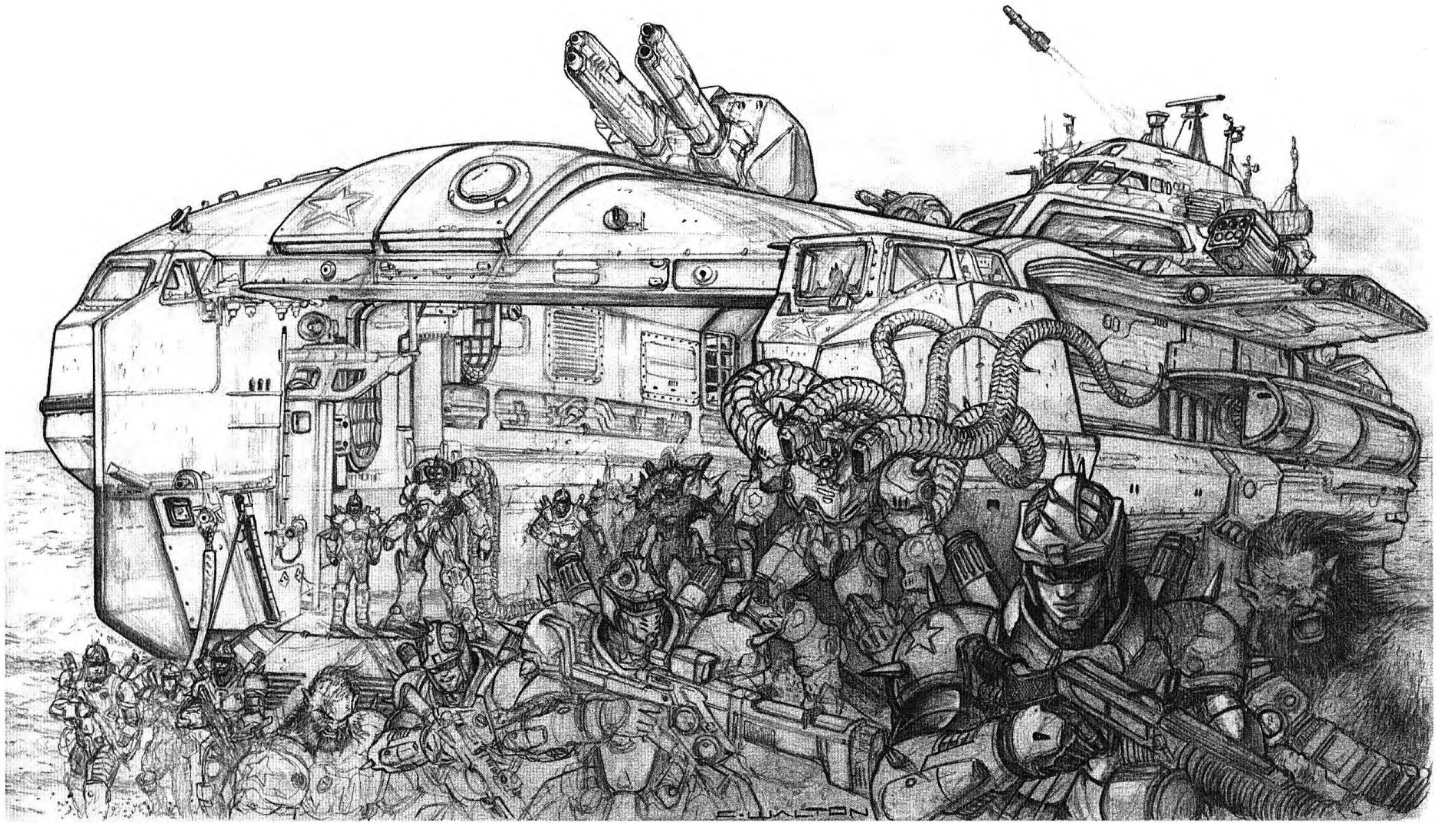
### SN-357 Storm Swell Submarine and Transport

**Model Type:** SN-357.
**Class:** Submersible Assault and Troop Transport Ship.
**Crew:** 58 total; 12 officers, 36 enlisted crew, and 10 naval airmen who pilot the "Stormbringer" Gunships and "Red Squall" VTOLs.
**Troop Capacity:** The troop compartment can hold 180 infantry soldiers or Light Machines, or 100 Heavy Machines, or 60 Superheavy Machines, plus two "Stormbringer" Gunships, 6-12 Red Squall Assault Platforms and 8-12 Street Sickle Cyborg Assault Trikes. Or more likely a mixed force that is some combination of the above, plus the vehicles.

Sometimes a troop load is two SM-451 "Black Water" Amphibious Assault Vehicles and their assigned troops, plus 50 normal human soldiers or Light Machines, and 20 Heavy Machines and 8 Superheavy Machines.

**M.D.C. by Location:**

Pop-Up Forward Ion Turret (1; bow) – 200
Pop-Up Middle Ion Turrets (2; on sides of the Bridge) – 200 each
Pop-Up Medium-Range Missile Launcher (1; center deck) – 100
Pop-Up Short-Range Missile Launchers (2; mid-deck) – 100 each
* Torpedo Tubes (4; 2 per nacelle) – 100 each
Wing-like Nacelles (2; sides) – 200 each
** Engines in the Nacelles (2) – 100 each
** Engine in Tail (1) – 120



** Aircraft Landing Bay Door (1, stern, top) – 250
Beach Landing Bay Door (bow/nose) – 300
* Hatches/Airlocks (6) – 120 each
* Communications Tower (1; bridge) – 100
* Sensor Array (1; bridge) – 50
* Sonar Array (1; bridge) – 50
** Forward 1/3 of the Ship/Troop Bay – 400
** Reinforced Forward Troop Transport Compartment – 250
*** Bridge – 400
**** Main Body – 1,100

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

Destroying the communications array knocks out long-range radio communication, radar and surface sensor systems. The pilot and crew must rely on their own senses without any of the bonuses granted to them by the ship's special features when surfaced.

Destroying the sonar array leaves the vessel "blind" underwater.

** Depleting the M.D.C. of one *engine nacelle* reduces speed and maneuverability by 30%. If both are destroyed, the vessel must rely on its smaller directional thrusters and rear engine for movement, reducing speed by 80%. If both nacelles are destroyed, no torpedoes can be launched, but the vessel can still surface to use missiles and launch VTOL aircraft.

Depleting the M.D.C. of the *Forward Section/Bow* containing the troops makes the *Reinforced Forward Troop Compartment* visible and vulnerable to attack and reduces the M.D.C. of the Beach Landing Bay Door by half. When the M.D.C. of the *Reinforced Forward Troop Compartment* is reduced to zero, the front third of the submersible is GONE and 1D4x10+50% of the troops, vehicles and cargo it contained are dumped into the sea. Whatever might be left is completely flooded, but sealed off from the rest of the ship. Troops are likely to die without a fast rescue. Cyborgs who cannot swim sink to their doom, and those Heavy and Superheavy Machines who are rescued, probably cannot fit inside, forcing the Storm Swell to remain surfaced until it can limp back to port for repairs; -25% piloting penalty and reduce speed by 20%.

Likewise, if the *Aircraft Landing Bay Door* on the top of the ship is destroyed, the bay is flooded when the vessel is submerged and any aircraft inside are consumed in water, any crew are washed away and drowned, and the VTOL aircraft are likely (2D4x10% chance) to eventually float away before finally sinking. Until then, they bang around inside the bay. A flooded bay imposes a -10% piloting penalty and reduces speed by 10%.

*** If the bridge is destroyed, radar, radio, sonar and all sensor systems are destroyed. The vessel can still fire all weapon systems and travel underwater and on the water's surface, but does so blind. Surface travel is recommended.

**** Depleting the M.D.C. of the Main Body destroys the ship's structural integrity, causing it to sink. If near the surface (less than 600 feet/183 m below the waves), it can surface first, to try to evacuate as many troops as possible before it sinks within 1D6x10 minutes. Anyone trapped inside will drown. Sinking below 2,000 feet (610 m), the pressure will crush the sub and any cyborgs. No survivors.

**Speed:**
Land: Not possible, other than beach landings.
Water Surface: 40 mph (64 km/34.7 knots).
Underwater: 60 mph (96 km/51 knots).
Maximum Depth: 1.5 miles (2.4 km).

**Statistical Data:**
Height: 32 feet (9.8 m) to the top of the bridge.

Width: 58 feet (17.7 m) including the engine nacelles.
Length: 285 feet (86.9 m).
Weight: 12,800 tons.
Cargo: Has room for up to 220 tons of cargo, troops and secondary vehicles.
Power Source: Nuclear, average energy life is 20 years.
Black Market Cost: An SN-357 would be nearly impossible to get on the black market. A new, undamaged ship would easily go for 200-300 million credits.

## Weapon Systems:

1. **Pop-Up Ion Turrets (3):** There are three ion turrets that rise up from the deck when the vessel surfaces: one in the bow, and one on each side of the bridge. When needed, they pop up, ready to fire. Each can rotate 360 degrees and aim 75 degrees up or down. Each turret is controlled by a dedicated gunner.

Primary Purpose: Defense and Troop Support.
Secondary Purpose: Anti-Ship and Assault.
Range: 3,000 feet (914 m).
Mega-Damage: 2D4x10 M.D. per dual blast. Both cannons fire together.
Rate of Fire: Each blast counts as one melee attack.
Payload: Effectively unlimited.

2. **Pop-Up Medium-Range Missile Box Launcher (1):** Towards the center of the ship is a concealed, medium-range missile launcher that can fire when the ship is surfaced. Controlled by a dedicated gunner.

Primary Purpose: Anti-Ship and Entrenched Positions.
Secondary Purpose: Assault and Defense.
Range: Varies with missile type, but typically 40 miles (64 km).
Mega-Damage: Varies with missile type but typically 8 High Explosive (heavy; 3D6x10 M.D. to everything in a 20 foot/6.1 m radius). See page 363 of **Rifts® Ultimate Edition** for different missile types and damage.
Rate of Fire: One at a time or in volleys of 2, 4, or 6.
Payload: Six medium-range missiles in the launcher, but there are an additional six missiles in storage. Takes 2D4+4 minutes for the experienced crew to reload by hand.

3. **Pop-Up Short-Range Missile Box Launchers (2, mid-deck):** When the Storm Swell is surfaced, two missile boxes with 8 short-range missiles can rise up, mid-ship in front of the bridge. Each raises up three feet (0.9 m) and is capable of 360 degree rotation and 60 degrees of movement up and down. Each is operated by a gunner. These missiles are used to take out enemy aircraft and flying monsters, or to target enemy ships and strategic structural emplacements during amphibious assaults.

Primary Purpose: Anti-Flyers and Anti-Ship.
Secondary Purpose: Assault and Defense.
Range: 5 miles (8 km).
Mega-Damage: Varies with missile type. Any short-range missile can be used, but typically *High Explosive* (medium, 2D6x10 M.D. to a 15 foot/4.6 m blast radius) or *Plasma* (2D6x10 M.D. to a 15 foot/4.6 m radius).
Rate of Fire: One at a time or in volleys of 2, 4, or 6.
Payload: 24 total. 12 in each launcher. There are an additional 32 missiles in storage. Takes 1D6+4 minutes per each launcher for the experienced crew to reload by hand.

4. **Medium Torpedo Tubes (4):** At the front of each of the engine nacelles are two heavy torpedo tubes. These are primarily used against other submarines, large sea creatures and ships.

Primary Purpose: Anti-Ship/Anti-Submarine.
Second Purpose: Assault.
Range: 20 miles (32 km).
Mega-Damage: 3D6x10 M.D. per each High Explosive torpedo.
Rate of Fire: One at a time or a volley of two. There is an automatic magazine for each launcher that reloads once fired, so the launchers can fire up to three volleys per melee round.
Payload: 24 torpedoes, 6 per launcher.

5. **Sensor System Note:** Has all the standard vehicle systems and features, plus the following:

Advanced Life Support: Air circulation and cleaning system with gas filtration and toxic warning system. The crew compartment can be sealed to have an air purification, purge and circulation system that can clean and recycle breathable air for approximately 120 days.

Water Purification: Potable water is made by desalinating and purifying external seawater. The system can purify up to 1,000 gallons (3,785 liters) per day.

Galley and Mess Hall: The ship has a galley and mess that can accommodate the entire crew and troop complement in three separate shifts.

Enhanced Radar: To simultaneously identify and track up to 144 targets. Range: 300 miles (480 km).

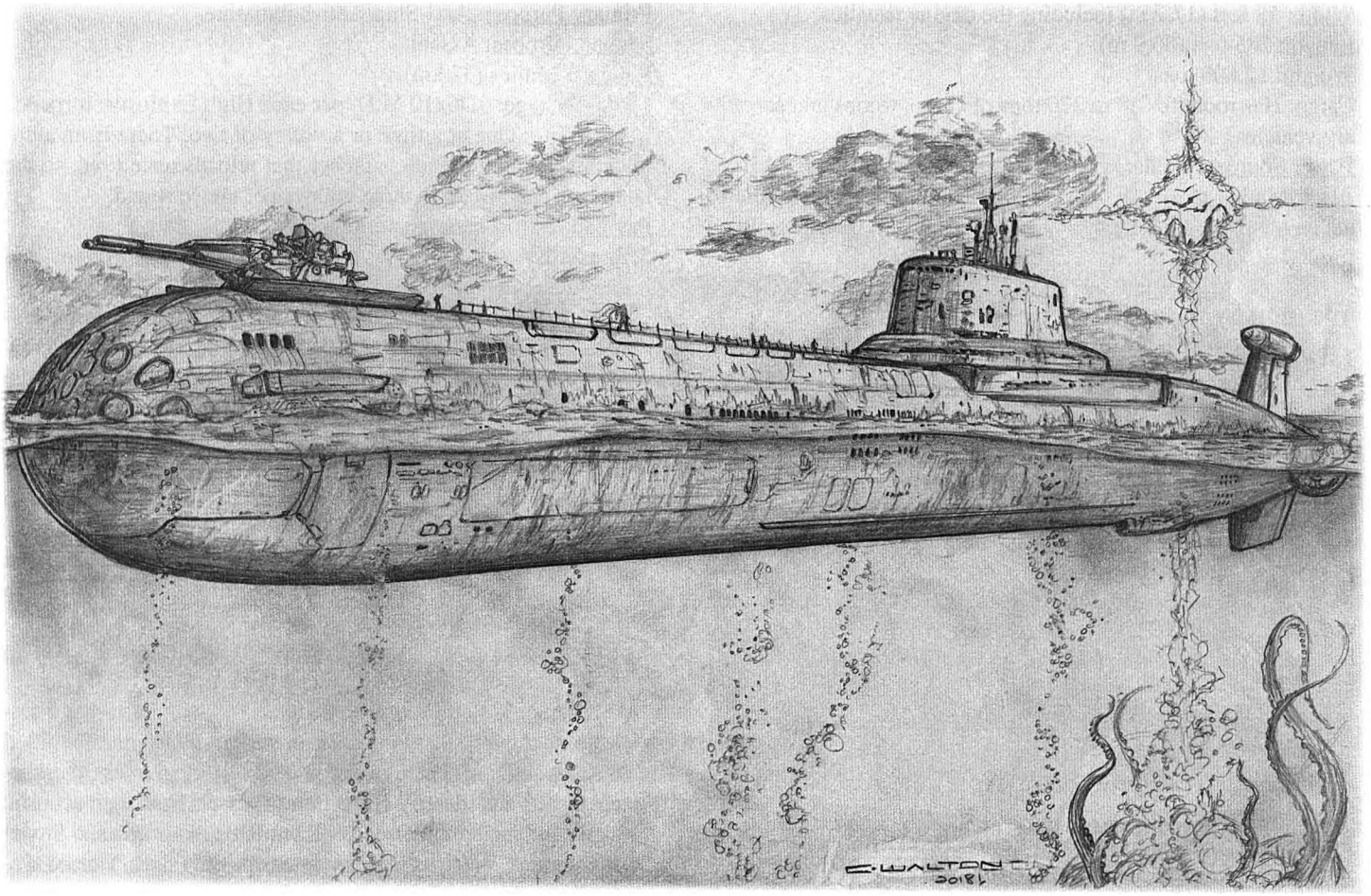
Passive Sonar: Range is 10 miles (16 km). This system collects all of the background noise in the area which must be sifted through to detect enemy vessels. The sonar can track 30 different targets and identify 100 different vessels from their acoustic signature, including virtually all pre-Rifts American and Soviet submarines. When used by a trained operator, the advanced system imparts a +10% bonus to the Sensory Equipment skill.

Active Sonar: Range: 50 miles (80 km). This is a system that locates targets by bouncing sound off objects and vessels. However it gives away the submarine's position and is thus rarely used. Can also track 30 targets and identify all of the same vessels as the passive system. When used by a trained operator, the advanced system imparts a +10% bonus to the Sensory Equipment skill.

Communications: Range is 100 miles (160 km). There is a sophisticated combo package that includes directional, wideband and all FM/HF/UHF/VHF radios, and satellite systems (not functional since the Great Cataclysm). To communicate, the submarine must release a radio buoy or rise to periscope depth of 100 feet (30 m). For intra-ship communications, there is a telephone system and a public address system.

Acoustic Decoys: Launched from special mini-torpedo tubes amidship, the decoys broadcast an acoustic signature identical to, but louder than the submarine to mask the submarine's signature and confuse incoming torpedoes (50% chance to deflect normal torpedoes). Decoys can be launched two at a time and reloading the mini-tubes requires one melee; the sub normally carries 20 decoys.

Sonar Buoy Array: This system is very much like the radio buoy but is deployed just below the surface. It then runs an active sonar pulse and scans the area (downward), allowing the vessel to get an accurate view of the area. This helps detect stealthy or silent ships while still keeping the vessel out of harm's way, though some adversaries may fire upon what they will read on their sonar as a surfaced submersible. The captain of the ship can choose to quickly (and silently) reel in the buoy or release it. A second, spare buoy can be refitted in about five minutes.




# SN-686 Typhoon II

## Ballistic Missile Submarine

The Typhoon-class submarine was the largest submarine ever designed before the Golden Age of Science. It was intended to compete with an American super-sub rumored to be in development (the USS *Ticonderoga*). Already behind in military development, the Soviet Union didn't want to wait and be caught off-guard. As soon as their spies alerted them to the potential development of this new American submersible, the Soviet leadership authorized the Typhoon II development program, a complete upgrade and redesign of its predecessor.

Truly impressive submarines in their own right, the Typhoon II class of vessels have nowhere near the capabilities of the USS *Ticonderoga*. The Soviets underestimated the ambitious nature of the Americans' undertaking, but their eagerness still allowed them to build a number of their own impressive subs before the Great Cataclysm occurred. Compared to the *Ticonderoga* and similar NGR vessels, the accommodations of the Typhoon II class are quite spartan and plain. There are no amenities like a movie theater or fitness center, since the military brass view the submarine as a true warship, a working vessel. Sailors and troops trade stories or books with one another, and playing cards, cigarettes and vodka are all considered vital supplies out at sea.

The SN-686 looks like a slightly larger and wider version of the original Typhoon-class submarine. It is constructed out of special Mega-Damage alloys, allowing it to reach tremendous depths and sustain heavy damage and still remain seaworthy. The hull is anechoic (absorbs sound waves rather than reflecting them), which, combined with many other features, means the ship is less detectable to sonar (-25% to Sensory Equipment skill to properly read and identify the sub). The Typhoon II is armed with 14 vertical launch tubes, six torpedo tubes and a retractable heavy rail gun on the deck. There is also a troop complement of 40 naval infantry, usually a combination of 10 lightly augmented humans or partial conversion cyborgs, 18 Light Machines of various types, 6 Heavy Machines and 6 Superheavy Machines.

The vertical launch tubes are armed with standard medium- or long-range missiles (can fire either), but more powerful nuclear missiles can also be loaded if deemed necessary by the government or military brass. There are persistent rumors of a single Typhoon II, fully armed at all times with 14 nuclear missiles, with strict orders to eradicate every Warlord Stronghold should the Sovietski ever fall to them. This rumor has been dismissed by many as Soviet propaganda, but the thought of *Mutually Assured Destruction* is enough to give even the mightiest of the Warlords pause.

Sixteen of the large submarines were built, but half of them are known to have been destroyed during the initial days of the Great Cataclysm or shortly thereafter. The other eight are MIA (missing in action), though records suggest that four were stationed around the Murmansk Naval Base. When the Sovietski emerged from their bunker and started raiding every military base they could access, Murmansk was near the top of their list. Largely untouched due to the Eighty Years of Winter and its extreme northern location, the base was found to hold four of these

submarines in salvageable condition. The Sovietski immediately broke the submarines free of the ice and brought them to the newly reclaimed New Leningrad shipyards. This was the beginning of the ragtag navy that the Sovietski has maintained to this day.

Presently, the Sovietski has two of these submarines operating in and around the Black Sea, Baltic Sea, North Sea and Barents Sea, respectively. Ships are rotated out, with crews and vessels given two months of downtime to rest, repair and refit between deployments. Each of the craft can stay submerged for up to six months at a time, recycling air, desalinating water, and with an adequate food supply. The crew and troop complement are always assigned small tasks and combat missions to keep them occupied and prevent boredom or restlessness. Heavy Machines and Superheavy Machines can be hooked up to a special virtual reality-type system that allows them to communicate and interact with their peers via displays throughout the ship without having to move about the cramped corridors.

**Game Note:** Player characters are not intended to have full control over one of these powerful vehicles, but can easily fit in as part of a crew or troop complement. Using this vehicle as a campaign centerpiece, staging point or a home away from home can work well and allow the players to experience a wide range of adventures in areas that the Sovietski has a very limited presence.

## SN-686 Typhoon II Ballistic Missile Submarine

**Model Type:** SN-686 Typhoon II.

**Class:** Ballistic Missile Submarine.

**Crew:** 160 total, 18 officers, 142 enlisted crew.

**Troop Capacity:** Standard complement is 40 naval infantry which can be any combination of normal humans, lightly augmented humans, partial conversion cyborgs, Light Machines, Heavy Machines or cyborg Superheavy Machines. Heavy Machines and Superheavy Machines take up the space of two normal soldiers.

**M.D.C. by Location:**

Pop-Up Deck Gun/Cannon – 400
* Vertical Launch Missile Tubes (14; top) – 120 each
* External Hatches (3; one on each side and one on the bridge) – 80 each
* Large External Hatch (1; behind the bridge) – 200
* Torpedo Tubes (6; bow/nose) – 100 each
* Retractable Bow Hydroplanes (2; bow) – 200 each
* Rudders (2) – 200 each
* Periscope (2) – 50 each
** Sail Bridge – 600
*** Forward 1/3 of the Ship/Launch Section – 900
*** Main Body – 1,650

* A single asterisk indicates a small or difficult target to hit. It can only be struck when the attacker makes a Called Shot, and even then the attacker is -3 to strike.

** If the bridge is destroyed, the ship can be operated from a secondary Command and Control Center at no penalty.

*** Depleting the M.D.C. of the forward section means the torpedo launch tubes and Deck Cannon are destroyed, and the torpedoes drop to the bottom of the sea.

Depleting the M.D.C. of the Main Body destroys the ship's structural integrity, causing it to sink. If the damaged vessel sinks below 2,000 feet (610 m), the pressure will crush it, killing everyone inside – no survivors!

**Speed:**

Land: Not possible.
Water Surface: 30 mph (48 km).
Underwater: 90 mph (144 km).
Maximum Depth: 5 miles (8 km).

**Statistical Data:**

Height: 85 feet (25.9 m) to the top of the bridge.
Width: 94 feet (28.7 m).
Length: 612 feet (186.5 m).
Weight: 16,400 tons.
Cargo: Has room for up to 300 tons of cargo, troops and secondary vehicles. All cargo is loaded through a large hatch behind the bridge tower.
Power Source: Nuclear, average energy life is 20 years.
Black Market Cost: Not available. Unique to the Sovietski.

### Weapon Systems:

1. **Concealed 200mm Heavy Deck Gun:** Along the center line of the vessel, in the bow, is a double-barreled heavy cannon. When needed, it pops up out of its housing, ready to fire. The turret can rotate 360 degrees and aim 75 degrees up or down, and is controlled by a dedicated gunner.

Primary Purpose: Anti-Ship.
Secondary Purpose: Assault.
Range: 12,000 feet (3,658 m or roughly 2 miles/3.2 km).
Mega-Damage: High Explosive (HE): 2D6x10 M.D. to everything in a 10 foot (3 m) radius for a single blast or 4D6x10 M.D. for a simultaneous dual blast at the same target.

Mini-Missile Secondary Weapon System: The Heavy Deck Gun also houses a mini-missile launcher containing 24 High Explosive (5D6 M.D. each) that can be launched one at a time or in volleys of 2, 4 or 6. One mile (1.6 km) range. One reload is carried on the ship and takes 1D6+2 minutes to reload.
Rate of Fire: The cannon may fire a single or dual shell. Each single or double blast counts as one melee attack. Can only fire four blasts per melee round due to the loading mechanism.
Payload: 100 dual shots per internal magazine, or 200 single shots.

2. **VLS Missile Launchers (14):** Fourteen Vertical Launch System (VLS) tubes are built into the deck of the submarine in front of the bridge tower. These are most commonly armed with long-range missiles, but the Sovietski can load them with medium-ranges missile when long-range are not available.

Primary Purpose: Anti-Ship.
Second Purpose: Anti-City.
Range: 500 miles (800 km) for most long-range missiles. 1,000 miles (1,600 km) for those with nuclear warheads.
Missile Type: Can fire any type of medium- or long-range missiles available.
Mega-Damage: Varies with missile type. A standard load consists of 10 High Explosive (heavy, 4D6x10 M.D.) and 4 Plasma (medium, 4D6x10 M.D.) missiles. (See page 363 of **Rifts® Ultimate Edition** for different missile types and damage, including nuclear warheads.)
Rate of Fire: One at a time or in volleys of two, three, four or six.
Payload: 14 missiles total. **Note:** The Sovietski does not have more than two dozen nukes.

3. **Torpedo Tubes (6):** At the bow are six heavy torpedo tubes, three on each side. These are primarily used against other submarines, warships, large sea creatures and other naval targets.

Primary Purpose: Anti-Ship/Anti-Submarine.

Second Purpose: Assault and Defense.

Range: 10 miles (16 km).

Mega-Damage: 3D6x10 M.D. High Explosive (medium) or Plasma torpedoes.

Rate of Fire: One at a time or in volleys of two. There is an automatic magazine for each launcher that will reload once fired, so the launchers can fire up to four volleys per melee.

Payload: 48 torpedoes, 8 per each of the six launchers.

4. **Sensor System Note:** Has all the standard vehicle systems and features, plus the following:

Active Sonar: Range: 50 miles (80 km). This is a system that locates targets by bouncing sound off objects and vessels. However, it gives away the submarine's position and is thus rarely used. Can also track 30 targets and identify all of the same vessels as the passive system. When used by a trained operator, the advanced system imparts a +10% bonus to the Sensory Equipment skill.

Acoustic Decoys: Launched from special mini-torpedo tubes amid ship, the decoys broadcast an acoustic signature identical to, but louder than the submarine to mask the submarine's signature and confuse incoming torpedoes (50% chance to deflect normal torpedoes). Decoys can be launched two at a time and reloading the mini-tubes requires one melee; the sub normally carries 20 decoys.

Communications: Range is 100 miles (160 km). There is a sophisticated combo package that includes directional, wideband and all FM/HF/UHF/VHF radios, and satellite systems; the submarine must release a radio buoy or rise to periscope depth of 100 feet (30 m). For intra-ship communications, there is a telephone system and a public address system.

Electronic Counter-Measure System: Designed specifically to disrupt radio communications over a large area, causing general confusion among enemy units and troops. The system also ties into the radar and combat computer to trace an enemy's attempted transmissions over jammed frequencies to find their general location and can also be used to trace homing beacons. The system is powerful enough to jam all enemy transmissions within a 30 mile (48 km) radius.

Enhanced Radar: To simultaneously identify and track up to 144 targets. Range: 300 miles (480 km).

Galley and Mess Hall: The ship has a galley and mess that can accommodate the entire crew and troop complement in three separate shifts.

Passive Sonar: Range is 10 miles (16 km). This system collects all of the background noise in the area which must be sifted through to detect enemy vessels. The sonar can track 30 different targets and identify 100 different vessels from their acoustic signature, including all pre-Rifts American and Soviet Submarines. When used by a trained operator, the advanced system imparts a +10% bonus to the Sensory Equipment skill.

Sonar Buoy Array: This system is very much like the radio buoy but is deployed just below the surface. It then runs an active sonar pulse and scans the area (downward), allowing the vessel to get an accurate view of the area. This helps detect stealthy or silent ships while still keeping the vessel out of harm's way, though some adversaries may fire upon what they will read on their sonar as a 'surfaced submersible.' The captain of the ship can choose to quickly (and silently) reel in the buoy or release it. A second, spare buoy can be refitted in about five minutes.

Stealth System: Extensive measures have been taken to reduce the noise made by the sub's systems when it is underway. There is an anechoic coating and more importantly, the reactor moves water by convection, not pumps, making the Typhoon II Submarine one of the more quiet nuclear subs on Earth. Detection Penalty: Enemy sonar operators have a -20% penalty in addition to any other penalties, to detect the Typhoon II Class Ballistic Missile Attack Subs. That combined with its magneto-hydrodynamic drive makes it very quiet.

Water Purification: Potable water is made by desalinating and purifying external seawater. The system can purify up to 1,000 gallons a day.

# Notable Armor & Weapons

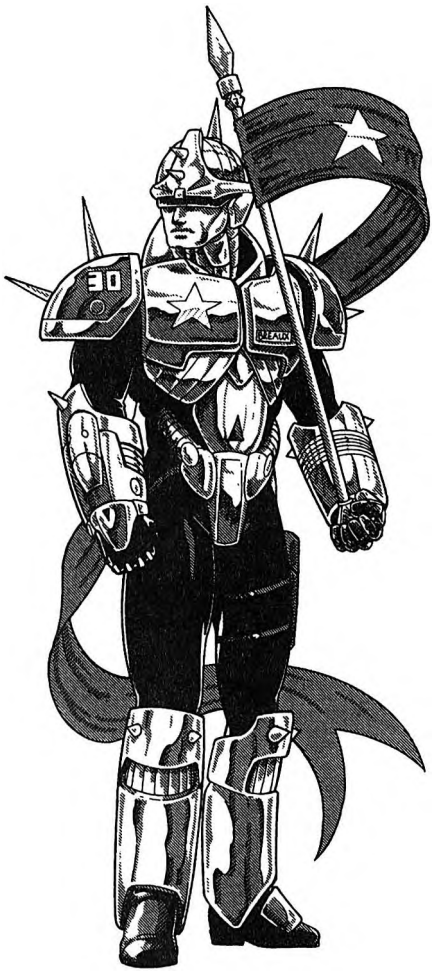
## Body Armor

SA-107 Red Star Body Armor
SA-108 Red Star Light Cyborg Armor
SA-109 Red Star Medium Cyborg Armor
SA-110 Red Nova Heavy Machine Body Armor
SSA-213 Spetsnaz Shooting Star "Exoskeleton" Armor
SA-213H Spetsnaz and Reservist Black Star "Human" Body Armor
SA-301 Proletariat Environmental Body Armor

The Sovietski does not use standard power armor suits like many other nations. However, the NGR/Triax, Mindwerks, the Splugorth, Horune Pirates, and others, sell and trade Mega-Damage weapons, vehicles and M.D.C. body armor and power armor suits to a wide range of "people" – Brodkil, D-Bees, bandits, raiders, mercenaries, Warlord factions, adventurers and individuals who live or operate within Sovietski territory and throughout Eastern Europe and Asia. The Armiya Sovietski's own Cyborg troops and armored vehicles are more than a match for any of these misanthropes and invaders who come their way. In fact, they would argue that cyborgs are more responsive and agile than troops clad in power armor. And sooner or later, the people inside those tin cans must come out, leaving them vulnerable. Cyborgs on the other hand, are living machines always ready for combat, and any armor they wear is easy to handle, despite its weight, due to their augmented bionic bodies.

### SA-107 Red Star Class Body Armor

Red Star Body Armor is the standard issue armor for both the Sovietski Army and the police. Slightly larger and heavier versions of it are also worn by Light Machines in the army and police. The Sovietski leaders prefer uniformity and visual conti-



nuity. Moreover, they do not want to advertise to their enemies who might be a cyborg and who is not. If most military personnel wear the same style of armor, it is impossible for the enemy to determine who is an ordinary, flesh and blood soldier, a partial cyborg, or a Light Machine. Heavy Machines by their very nature and design are larger and bulkier to begin with, so they are given a different, heavier armor, but even it has the same basic styling and red and black color theme. Only special cyborg units and Superheavy Machines may have a distinctive appearance and armor unique to them.

**The iconic Red Star body armor** (its actual colors are predominantly red and black), was designed to be intimidating and effective in combat. The spikes represent the rays of the red star and look intimidating, but also provide extra damage (+1D4 M.D. from Light Machines, +1D6 M.D. by Heavy Machines) when they deliver a head butt or shoulder block from cyborgs (+1D6 S.D.C./Hit Point damage from humans in Red Star armor).

**Red Star armor for human troops** is reasonably light, non-environmental armor that offers excellent upper-body protection with padding and composite armor plates for the chest, belly, shoulders, forearms, and lower legs. But even the areas of the upper arms and legs that may look unprotected are actually protected by light, ballistic padding and flexible M.D.C. material under the outer black garment. The armor also has connectors on the back to secure a backpack or jet pack to it. The open-face helmet, with light adjusting M.D.C. visor, has also proven to be much more desirable by the troops than a completely sealed, environmental armor. However, all soldiers are given a gas mask that attaches to the front of the helmet when necessary or desired.

Below are the three types of Red Star body armor used by Sovietski soldiers and police, and which are available to Spetsnaz going into the field of battle or posing as soldiers. The Spetsnaz also has its own special armor.

## Red Star "Human" Infantry Body Armor

This armor is usually worn by human soldiers and police and partial cyborgs with minimal augmentation.

**Class:** SA-107H Non-environmental Human Combat Armor.

**Weight:** 18 pounds (8 kg).

**Mobility:** Good, -10% to Acrobatics, Climbing, Pick Pockets, Prowl, Swimming, and similar Physical Skills/performance.

**M.D.C. by Location:**

Head/Helmet – 50
Arms – 22 each
Legs – 32 each
Main Body – 65

**Special Features:** Short-range communicator (range 10 miles/16 km) built into the helmet and light adjusting, polarized visor (turns dark in bright environments, light in bright environments).

**Cost on the Black Market:** 35,000 credits. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is years of hard labor or death.

## Red Star "Light Machine" Light Body Armor

Looks like standard Red Star body armor only made with heavier composite M.D.C. material for greater protection.

**Class:** SA-108LML Light Machine Combat Armor; non-environmental.

**Weight:** 50 pounds (22.5 kg).

**Mobility:** Good to excellent.

Partial Cyborgs with 55-80% Bionic: -10% to Acrobatics, Climbing, Pick Pockets, Prowl, Swimming, and similar Physical Skills.

Light Machines: No mobility penalties for Light Machines.

**M.D.C. by Location:**

Head/Helmet – 50
Arms – 35 each
Legs – 45 each
Main Body – 130

**Special Features:** Short-range communicator (range 10 miles/16 km) built into the helmet and light adjusting, polarized visor (turns dark in bright environments, light in dark environments).

**Cost on the Black Market:** 70,000+ credits. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is years of hard labor or death.

## Red Star "Light Machine" Medium Body Armor

Looks like standard Red Star body armor only made with heavier composite M.D.C. material for greater protection.

**Class:** SA-109LMM Light Machine Combat Armor; non-environmental.

**Weight:** 80 pounds (36 kg).

**Mobility:** Excellent. Light Machines: -5% to Acrobatics, Climbing, Pick Pockets, Prowl, Swimming, and similar Physical Skills.

Partial Cyborgs: Not suitable. Too bulky and heavy. Should a partial cyborg attempt to wear Medium Light Machine body armor, mobility penalties are stiff: -30% on the listed skills and

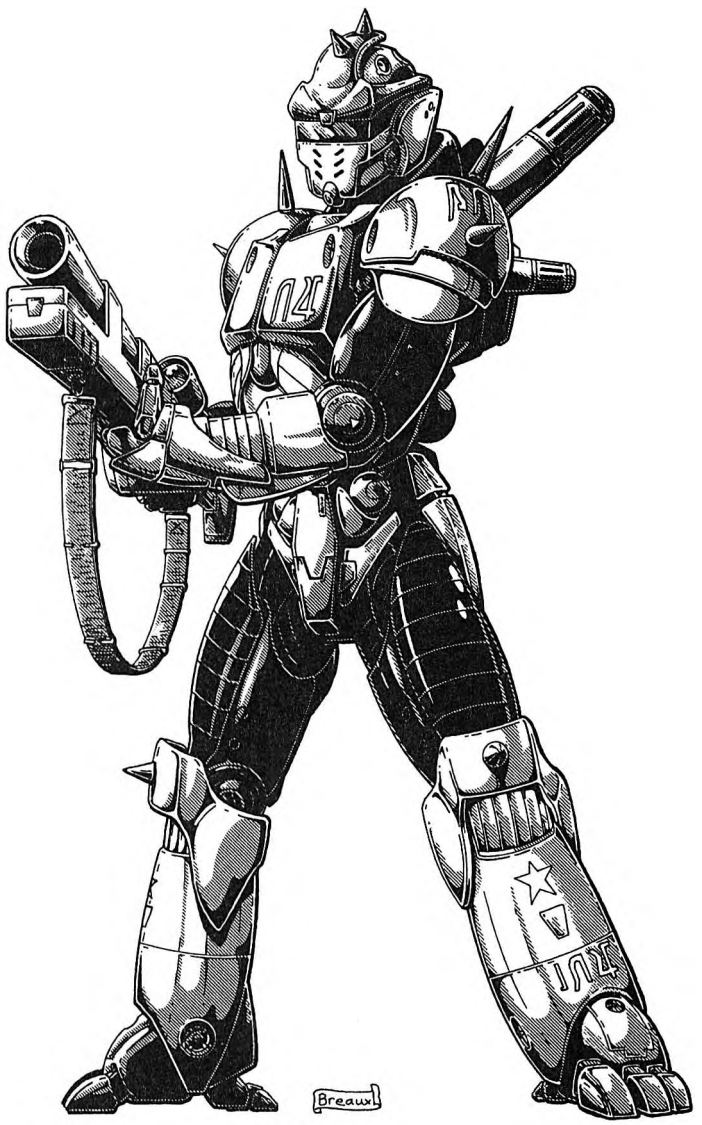
similar, reduce speed by 20%, -2 on initiative, and -1 to strike, parry, dodge, disarm, pull punch and roll with impact.

**M.D.C. by Location:**

Head/Helmet – 50
Arms – 45 each
Legs – 60 each
Main Body – 170

**Special Features:** Standard, as above.

**Cost on the Black Market:** 95,000+ credits. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is years of hard labor or death.




## Sovietski Red Nova Heavy Machine Body Armor

The body armor for heavy cyborgs is similar in look, design and color to the Red Star, only bigger, bulkier, and more heavily armored for Heavy Machines. Heavy, full conversion combat cyborgs are big to begin with, standing at 8-9 feet (2.4 to 2.7 m) tall. A bulldozer on two legs. They have a full helmet with removable face plate, and heavier armor throughout. Heavy Machine cyborg body armor comes in light, medium and heavy armors, but all look essentially the same, with some minor helmet variation and barely noticeable color trim distinctions. The full helmet may be worn, or helmet without face plate or no helmet at all.

**Class:** SA-110HMA, SA-110HMB, and SA-110HMC Heavy Machine Combat Armors; non-environmental.

**Weight:** Light Red Nova armor for Heavy Machines: 150 pounds (67.5 kg). Medium: 200 pounds (90 kg). Heavy: 260 pounds (117 kg).

**Mobility:** Good to Fair.

Light Armor for Heavy Machines: No penalties.

Medium Armor for Heavy Machines: -10% to Acrobatics, Climbing, Pick Pockets, Prowl, Swimming, and similar Physical Skills.

Heavy Armor for Heavy Machines: -15% to Acrobatics, Climbing, Pick Pockets, Prowl, Swimming, and similar Physical Skills.

**M.D.C. by Location of Light Heavy Machine Body Armor:**

Head/Helmet – 50
Arms – 45 each
Legs – 60 each
Main Body – 150

**M.D.C. by Location of Medium Cyborg Body Armor:**

Head/Helmet – 60
Arms – 55 each
Legs – 80 each
Main Body – 200

**M.D.C. by Location of Heavy Cyborg Body Armor:**

Head/Helmet – 80
Arms – 60 each
Legs – 100 each
Main Body – 250

**Special Features:** The armored plates on the forearms raise up and slide over, out of the way to allow the cyborg to access and fire weapons or use tools built into his bionic limbs. The same applies to the upper legs so that bionic leg weapons and concealed compartments can be accessed.

And the usual: Short-range communicator (range 10 miles/16 km) built into the helmet and light adjusting, polarized visor (turns dark in bright environments, light in dark environments).

**Cost on the Black Market:** 95,000, 160,000 and 220,000 credits, respectively. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is years of hard labor or death.

## Spetsnaz Body Armor

### SSA-213 Shooting Star Exoskeleton Armor

The Shooting Star body armor is an exoskeleton enhanced body armor designed specifically with Sovietski special forces, commandos and intelligence operatives in mind. All of whom fall under the Spetsnaz. It looks different than the famous Red Star armor at the request of the Spetsnaz and is designed to be able to be concealed by a long coat or trench coat. This makes the armor suitable for domestic and field operations. The light exoskeleton provides its normal human wearer or partial cyborg with enhanced strength, speed and leaping capability. The armor also comes standard with connectors in the back for easy, fast attachment of a jet pack.



### Spetsnaz SSA-213 Shooting Star Rapid Strike Exoskeleton Armor

**Class:** SSA-213 Exoskeleton Combat Armor; non-environmental.
**Weight:** 30 pounds (13.5 kg).
**Mobility:** Excellent. No penalties for humans or partial cyborgs whose bodies are 60% bionic or greater.
**M.D.C. by Location:**
Head/Helmet – 50
Arms – 45 each
Legs – 60 each
Main Body – 120
**Color Schemes:** The Spetsnaz armor, even the plates, are black with some red, silver or gold trim and accents. Special Forces armor is a medium, gun-metal gray, white (for snow operations), green, or camouflage.
**Special Features:** Short-range communicator range 10 miles/16 km) built into the helmet and light adjusting, polarized visor (turns dark in bright environments, light in bright environments).
**Exoskeleton Features and Bonuses:**

- Robot P.S. of 20: Enables the wearer to lift or carry up to 400 pounds (180 kg) for up to 15 minutes, but reduce speed 20%.
- Robot P.P. Bonus: +1 to P.P. attribute when wearing this armor.
- Robot Spd Bonus: Increase speed by 20% when wearing this armor.
- Enhanced Leaping: Can leap 10 feet (3 m) high and 15 feet (4.6 m) across; increase 50% with a running start.
- Enhanced Performance: Reduce the rate of fatigue by 50%, +5% to Climbing/Rappelling, Swimming and S.C.U.B.A. skills.
- M.D.C. Melee Combat: 2D6+5 S.D.C./Hit Point damage on a restrained punch, one M.D. with a full strength punch, and 1D6 M.D. on a power punch, but it counts as two melee attacks. A full strength kick inflicts 1D4 M.D., while a leap kick does 2D4 M.D., but counts as two melee attacks.
- Use of Cyborg Weapons: Can handle weapons designed for Light Machines without penalty and those for Heavy Machines at half the usual penalties. Can use weapons that require two hands by humans, like a two-handed sword, with one hand.

**Cost on the Black Market:** 385,000+ credits. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is years of hard labor or death.

## SSA-213H Black Star "Human" Body Armor

### Spetsnaz Armor and Other Designations

This is a simple suit of light body armor that uses the Shooting Star armor's design and styling, but is NOT an exoskeleton nor augmented in any way whatsoever. A black version of this armor belongs exclusively to the *Spetsnaz* (Black) and its where the "Black Star" designation comes from. *Red Star Reservists* and *police trainees* wear **Silver Star** body armor. It is the exact same armor with the color scheme of predominantly silver with some black accents and a white star emblem. Sometimes the highest ranking government officials and Party officers deemed to need special protection are also assigned Silver Star body armor.

The Black Star armor was created specifically for the Spetsnaz who like to use this simple, light body armor for assignments where the Shooting Star Exoskeleton is overkill, or when they just want to wear something lighter. Most Spetsnaz have taken to wearing Black Star body armor all the time while on the job, even within the city limits while handling domestic affairs. Often it, or the nearly identical *Shooting Star Exoskeleton*, can be seen under their long coats, trench coats, or cloaks. For the Spetsnaz, this black armor has quickly been adopted as their personal regalia. Of course, the Spetsnaz may wear any body armor that is appropriate for special assignments and undercover operations.

### Spetsnaz SSA-213H Black Star "Human" Body Armor

This armor is worn only by authorized humans, partial cyborgs and Light Machines within the Spetsnaz, Red Star Reservists and select government and Party officials.
**Class:** SA-213H Combat Body Armor. NOT an exoskeleton.
**Weight:** 18 pounds (8 kg).
**Mobility:** Good. -10% to Acrobatics, Climbing, Pick Pockets, Prowl, Swimming, and similar Physical Skills/performance.
**M.D.C. by Location:**
Head/Helmet – 50
Arms – 25 each

Legs – 35 each
Main Body – 70

**Special Features:** Short-range communicator (range 10 miles/16 km) built into the helmet and light adjusting, polarized visor.

**Cost on the Black Market:** 60,000 credits. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is years of hard labor or death.

# SA-301EBA Proletariat

## Full Environmental Body Armor & Light Machine

The Proletariat is the newest body armor recently introduced to the Armiya Sovietski. It is a full environmental suit of body armor designed to be worn by humans, partial cyborgs and Light Machines.

**Class:** SA-113HBA Combat Body Armor for humans and Light Machines. NOT an exoskeleton nor power armor.

**Weight:** 18 pounds (8 kg).

**Mobility:** Good to excellent. Humans: -15% to Acrobatics, Climbing, Pick Pockets, Prowl, Swimming, and similar Physical Skills/performance. Partial Cyborg: The penalties are only -5%. Light Machines: No penalties apply.

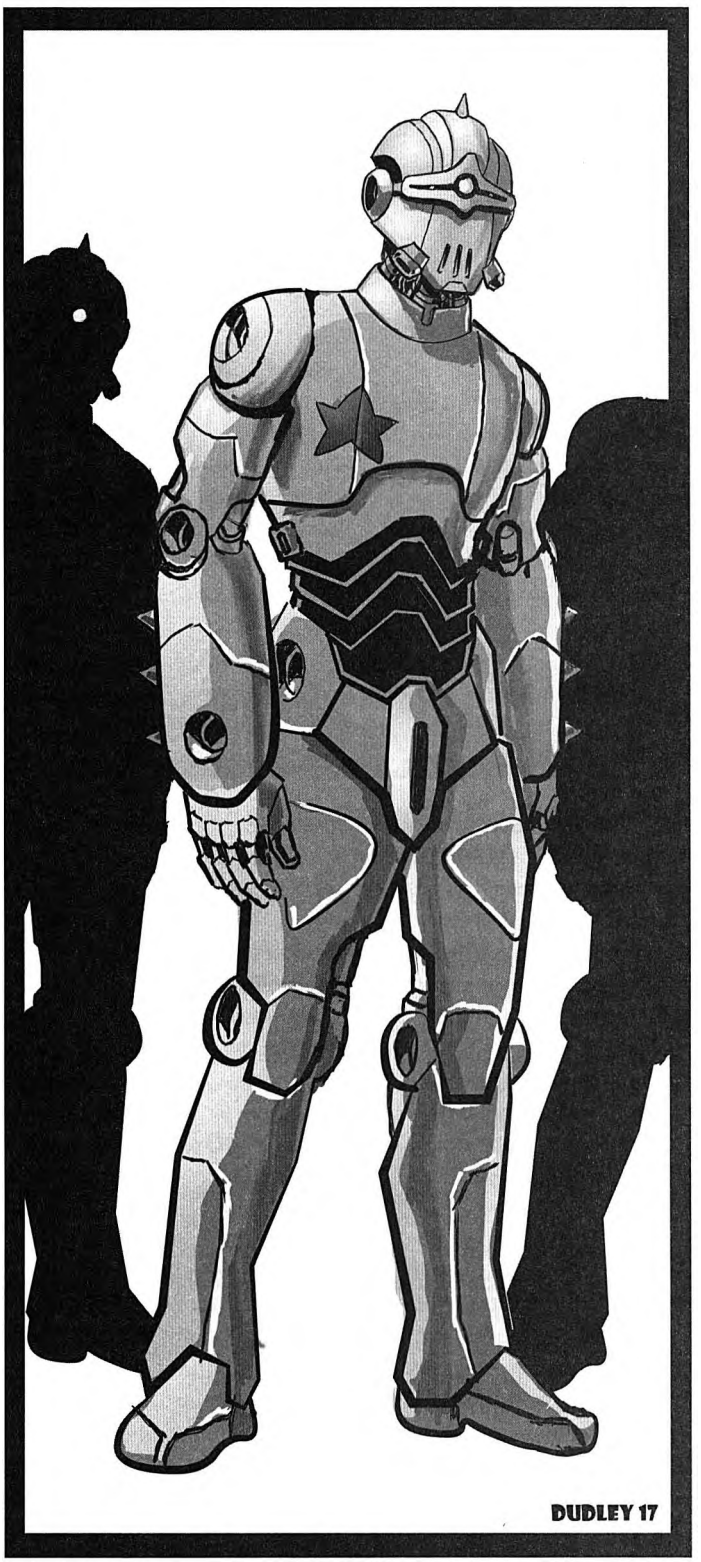
**M.D.C. by Location:**

Head/Helmet – 60
Arms – 35 each
Legs – 55 each
Main Body – 100

**Standard EBA (Environmental Body Armor) Features:**

- An EBA is an *enclosed environmental system* contained within battle armor that keeps out water, gases, smoke, dust and impurities, offering protection in most hostile environments, including underwater. Maximum depth tolerance is 250 feet (76 m).
- Computer controlled life support system with regulated internal cooling and temperature control, artificial air circulation systems, gas filtration, and humidifier. Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 200 degrees centigrade (392 F). Normal fires do no damage. Nuclear, plasma, magical and all Mega-Damage fires do full damage.
- Minimal, basic radiation shielding.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short-range radio built into the helmet. Range is 10 miles (16 km).
- HUD (Heads-Up Display) system that appears on the visor.
- Helmet face plate or visor is removable without having to take the helmet off.
- Modular connectors and clamps on the back for the addition of a jet pack, backpack, ammo drum and other gear.
- Cyborg Special Features: The armored plates on the forearms raise up and slide over, out of the way to allow the cyborg to access and use/fire weapons and tools built into his bionic limbs. The same is true of the upper legs so that bionic leg weapons and concealed compartments can be accessed.

**Cost on the Black Market:** 80,000 credits. Rare, because punishment for impersonating a Sovietski Soldier is death! Penalty for stealing government property is years of hard labor or death.



# Sovietski Weapons

## Special Ammunition for Shotguns and Rail Guns

High Explosive (HE)
Paint Rounds
Solid Slug: Metal
Solid Slug: Silver
Solid Slug: Wood, Bone or Stone

**High Explosive (HE):** A shotgun or rail gun round that is able to inflict Mega-Damage with a special high explosive round.
Primary Purpose: Anti-Armor.
Range: As per weapon.
Mega-Damage: 1D6 M.D.

**Paint Rounds:** Used for training exercises and war games. Each shot leaves a golf ball-sized splat where it strikes. Available for all caliber projectile weapons. Also used to mark targets.
Primary Purpose: Training.
Damage: Most shots sting. Shotgun rounds inflict one S.D.C., rail gun bursts do 1D6 S.D.C. damage.
Penalty: -1 to strike.
Cost: 2 credits each.

**Solid Slug: Metal:** The solid bullet used in shotguns and some rail guns as an S.D.C. weapon ammunition as well as against some monsters. Varies by type. Also see Silver and Wood, below.
Primary Purpose: Soft Targets and Anti-Monster.
Damage: Iron, steel, lead or composite compounds all do 6D6 S.D.C. as a solid, high velocity rail gun round or shotgun slug. A shotgun scatter shot round does 2D6 S.D.C. to everything in a 2 foot (0.6 m) radius. Double damage to creatures vulnerable to a specific material.
Cost: 2 credits per each slug.

**Solid Slug: Silver:** Silver-plated bullets and solid silver slugs for revolvers, pistols and rifles are well-known, but the Sovietski also has larger rounds for shotguns and rail guns. Which seems to add credence to the rumors that the Sovietski has access to another world or dimension (via a Rift or magic) where silver is plentiful and a secret Sovietski force mines the ore and brings it back to Mother Russia. (See Solid Slug: Silver under *Tank Shells* for a bit more about the Sovietski using Rifts.)

Silver ammunition is extremely effective against werewolves, vampires and many demons and supernatural creatures.
Primary Purpose: Anti-Monster.
Damage from Conventional Firearms: Damage from handguns and S.D.C. rifles is as per the caliber of the weapon. Revolvers and pistols are typically 3D6, 4D6 or 5D6 S.D.C./Hit Points per round. Rifles: 6D6, 7D6 and 1D4x10 S.D.C. per round.
Damage from Shotguns and Rail Guns: 6D6 S.D.C. as a solid, high velocity rail gun round or shotgun slug. 2D6 S.D.C. to everything in a 2 foot (0.6 m) radius for a shotgun scatter-shot shell. Double damage to creatures vulnerable to the precious metal.
Cost: 100 credits per each round.

**Solid Slug: Wood (or Bone):** This is a large, bullet-shaped projectile made of either juniper or birch wood mounted to a metal base. These rounds are specifically intended for use against certain demons and monsters who are vulnerable to wood. There is a 01-15% chance the large wood bullet shatters when fired by a rail gun. If it does shatter it becomes a relatively harmless spray of splinters that do 1D4 S.D.C. damage to everyone within a 4 foot (1.2 m) radius of the intended target. The same applies to stone slugs/rounds; some creatures are vulnerable to stone.
Primary Purpose: Anti-Monster.
Damage: 2D6+2 S.D.C./Hit Point damage. Double damage, often equal to M.D., to creatures vulnerable to wood. So while not effective against M.D.C. technological opponents, they can be deadly to certain monsters and ordinary people.
Penalty: -1 to strike.
Cost: 5 credits per round.

## Sovietski Grenades

**Explosive Grenades:** Hand grenades are explosive canisters, the size of a small apple, designed for throwing and exploding. Rifle grenades are fired from a weapon.
Range for Hand Grenades: Thrown. Typically 130 feet (39.6 m) is the maximum range for ordinary people. Light Machines: 200 feet (61 m). Heavy Machines: 300 feet (91.4 m). Superheavy Machines: 400 feet (122 m).
Range for Rifle Grenades: Varies with the specific weapon. Typical range is 1,200 feet (366 m). Damage is typically the same as hand grenades.
Line of Sight: In all cases the target or area must be visible. If covered by smoke or fire, fog, foliage, camouflage netting, magic illusion, obstacles or large vehicles or combatants, the thrower or shooter attacks blind (-10 to strike) and is likely to miss the target and cause unwanted collateral damage.
Types of Grenades Available as Hand Grenades and Rifle Grenades:

**Fragmentation:** 2D6 M.D. to a 5 foot (1.5 m) radius.

**High Explosive:** 4D6 M.D. to a 4 foot (1.2 m) radius.

**Plasma:** 5D6 M.D. to a 6 foot (1.8 m) radius.

**Silver Fragmentation Light (S.D.C.):** 2D4x10 S.D.C. to a 10 foot (3 m) radius. Works like a Fragmentation grenade except the grenade unleashes small silver coated fragments and wood for combat against werebeasts, vampires and many types of demons.

**Silver Fragmentation Heavy:** 2D6 M.D. to a 4 foot (1.2 m) radius. Works like a Fragmentation grenade except the grenade unleashes silver coated rounds against werebeasts, vampires and many types of demons.

**Stun/Flash Grenade:** This riot/anti-terrorist weapon is designed to disorient and confuse criminals who are holding hostages in confined places. The grenade makes a loud exploding boom and emits a bright flash followed by a shower of white-hot sparklettes and some white smoke. The sudden flash, burning sparks, and smoke is startling, creates confusion/distraction and partially obscures the vision. The victims may not be completely blind, but their vision is covered in spots (think high-powered flashbulb) and are -8 to strike, parry and dodge, -1 on initiative and lose one melee attack/action for the next 1D4 melee rounds (15 to 60 seconds). Even those who are bionic or in armor should be momentarily affected for 1D4 seconds and lose initiative and one melee attack for that round. Duration: 1D4 melee rounds.
Cost: 100 credits.

**Tear Gas Grenades:** The gas instantly affects all characters without protective gas masks, bionic lungs and filters, or environmental body armor. The eyes burn, sting and water profusely, causing great discomfort and seeing clearly is impos-

sible. The gas also makes breathing difficult and irritates exposed skin. The effects last for 3D4 minutes. The 25 foot (7.6 m) cloud dissipates in about five minutes unless blown away by wind (dissipating more quickly in 1D4 minutes). The victims of tear gas are -10 to strike, parry and dodge, -3 on initiative and lose one melee attack/action. Duration: 1D6+1 melee rounds. Those in environmental armor are completely safe and not effected. Cost: 200 credits.

**Smoke Grenades:** This type of grenade releases a thick cloud of smoke that covers a 20-40 foot (6.1 to 12.2 m) radius. The smoke obscures vision in and through the cloud from those on the outside of it. Infrared cannot penetrate a smoke cloud or be used inside a smoke cloud. Those inside the cloud will be blinded and have trouble breathing while inside it. Those who are not protected by environmental suits or gas mask and goggles, cough and have trouble seeing through the smoke more than 4 feet (1.2 m) ahead, and even then details are hazy; -5 to strike, parry and dodge and -1 on initiative and cannot see beyond four feet (1.2 m). Attackers firing into/through the cloud are shooting wild. Duration of Smoke: 1D6+4 minutes. Reduce duration by half in higher winds. Cost: 50 credits.

# Flares

**Handheld Flare:** This is the type of item truck drivers and road patrols use to signal for help or to warn others of an accident or danger. The flare burns for 20 minutes. Cost: One credit each.

**Parachute Flares:** This pyrotechnic device usually comes in a hand-held, throw-away launch tube. Three seconds after launching, the flare ignites into a bright sparking light that slowly drifts back down to earth. While in the air, the flare burns for 60 seconds and illuminates an area of roughly 150 feet (45.7 m) in diameter. Cost: 10 credits each. Note: This is NOT a weapon, but if shot into a person, the flare does 5D6 S.D.C. each melee round for one minute (four rounds). There is also a 50% chance of causing combustibles to catch fire.

# Weapon Attachments & Enhancements

Attachments usually attach to the barrel of the gun.

**Ballistic Knife Bayonet:** Instead of a normal Vibro-Bayonet, the rifle can be mounted with a ballistic knife. It can be used just like a normal bayonet in close combat to slash or stab opponents, but can also fire the blade as a last resort to attack someone at range. This attachment can only be mounted on rifles.
Weight: Two pounds (0.9 kg).
Range: 30 feet (9.1 m).
Mega-Damage Vibro-Blade: Melee: 1D6 M.D. for a Vibro-Blade. (**Note:** W.P. Knife and W.P. Targeting do NOT apply to this weapon.)
Rate of Fire: Single shot only.
Payload: One. Once the blade is fired, it must be recovered in order to use again, or another blade can be inserted.
Cost: 9,500 credits, most of the cost being the Vibro-Blade. Fair availability.

**Custom Grip:** Many soldiers opt to upgrade their weapons with a custom grip. This grip is molded and shaped specifically for their hand-size, shape and posture when holding the weapon. If anyone other than the one the grip is made for attempts to use the weapon, it will feel awkward and slightly uncomfortable, -1 to strike.
Weight: Negligible difference in weight.
Enhancement: Helps to prevent dropping the weapon and provides stability.
Cost: 400 credits. Excellent availability.

**Flashlight:** Attaches to the barrel of the weapon.
Weight: Negligible difference in weight.
Range: 300 feet (91.4 m) or less for optimal illumination.
Enhancement: Projects a beam of light for illuminating areas like any flashlight.
Cost: 100 credits. Excellent availability.

**Flash Suppressor:** Attaches to the muzzle of the weapon to hide the flash when a gun is fired. Not applicable to energy weapons, shotguns, rail guns and other heavy weapons.
Weight: Two pounds (0.9 kg).
Penalties: -1 to strike.
Range: Reduce the weapon's range by 20% (reduce range by 40% and accuracy -2 to strike when a silencer and flash suppressor are used together).
Enhancement: Hides muzzle flash.
Cost: 350 credits. Excellent availability.

**Grenade Launcher:** An attachment under the barrel of a rifle.
Weight: 5 pounds (2.25 kg) **or** 7 pounds (3.1 kg) for the six grenade magazine.
Range: Varies, but typically 1,200 feet (366 m).
Mega-Damage: As per rifle grenade.
Rate of Fire: One at a time.
Payload: One round for the single shot launcher or 6 grenades in a small drum or magazine.
Cost: 15,000 credits. Not available as a pistol or heavy weapons attachment, otherwise good availability.

**Optical Scopes:** Many. Basically, each scope is roughly the same as bionic passive nightvision, infrared, laser targeting and telescopic eye implants. Good availability.

**Silencer:** Attaches to the muzzle of the gun. Used for covert operations to silence the report of revolvers, pistols, and rifles; not applicable to shotguns, rail guns or grenade launchers or other heavy weapons.
Penalties: -1 to strike.
Range: Reduce the weapon's range by 20% (reduce range by 40% and accuracy -2 to strike when a silencer and flash suppressor are used together).
Enhancement: Muffles the sound of gunshots.
Cost: 500 credits. Fair availability.

**Vibro-Bayonet:** A small Vibro-Bayonet is mounted under the barrel and can be used to slash and stab those who get within melee range of the wielder. Available as a rifle, pistol, or submachine-gun attachment.
Weight: 1 pound (0.45 kg).
Range: Within reach.
Mega-Damage: 1D4 M.D. as a pistol or submachine-gun attachment. 1D6 M.D. as a rifle attachment.
Cost: 7,500 credits per Vibro-Bayonet with either type of attachment.

# Rifles

## The Kalashnikov

### The Weapon of the People

The AK-47 assault rifle is possibly the most iconic weapon ever created by the Soviets. The rifle was praised largely for its durability, reliability in combat and simplicity of use. At the beginning of the Golden Age, there were over 300 million AK-47 firearms worldwide, and approximately an additional 50 million other weapons in the Kalashnikov family of weapons.

Throughout the Golden Age and the new cold war that followed, the Kalashnikov was put back into full production as the primary weapon of the Russian armed forces. As technology developed, it was upgraded for future production runs, leading to Mega-Damage energy weapons that used the original, beloved design, some even mimicking the same sounds of gunfire made by the assault rifle with each laser or ion blast. It was decided that familiarity breeds confidence and patriotic pride, which is why the old design was kept even for energy weapons. The new M.D.C. materials made the weapon even more lightweight and resistant to physical damage on the battlefield.



## AK-147 Kalashnikov (S.D.C.)

The AK-147 is the most prevalent weapon in all the Sovietski. Millions of these weapons were unearthed during the raids on pre-cataclysm outposts and weapon caches after the Sovietski emerged. The rifle looks almost exactly like the pre-Rifts AK-47, complete with iron sights. The body is made out of light M.D.C. materials, making it lightweight and extremely rugged. The weapon can fire three and six round bursts and comes with either a folding metal or an integrated wooden stock for added stability. This is truly the weapon of the people.

Weight: 7 pounds (3.2 kg).
Range: 1,300 feet (396 m).
S.D.C. Damage/Standard Bullets: 5D6 S.D.C./Hit Points per round, 1D4x10 S.D.C. for a three round burst or 1D6x10 S.D.C. with a six round burst.
Rate of Fire: Each single shot or burst counts as one attack.
Payload: 20, 30 and 60 round magazines, or 120 round detachable drum-style magazine (adds 10 pounds/4.5 kg to the weight).
Black Market Cost: 1,100 credits. Excellent availability. Free to Red Star Reservists.

## AK-247LL Light Laser Kalashnikov

The AK-247LL is a light pulse laser rifle common among the police, Sovietski Army, Red Star Reservists and people living in the country and surrounding wilderness. The weapon can fire a single shot or rapid-fire three blast pulse. Comes with either a folding metal or an integrated wooden stock for added stability. A military grade weapon.



Weight: 9 pounds (4 kg).
Range: 1,500 feet (457 m).
Mega-Damage Lasers: 1D6 M.D. per single blast or 3D6 M.D. for a three pulse blast.
Rate of Fire: Each single shot or burst counts as one attack.
Payload: 30 single shots or 10 three pulse bursts per E-Clip.
Black Market Cost: 15,000 credits. Excellent availability. Free to Red Star Reservists.



## AK-247HL Heavy Laser Kalashnikov

The AK-247HL is a heavy pulse laser rifle common among Sovietski soldiers. The weapon can fire a single blast or three pulse burst. Comes with either a folding metal or an integrated wooden stock for added stability. The weapon of the people.

Weight: 11.5 pounds (5.2 kg).
Range: 2,000 feet (610 m).
Mega-Damage Lasers: 2D6 M.D. per single shot or 6D6 per three pulse blast. The weapon can also be set to do 1D6x10 S.D.C. damage.
Rate of Fire: Each single shot or pulse counts as one attack.
Payload: 20 single shots or 6 three pulse blasts per standard E-Clip.
Black Market Cost: 23,000 credits. Excellent availability. Free to officers in the Red Star Reserves.



## AK-347CR Cyborg Kalashnikov

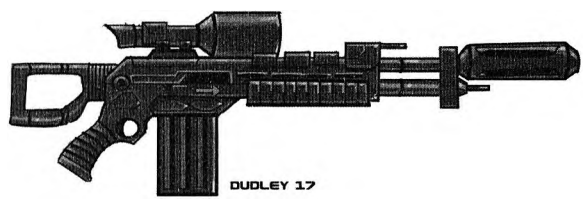
A weapon very similar in look and style to the AK-247, but is a large rail gun used by all Sovietski cyborg weight classes: Light, Heavy and Superheavy Machines, and favored most by the last two. The Cyborg Kalashnikov rail gun is belt feed with the ammo drum either slung over the shoulder of a Heavy or Superheavy Machine or attached to the cyborg's back; the 800 round drums may be attached to the hip or back of Superheavy Machines, but the 1,600 and 2,000 round drum must be carried or attached to the back.

The two big ammo drums inflict an encumbrance penalty on *Light Machines* that reduces speed and leaps by 20% and imposes a cumulative -15% penalty on skills like Acrobatics, Climbing, Prowl and Swimming. When used by a *Heavy Machine* the pen-

alty is only speed reduced by 10% and a cumulative -5% penalty on skills like Acrobatics, Climbing, Prowl and Swimming. Exclusive to the Sovietski Army.
Weight: Gun: 150 pounds (67.5 kg). 800 Round Ammo Drum: 130 pounds (58.5 kg). 1,600 Round Drum: 230 pounds (103 kg). 2,000 Round Ammo Drum: 286 pounds (129 kg).
Range: 4,000 feet (1,219 m).
Mega-Damage: 1D6 M.D. per round and 1D6x10 M.D. per 20 round burst.
Rate of Fire: Each single shot or burst counts as one attack.
Payload: 800 round drum for 40 bursts. 1,600 round drum provides 80 bursts and the 2,000 round drum for 100 bursts.
Black Market Cost: 60,000 credits for the rail gun. Fair availability.

## Dragunov SVD Rifle (S.D.C.)

The SVD Snayperskaya Vintovka Dragunova (translation: Dragunov's Sniper Rifle) is a mid- to long-range, pre-Rifts sniper rifle issued to designated marksmen spread throughout infantry units, particularly the Spetsnaz. The rifle is well manufactured, sturdy and capable of putting out precisely placed, accurate shots in order to disrupt enemy formations and eliminate strategic targets.
Weight: 9.5 pounds (4.3 kg).
Range: 2,700 feet (823 m).
S.D.C. Damage: 7D6 S.D.C. per round.
Rate of Fire: Single shots only. Each shot counts as one melee attack.
Payload: Eight round magazine.
Bonus: +1 to strike on Aimed and Called Shots.
Black Market Cost: 6,000 credits. Poor availability.




## Dragunov SVD-L2A Laser Sniper Rifle

This is a high-powered, single shot, long-range, laser sniper rifle issued to designated marksmen in special forces and the Spetsnaz. The laser rifle is as tough and reliable as its conventional S.D.C. cousin.
Weight: 9.7 pounds (4.4 kg).
Range: 4,000 feet (1,219 m).
M.D. Damage: 3D6 M.D. per single blast.
Rate of Fire: Single shots only. Each shot counts as one melee attack.
Payload: 11 shots per standard E-Clip.
Bonus: +1 to strike on Aimed and Called Shots.
Cost: 36,000 credits. Poor to fair availability.

## SVD-3B Super Dragunov Anti-Materiel Rifle

The SVD-3B is a large, single shot *rail gun* that looks like a giant version of the Dragunov rifle. Only trained Wolverine People and Heavy and Superheavy Machines can fire the weapon




from standing, kneeling or prone positions with no difficulty, but it is nearly impossible for unaugmented humans or even Light Machines to use due to the weight, length and tremendous recoil. A bipod can be attached for extra stability and about half of the weapons have one as a standard feature along with a telescopic gunsight.

The "Super-D" may not look like it from a distance and next to the large Heavy or Superheavy Machine that usually wields it, but the barrel is wide enough to fire rifle grenades. Moreover, its magazine is designed to feed and fire grenades just like a bolt-action rifle, only at superior distances. It is used by cyborg soldiers and snipers to eliminate communications and sensor arrays and key personnel, and to knock out sensors, communications, thrusters, weapon turrets, tires, and other targets that impair and cripple armored vehicles, cyborg Shocktroopers, power armor and giant robots, as well as kill shots against demons and monsters.
Weight: 198 pounds (89 kg). Each ammo clip weighs 25 pounds (11 kg).
Length: 7 feet (2.1 m).
Range: 2,500 feet (762 m).
Mega-Damage: As per rifle grenade type: 2D6 M.D. to 5D6 M.D.
Rate of Fire: Single shots only. Each shot counts as one melee attack.
Payload: Ten round magazine.
Bonus: +1 to strike on Aimed and Called Shots. Double damage on a Natural 20.
Penalty: -3 if used for anything other than an Aimed or Called Shots. -3 to strike when used by Light Machines even on Aimed and Called Shots, and -6 by humans.
Black Market Cost: Rare. 90,000+ credits if ever available on the black market. The Sovietski has not shared this technology with anyone and the weapon is rare even within its own military.

## OTs-38 Groza II "Terror II"

The OTs-38 Groza II, dubbed the "Terror," is an upgraded version of the pre-Rifts assault rifle, the OTs-14 Groza (Russian meaning "thunderstorm" or "terror" in Russia). A favorite weapon of the Spetsnaz, it is designed for urban combat, law enforcement and special operations, it is almost identical in appearance to its predecessor. The Groza II preserved the short barrel length for operating in confined spaces like urban alleyways, inside homes, tunnels, caves, narrow hallways and dense forests. It also kept the ability to switch between ion rifle and the under-barrel grenade launcher with the flip of a button. This makes the Terror a versatile weapon ideal for combating an array of adversaries – from an enraged cyborg soldier to a raiding party of Mega-Damage D-Bees. The "bullpup" configuration (clip ammo feed inserts behind the grip) also remains, while the grenade launcher is a single round, hand-loaded into the barrel, configuration that enables the user to mix up his grenade attacks for specific targets, adversaries and tactics.

The weapon has a three-position fire mode selector switch to select whether it fires the rifle or the grenade launcher, or places it in "safe" mode. The Groza II is an Ion blaster instead of the original submachine-gun, and the Terror now contains a **G-Clip**

(Long Energy Clip with double the standard E-Clip capacity, first introduced in **Warlords of Russia**, page 178). What it sacrifices in short range and low rate of fire, it more than makes up for with heavy damage, versatility and superb reliability; it can even function underwater and in freezing temperatures.
Primary Purpose: Enforcement/Assault.
Weight: 8 pounds (3.6 kg).
Range: Ion: 500 feet (152 m). Grenade launcher: 150 feet (45.7 m).
Mega Damage: Ion Blaster does 4D6 M.D. per single shot.

Grenades: Any rifle grenade; varies. Standard payload is a combination of Silver Fragmentation Light (2D4x10 S.D.C. in a 10 foot/3 m) radius), Silver Fragmentation Heavy (2D6 M.D. to a 4 foot/1.2 m) radius, Heavy Explosive (5D6 M.D. in a 4 foot/1.2 m radius) and Smoke.
Rate of Fire: Each blast counts as one melee attack. Cannot fire the ion blaster and grenade launcher at the same time as they utilize the same trigger.
Payload: 40 shots from the Extended E-Clip cartridge. Standard E-Clips accompanied with an E-Clip Adapter can be used but they only provide 20 shots. The E-Clip snaps snugly into the wide housing of the adapter, which in turn snaps into the weapon's bullpup ammo port.
Market Cost: 45,000 credits. Fair availability, good for Law Enforcement.
Special Note: There are two main military caliber grenade types used in service: the low-velocity rounds used in hand-held grenade launchers; and the high-velocity rounds used in mounted tripod weapons, crew-served weapons, vehicle weapons, heavy cyborg, power armor, and robot vehicle armaments and are linked together with a metallic disintegrating link. Both 40 mm cartridges use the High-Low Propulsion System, but the grenades are not interchangeable.

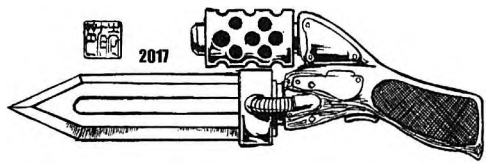
# Unusual Sovietski Weapons




## SH-31 Ballistic Knife

Normal ballistic knives are special close-combat weapons that use a spring or gas propellant to fire a detachable blade a short distance. The SH-31 Ballistic knife is fundamentally just that, except it fires a Vibro-Blade that is able to hold on to a charge until it reaches its target. Otherwise, it functions like any other knife.

Spetsnaz soldiers and assassins like these weapons in melee combat, circling an opponent and then firing a blade at them before they know what hit them. Some carry two on them, and may have another stored in a hidden cybernetic compartment.
Weight: One pound (0.45 kg).
Range: 20 feet (6.1 m).
S.D.C. Blade: 1D6 S.D.C./Hit Points for a normal Ballistic knife.
Mega-Damage Vibro-Blade: Melee: 1D6 M.D. for a Vibro-Blade. (**Note:** W.P. Knife and W.P. Targeting do NOT apply to this weapon.)
Rate of Fire: Single shot only.
Payload: One. Once the blade is fired, the pommel is useless in combat until the blade can be recovered and reloaded, or another blade is inserted.
Black Market Cost: 7,800 credits with most of the cost being the Vibro-Blade. Fair availability.



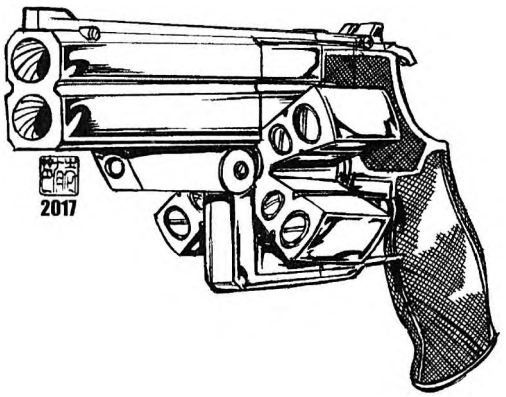

## S-30-89 "Bear Tooth" Ion Pistol

In the right hands, the Bear Tooth can be utterly devasting in close-quarters melee combat. It is, in effect, a big, heavy Vibro-Blade attached to an ion blaster. The blade is larger and wider than a bayonet or Vibro-Knife to take advantage of the size and strength of large combat cyborgs like Heavy and Superheavy Machines, but it is also favored by Light Machines, Wolverine People, monster hunters and some Spetsnaz. The ion blaster is extremely short-ranged and intended for close combat and urban assaults where range is not necessary.

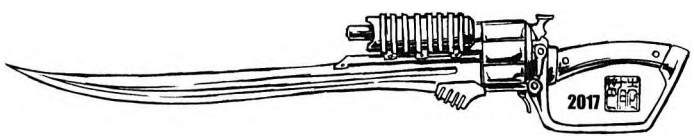
It is becoming infamous for an attack maneuver that has been dubbed the "stab and blast." If so desired, the Bear Tooth blaster can be fired after the Vibro-Blade portion has been stabbed into a cyborg or monster, but shooting counts as a separate attack (one attack to stab and one attack to shoot the gun). This can be deadly because the intended victim is unable to parry or dodge the quick ion blast that follows the stabbing in quick succession – while the blade is still inside of him! The only exception is if the stabbing victim manages to successfully step back and turn away from the weapon before it is fired (a maneuver that inflicts another 2D4 M.D. from the blade), or spins to rip it out of his body (doing 4D4 M.D. from the blade!). Even then he is not likely to be able to move fast enough to avoid the blast: -4 to dodge, -4 to initiative, should it apply. **Note:** The blast pushes the impaled victim off the Vibro-Blade, but the two combatant are still in range for the ion blaster to fire (normal dodge roll) or for another stab and blast to be attempted (parry or dodge).
Weight: 10 pounds (4.5 kg).
Range: Vibro-Blade: Melee combat. Ion blaster: 200 feet (61 m). Designed for point-blank shooting and close-quarters combat.
Mega-Damage: Ion Blaster: 4D6 M.D. per shot. Vibro-Blade: 2D6 M.D. Rate of Fire: Each slicing, chopping or stabbing action or single shot counts as one melee attack.
Payload: 12 ion blasts from a standard E-Clip.
Black Market Cost: 16,000 credits. Add 600 credits to silver-plate the Vibro-Blade. Poor availability.

## S-30-51 Cyborg Grenade Revolver

The S-30-51 is an experimental, big cyborg handgun designed for Light, Heavy and Superheavy Machines who wanted a powerful yet reasonably small and powerful side arm. The weapon resembles a revolver three times larger than normal. It has a double-barrel, one on top of the other. Each time the large cylinder rotates, two grenades align with the two barrels so the weapon can fire one or both grenades. It fires rifle grenades and can be loaded with any of them by hand, one at a time. Someone familiar

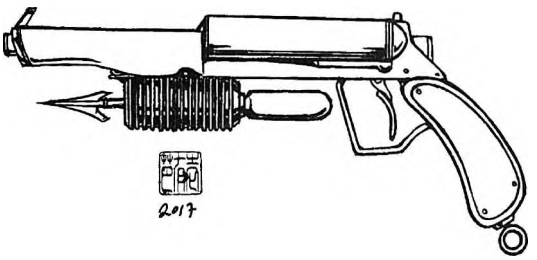


with the weapon can load one grenade in one melee action, all six in one melee round (15 seconds).
Weight: 15 pounds (6.75 kg) for the gun only; 18 pounds (8.1 kg) fully loaded.
Range: 300 feet (91.4 m).
Mega-Damage: Varies depending on the type of grenade used. Fragmentation: 2D6 M.D. to a 6 foot (1.8 m) radius. High Explosive: 3D6 M.D. to a 3 foot (0.9 m) radius. Plasma: 5D6 M.D. to a 6 foot (1.8 m) radius. Or Smoke, Stun Flash, or Tear gas based on mission and availability.
Rate of Fire: One or two shots at a time.
Payload: Twelve rounds. Reloading the weapon can be done in two melee actions with a specially designed speed-loader, or each round can be loaded manually in one full melee round.
Black Market Cost: 40,000 credits. Poor availability.



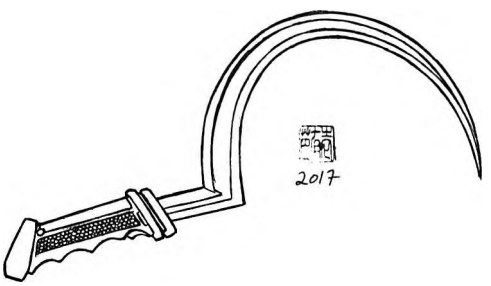
## SH-37 Cyborg Vibro-Sword Shotgun

The SH-37, nicknamed the "Silver Viper," is a large, cutlass-style Vibro-Sword that is part of a short-barreled shotgun. The combination is awkward for humans even when used as a two-handed weapon (-2 to strike and parry as a sword and -2 to strike as a gun), but can be wielded as a one-handed weapon by Wolverine People who love the weapon, and Light and Heavy Machines without difficulty. The Sword Shotgun is enjoyed especially by those who find themselves battling monsters and the supernatural, because the Vibro-Blade is silver-coated and the shotgun can fire solid silver or silver-coated slugs, silver scattershot, wood rounds and ordinary shotgun rounds. This gives the Silver-Viper excellent combat versatility.
Weight: 19 pounds (8.5 kg).
Length: 3 feet, 5 inches (1 m) long.
Range: Melee combat or 120 feet (36.6 m) for the shotgun round.
Mega-Damage: Silver Vibro-Blade: 2D6 M.D. Shotgun varies with load, but typically an S.D.C. load that does damage to werewolves, vampires and various demons per shot. See Special Ammunition, above.
Rate of Fire: Single shots only. Each shot counts as one melee attack.
Payload: Eight shotgun rounds.
Black Market Cost: 15,000 credits. Poor availability.



## S-10-68 Harpoon Laser Pistol

This weapon was designed for Sovietski S.C.U.B.A. divers and cyborgs for underwater operations and boarding enemy vessels. The main gun is a long-barreled, blue green laser, but it also has a modular underbarrel, small, harpoon launcher. The harpoon can be used for silent kills, spearing fish, warning shot or can be attached to a separate cable and used to deploy zip-lines and cables for boarding ships (the line probably attached to a mooring on the sailor's own ship, not to him or the gun).
Primary Purpose: Anti-Frogman/Amphibious Assault
Weight: 6.5 pounds (2.9 kg).
Range: Harpoon: 200 feet (61 m). Laser: 800 feet (244 m) on land, 1,200 feet (366 m) underwater.
Mega-Damage: Laser: 2D6 M.D. per shot. Harpoon: 1D4 M.D. Vibro-Blade tip.
Rate of Fire: Each blast or harpoon shot counts as one melee attack.
Payload: Laser: 20 blasts per standard E-Clip. One short harpoon, though 6 more may be carried in a small pouch; hand loaded.
Black Market Cost: 14,000 credits. Poor availability.

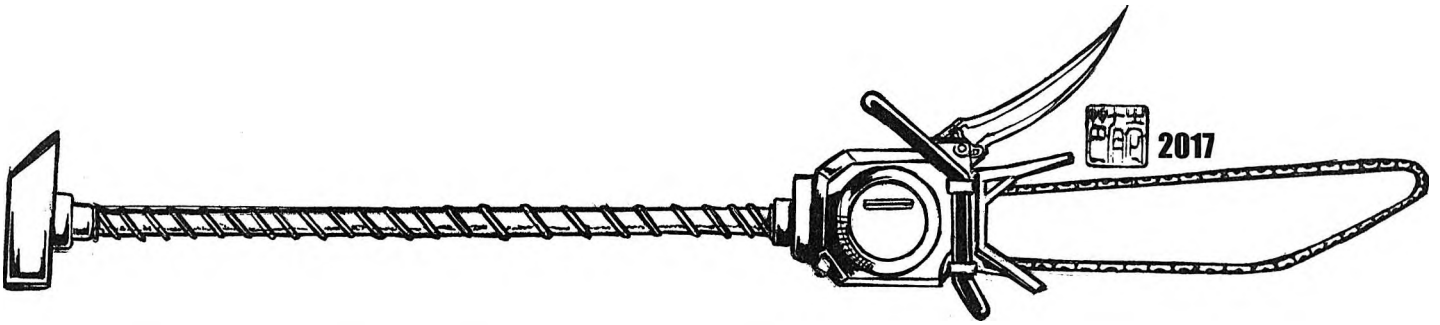


## SH-21 Vibro-Sickle

The Vibro-Sickle has been part of the Soviet arsenal since before the Great Cataclysm and has been adopted by the Sovietski. It is a large, curved Vibro-Blade, used as a hand weapon and ideal for slashing and chopping attacks as well as parrying. The sickle is often used by Sovietski Light and Heavy Machines, and is standard issue for the Thunderhammer cyborg.
Weight: Human-sized: 4 pounds (1.8 kg). Giant-Sized: 20 pounds (9 kg).
Range: Melee combat range.
Mega-Damage: Human-sized: 2D4 M.D. Giant-Size: 3D6 M.D.
Black Market Cost: Human-Sized: 8,000 credits. Giant: 16,000 credits. Fair availability.

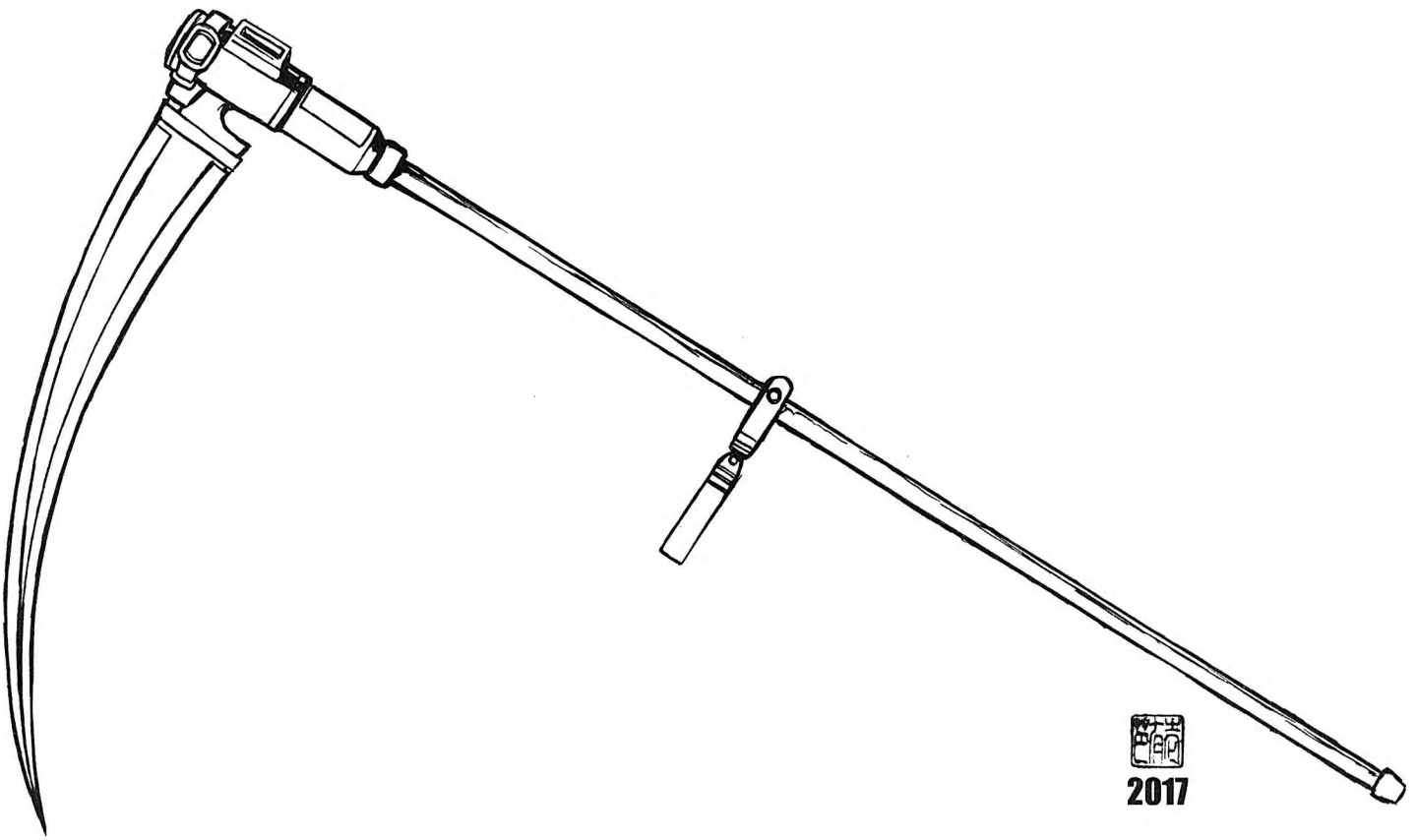
## Pole Arm: SH-76 Chainsaw Glaive

Taking a page from the Romanov camp's playbook, the Sovietski has developed the SH-76 Chainsaw Glaive pole arm for use by cyborgs. The Saw-Glaive is a long, shaft weapon that comes in two sizes, 9 feet (2.7 m) for Light and Heavy Machines, and 14




feet (4.3 m) for Superheavy Machines. Damage is the same for both. The weapon has a middle section with a textured grip, and a rounded metal butt for blunt strikes (damage as per P.S. punch damage). The weapon head of the glaive is a reinforced chainsaw blade used for slashing and cutting attacks, cutting through debris, and against light fortifications, sensor and communications arrays, and similar targets.

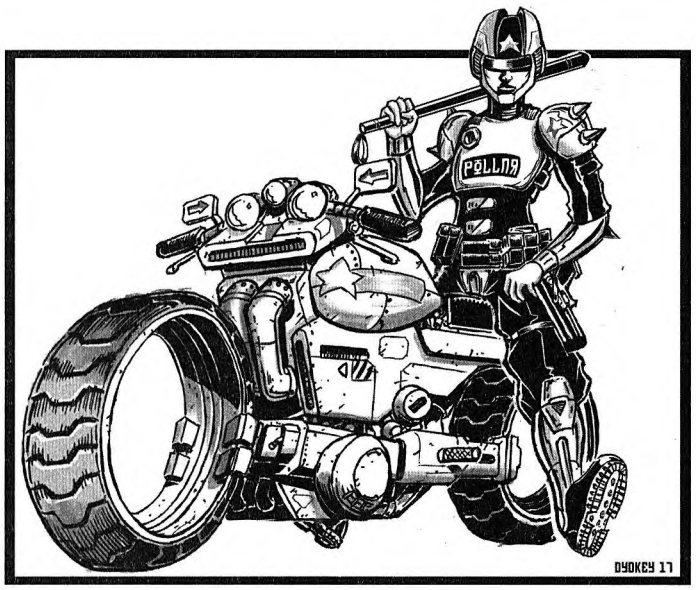
Weight: 40 pounds (18 kg), or 60 pounds (27 kg) for the larger glaive.
Range: Melee combat only. Reach varies with the size of the user.
Mega-Damage: Chainsaw: 4D6+4 M.D. The blunt damage from the other end is as per P.S. attribute, equal to a punch. Comes on a larger pole for the big Heavy and Superheavy Machines but does the same damage.
Payload: 30 minutes per standard E-Clip.
Black Market Cost: 13,000 credits. Fair to poor availability.




## Pole Arm: SH-79 Vibro-Scythe

Another pole arm developed for melee combat, the SH-79 is a large scythe equipped with a five foot (1.5 m) long, silver-plated, curved Vibro-Blade. The weapon is mainly used by Heavy and Superheavy Machines and the occasional Light Machine. Many have also been sold to the Romanov camp and are used extensively by their Avenging Angel Shocktroopers. The scythe is a fairly simple design, but its heft allows for truly punishing attacks.

Weight: 70 pounds (32 kg).
Range: Hand to hand combat only.
Mega-Damage: Human-sized/Light or Heavy Machine 3D6 M.D. Giant-size for Superheavy Machine: 4D6 M.D.
Black Market Cost: 17,000 or 30,000 credits. Fair availability.




# Experience Tables

**Cold Born & Wolverine People**

| | |
|---|---|
| 1 | 0,000 – 2,050 |
| 2 | 2,051 – 4,100 |
| 3 | 4,101 – 8,250 |
| 4 | 8,251 – 16,500 |
| 5 | 16,501 – 24,600 |
| 6 | 24,601 – 34,700 |
| 7 | 34,701 – 49,800 |
| 8 | 49,801 – 69,900 |
| 9 | 69,901 – 95,000 |
| 10 | 95,001 – 130,100 |
| 11 | 130,101 – 180,200 |
| 12 | 180,201 – 230,300 |
| 13 | 230,301 – 280,400 |
| 14 | 280,401 – 340,500 |
| 15 | 340,501 – 400,600 |

**Cyborg Soldier: Light Machine Cyborg**

| | |
|---|---|
| 1 | 0,000 – 2,100 |
| 2 | 2,101 – 4,200 |
| 3 | 4,201 – 8,400 |
| 4 | 8,401 – 16,800 |
| 5 | 16,801 – 25,000 |
| 6 | 25,001 – 35,000 |
| 7 | 35,001 – 50,000 |
| 8 | 50,001 – 70,000 |
| 9 | 70,001 – 95,000 |
| 10 | 95,001 – 130,000 |
| 11 | 130,001 – 180,000 |
| 12 | 180,001 – 234,000 |
| 13 | 234,001 – 285,000 |
| 14 | 285,001 – 345,000 |
| 15 | 345,001 – 410,000 |

**Cyborg Soldier: Heavy Machine**

| | |
|---|---|
| 1 | 0,000 – 2,150 |
| 2 | 2,151 – 4,300 |
| 3 | 4,301 – 8,600 |
| 4 | 8,601 – 18,600 |
| 5 | 18,601 – 26,600 |
| 6 | 26,601 – 36,600 |
| 7 | 36,601 – 54,600 |
| 8 | 54,601 – 75,600 |
| 9 | 75,601 – 99,600 |
| 10 | 99,601 – 135,600 |
| 11 | 135,601 – 185,600 |
| 12 | 185,601 – 240,600 |
| 13 | 240,601 – 290,600 |
| 14 | 290,601 – 343,600 |
| 15 | 343,601 – 423,600 |

**Cyborg Soldier: Superheavy Machine**

| | |
|---|---|
| 1 | 0,000 – 2,500 |
| 2 | 2,501 – 5,000 |
| 3 | 5,001 – 10,000 |
| 4 | 10,001 – 20,000 |
| 5 | 20,001 – 30,000 |
| 6 | 30,001 – 40,000 |
| 7 | 40,001 – 55,000 |
| 8 | 55,001 – 80,000 |
| 9 | 80,001 – 105,000 |
| 10 | 105,001 – 150,000 |
| 11 | 150,001 – 200,000 |
| 12 | 200,001 – 250,000 |
| 13 | 250,001 – 310,000 |
| 14 | 310,001 – 380,000 |
| 15 | 380,001 – 450,000 |

**Sovietski Police Officer, Gridgitz & Infantry Soldier**

| | |
|---|---|
| 1 | 0,000 – 1,970 |
| 2 | 1,971 – 3,940 |
| 3 | 3,941 – 7,880 |
| 4 | 7,881 – 14,880 |
| 5 | 14,881 – 21,880 |
| 6 | 21,881 – 31,880 |
| 7 | 31,881 – 41,220 |
| 8 | 41,221 – 54,440 |
| 9 | 54,441 – 74,660 |
| 10 | 74,661 – 104,880 |
| 11 | 104,881 – 139,220 |
| 12 | 139,221 – 189,440 |
| 13 | 189,441 – 239,660 |
| 14 | 239,661 – 290,880 |
| 15 | 290,881 – 335,000 |

**Sovietski Tanker**

| | |
|---|---|
| 1 | 0,000 – 2,100 |
| 2 | 2,101 – 4,200 |
| 3 | 4,201 – 8,400 |
| 4 | 8,401 – 17,200 |
| 5 | 17,201 – 25,400 |
| 6 | 25,401 – 35,800 |
| 7 | 35,801 – 51,000 |
| 8 | 51,001 – 71,200 |
| 9 | 71,201 – 96,400 |
| 10 | 96,401 – 131,600 |
| 11 | 131,601 – 181,800 |
| 12 | 181,801 – 232,000 |
| 13 | 232,001 – 282,200 |
| 14 | 282,201 – 342,400 |
| 15 | 342,401 – 402,600 |

**Spetsnaz/Special Forces**

| | |
|---|---|
| 1 | 0,000 – 2,200 |
| 2 | 2,201 – 4,400 |
| 3 | 4,401 – 8,800 |
| 4 | 8,801 – 17,600 |
| 5 | 17,601 – 27,800 |
| 6 | 27,801 – 37,900 |
| 7 | 37,901 – 55,100 |
| 8 | 55,101 – 75,200 |
| 9 | 75,201 – 100,300 |
| 10 | 100,301 – 145,500 |
| 11 | 145,501 – 190,600 |
| 12 | 190,601 – 245,700 |
| 13 | 245,701 – 295,800 |
| 14 | 295,801 – 345,900 |
| 15 | 345,901 – 415,100 |

**Vedmak Cyber-Doc**

| | |
|---|---|
| 1 | 0,000 – 2,150 |
| 2 | 2,151 – 4,300 |
| 3 | 4,301 – 8,600 |
| 4 | 8,601 – 18,600 |
| 5 | 18,601 – 26,600 |
| 6 | 26,601 – 36,600 |
| 7 | 36,601 – 54,600 |
| 8 | 54,601 – 75,600 |
| 9 | 75,601 – 99,600 |
| 10 | 99,601 – 135,600 |
| 11 | 135,601 – 185,600 |
| 12 | 185,601 – 240,600 |
| 13 | 240,601 – 290,600 |
| 14 | 290,601 – 343,600 |
| 15 | 343,601 – 423,600 |

**Sovietski Commissar**

| | |
|---|---|
| 1 | 0,000 – 2,140 |
| 2 | 2,141 – 4,280 |
| 3 | 4,281 – 8,560 |
| 4 | 8,561 – 17,520 |
| 5 | 17,521 – 25,520 |
| 6 | 25,521 – 35,520 |
| 7 | 35,521 – 50,520 |
| 8 | 50,521 – 71,000 |
| 9 | 71,001 – 96,100 |
| 10 | 96,101 – 131,200 |
| 11 | 131,201 – 181,300 |
| 12 | 181,301 – 231,400 |
| 13 | 231,401 – 281,500 |
| 14 | 281,501 – 341,600 |
| 15 | 341,601 – 400,700 |

**Sovietski Citizen**

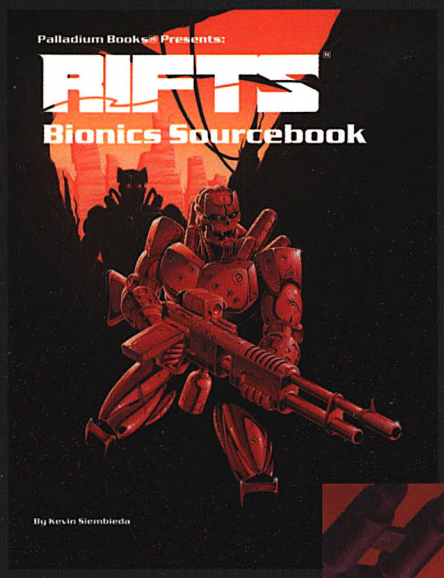
| | |
|---|---|
| 1 | 0,000 – 1,875 |
| 2 | 1,876 – 3,750 |
| 3 | 3,751 – 7,250 |
| 4 | 7,251 – 14,100 |
| 5 | 14,101 – 21,200 |
| 6 | 21,201 – 31,200 |
| 7 | 31,201 – 41,200 |
| 8 | 41,201 – 51,200 |
| 9 | 51,201 – 71,200 |
| 10 | 71,201 – 101,500 |
| 11 | 101,501 – 136,500 |
| 12 | 136,501 – 186,500 |
| 13 | 186,501 – 236,500 |
| 14 | 236,501 – 286,500 |
| 15 | 286,501 – 326,500 |

**Shu-Shuum**

| | |
|---|---|
| 1 | 0,000 – 2,000 |
| 2 | 2,001 – 4,000 |
| 3 | 4,001 – 8,200 |
| 4 | 8,201 – 16,400 |
| 5 | 16,401 – 24,500 |
| 6 | 24,501 – 34,600 |
| 7 | 34,601 – 49,700 |
| 8 | 49,701 – 69,800 |
| 9 | 69,801 – 94,900 |
| 10 | 94,901 – 129,000 |
| 11 | 129,001 – 179,100 |
| 12 | 179,101 – 229,200 |
| 13 | 229,201 – 279,300 |
| 14 | 279,301 – 329,400 |
| 15 | 329,401 – 389,500 |

**Yaganar (Elemental Being)**

| | |
|---|---|
| 1 | 0,000 – 4,400 |
| 2 | 4,401 – 8,800 |
| 3 | 8,801 – 13,600 |
| 4 | 13,601 – 20,200 |
| 5 | 20,201 – 32,400 |
| 6 | 32,401 – 44,800 |
| 7 | 44,801 – 56,600 |
| 8 | 56,601 – 72,800 |
| 9 | 72,801 – 84,000 |
| 10 | 84,001 – 94,200 |
| 11 | 94,201 – 102,400 |
| 12 | 102,401 – 108,600 |
| 13 | 108,601 – 112,800 |
| 14 | 112,801 – 114,200 |
| 15 | 114,201 to the end! |

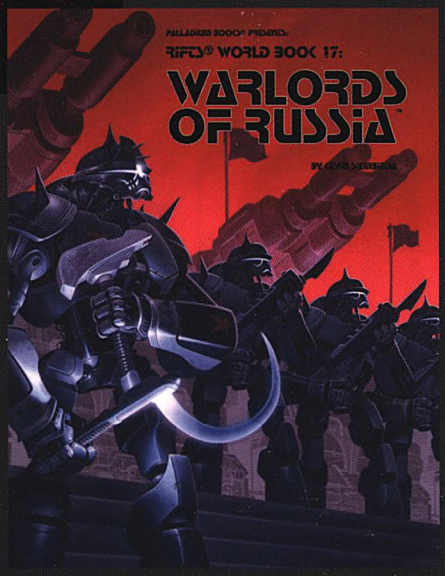



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ISBN-10: 1-57457-240-7
52695>
EAN
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