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NECROPOLIS

2350



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NECROPOLIS 2350

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ADVICE ON THE DYNAMICS OF A BLACK HOLE–STAR BINARY SYSTEM AND HIS PATIENCE IN EXPLAINING
THE PHYSICS TO ME (MOST OF WHICH WAS SUBSEQUENTLY IGNORED) AND THE SAVAGES WHO
BOUGHT THE ORIGINAL PDF AND SO MADE THIS PRINT COPY POSSIBLE.**

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WELCOME TO HELL

The year is 2350.

Knights of the militant Sacri Ordines of the Third Reformation Church are locked in a bitter crusade against the Rephaim (“the dead ones”), a race of evil beings who wield necromantic powers and possess a desire to exterminate all life.

The place is Salus—more popularly called Necropolis—the only habitable world left to mankind since the destruction of Earth in 2319.

Divided between the Third Reformation Church, the Union of Corporations, and the Rephaim, the inhabitants of Necropolis are locked in a struggle for supremacy. Lives are not the only thing at stake—humanity’s very existence hangs in the balance.

If the Rephaim win, humanity’s light will forever disappear from the universe. Should humanity succeed in overcoming the tide of darkness, it can begin to rebuild its former might, perhaps again reaching out into the void to find new worlds on which to prosper and multiply.

The war against the supernatural in *Necropolis* is overt—the common people know about the Rephaim, at least the more common varieties. Church media frequently portrays battles between holy Knights and Rephaim, and images of walking corpses are considered terrifying, but not unusual. A popular poster shows a Knight with sword raised standing atop a pile of Rephaim corpses.

Few citizens have ever encountered a Rephaim, but the forces of darkness are encroaching further into human territory each day.

It’s strongly recommended players start by reading the Militia Dei section, then move on to the background material starting on page 51 before making their characters. War Masters (WM) should read through the War Master Section before play begins.

SACRI ORDINES

I have fought a good fight, I have finished my course, I have kept the faith

2 Timothy 4:7

Since the Third Reformation, the Church has again found itself relying on warrior-monks to lead its holy crusade. Though military organizations at heart, they have grown financially into miniature superpowers within the framework of the Church.

Sacri Ordines (“Holy Orders”) are the elite forces of humanity, dedicated to the destruction of the Rephaim and rekindling the flame of hope.

TRAINING A KNIGHT

In the early days of chivalry, knights were usually born to nobility. Joining a holy militant order was often just a matter of donating all your worldly wealth and taking monastic vows. Things have changed since the Third Reformation.

Although a Knight must still forsake all worldly wealth and take his vows, the process of selection is akin to that of the regular military. Prospective members must be aged between 18 and 30 but may come from any social background. Candidates must pass rigorous physical and mental tests before being accepted into a training Preceptory as a Squire.

Here the Squire undergoes two months of continuous assessment in physical exercise, weapon handling, theological study, and basic technological skills. Those who make the grade are accepted for further training—those who fail must return to their former occupation.

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RECORDING TIME

Throughout this book, time is recorded in the following notation.

A year equates to 384 days (one quarter of the actual local solar year) and comprises eight months. A month has 48 days broken down into six weeks, each of eight days. A day lasts 24 hours. More detail can be found on pages 51-53.

Successful Squires receive a further year of intensive training. They are also expected to be a productive member of the rear echelon staff, preparing meals, handling logistics, digging graves, and so on. Except for combat duties, life is as hard for a Squire as it is for a fully trained Knight—the Ordines accept only the toughest candidates.

At the end of the training, the Squire is brought before the Preceptory's leaders and questioned vigorously for many hours. His physical, mental, and spiritual states are called into question, his worth doubted, and his piety mocked.

Only if he remains resolute in his desire to become a Knight will he pass the test and be offered a sword—the sign of a Knight—and take his sacred vows. Those who fail must either accept a position as a Sergeant or leave the Ordo.

The Ordines accept candidates of either sex as Knights and shared barracks are common. While this does put a strain on the vow of celibacy, most Knights treat their opposite sex colleagues as “one of them.” Recently, hard-line bishops and cardinals have called for women to be banned from serving as Knights, but so long as the Grand Master of the Lazarites is a woman, and has the ear of the Pope, their cries of practice continues.

KNIGHTLY VOWS

Every Knight must take vows of poverty, chastity, obedience, and piety before he can claim his title. Though every Ordo has its own unique vows, these four are the core of any Knight's duty and those breaking them are severely punished.

COMMAND STRUCTURE

Each of the modern Sacri Ordines has built their organization around the greatest of their medieval namesakes—the Knights Templar.

At the top sits the Grand Master of the Ordo, followed by the Deputy Master (who runs day-to-day affairs), Seneschal (in charge of the financial and logistical status of the Ordo), and Marshal (commander of the armies). These four dignitaries reside at the Ordo's headquarters and answer directly to the individual above them. The Grand Master answers only to the Pope.

Field Masters are responsible for overseeing an Ordo's estates in a given geographical area, known as a Commanderie. Below these are the Preceptor Masters, who govern a single Preceptory within that domain. The number of Preceptories varies between five and ten in most Commanderies.

Knight Commanders aid the Preceptor Masters, typically as senior unit commanders in battle. Senior Knights are the NCOs of the Ordines and answer to their Knight Commander. At the bottom of the monastic ladder are the Knights. Below them are the common soldiers—the Sergeants (see page 18).

Promotion as far as Preceptor Master requires only the recommendation of the Field Master. The Grand Master himself appoints Field Masters. All four of the senior positions are responsible for nominating their own successors, though the Grand Master can appoint a person of his choosing to the post if one of the members dies without clear succession.

All Knights use a prefix or suffix (they can be used interchangeably) based on the type of unit in which they serve. Thus, there are Knight Artillerists, Combat Engineer Knight Commanders, and so on.

Within a Sacer Ordo, ranks are commonly used to address superiors or underlings. Citizens refer to all Knights as “Sir” out of respect for their position.

Knightly Ordines are not democracies, nor is free will expected. A Knight of any rank is expected to obey his superiors without question. There are no committees or forums for discussing and planning a mission—the CO makes a decision and his men follow his orders. Naturally, this total obedience initially led to many costly mistakes in terms of human life, and Field Masters are now expected to be exceptional leaders in combat situations—though familial bonds and bribery still go a long way in the 24th Century.

MILITARY STRUCTURE

The Sacri Ordines also modeled their basic military structure around the old Templar cavalry system. The basic infantry unit of 4–6 Knights led by a Senior Knight is called a Lance. Standard composition is one Infantry Support Knight, one Combat Medic Knight, and 2–4 Knight Infantrymen. Each Lance is assigned an identification number between one and twenty, which is prefixed by their Banner designation.

Ten to twenty Lances form a Banner and are led by a Knight Commander. Knight Commanders are frontline officers and are expected to be capable tacticians. Banners are assigned letters from A through to T to distinguish between them.

Ten to twenty Banners form a Squadron, led by a Preceptor Master. This represents the entire fighting force of Knights in a single Preceptory. Only frontline Preceptories are kept at full strength—those in the rear often fail to raise five Banners of Knights. Squadrons are named after their Preceptory.

The largest formation, a Battle, is formed from between five and ten Squadrons and is broken down into a vanguard, left flank, center, right flank, and rear guard. A Field Master commands a Battle. A Battle comprises a force of Knights anywhere from 2000–24,000 strong and represents every Knight within a Commanderie. Battles are given unique names after one of the many popes of history, such as Battle Celestine.

When multiple battles are grouped together, which is usually only during a major offensive, the Marshal of the Ordo appoints one of the Field Masters as “Field Marshal of the Battle”—an honorary position rather than a permanent rank. Being chosen to hold the title is often seen as a sign of possible promotion to a high echelon position when the current holder retires. The Marshal only takes command when the entire Ordo fights together, which is extremely rare.

The above numbers include every branch of the military, only about a third of which are Knight Infantrymen. Artillery, tanks, engineers, and air support are attached to an infantry force as required and follow the same basic structure (4–6 guns, tanks, or aircraft form a Lance, and so on). Such units are rarely formed larger than a Squadron.

SERGEANTS

Sergeants follow the same structure but are not included in the above figures. Serving as infantry and rear echelon support, Sergeants outnumber Knights by almost ten-to-one.

Lances of Sergeants attach to Knight Lances as required. A Senior Knight may command as many as ten Lances of Sergeants in the field. Sergeants maintain their own ranking system (page 18) but are always subservient to Knights.

CHAPLAINS

Chaplains sit outside the military command structure but are still valued members of the Ordo. While Knights fight, it is the Chaplains’ duty to tend for their physical, spiritual, and mental injuries. They are part-priest, part-medic, part-psychologist, and part-diplomat. Chaplains receive considerably less military training than Knights or Sergeants but may carry weapons. Their role is no less important than a Knight’s and their presence reminds the Knights their cause is a holy one.

INTER-ORDO POLITICS

Status is extremely important to the Sacri Ordines. There is fierce competition among them to prove themselves as the Church’s most



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efficient champion. Cooperation is tentative at best and one-upmanship is rife among the lower ranks. In the higher echelons, political maneuvering for favor is part of daily life. Every Ordo has an ambassador to the Pope, each with his own agenda, and his own network of informants.

When forced to work together for a common cause, senior ranking Knights try to curry favor with the Pope for their own Ordo, usually by making promises of wealth in return for being able to lead the assault. Ordines failing to achieve this have a habit of making their own rules of engagement and are notorious for charging recklessly into battle to prove their worth. Any failure is attributed to serving under a poor commander.

Being chosen to lead a major military campaign is the highest honor the Pope can bestow on an Ordo as a whole. Success guarantees Church media coverage, better enlistment rates, sizeable donations, and the promise of more campaigns to follow. After the successful campaign to defend the industrial town of Dainome in Tomaculum, the Impalers saw their financial and manpower assets rise by 2% in a single quarter.

Knights can also find themselves battling against rival Sacri Ordines, especially when a valued prize is at stake. In 2340, elements of the Templars and Incinerators fought a three-day running battle in the ruins of Rhodes Town for the privilege of being the first unit to reach the main church. Casualties ran into hundreds before the Templars hoisted their pennant on the church tower.

LIFE IN AN ORDO

The life of a Knight is not all combat and glory. When a Knight is not on active combat duty, his waking day, which runs from 5 a.m. through to 10 p.m., is spent exercising, praying, studying scripture, or weapon handling. Don't think being a Sergeant is any easier—they work twice as hard keeping the complex logistics running.

Meals are served three times a day. The regular diet is one of gruel, vegetables, dairy products, and bread, almost all of which are produced on the Preceptory's lands. Meat is only allowed every third day for Knights and every four days for Sergeants, even in combat situations. Troops in the field eat dried rations, which are barely palatable but serve their dietary requirements.

Prayers are held six times a day in the Preceptory church or cathedral. In times of war this rule is waived, allowing a Knight to say his prayers whenever the situation allows. Mass is always held after a battle.

Obedience is one of the Sacri Ordines' watchwords and even minor breaches are severely punished. A Knight is expected to comply without question, hesitation, or individuality to an order from a superior. Few citizens are cut out for such discipline.

TERM OF SERVICE

Joining a Sacer Ordo, whether as a Chaplain, Knight, or Sergeant, is not a decision taken lightly. Service is for life. Resignation is possible, but this usually coincides with a loss of faith and is seen as a sign of cowardice by many. Even Knights crippled in battle are found work in a bureaucratic role.

When a Knight reaches 50 years of age, he is taken off frontline duties and assigned a rear-echelon position, either as an administrator or a training instructor. Knights holding rank may continue to serve as staff officers. At 70, a Knight is withdrawn from active service and retires to the Preceptory to live out his remaining days as a monk. Extreme circumstances may see him returned to active status, but most spend their final years in quiet reflection. A retiring Knight is allowed to join the Church as a priest.

PRECEPTORIES

The center of a Knight's life is his Preceptory—also called a chapter house or monastery. Individual Preceptories can vary in size from a few dozen administrators in a backwater province living in a farmhouse to a 200,000 strong military garrison on the frontline covering hundreds of square miles.

Regardless of size or status, all Preceptories contain common features—one or more chapels, barracks, warehouses, armories, mess halls, and administration offices, as well as the option of tank parks and runways. Larger Preceptories often have a cathedral at their heart.

Preceptories in the war zone are extremely well-defended, with razor wire perimeters, minefields, automatic sentry cannons, and constant guard patrols. Preceptories in safer areas may have nothing more than a handful of Sergeants with guard dogs providing security.

KNIGHTLY JUSTICE

Much to the chagrin of the Curia—the Church civil service—the Sacri Ordines are outside the Church judicial system. While bishops dispense justice to commoners, Knights are tried by their peers. Within a Preceptory, the Preceptor Master, the senior Chaplain, and a Knight Commander agreed on by both former parties hear crimes in the Preceptor Court. The accused is brought before the council, whereupon his crimes are read out to him. He then enters a plea. Should he plead not guilty, a trial ensues.

Unlike standard Church courts, there are no lawyers. Witnesses present statements for and against the defendant to the council, which then reaches a verdict based on the evidence provided. A simple majority verdict is required from the council. The Preceptor Master, in accordance with the Ordo's specific Rules, then sentences the guilty party.

Knights of higher rank are tried by different courts. A Field Master and two other Preceptor Masters judge Preceptor Masters in the Field Court. The Supreme Court, comprising of the Grand Master and two other senior officers, tries Knight of Field Master rank and above.

Should a Grand Master be indicted of a crime, he answers solely to the Pope at a special Pontifical Court. Such an event has never occurred.

Knights found guilty of a crime are given one of three punishments, as best suits the offense. Flogging (anywhere from 5–500 lashes) is reserved for minor crimes, such as swearing, speaking at mealtime, missing prayers, disobedience, and so on. Major crimes, which include stealing, blasphemy, common murder, and gross disobedience can be dealt with by a higher number of lashes (anywhere up to 2000 given over a period of time) to a tour with the Ordo Penitentia (see page 17). Murder of a brother Knight, heresy, and disobedience in the face of the enemy (among others) are called mortal crimes. A transfer to the Penitents is the only punishment.

Typical sentences with the Ordo Penitentia range from six months to five years for a major crime, up to 10 years for a mortal crime. Knights found to be unrepentant after their sentence are expelled from their Ordo, excommunicated, or sentenced to death (depending on the severity of the crime).

The terms “crime” and “sin” mean the same thing within the Sacri Ordines, and indeed the Church as a whole.

REPHAIM 101

After decades of war, the Sacri Ordines know something about their more common enemies.

First, Rephaim come in several forms. The most common types are skeletons and zombies, basic soldiers in the Rephaim armies. Vampires, while uncommon, are known. Reports indicate things like walking corpses that explode when they get close, corpses that leap out the ground then blow up, ones that can steal the form of their victims, and many more besides, await humanity's finest warriors.

Second, the Church has invested heavily in flechette weapons. Despite shredding human flesh, they have little effect on most Rephaim but they're the best weapons available. All Knights receive a sword—it's a rare mission it isn't drawn.

Third, players and WMs shouldn't think of Rephaim as creatures from some old horror movie. Sure a stake in the heart will kill a vampire, but so will a large explosion, concentrated flechette fire, or hacking it to pieces. Vampires don't turn into bats or mist, they don't burn up in sunlight, and they sure as Hell don't wear formal dress when leading troops in the field. They have been known to dominate weak-willed citizens. Their agents are called “puppets” and they look just like any one of your characters.

Lastly, the Rephaim can use all human technology. They've got flechette weapons, grenades, even tanks. Rumor has it they also use necromantic powers to create technology from human corpses.

Despite being priests, Chaplains are treated as members of the Ordines. They are tried by a council of fellow Chaplains, one of whom is the Preceptory's senior Chaplain.

FINANCIAL STATUS

For quasi-monastic brotherhoods that forbid personal wealth, the Ordines are exceptionally wealthy. Each Ordo is not just a fighting force, but a financial force as well. An army of accoun-

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GROUP STRUCTURE

Necropolis can be played with both single Ordo or mixed-Ordo groups.

In mixed Ordo groups, the characters are assumed to serve the Ordo of the highest-ranking player character. Characters belonging to a different Ordo have been seconded as part of a new program to foster better inter-Ordo relationships. Seconded characters are expected to obey their superiors, regardless of their Sacer Ordo, but should strive to maintain their own Ordo's doctrines and goals. The conflict should make for good roleplaying.

tants and administrators—typically Sergeants or Knights whose injuries make them unfit for battle—work tirelessly behind the scenes to keep each Ordo's assets as healthy as possible. Running a sizeable army is not cheap, and the Ordines receive revenue through donations from rich citizens and friendly companies, trading in stocks and shares, raising its own taxes and rents, and engaging in mercantile activities.

Critics argue the Ordines are breaking their own sacred vow of poverty—the Church sees things differently. The five Ordines each have a complex infrastructure and diverse needs. The cash-strapped Church could never support a single Ordo by itself let alone five, and so the Pope exempted the Ordines from all forms of taxation and allowed them to own land for the purposes of “self sufficiency.”

The Ordines took these rulings to heart and began trading, able to undercut local merchants because of their tax exempt status. Land, most often donated by wealthy patrons, was rented to Corporations, and new settlements built, the citizens owing property rents to the Preceptory.

The Ordines are now as financially powerful as any of the smaller Corporations and richer than many (some would say all) archbishops.

CHARACTER TYPES

Now you've decided to join the crusade against the Rephaim you need a character. Here are some of the more typical archetypes found within the Sacri Ordines.

Artillerist: Long-range and close support artillery gives the Church an advantage over the more numerous Rephaim. Player character Artillerists are assigned to infantry units to act as forward observers for artillery fire, or a close support mortar element.

Assault: The bravest, and most often short-lived, Knights are the Assault Knights. Their role is to tackle the enemy head on using heavy firepower to drive their foes from the battlefield. Few Knights ever make the grade. Church media portrays Assault Knights as the best of the best.

Chaplain: Every Ordo has its Chaplains—dedicated men and women responsible for the physical, mental, and spiritual welfare of the men with whom they serve. Many are noncombatants, though taking up arms is not prohibited.

Combat Engineer: When a bridge needs constructing or a fortification destroying the Sacri Ordines call on the Combat Engineers. Considered by many to be rear-echelon troops, Combat Engineers are frequently required to work at the head of an army.

Combat Medic: Unlike the Rephaim, the soldiers of the Ordines have no special immunity to physical injury. When a soldier goes down, it is the responsibility of the medic to get him up and fighting as quickly as possible. Unlike Chaplains, Combat Medics care only for the physical wellbeing of the troops and are expected to be efficient soldiers themselves.

Infantry: Church media portrays the Knightly infantryman as the hero of the people. Images of sword wielding Knights standing atop a mountain of corpses are commonplace and used as propaganda to recruit new members.

Infantry Support: Heavy support weapons are the lynchpins of the infantry. When the going gets tough, infantry support are there to lay down withering fire with flechette machineguns or cleanse emplacements with flamethrowers.

Scout: A lonely and dangerous role, the Scout is nonetheless a vital member of the army. Accurate intelligence is vital to any military plan and Scouts are often expected to operate behind enemy lines. Most Scouts are cross-trained as snipers.

Senior Knight: Promotions within the Sacri Ordines are rare and reaching the rank of Senior Knight is often the pinnacle of a long and glorious career. Senior Knights regularly command a

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Lance of Knights, but may be given control of a large number of Sergeants and vehicle elements in combat situations.

Sergeant: Knights may be the elite forces of the Church but the Sergeants make up the bulk of the fighting force of the militant Ordines. Though they are members of a Sacer Ordo, Sergeants are lower in status than Knights. Sergeants can be infantry or technicians.

Playing a Sergeant is not recommended but is included for players wishing to take a backseat role or who would rather roleplay their rise to Knighthood. A player character Sergeant ranks below all Knights and can expect to be treated as a general dogs body. He is also likely to be the one chosen to take point.

Vehicle Crew: Although the Templars are considered to command the elite armored units on Necropolis, every Ordo maintains its own tanks and self-propelled artillery (SPA). Despite what the media portrays, tankers lead unglamorous lives, and are usually called upon to spearhead attacks. Against enemy tanks, the life expectancy of a tanker is not much longer than an infantryman.

MAKING CHARACTERS

The *Necropolis Savage Setting* is designed around the crusade to destroy the Rephaim, with players taking on the roles of Knights and Chaplains within the Sacri Ordines.

1) RACE

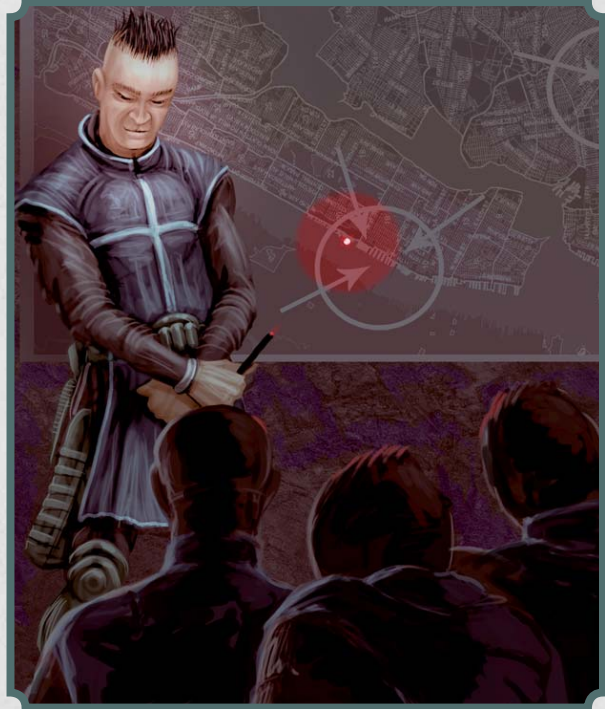
All characters are human and therefore receive a free Edge. They must meet all the requirements of the Edge as normal.

2) SACER ORDO

Every character should be either a Chaplain or a Knight of a Sacer Ordo. Once a character has joined an Ordo, whether as a Knight or a Chaplain, he cannot change Ordo. The Sacri Ordines are detailed individually starting on page 11.

3) BRANCH AND RANK

All characters fill a specific role within their Lance. The branch you choose determines the minimum requirements needed for the character. These minimums represent the skills received



in basic training, and must be bought with the character's starting attribute and skill points. A character who does not qualify for a Knight or Chaplain role must become a Sergeant or be reworked.

Chaplain: Spirit d8, Guts d6, Healing d6

Knight Artillerist: Strength d8, Vigor d6, Fighting d4, Guts d4, Knowledge (Artillery) d6, Shooting d6

Knight Assault: Strength d8, Spirit d6, Vigor d8, Fighting d8, Guts d8, Shooting d8

Knight Combat Engineer: Smarts d6, Vigor d6, Fighting d6, Guts d4, Knowledge (one technical) d6, Repair d6, Shooting d4

Knight Combat Medic: Smarts d6, Fighting d4, Guts d6, Healing d6, Shooting d4

Knight Infantry: Strength d6, Vigor d6, Fighting d6, Guts d6, Shooting d6

Knight Infantry Support: Strength d8, Vigor d6, Fighting d4, Guts d6, Shooting d8

Knight Scout: Agility d6, Smarts d6, Vigor d6, Fighting d4, Guts d4, Notice d6, Shooting d6, Stealth d8, Survival d6, Tracking d4

Knight Vehicle Crew: Agility d6, Vigor d6, Boating, Driving or Piloting d6, Fighting d4, Guts d4, Repair d4, Shooting d6

Senior Knight: Rank (Senior Knight) Edge

Sergeant: Vigor d6, Fighting d4, Guts d4, Shooting d4

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LEADERSHIP

Necropolis assumes your team is part of a squad of around 4 to 6 Knights. The player characters are of course the backbone of the squad. They don't work alone, however, and are usually accompanied by at least one Lance of Sergeants. These are Extras. The Senior Knight needs a copy of the Squad Sheet found at the back of this book and on our website to record the non-player characters' names, statistics, and basic personalities.

The Senior Knight might sometimes find himself commanding as many as five Lances of Sergeants and maybe even an extra Lance or two of Knights. These units must be tracked as well, though it probably isn't important to create names and personalities for them unless they will be attached for an extended period.

Besides a bit of bookkeeping, the real challenge in playing *Necropolis* is the role of leaderships. Someone in the group needs to play a Senior Knight. Yes, this means one player is going to tell the others what to do. Your hero might be ordered to charge a machine gun nest or take point in an almost certain ambush. That's life in the Sacri Ordines, and one of the really challenging aspects of playing *Necropolis*.

Leaders can enjoy the thrill of leading a lightning strike raid against an enemy position with no casualties. Then deal with the trauma of losing half their men in the next fight. Knights get to bitch and moan about everything—which can make for great role-playing—but in the end have to do what they're told or face the consequences.

Refuse to polish your armor and you'll likely pull extra KP ("kitchen police"—helping the cooks with chores) duty. Desert your squad when they're being overrun by Rephaim and you'll be lucky if you aren't put before a firing squad.

Like most Savage Worlds games, *Necropolis* is designed for mature players who can handle giving orders and taking them. Try it and we think you'll really come to like this change of pace from the egalitarian nature of most parties in fantasy and other genres.

4) TRAITS

Once you've decided what sort of character you want to play, it's time to determine your traits.

ATTRIBUTES

Your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All the standard skills are available in *Necropolis*. Characters with an Arcane Background also have access to a special arcane skill. The only available arcane skill is Faith. Knowledge (Artillery) is used to fire indirect weapons, such as howitzers, grenade launchers, and mortars, when the firer cannot see the target.

LANGUAGES

Humanity retains many of the national languages common in the 21st century before the expansion into space. All citizens under Church dominion receive schooling in Latin, the *de facto* language of the Church. Learning different languages requires the purchase of individual Knowledge skills, with a d6 indicating basic fluency.

The Rephaim's language has been dubbed Cryptspeak, though many common Rephaim lack the ability to speak. All characters begin the game with a d6 in their native language and Latin.

SECONDARY STATISTICS

Charisma is a measure of your hero's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6", unless changed by Edges or Hindrances.

Parry is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score. Fighting can, in some cases, go above a d12. In such cases, all fractions are rounded down.

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Toughness is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify your Toughness. Vigor can, in some cases, go above a d12. In such cases, all fractions are rounded down.

5) SPECIAL ABILITIES

All Knights and Chaplains receive the Vow (Sacred Oaths) Major Hindrance at the start of the game. These are the sacred oaths of chastity, obedience, poverty, and piety taken upon accepting the cross. This “freebie” does not count toward a character’s Hindrance limit.

To compensate, Chaplains and Knights receive special training, as detailed under each Sacer Ordo. Sergeants take Minor Vows of obedience, poverty, and piety only. In return, they receive one extra skill point.

Now decide if you want any extra Hindrances. If so, you may now use the points from them to gain one of the benefits below. You may take up to one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each).

For 1 Hindrance point you can gain another skill point. For 2 Hindrance points you can raise an attribute by one die type or choose an Edge.

6) GEAR

Church characters’ vow of poverty extends to personal belongings as well as money. Members of an Ordo start with an equipment package based on their role in the unit. Sergeants and members of the Ordo Penitentia are forbidden from using grenades and heavy weapons except in the direst circumstances. The penalty for breaking this rule is flogging.

Chaplain: Light armor, flechette pistol with 3 mags (optional), medikit, Book of Common Prayers, ID tag.

Knight Artillerist: Light armor, molecular sword, flechette pistol with 3 mags, Levant 2.5” mortar plus 5 HE shells, choice of 3 grenades, binoculars, ID tag.

Knight Assault Trooper: Infantry battle suit, molecular sword, flechette rifle with 3 mags, choice of 5 grenades, Dove AT-1 launcher with three warheads, sledgehammer, ID tag.

Knight Combat Engineer: Medium armor, molecular sword, flechette SMG with 3 mags, toolkit, choice of 4 mines with remote detonators, choice of 3 grenades, ID tag.

Knight Combat Medic: Light armor, molecular

sword, flechette SMG with 3 mags, choice of 3 grenades, medikit, ID tag.

Knight Infantry: Medium armor, molecular sword, flechette rifle with 3 mags, choice of 5 grenades, ID tag. Impalers receive 3 spears or heartbreakers (their choice).

Knight Infantry Support: Medium armor, molecular sword, flechette MG with 3 mags (flamethrower with 2 fuel cylinders if Ordo Sacrae Flamulae), choice of 3 grenades, ID tag.

Knight Ordo Penitentia: Molecular sword, ID tag.

Knight Scout: Light armor, molecular sword, flechette sniper rifle with 2 mags, ghillie suit, ID tag.

Knight Vehicle Crew: Light armor, molecular sword, flechette pistol with 3 mags, ID tag.

Senior Knight: Medium armor, molecular sword, flechette SMG with 3 mags, choice of 3 grenades, ID scanner, binoculars, mobile command center, ID tag.

Sergeant: Light armor, molecular knife, flechette SMG with 3 mags, ID tag.

Common Equipment: All characters receive the following basic equipment, which is stored in their combat webbing: bedroll, canteen (full), combat fatigues, mess kit, medpac, and one week of basic trail rations. This equipment weighs 15 pounds and is generally removed before entering combat. All Knights are issued with a shield, though this is not normally carried in combat.

7) BACKGROUND

Spend some time thinking about your character’s background. Why did he join the Ordo? Does he agree with Church politics? What are his views on the Corporations? Does he sympathize with any heresies? Who are his friends? Has he lost family to the Rephaim?

A few minutes spent fleshing out your character will add to the roleplaying experience.

THE SACRI ORDINES

And the armies which were in Heaven followed him upon white horses, Clothed in fine linen, White and clean.

Revelation 19:14

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CHAPLAINS

Every Ordo maintains a cadre of Chaplains whose task is to cater for the physical, mental, and spiritual needs of the Knights and Sergeants, both on and off the battlefield. Chaplains belong to a Sacer Ordo in the same manner as Knights and Sergeants but with two key differences—they do not undergo the same training as Knights and are not expected to carry weapons—though there is no specific rule prohibiting this.

Chaplains fit uneasily into the rigid military structure. Technically they have no rank, nor can they ever hold one, but their vocation places them on an equal footing with Senior Knights in terms of the respect due them.

According to the Rules of the Ordines, Chaplains are not required to perform guard duty, cannot be made to do physical labor, and have the right to question their commander's judgment. The one exception to the latter is in combat, when the senior ranking Knight has total control of his unit.

Chaplains and Combat Medics fulfill a similar role on the battlefield, though Chaplains are also required to perform last rites, act as psychologists and spiritual guides, and function as morale officers. The horrors of Necropolis are many and even the toughest Knights occasionally crack under the strain.

The correct term of address for a Chaplain is "padre."

TABARD AND EMBLEM

Chaplains wear black armor emblazoned with a gold cross on the breastplate. Shoulder plates are colored to match the Knights' tabards of the Ordo they serve. Chaplains wear black fatigues with appropriately colored cuffs instead of a tabard.

SPECIAL TRAINING

Blessed: Chaplains can buy the Holy Warrior Edge without meeting the Arcane Background (Miracles) and Faith requirements. They receive Power Points equal to half their Spirit die and use Spirit in place of Faith.

Church Knowledge: As members of the clergy, they receive +2 to Common Knowledge involving the Church or the Sacri Ordines.

Healers: Chaplains are trained to heal physical, mental, and spiritual wounds. They begin the game with a d6 in Healing.

ORDO HASTAE SANCTAE (IMPALERS)

HISTORY

Founded in March 2325, the Order of the Sacred Lance took its name from the spear used to pierce Christ while on the cross. Known as the Spear of Longinus—also the Holy Lance and the Spear of Destiny—the ancient relic was brought to Salus a matter of months before the Earth was destroyed. It was kept in the Pope's private museum, revered as a holy artifact possessing great but unknown powers. Pilgrims across Salus would flock to see it when it was brought into public view at Easter.

When the Ordo was founded it was granted custodial guardianship of the Spear, which is now housed in the Ordo's headquarters. Knights swear their oaths on the Spear and replicas hang in every Impaler Preceptory. The media originally called the Ordo the Lancers, but changed the name to its more current one after witnessing their first engagement with the Rephaim.

As with their Templar and Incinerator counterparts, the Knights and Sergeants of the Ordo have chosen a combat specialty—in this case melee combat. For the most part this stems from their guardianship of the Spear of Destiny and their belief it possesses power over evil. However, there are many who believe Vlad the Impaler was the first vampire and it is with a certain irony they impale Rephaim on spears in the manner of this infamous Romanian warlord.

Rephaim defeated in battle are left impaled on long spears as a warning to others of their kind. Spears are also effective at keeping a Rephaim at arms' length while colleagues hack it pieces, and, traditionally, for dispatching vampires.

All Knights carry a sword as part of their office, but most are also equipped with at least three spears, some of which have been modified into weapons known as heartbreakers (page 34). Their propensity for fighting Rephaim face-to-face has earned them a reputation as being some of the toughest warriors serving the Church.

The Impalers have few quarrels with the other Ordines, content with leaving them to their petty arguments while they get on with their work.

WELCOME TO HELL

GRAND MASTERS

Only one Grand Master has led the Ordo, though his deputy, Simon LeNoir, has effectively ruled for the last two years. Ivan Dmitrovich (Grand Master, 2325–present) was actually a colonel in the Swiss Guard before accepting the post of Grand Master of the new Ordo. He is a close friend of the Pope, having served him loyally for 20 years before taking his holy vows.

However, since 2344 he has been suffering from a progressive wasting disease and, in the last few years especially, has taken a less active role in Ordo's running. Many suspect he will soon step down from office.

TABARD AND EMBLEM

Knights and Sergeants both wear white tabards—Knights sport a black cross and Sergeants a red one. Unlike regular crosses, the top of the cross is pointed, resembling the spear they wield in combat. Armor is camouflaged and the cross is worn on the shoulder.

SPECIAL TRAINING

Face-to-Face: Impalers prefer to impale their foes. They add +2 to Fighting rolls when using spears and heartbreakers.

Total Faith: Their bravery, total belief in their cause, and outright aggression give these Knights +2 to Guts.

ORDO LAZARI SANCTI (LAZARITES)

HISTORY

Originally formed *circa* 1130, its original members were leper Knights fighting in the Holy Land, who went on to found many leper hospitals. They were officially suppressed in 1790.

Papal authority reformed the Ordo in secret on 11 January 2314 in direct response to the growing rumors of “demons” plaguing Salus. The Ordo's Rule decreed the Knights were to capture as many demons as possible and transport them back to Earth for Church theologians and trusted scientists to study. Covert teams were dispatched and on 12 January 2315 the first specimens arrived on Earth. Specimens were tortured, subjected to batteries of tests, and dissected in order to discover their biological functions and how best to combat their supernatural abilities.

In 2321, the pope publicly proclaimed the existence of the Lazarites and expanded their mandate, transferring to them the exclusive rights to study the Rephaim, as the creatures were now known. Scientists and theologians joined the Ordo in droves to assist with the experiments.

The formation of the other Ordines brought the Lazarites into political internecine conflict. Only the Lazarites took Rephaim prisoners, and the zealotry of the other Ordines meant fewer and fewer were available. The Grand Master petitioned the Pope and in 2323 the Lazarites were given papal authority to halt any military operation if the “capturing of specimens is deemed necessary”—a loose phrase and one open to interpretation. It became a major sin to interfere in Lazarite operations or to refuse to cooperate with their requests. Protests from the other Grand Masters have fallen on deaf ears.

No one outside of the ruling officers knows where every research laboratory is located or what experiments are being performed. Critics within the Church speak of a veil of secrecy, of dabbling in dark forces, and even of being in collusion with the Rephaim.

The Grand Master has responded to these claims with the Ordo's need to maintain secrecy to stop Rephaim attacks aimed at halting the vital



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research and of the consequences of cultists trying to infiltrate the laboratories to free the specimens. Such rhetoric does little to appease the critics.

After nearly 40 years of study, the Lazarites have provided intriguing information to the Curia, but they still have a very long way to go to fully understanding the diverse “races” of the Rephaim.

GRAND MASTERS

The first Grand Master of the Lazarites, Bishop Augusta di Roma (GM. 2314–2319), had long preached against the dangers of believing in demons, preferring that mankind accepted responsibility for his own sins. When the results of the early studies were brought to his attention he committed suicide rather than face an existence where, it seemed, Hell has opened its doors.

Sandra O’Flaherty is the current Grand Master (GM. 2320–present). She joined the Ordo as a Field Master at its inception, having previously served as an officer with the Nagahima Corporation’s mercenary force. She is a skilled politician and has persuaded the pope to increase her Ordo’s influence. To her own Knights she is known as “Reverend Mother”—to her rivals she is commonly referred to as “the pope’s whore.”

TABARD AND EMBLEM

Knights of the Ordo wear a plain black tabard—Sergeants wear a black tabard with a white cross. All soldiers in the Ordo wear unadorned black armor, regardless of the environmental conditions.

SPECIAL TRAINING

Rephaim Knowledge: Lazarites start the game with Knowledge (Rephaim) d6 and add +2 to any Common Knowledge involving these creatures.

Specimen Collection: Lazarites gain +2 to Fighting rolls when using a corpse catcher and +2 to Shooting rolls when using a tangle gun against Rephaim targets.

ORDO SACRAE FLAMULAE (INCINERATORS)

HISTORY

The Order of the Holy Flame had no predecessors upon which to base its Ordo, though cynics openly remark at their similarity to the witch-burning Inquisition of Earth’s Renaissance period.

Founded on 16th June 2320, the Incinerators were the second militant Ordo dedicated purely to combat. At first the Ordo was little more than another Templar organization—a force of Knights and Sergeants prepared to lay down their lives in just cause. Men and women who found the Templar credo too rigid turned to the new Ordo and its ranks quickly grew.

The Grand Master soon realized that part of the problem with fighting the Rephaim was their tendency to multiply quickly. A zombie cut in half could be stitched back together and reanimated to fight again, and the corpse of a fallen foe could be used as a zombie or a skeleton. The Ordo had taken its name from the belief God manifested himself, at least in Old Testament times, as fire, and that fire is a purifying force. If the Rephaim were to be beaten their evil bodies must be purified.

By early 2322 the Ordo had taken to its new creed like a duck to water. Any Rephaim the Ordo discovered were put to the fire. Any settlement thought to be housing cultists was razed to the ground. Flamethrowers became the Ordo’s infantry support weapon of choice.

Their overzealous use of fire was unpopular with innocent townsfolk and members were feared as witch-burning fanatics. Priests of burnt villages complained to bishops, who complained to archbishops. Even the Lazarite Grand Master lodged formal complaints that the Incinerators were leaving no Rephaim for study.

In 2323 the Pope called the Grand Master to heel and forbade the burning of settlements unless they were proven strongholds of the Rephaim—villagers accused of collaboration were to be tried before an ecclesiastical court rather than summarily executed and the use of flamethrowers in inhabited areas was to be curbed. Above all, the Lazarites were to be given the opportunity to retrieve corpses for experimentation.

The Grand Master, having no wish to be removed from his office, has in turn brought the Ordo to heel and their reputation with the public is slowly improving. Their flamethrowers may ignite less often but the fire within their hearts has not been dampened.

GRAND MASTERS

Two Grand Masters have led the Incinerators since their founding.

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Henry Dalglish (GM. 2320–2337) was an Inquisitor–Bishop before taking on the mantle. It was he who first promoted the use of fire as the most effective weapon against the Rephaim. He died in an automobile accident.

Claude de Bussey (GM. 2337–present) was Deputy of the Ordo when Dalglish died. Like his predecessor, he continued the Ordo’s tradition of fighting evil with fire. He sees the Lazarite Grand Master’s interference in his Ordo’s work as paramount to a personal challenge of honor. It is well known he despises Grand Master O’Flaherty and tensions between the two have carried down to their troops.

TABARD AND EMBLEM

Knights and Sergeants both wear a red tabard with a black cross on the chest. Knights wear an additional cross on their shoulders. Their scorched armor always has a red chest plate emblazoned with a black cross—the remainder is camouflaged.

SPECIAL TRAINING

Brave: Their willingness to go into the heart of a Rephaim lair to deliver “purification” grants them a +2 bonus to Guts rolls.

Cleanse by Fire: Members of the Ordo gain +2 to Shooting rolls when using flamethrowers, microflare guns, or firing incendiary grenades. In addition, they gain +2 to Throwing rolls when chucking incendiary grenades.

ORDO TEMPLI NOVI (TEMPLARS)

HISTORY

In the last years of the 20th century, stories surrounding the original Poor Knights of Christ and of the Temple of Solomon (1118–1314) placed them at the heart of an international conspiracy to control the fate of Europe. Their foundation was linked by some to ancient Egyptian beliefs, their continued existence attributed to Freemasonry, and their goal to preserve the bloodline of Jesus Christ. Scholarly research showed them to be an order of warrior-monks dedicated to defending pilgrims in the Holy Land who fell from grace because of greed by the French king and Pope. Whatever their true purpose, the original Templars were charged with heresy and disbanded by Pope Clement V and the last Grand Master burnt at the stake.

The Order of the New Temple was established on 13th October 2319 by papal decree. Whereas the Lazarites were to be the Church’s scientific arm, the Templar Rule granted them status as a military Ordo of warriors fighting a holy cause. The initial intake was selected from military personnel of strong faith, and the Templars immediately set about founding Preceptories near the frontlines.

Battle against the Rephaim was first joined in 2320, a year in which winter came early to Salus, when a force of 15 Knights and 300 Sergeants landed near the city of Satura (now Augustus). In a show of faith and might, the Templars launched straight into battle without waiting for Lazarite scientists to brief them on their foe. None survived the week. Though the media reported the Knights battling against “an unending hoard of darkness” and “ceaseless attacks,” the Templars’ eagerness had simply got the better of them—a lesson they still have to learn.

The Templar motto, *non receptus non concedere* (no retreat no surrender), reflects their unswerving loyalty to the cause. Knights entering the Ordo must take an additional vow never to leave the field of battle unless they are the last man alive—an attitude that has caused thousands of needless deaths. Despite the heavy losses, Templars still hold true to their motto.

Since 2326 the Templars have organized themselves around mechanized support and are without doubt the best in the galaxy. Their Calvary and Golgotha tanks and assorted aircraft are welcomed on the field of battle by any allied force and their reputation for turning the tide of battle on numerous occasions has won them many papal citations.

Though other militant Ordines have since been founded, the Templars take pride in their being founded first, a fact they never forget to mention to the later Ordines.

GRAND MASTERS

Since their inception the Templars have had only a single Grand Master, Simon Monterrey (GM. 2319–present). Monterrey had trained as a priest but fought with papal forces during the Third Reformation, earning his Knighthood the old fashioned way. Although a competent strategist he follows the spirit of his Ordo’s motto. Some say that when he is not planning the next Templar offensive he flagellates himself for the countless souls he has sent to the Creator.

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TABARD AND EMBLEM

Knights wear a white tabard with a red Maltese cross on the chest—Sergeants a black tabard with a red cross. In battle, their armor is camouflaged to suit the local terrain, but a white (or black) square and cross can always be found on their left breasts.

SPECIAL TRAINING

Vehicle Expertise: Templars receive +1 to Boating, Driving, or Piloting (pick one). This bonus stacks with the Ace Edge. They also gain +1 to Shooting when using the vehicle mounted weapons of the same vehicle type and +1 to Repair such vehicles.

For example, a Templar choosing +1 Driving would receive the bonus for any land vehicle, from a sports car to a grav tank. He also gains a +1 to Shooting when using weapons mounted on these vehicles and a +1 to Repair such vehicles. He gains no bonuses for watercraft or aircraft, even if they have weapon systems similar to those on land vehicles.

ORDO VERBI BAENEDICTI (PREACHERS)

HISTORY

The last official Sacer Ordo was created in January 2328 and is the least militant. The Pope had already created an Ordo to study the Rephaim and three Ordines to combat them, but he needed an Ordo to protect the common people. This is the official role of the Order of the Blessed Word.



The Pope gave the Preachers four main goals. First, they were to spread the Word of God to remote settlements beyond the sphere of the Church's direct influence and in Corporate enclaves. Second, they were to protect these areas from Rephaim incursion—a mandate that includes the ferreting out of collaborators. Third, they were to act as hospitallers, bringing medical aid to remote areas and caring for the hearts and minds of the sick. Fourth, they were to train settlers to defend themselves against the Rephaim. In short, they were to win hearts and minds.

The Corporate media often portrays the Preachers as missionaries converting colonists by the sword. In fact, nothing could be further from the truth. Their Preceptories are built among rural communities, where heavily armed reinforcements are few and far between. Yet they are charged with defending these settlements and do so with great bravery. Often a mere handful of Knights are left to defend a village against odds numbering dozens-to-one.

Their work with the common people has won them many supporters. Of all the Ordines, their intelligence network is the most widespread. Many folk see the other Ordines as set upon pedestals, but the Preachers are widely trusted and information reaches their Preceptories from a variety of sources. From village priests whose settlements were saved, to cattle farmers whose child they delivered, to the Corporate wage-slave whose ears were opened to a new hope, rumors of Rephaim activity and heresy filter slowly back to the nearest Preacher Preceptory.

GRAND MASTERS

The Preachers are unusual in that their Grand Masters are often found operating in the field. As humanitarian as this may be, ambushes and attacks have resulted in a disproportionately high number of Grand Masters given their short existence.

The first Grand Master was Cardinal Luigi Salvatore (GM. 2328–2335), former head of the Vatican Relief Agency. He was killed by a vampire's puppet on a visit to a Preceptory in New Carpathia.

Next came Montalban Gregory (GM. 2335–2339). Gregory was a missionary serving in New Carpathia when he was named as successor. Although an outsider, the Ordo prospered under his short rule and he founded many new Precep-

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tories and hospitals. Gregory was killed when Corporate forces shot down the troop ship in which he was traveling.

Patricia Pryce (GM. 2339–2344) was promoted from Seneschal when Gregory was killed. Her tough stance on providing free medical care to the poor alienated many in the Curate. She died of typhus while treating plague victims.

The current Grand Master is Nicholas Boyle (GM. 2344–present). Former Marshal of the Ordo, he has increased the number of Preceptories and stepped up the training of colonists. Many see him as a radical and accuse him of moving toward a more militant stance. In which direction the Ordo will turn under his rule is widely debated.

TABARD AND EMBLEM

Knights wear a green tabard with a white cross and Sergeants a black cross. Regardless of camouflage, colored squares are worn over their hearts on their armor.

SPECIAL TRAINING

Hearts & Minds: Preachers are trained to win hearts and minds and have +2 Charisma.

Training Cadre: Preachers are responsible for training local militias to combat the Rephaim. The Preacher acts as if he has the Command Edge when leading citizen or militia allies. A character who already possesses the Edge increases his command radius to 10" (or 15" if he also has Command Presence) with regard to citizens and militia.

ORDO PENITENTIA (PENITENTS)

The Penitents are not a true Knightly Ordo in the manner of those above. They are an Ordo whose membership is quite exclusive—they only accept criminals from the other Sacri Ordines.

Starting characters may only join this Ordo as a result of purchasing the Penitent Hindrance (page 19).

HISTORY

Founded in 2333 by joint agreement of the five Grand Masters, the Ordo serves as a way for Knights and Chaplains who have fallen from grace to redeem themselves. Only the most serious of

crimes results in transfer to the Penitents, though persistent minor offenders are sometimes given a short tour to straighten them out.

Serving in a regular military prison, where Sergeants are sent, is considered an easy option compared to life as a penitent Knight. Physical punishment is common, training is twice as brutal, and theological lessons dwell on the sins of man and eternal life in Hell.

Fallen Knights are shipped into combat zones with few luxuries, including armor and ballistic weapons. Even grenades are forbidden to them while they serve within the Ordo. Many scrounge weapons and armor on the battlefield, but being caught with them can result in a longer sentence.

The only way a Penitent can redeem himself is through combat, cleansing his own soul by dispatching those of the Rephaim. Some commanders like to think of Penitents under their control as suicide troops, but the Ordo does not exist to waste lives unnecessarily.

A dead Knight cannot repent his sins and is useless to the Church. They battle against great odds, but they are always given at least a fighting chance to succeed.

GRAND MASTERS

The Ordo has no Grand Master. The highest rank is Field Master. Although a senior official of any Ordo may in theory overrule him, the Field Master is generally given free reign to act as he sees fit while in office. At his disposal are Knights of lesser rank and Sergeants (both known as wardens), as is normal within an Ordo.

Wardens are drawn by random lot from the five main Ordines and serve with the Penitents for one year. There is no shame attached to this duty. Many Knights see chance to redeem a fellow Knight as a sacred task.

Those sentenced to serve with the Penitents are stripped of all rank, whether one was a Sergeant or a Field Master beforehand. As the Ordo's motto says, "all sinners are equal in the eyes of the Lord."

TABARD AND EMBLEM

Penitents wear a gray tabard with a yellow cross. Their armor, on the rare occasion it is issued, has a large yellow cross on the chest plate. Wardens retain their normal tabards but wear a yellow cross on their left shoulder.

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SPECIAL TRAINING

Edge Restrictions: Penitents begin the game as Knights but cannot purchase the Rank Edge until they return to their unit. Likewise, Church media never gives these fallen Knights coverage—they may not purchase the Media Star Edge.

Seen It All: Penitents do not actually receive any formal training, but their frequent use as shock troops against Rephaim has hardened them to the terrors of their foes. Penitents receive +2 to Guts rolls.

SERGEANTS

The image of heavily armored Knights standing atop a mountain of Rephaim corpses is common enough on the news channels, but in truth the bulk of the Ordines' fighting force is made up of Sergeants. To most citizens the differences are simple—Sergeants are not as heroic and wear a different tabard. As with most things within the Church, there is more to it than meets the eye.

Sergeants are a combination of Squires who failed to make the grade of Knighthood and ordinary citizens who have chosen to join the Ordo as a way out of the long unemployment lines. Both see serving as a Sergeant as a step toward Knighthood. As with Knights, Sergeants take vows of poverty, piety, and obedience, but may marry (casual sex is still frowned upon). Sergeants are forbidden to carry swords as these are the mark of a Knight.

In return for this dedication, Sergeants receive a pardon for any minor sins they committed before joining the Ordo, free room and board, the chance to become a Knight, and a guaranteed seat in Heaven if they die fighting for the Ordo.

Sergeants have their own ranks, but are always subservient to Knights. A Sergeant does not hold the rank of that name as used by Corporate armies.

The lowest rank is that of Sergeant itself, equivalent to a private in Corporate armies. Next are the Sergeant Commanders, seasoned warriors with many years good service who act as the NCOs of the Sergeant corps. Topping the ladder are Sergeant-Knights. Hardened veterans who have proven their value to the Ordo, a Sergeant-Knight can generally expect to be ordained as a Knight after five to ten years' service in this role.

Sergeants hold combat positions as infantrymen and technicians, and administrative posts as merchants and estate supervisors, though often with a Knight in overall charge. The Templars are unusual in that they allow Sergeants to operate as combat vehicle crew as well as technicians and supply drivers.

Sergeants willing to fight side by side with the Knights greatly swell infantry numbers. Without the Sergeants the Sacri Ordines would be a shadow of their current status.

TABARD AND EMBLEM

Sergeants wear the colors and emblems of the Knightly Ordo they serve, having no separate organization of their own.

SPECIAL TRAINING

Sergeants are the "grunts" of the Ordines, and receive no special training.

HINDRANCES

The following Hindrances are not available to Church characters: Doubting Thomas, Illiterate, One Arm, One Leg, Outsider, Poverty, Wanted, and Young.

ALL THUMBS (MAJOR)

Technology plays as much a part in the success of the Sacri Ordines as the spirit of its men. As such, All Thumbs is a Major Hindrance in *Necropolis*. The penalty applies to modern ranged weapons, vehicles, and heavy ordnance.

BULLET MAGNET (MAJOR)

The character has the unfortunate tendency to be in the wrong place at the wrong time. The character is hit by adjacent fire (using Innocent Bystander rules) on a 1–2 for single shot weapons and 1–3 for shotguns or full-auto fire. He also suffers a hit by suppressive fire on a roll of 1–2.

F-ING NEW GUY (MINOR)

Fresh from Squires' training and very wet behind the ears, the FNG is the runt of the squad. He has few friends among his peers, is often the brunt of jokes, and receives the worst duties.

WELCOME TO HELL

The newbie is never dealt cards on the first round of any combat (he's always "surprised"). In addition, he subtracts 2 from Guts rolls when facing Rephaim as well as most Common Knowledge rolls involving the military and the Rephaim. An FNG cannot begin the game with the Rank (Senior Knight) Edge.

Of course, an FNG doesn't stay new forever. The reason such an awful Hindrance is Minor is because it can be bought off.

After each relatively active month (48 days), the hero makes a Smarts roll at -2. If the roll is successful, he drops one group of penalties—either the action card penalty or the -2 to Guts and Common Knowledge rolls. He may roll again after another month to rid himself of the other penalty, at which point he is no longer the FNG.

PENITENT (MINOR)

The character has been sentenced to the Ordo Penitentia. The character must decide to which Ordo he belonged and his occupation before becoming a Penitent. His transfer was approved before he advanced to special training—the character gains only the "special training" of Ordo Penitentia. In addition, the character cannot purchase the Rank Edge.

Under the Penitents' Rule, the character is forbidden from wearing armor or using any weapon other than his molecular sword. He can also expect to be put on point and used to set off enemy ambushes every time he goes into the field.

A character returned to his old unit (typically this should be after 1d4+4 months) is allowed to arm himself appropriate to his position and assumes the rank of Knight. He may acquire all his order's Special Training bonuses when he reaches the next character Rank, but must spend a single advancement to do so. Guts bonuses from Special Training do not stack. Having served his time, he is no longer considered a Penitent.

SLOW (MAJOR)

The character draws two cards in combat and acts on the worst. If he draws a Joker as his first card, he uses it normally and ignores this Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can improve their reaction time by taking the Level Headed Edges (but not during character generation). For this soldier, Level Headed

allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

WEAK WILLED (MINOR)

The character is more a sheep than a shepherd and lacks willpower. The character suffers a -2 penalty to Tests of Will (both to perform them and resist them), as well as any opposed use of arcane powers requiring a Spirit roll. A weak willed individual cannot have the Strong Willed Edge.

EDGES

The following Edges may not be taken by Church characters: Arcane Background (Magic, Psionics, Superpowers, and Weird Science), Noble, and Rich. Any Edges requiring these are likewise disallowed.

BACKGROUND EDGES

HOLY FIRE

Requirements: Novice, Spirit d8+

When the going gets tough this character grits his teeth and pushes forward. When spending a benny, the character receives a +1 bonus to the reroll.

NEPOTISM

Requirements: Novice

Nepotism, the act of favoring family members (or close friends), is rife in the Church. The character has a family member or close friend placed high within his Sacer Ordo.

The character may join any branch of the Sacri Ordines without needing to meet the minimum trait requirements. The character may also purchase the Rank (Senior Knight) Edge without meeting any of the requirements. If the Wm allows it, he may also take the Rank (Knight Commander) Edge ignoring *all* requirements. Such officers usually prove disastrous in the field as they lack the experience required to hold the position.

NECROPOLIS 2350

Unfortunately, such favoritism leads to animosity among his comrades, and the character subtracts 2 from Charisma when dealing with Knights or Chaplains.

VALHALLA GRADUATE

Requirements: Novice, Wild Card, Smarts d6+, Spirit d6+, Intimidation d6+, Knowledge (Battle) d8+, Shooting d6+, Command

The character is a graduate of Asgard's Valhalla Military Academy. Like all graduates, he served a minimum of five years with Asgard's security forces after graduating. Since Knights are not accepted at Valhalla, this means the character graduated and served his time before joining an Ordo, hence this is a Background Edge.

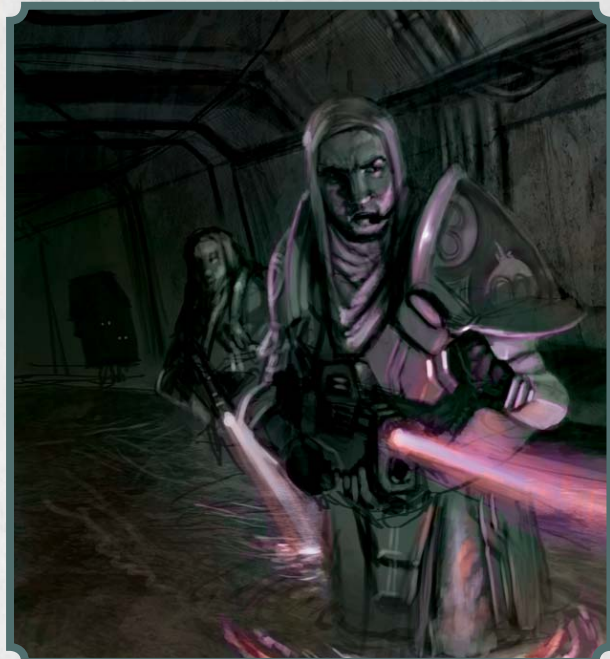
The character gains +1" to his "command radius" per character Rank, starting at Novice. He gains +1 to all Knowledge (Battle) rolls. In addition, he may ignore the Rank requirements when taking Leadership Edges.

COMBAT EDGES

ASSAULT

Requirements: Seasoned, Rock and Roll

Assaulting an enemy position often means a full frontal charge, and being able to lay down a hail of fire on the approach can mean the dif-



ference between life and death. The character may ignore the recoil penalty for firing a weapon on fully automatic when moving, even if he runs (though for the latter he still suffers a multi action penalty).

BLOOD AND GUTS

Requirements: Veteran, Fighting or Shooting d10+

The character has seen his share of battle. The hero halves the difference between tokens when making a Fighting or Shooting roll in a Mass Battle if it is negative (round down).

CLIPPING THE GRASS

Requirements: Seasoned, Rock and Roll

This machine-gunner can provide true grazing fire—just a few inches off the ground. The weapon may be either a flechette or laser MG but must be braced on a grounded bipod, window, or other solid surface.

When using suppressive fire, those caught in the area of effect suffer damage on a Spirit roll of a 1 or 2 instead of just 1 (1–3 against Bullet Magnets).

DEFENSIVE DRIVER

Requirements: Seasoned, Boating, Driving or Piloting d8+, Notice d6+

A sudden turn or a quick dive behind cover can save a vehicle from destruction.

Unless caught by a surprise attack and taken completely unawares, attackers must subtract 1 from any attack roll against a vehicle driven by a character with this Edge. Drivers may make a Boating, Driving, or Piloting roll (as appropriate to the vehicle) at +1 to evade area effect attacks *when allowed*.

IMPROVED DEFENSIVE DRIVER

Requirements: Veteran, Defensive Driver

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

DIG IN!

Requirements: Novice, Smarts d6+

WELCOME TO HELL

This character is good at making himself small and getting the most out of any cover he is in. The Cover level of the character's position (Light, Medium, Heavy) is increased by one category, to a maximum of "near total," which grants a -6 Cover modifier. This benefit applies only to the character with the Dig In Edge—other characters in the same position use the normal Cover level—and there must be cover available. A character in a flat, open field can't benefit from Light Cover just because he has this Edge.

IMPROVED DIG IN

Requirements: Wild Card, Seasoned, Dig In!

This soldier seems to be able to blend into the ground when under fire. He can find the most advantageous fold or nook to fit his body into to avoid incoming fire. When prone, this soldier receives -4 protection instead of the usual -2. He is also only hit by Suppressive Fire if both his Spirit die and his Wild Die come up ones.

While this Edge is negated if the attacker moves within 3", the character still receives this Edge's benefits if attacked from the side.

ÉLAN

Requirements: Seasoned, Spirit d8+

Your character has a distinctive and vigorous fighting spirit. He has confidence in his abilities and the determination to overcome all obstacles. Where others just want to get the job done, a character with the Élan Edge goes about it with flair and dash.

Characters with the Élan Edge who spend a benny to reroll a trait roll and score a raise on the reroll have their benny returned to them.

EYE FOR TERRAIN

Requirements: Novice, Notice d6+

If you have a good eye for terrain you can quickly figure the best places to set an ambush, or the best routes to take that will avoid likely ambush locations. Your character has a talent for picking good defensive terrain as well.

This Edge gives your character a +2 on Notice rolls to spot an ambush (but not minefields). When setting an ambush, you and all the soldiers under your command have a +2 on their Stealth rolls to remain hidden.

GRENADE LAUNCHER KING

Requirements: Novice, Shooting d8+

A soldier with this Edge has an uncanny knack with grenade launchers and can lob his shots with startling accuracy. Halve all deviation rolls for grenades launched by this soldier.

GRENADE LAUNCHER GOD

Requirements: Seasoned, Marksman, Grenade Launcher King

These veteran soldiers really know how to reach out and thump someone and take great pride in the accuracy and destructive effect of their fire. The Grenade Launcher God knows how to angle the shot so that it does the most damage to the targets beneath it. He halves deviation rolls as above, and adds +2 to his grenade's damage rolls.

HOSE 'EM DOWN

Requirements: Novice, Shooting d8+

With this Edge a machine-gunner can suppress an area more effectively than a regular gunner.

When using a braced flechette or laser machine-gun, this hero can suppress an area equal to two Medium Burst Templates. The second template must be adjacent to the first in any direction, and the weapon burns through double its usual amount of ammunition.

IMPROVED HOSE 'EM DOWN

Requirements: Seasoned, Hose 'Em Down

This edge allows an MG gunner to suppress an area equal to three Medium Burst Templates, at triple the usual amount of ammo spent. Each template must be adjacent to the first.

INCOMING

Requirements: Novice, Smarts d6+, Notice d6+

On the battlefield, soldiers quickly learn to identify threats and respond without hesitation. For ground troops, enemy artillery fire is one of the greatest threats. After a while, many vets are able to distinguish the sounds of different kinds of artillery fire, both friendly and enemy, and determine if it is outgoing or incoming.

NECROPOLIS 2350

Whenever a character with the Incoming Edge is under artillery attack, he gets a +2 on his Agility roll to avoid damage. Even if the roll fails, he may choose to go prone as a free action (even if it is not his turn to act).

TANK BUSTER

Requirements: Seasoned, Shooting d10+

Being able to disable a tank quickly by hitting its weak spot takes a steady hand and keen eye.

A hero with this Edge who scores a Critical Hit on a vehicle may alter the result on the Critical Hit Table by one point (up or down). He modifies the result after the dice are rolled.

TANK HUNTER

Requirements: Novice, Guts d6+, Notice d6+, Shooting d6+

The best weapon to use against a tank is another tank. Without one, soldiers have to do the job themselves. To an infantryman a tank is an invincible armored monster. To a hero with this Edge, a tank is just a large target.

When attacking armored vehicles, your character knows how to hit the weaker points of the vehicle and adds +4 to the AP value of his weapon. This bonus applies to attacks with ranged anti-tank weapons or close up weapons like mines. The weapon the hero uses must still be able to affect armored vehicles.

WALL OF FLAME

Requirements: Seasoned, Shooting d8+

Flamethrowers are one of the most effective weapons for dealing with Rephaim. This devastating weapon can be used to clear large areas and difficult to reach targets.

The character has developed a technique for cleansing a larger area than normal flamethrower use. When using a flamethrower, he places a second Cone Templates adjacent to one side of the the first (his choice), affecting everything beneath both templates.

LEADERSHIP EDGES

ART OF WAR

Requirements: Novice, Smarts d8+, Knowledge (Battle) d8+

Some military men have an intuitive grasp of strategy and tactics. They also have a keen insight into the minds of their enemies, and can easily outmaneuver and outfight more mediocre leaders. When up against an opponent of similar skill and guile, it is a challenge they face with relish. Characters with the Art of War Edge are the ones whose quotations end up in the history books.

Your hero gets a +2 on Knowledge (Battle) rolls, and mat make

BORN LEADER

Requirements: Veteran

Command comes easy to this Knight and his troops respect him. He looks after his men and teaches them how to look after each other.

Soldiers making group rolls under this leader's command roll d8 as the Wild Die instead of d6.

CRY HAVOC!

Requirements: Veteran, Spirit d8+, Knowledge (Battle) d10+, Command, Fervor

The general has an knack for knowing when to attack and when to hold back.

Once per Mass Battle, during the Battle Roll Phase, the character may declare a total attack. He must do this before he rolls his Battle die. If he succeeds in his roll and beats his opponent, his enemy loses one extra token.

COMMAND PRESENCE

Requirements: Novice, Command

A booming voice, effective hand signals, or simple training as a unit results in a much more effective combat element. At the center of that



WELCOME TO HELL

element is the Knight in charge. An NCO or officer with this Edge has a command radius of 10" instead of the usual 5".

DEATH BEFORE DISHONOR

Requirements: Veteran, Knowledge (Battle) d10+, Command, Hold the Line

The character has led his army to many victories, and the men have come to accept retreat as a stain on their honor.

The character gains +2 to Spirit rolls when rolling for Morale in a Mass Battle.

FANATICISM

Requirements: Seasoned, Spirit d8+, Command

Some leaders command fanatical loyalty from their followers. These fanatics march willingly into the lairs of the most fearsome Rephaim. Troops under command of a character with this Edge add +1 to their Guts rolls.

TACTICIAN

Requirements: Seasoned, Wild Card, Smarts d8+, Knowledge (Battle) d6+, Command

The hero has a natural grasp of small unit tactics and can instantly take advantage of a rapidly changing situation.

At the beginning of a fight, before any initiative cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one initiative card. These are kept separate from his regular initiative cards and are not placed back into the deck until used or the combat ends.

At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their initiative card for the round in place of the one dealt them. This does allow Extras to operate independently of Wild Card characters for one round if they receive their own card. Only one hero per encounter may use this Edge.

PROFESSIONAL EDGES

DEMO EXPERT

Requirements: Novice, Agility d6+, Knowledge (Demolitions) d6+, Guts d6+

This character is intimately familiar with all sorts of explosives, detonators, and booby-traps. This soldier gets a +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not to Notice them). This can cover a range of abilities and skills determined by your War Master (for example ordnance disposal, bomb making, or structural demolition).

MEDIC

Requirements: Novice, Healing d6+

A character with this Edge can get wounded soldiers up and fighting again in seconds.

If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

RANK (SENIOR KNIGHT)

Requirements: Novice, Knight, Smarts d6+, Fighting d6+, Guts d6+, Knowledge (Battle) d6+, Shooting d6+, Command

Promotions with the Ordines are few and far between. Only a quarter of Knights ever rise to this rank during their long service career. As a result of his bravery, piety, and obedience, the character begins the game as a Senior Knight.

RANK (KNIGHT COMMANDER)

Requirements: Veteran, Knight, Spirit d8+, Vigor d8+, Guts d8+, Rank (Senior Knight)

The highest regular service rank is reserved for the cream of the Ordines' soldiers. The character is promoted to Knight Commander.

Note: War Master approval is required before taking this Edge. See Awards and Promotions (page 47) for details.

SPOTTER

Requirements: Novice, Smarts d8+

This hero has a special knack for calling in supporting fire, and can make all the difference in the world when trying to break an enemy assault.

A character with this edge can shift the target point of artillery up to 20" per round without delay (instead of the usual 10"). In addition, the deviation for any air strikes this character calls in are halved (rounding down).

NECROPOLIS 2350

TECHNICALLY INCLINED

Requirements: Novice, Smarts d6+, Agility d6+

Modern warfare relies on technology. The side that can get the most out of their equipment may have a decisive advantage in battle. You intend to see to it that the winning side is your side.

Your character is good with mechanical and electronic devices, and can more easily figure out how to use and repair them. He gets a +2 bonus to Knowledge or Repair rolls required to use, design, troubleshoot, or repair such devices.

SOCIAL EDGES

BAND OF BROTHERS

Requirements: Wild Card, Veteran, Common Bond

This unit has been to Hell and back together. That kind of bond hardens men and makes them able to better withstand wounds that might otherwise have put them out of action.

Subtract 1 point of damage from every attack that hits a character for each other “brother” within 6”, to a maximum of -4.

MEDIA STAR

Requirements: Wild Card, Seasoned, Knight

Church media portrays Knights as larger than life heroes fighting the good fight for the benefit of all mankind. The hero receives regular coverage. He has +2 Charisma.

SCROUNGER

Requirements: Novice, Smarts d6+, Streetwise d6+

Wars and the associated chaos often bring out unusual traits in people, both good and bad. Some seem to have an uncanny ability to find just what they’re looking for among the mountains of equipment shipped into the theater.

This soldier can find a way to acquire almost any piece of equipment or luxury item. While in a populated area, such as a village or town, a successful Streetwise roll allows the scrounger to do one of the following:

- Improve one squad’s Ammo one level
- Acquire 2d6 refills for a medikit

- Acquire some rare but not particularly valuable item.

WEIRD EDGES

COURAGE UNDER FIRE

Requirements: Novice, Command, Rank

No matter the war, officers who put the welfare of their men before their own safety always inspire troops. The War Master secretly rolls 1d4 at the start of each mission. This is the number of wounding attacks your character can ignore while standing and leading his men. Instead of hitting the hero, the round knocks off his helmet. Standing in the open while under direct fire triples the command radius of this leader.

This Edge only works against direct-fire ranged attacks or melee attacks. It has no effect on damage inflicted from area effect weapons.

NEW LITANIES & SINS

The crusade against the Rephaim has awoken a new spiritual fervor among the masses. A select few are able to invoke miraculous powers through their faith. These powers are known as litanies. Chaplains and other miracle workers can use any standard power except *burrow*, *fly*, *shape change*, *teleport*, or *zombie*.

SINS

The following entries indicate minor, major, and mortal sins for characters with the Arcane Background (Miracles) Edge. The WM is free to alter entries to suit his version of *Necropolis*.

Minor: Refusing to destroy an Extra Rephaim, engaging in conversation with a Rephaim (except to Intimidate, Taunt, or interrogate it), allowing a corpse to be buried without proper rites, desecrating a tomb or other sanctified burial place, refusing to aid a human in need (except known heretics), committing a minor crime.

Major: Refusing to kill a Wild Card Rephaim, refusing to deliver a cultist to the Inquisition, using a Rephaim item, committing a major crime.

Mortal: Knowingly aiding a Rephaim or known cultist, taking a human life (except known heretics), committing a capital crime.

WELCOME TO HELL

NEW LITANIES

Presented below are new powers for those blessed with the gift of miracles. Some individuals have actually developed psionic powers. Unfortunately, the Inquisition has branded such people as heretics and actively hunts them down. The Sacri Ordines have a similar view, and thus characters may not play psionicists.

BLESSING

Rank: Seasoned

Cost: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Consecrated host, holy water, cross

The simple act of *blessing* a soldier can have wondrous effects on his morale. Recipients of this power gain +2 to Spirit and linked skill rolls for the duration. On a raise, these bonuses are increased to +4. *Blessing* a weapon enables it to affect Rephaim immune to normal weapons.

CONSECRATE

Rank: Veteran

Power Points: 3

Range: Spirit

Duration: 1 minute (1/minute)

Trappings: Circle of holy water pentagram

Consecrated ground is an anathema to Rephaim. Through the use of this power, an area of holy ground is created, forming a barrier against all Rephaim.

Any Rephaim wishing to physically cross the circle must succeed in a contested Spirit check against the caster's arcane skill. With success, they may enter freely. On a failure, they are prevented from crossing the boundary for the duration. Ranged weapons and melee weapons with Reach pass freely through the warding, but spells and monstrous abilities (such as a vampire's Charm power) are blocked if the Rephaim fails its roll.

Rephaim already within an area that becomes *consecrated* must make a Spirit roll versus the caster's arcane skill. On a success they are free to remain in the area. A failure means they become Shaken and are expelled, moving to just outside the warding. With a critical failure they suffer an automatic wound as well.

CONCENTRATE

Rank: Seasoned

Power Points: 2

Range: Self

Duration: 1 minute

Trappings: Concentration, mantra

Chaplains maintaining powers may be disrupted.

The *concentrate* power keeps the Chaplain's mind focused on his magic, even when his body and mind are being assaulted. With a success, the caster receives a +2 bonus to rolls to resist disruption, +4 with a raise. Because *concentrate* cannot be maintained, it is not dropped if the Chaplain is disrupted.

SUCCOR

Rank: Novice

Power Points: 1

Range: Touch

Duration: Instant

Trappings: Prayer, laying on hands

Succor removes one Fatigue level, or two with a raise. It can also remove a hero's Shaken status.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.



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CHAPLAIN

Greetings, brothers! I am one of the Faithful, those blessed by the Almighty with spiritual powers. I'll be there in battle to tend your wounds and absolve you of any sins if the worst happens. Don't let my size fool you, either. When the going gets rough, my gun will be firing just as fast as yours, assuming I don't lose my glasses.

Quote: "I know you're in pain, but stop cursing."

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Faith d10, Fighting d4, Guts d6, Healing d8, Notice d4, Persuasion d6, Shooting d6, Stealth d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 8(4)

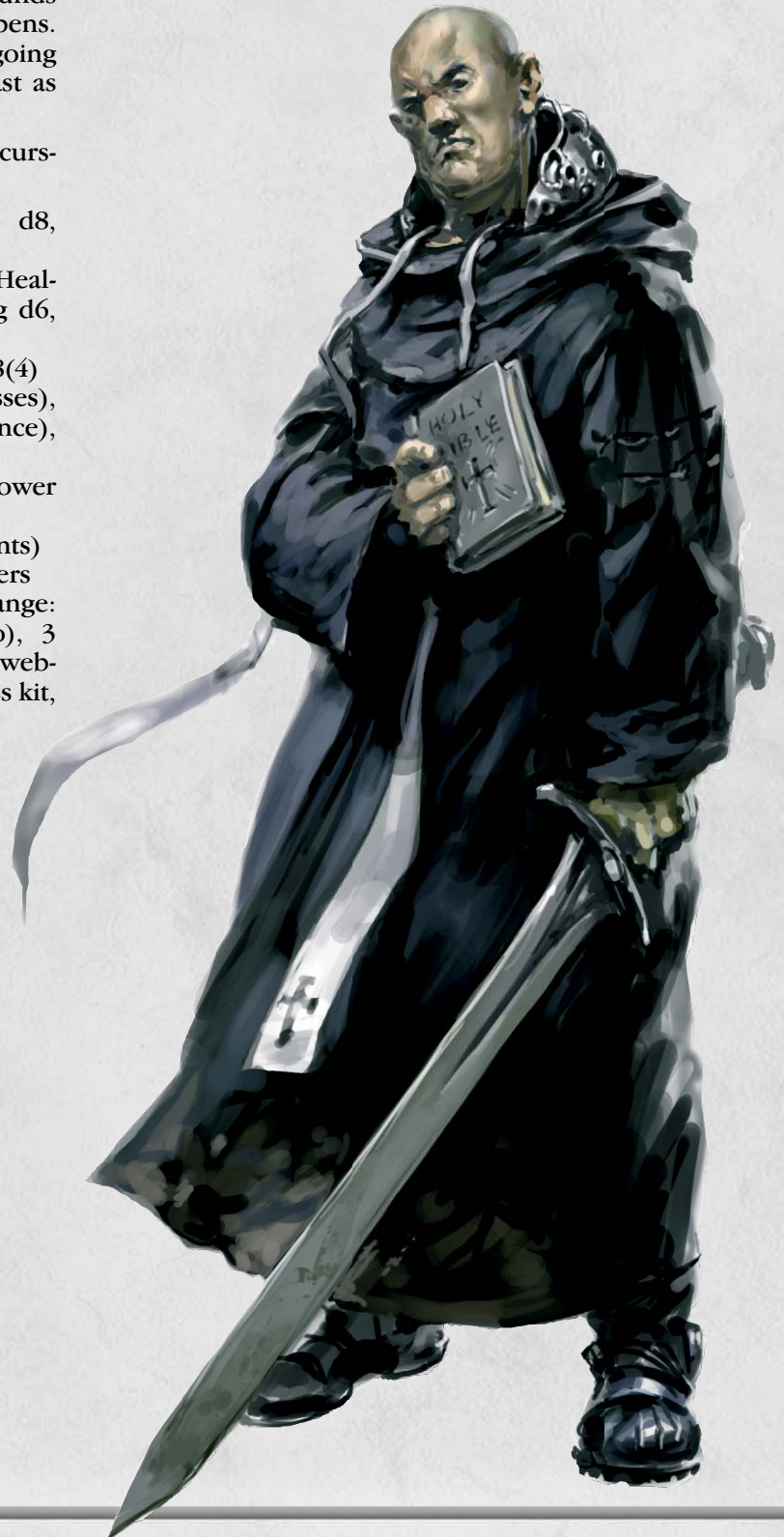
Hindrances: Bad Eyes (Minor—wears glasses), Quirk (slaps anyone who curses in his presence), Small, Vows

Edges: Arcane Background (Miracles), Power Points

Litanies: *Healing, light, stun* (15 Power Points)

Special Training: Church Knowledge, Healers

Gear: Light armor (+4), flechette pistol (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto), 3 mags, medikit, prayer book, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations)



SAMPLE ARCHETYPES

KNIGHT INFANTRYMAN OF THE ORDO HASTAE SANCTAE

Guns are for wimps! Any citizen with half a brain can spray flechettes around. To go toe-to-toe with a zombie takes something special. Nothing beats the feeling of getting up close and personal with a Rephaim, ramming a heartbreaker through its ribs, and detonating the explosive charge. Man, I love combat! Just be warned, too many heartbreaker explosions can screw up your hearing.

Quote: "You want a piece of me? Come and try it!"

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6+2, Healing d4, Intimidation d6, Notice d6, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 11(6)

Hindrances: Curious, Hard of Hearing (Minor), Loyal, Vows

Edges: First Strike, Quick

Special Training: Face-to-Face, Total Faith

Gear: Medium armor (+6), 3 heartbreakers (Str+d6/2d6, Reach 1, 2 hands), molecular sword (Str+d8+2, AP 4), flechette rifle (Range: 24/48/98, Damage: 2d8, AP 2, Auto, 3RB), 3 mags, integral grenade launcher (Range: 20/40/80), 3 filament grenades (Damage: 3d8, AP 4, MBT), 2 incendiary grenades (Damage: 2d10, MBT, ignores armor), ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations)



NECROPOLIS 2350

KNIGHT INFANTRY SUPPORT OF THE ORDO SACRAE FLAMULAE

That smell is victory, son. Sure it smells like burning pork, but the only way to make sure a Rephaim stays down is to use fire. All we need to wipe out the Rephaim is a few flamethrowers and a no-nonsense attitude. Nothing can stand against a flamethrower! What? Yeah, maybe smoking will kill me, but there's a bigger chance I'll go down in combat fighting the good fight, so I figure the Lord can forgive a man a small sin.

Quote: "Burn everything!"

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d6

Skills: Driving d4, Fighting d6, Guts d8+2, Intimidation d4, Notice d4, Shooting d10, Stealth d6

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)

Hindrances: Habit (Minor; heavy smoker), Loyal, Overconfident, Vows

Edges: Hard to Kill

Special Training: Brave (included), Cleanse by Fire

Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flamethrower (Range: Cone, Damage: 2d10, ignores armor), 1 spare canisters, 3 incendiary grenades (Damage: 2d10, MBT), ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).



SAMPLE ARCHETYPES

KNIGHT VEHICLE CREW OF THE ORDO TEMPLI NOVI



Yeah, I've been called reckless more than once, but I'm blessed. Even inside a main battle tank I can detect danger coming. Heck, I remember during one assault we ambushed a bunch of Rephaim light tanks. Bam! Bam! Bam! Destroyed everyone before they even knew we were there. So don't talk to me about the infantry being glory boys—us tankers are the true military might of the Ordines.

Quote: "Something smells wrong here."

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8+1, Fighting d6, Guts d4, Notice d8, Repair d6, Shooting d6, Stealth d4

Charisma: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 11(6)

Hindrances: Cautious, Overconfident, Ugly, Vows

Edges: Danger Sense, Luck

Special Training: Vehicle Training (Driving)

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto), 3 mags, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations)

NECROPOLIS 2350

SENIOR KNIGHT OF THE ORDO VERBI BAENEDICTI

Okay, here's the plan. We split into pairs and flank the enemy from both sides. The flechette MG stays here and keeps the Rephaim pinned down. If any flank meets resistance, remember the tactic we used in Augustus—sit tight while the other squad suppresses, then move forward and engage with swords before the enemy get chance to open fire.

Quote: “Stick to the plan.”

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Knowledge (Battle) d8, Notice d6, Shooting d6, Stealth d4

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)

Hindrances: Heroic, Loyal, Stubborn, Vows

Edges: Command, Rank (Senior Knight), Tactician

Special Training: Hearts & Minds, Training Cadre

Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette SMG (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), 3 mags, 3 filament grenades (Damage: 3d8, AP 4, MBT), ID scanner, binoculars, mobile command center, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).



SAMPLE ARCHETYPES

KNIGHT SCOUT OF THE ORDO LAZARI SANCTI



Our misguided brethren think our sole purpose is to eradicate the enemy through force of arms. That's where they go wrong. We need to understand our enemy better and that means we need prisoners. My job is to scout out enemy forces and select candidates for interrogation. Then I call in the snatch squads to round them up.

Quote: "Hey, it's my job *not* to be seen."

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Notice d6, Shooting d6, Stealth d8, Survival d8, Tracking d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4)

Hindrances: Anemic, Loyal, Phobia (Major: artillery strikes), Vows

Edges: Woodsman

Special Training: Specimen Collection, Rephaim Knowledge

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette sniper rifle (Range: 30/60/120, Damage: 2d8+1, AP 2, integral scope with low-light vision attachment), 2 mags, ghillie suit, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).

NECROPOLIS 2350

FALLEN KNIGHT OF THE ORDO PENITENTIA

I'm a fallen Knight, a sinner. In another life I was a combat engineer. My squad was conducting a holding action while I rigged a bridge for destruction to halt the enemy advance. I don't know what went wrong, but the explosives blew early and wiped out half the unit. I was found negligent and sentenced to the Penitents. I've learned my lesson. Now I think twice and act once. Having to charge the Rephaim without armor will do that for you.

Quote: "We need a better plan."

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6+2, Knowledge (Demolitions) d8, Notice d8, Repair d6, Shooting d4, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bullet Magnet, Cautious, Penitent, Vows

Edges: Demo Expert, McGyver

Special Training: Seen It All

Gear: Molecular sword (Str+d8+2, AP 4), ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).



CHURCH HARDWARE

Blessed are the peacemakers, for they shall be called children of God.

Matthew 5:9

Items listed below are typical of those found in the 24th century Church armies. Church characters have no cash—the Sacri Ordines provide everything they need to do their job (but not necessarily everything they *want*).

PIERCING WEAPONS

The following weapons inflict piercing damage: 6mm and 12mm ballistic weapons, bolt rifle, all flechette weapons, heartbreaker, shotgun, and spear. Molecular weapons used to stab count as piercing weapons. Heavy Weapons never count as piercing attacks due to their power.

DIRECT AND INDIRECT

When the firer of a mortar or grenade launcher can see the target area, he uses Shooting. Firing indirectly requires Knowledge (Artillery). Mortars, grenade launchers, and thrown grenades are subject to deviation.

ARMOR

Knights of the Sacri Ordines are typically equipped with light or medium body armor when entering battle and light body armor when on “soft duty,” such as riot duty or rear echelon protection. Infantry battle suits are reserved for Assault Knights.

Infantry Battle Suit: A full body suit comprised of a layer of dense carbon fiber sandwiched between ceramic plates. Its total body protection comes at the price of a higher weight. The helmet is equipped with a removable armored faceplate, headset communicator, camera, and built-in respirator.

Light Armor: Light armor comprises a ceramic/carbon-fiber sandwich combat helmet with neck guard, upper arm guards, vest, and shin guards. Head and limb shots have a 50% chance of hitting armor. The vest provides torso cover only.

In addition, the combat helmet also comes equipped with a headset communicator and camera for relaying information back to command centers, and a fold-down respirator. A wireless receiver picks up the wearer’s ID tag emission and piggybacks it with camera footage.

Medium Armor: Medium armor provides extra protection through thicker ceramic plates. It is otherwise identical to light body armor.

Shields: Shields in the 24th century? All Knights are equipped with a durable, high-density plastic shield out of tradition and for carrying on formal occasions as part of their dress uniform. Most Knights refuse to carry one in combat, preferring to have both hands free for their firearms. However, some still adhere to the “old ways,” fighting the Rephaim face-to-face, and for them the shield can be a lifesaver.

If a character with a shield is hit by a ranged attack from the protected side, roll damage normally, but add the Armor bonus of the shield to the character’s Toughness in the affected area. It counts as an obstacle.

Tabard: A thigh-length, short-sleeved garment woven from heavy cloth, tabards are worn over combat fatigues when a Knight is off-duty. Their color and decoration vary with each Sacer Ordo. Limb shots have a 50% chance of hitting the tabard.

MELEE WEAPONS

Corpse Catcher: Corpse catchers are based on a martial weapon called the man catcher. Comprised of a long metal shaft with a set of

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“pincers” at one end, they are designed for catching Rephaim with minimal damage and are a favorite tool of the Lazarites. A switch near the butt activates the pincers.

A success on a Touch Attack (+2 to Fighting) means the target has been caught around his waist but his hands remain free—with a raise the arms are pinned as well. Pinned victims may attempt to break free. An opposed Strength roll is required if pinned around the waist and an opposed Strength -2 roll if the arms are pinned. The corpse catcher has an effective Strength of d12 for resisting escape attempts.

Heartbreaker: Favored by the Impalers, the heartbreaker is a spear with an explosive charge fitted at the base of the point. If the spear successfully strikes a target the wielder may activate the explosive as a free action. The small explosive charge drives the spear point through the target, inflicting 2d6 damage and ignoring Armor. Detonation ruins the weapon. The Church has outlawed their use against living targets.

Molecular Sword: Carried by all Knights, the molecular sword is as much a part of a modern Knight’s armament as long swords were to their medieval counterparts. Unlike piercing weapons, they are very effective against Rephaim and most Knights have “blooded” their swords.

Note that molecular weapons retain the +2 bonus and AP bonus even if a hero has a lower Strength die. For instance, a Knight with Strength d6 causes 2d6+2 damage AP 4 with a molecular sword.

Sledgehammer: Although rarely carried in combat, the sledgehammer remains a handy weapon for use against the Rephaim, especially skeletons, and for battering down doors and barricades.

RANGED WEAPONS

Church law restricts ownership of any firearm to those with special permits. Publicly this is to make war less likely, preserving the Peace of the Church. The unofficial view is that the Church is reducing the likelihood of rebellion. Many settlements openly flout these regulations, requiring all citizens to be armed. Homemade or stolen weapons are also common, especially among criminals. Among the Corporations only the security forces are issued weapons licenses.

Bolt Rifle: An experimental weapon designed for fighting vampires before anyone realized vampires do not need to be “staked”, the bolt rifle fires a 2” diameter steel bolt from a rotary-fed magazine. Though not a particularly heavy weapon, the recoil is immense.

Due to the poor aerodynamics of the missile, the weapon becomes more inaccurate over distance. Range penalties are increased by -1 at medium range and long range. Telescopic sights do not help with accuracy.

Flechette Weapons: Flechette weapons are the standard firearms of the Church armies. Flechettes are small metallic darts, magnetically propelled to supersonic speeds. Unlike conventional bullets they have no case, produce no muzzle flash, and there is little sound beyond a short duration, high-pitched whine. Their small size and weight allows magazines to carry more rounds than conventional ballistic weapons and with minimal protrusion.

Each magazine holds a micro battery along with the flechette rounds, negating the need for a separate power source. So long as there is a magazine fitted, the weapon always has enough power to fire. Flechette magazines are interchangeable between the SMG and assault rifle. To reduce the risk of contamination by foreign particles, flechette magazines are hermetically sealed. On insertion the seal is breached, allowing the projectiles to be feed into the firing chamber.

As with conventional bullets, Rephaim have proven resilient to flechettes. Their higher penetration still makes them an effective weapon, however. The Church authorities invested heavily in flechette weapons before the Rephaim emerged and few resources have been diverted to new weapon programs.

Flechette Assault Rifle: The FAR comes fitted with an underslung 40mm grenade launcher as standard (included in the weight—see page 36). It also has a mount for a telescopic sight and night vision scopes, though these are “optional extras.”

Flechette Sniper Rifle: The FSR comes fitted with a telescopic scope and low light vision adaptor as standard. The low light adaptor reduces the penalties for poor lighting by 1, except in Pitch Black conditions.

Flechette MG: The standard infantry support weapon, the FMG can also be used as a remote sentry cannon. When operating in this mode it is attached to a tripod (+8 lbs) and carries a

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480-round hopper (+8 lbs). A combined ID tag and movement sensor (+6 lbs) is connected to the top of the gun.

The sensor allows it to monitor movement within a 90 degree arc (45 degrees either side of the barrel) extending out to 120 yards (60") and gives it a d10 Notice skill. The range of the gun is effectively limited by the sensor's range. Sensitivity can be set from anything from the size of rat (Size -2) upward. Targets detected within its field of fire not broadcasting the correct identification signal (see ID Tags, page 38) cause the gun to open fire automatically.

If left to its own devices, the cannon continues firing until the target stops moving or leaves its field of fire, or the gun runs out of ammunition. When set to automatic sweep and fire mode, the MG fires with a Shooting skill of d8. It has no Wild Die but ignores autofire penalties.

A control case (weight 3lbs) allows wireless remote control of all MG functions to a range of 100". Typically, the gun is locked to cover only a limited arc, though it can be configured to rotate through 360-degrees (the sensor still only sweeps a 90 degree arc at any one time).

Laser Weapons: Technological advances have seen the first introduction of portable laser weapons. Though bulky, heavy, and relatively low powered, they are becoming popular with troops for use against the "flechette-resistant" Rephaim.

Microflare Gun: Originally designed to fire signal flares, the MFG has been modified into an effective weapon. Each magazine holds 15 shotgun cartridge sized magnesium flares. Poor against armored targets, its primary use is against fire-susceptible Rephaim, such as mummies.

Flares do not count as piercing weapons and burn for three rounds. So long as the flare causes a Shaken or wound on impact, it continues to inflict damage each round until it burns out. Roll the damage each round. Targets struck by a flare suffer terrible burns as the flare sears through their flesh. Though incapable of causing human flesh to combust, dry materials (including mummies) ignite as normal (see *Savage Worlds*).

Stunner: Stunners are employed to quell civil unrest without inflicting heavy casualties. Victims suffer nonlethal damage and pass out for 2d6 hours when they reach Incapacitated. Creatures with the Undead Special Ability are immune to the effects of stunners. Stunners use laser pistol batteries.

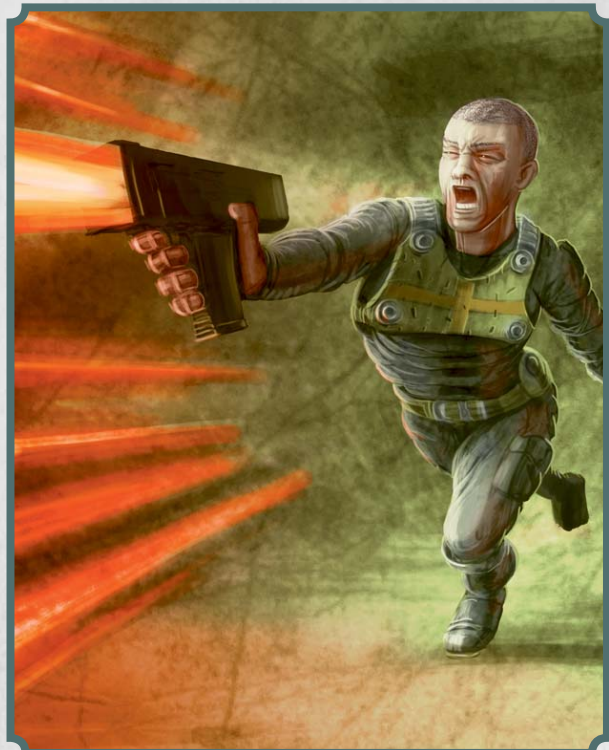
Tangle Gun: Invented for capturing criminals unharmed, the Lazarites have adopted it for use in catching specimens. The tangle gun uses a compressed gas cylinder to propel a weighted nylon net at a single target. When it makes contact, the net wraps around the target, entangling them completely.

Escaping from a net requires a Strength or Agility roll with a -2 penalty (victim's choice). If the roll is failed, the victim is too entangled to make another escape bid and must wait for rescue. The mesh is strong and has a Toughness of 7 (cutting weapons only). Bound targets cannot cut themselves free. It is not possible to reload a fired web.

SPECIAL WEAPONS

Dove AT-1: Although heavy tanks generally have front armor impenetrable to the venerable AT-1, it is still capable of piercing side and rear armor. Because of this, it remains popular with ground forces. It comes fitted with an infrared sight (halve lighting penalties against living or other "hot" targets) and laser painter (grants +2 to Shooting rolls). The AT-1 is reusable.

Dove AT/AA-2: A replacement for the Dove AT-1, the Dove AT/AA-2 can be used to attack ground or airborne targets. It comes fitted with



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an infrared sight and laser painter as per the AT-1. A selector switch toggles the targeting system between ground and airborne mode. As with the AT-1, it is reusable.

Filament Grenades: Commonly known as “shredders,” the filament grenade comprises a tightly packed bundle of monofilament wire threads wrapped around an explosive charge housed in a plastic casing. On impact the explosive detonates, causing the filament to spray outwards at supersonic speeds, literally shredding everything they touch.

Flamethrower: Flamethrowers are still worn with the fuel tank worn strapped across the back. Aiming for the fuel cylinder imposes a -6 penalty on attack rolls from the front or flanks and a -2 penalty from the rear. The tanks have a Toughness of 8(4).

If “wounded,” the cylinder explodes for 2d10 damage, covering everything in a Medium Burst Template with burning liquid. The wearer automatically catches fire. Apply the normal rules for the fire spreading (see *Savage Worlds*) for other characters.

Grenade Launcher: The standard grenade launcher of the 24th century comes in two varieties. The most common is the Hellfire, which is fitted to the underside of flechette assault rifles as standard. This is a 40mm, five-chamber, rotary-magazine, pump-loading launcher. The second is the Brimstone, identical to the Hellfire save it can't be fitted to a rifle and has a folding stock. Both can be used for direct fire (like a firearm) or indirect fire (as a mortar). Each has the same range and fires the same grenades.

Incendiary Grenades: Though renowned for causing “unnecessary collateral damage,” incendiary grenades remain popular for house clearance. Each contains a glass canister of flammable liquid ignited on impact by a small thermite charge. A layer of weak explosive causes the outer casing and glass canister to fragment before the thermite ignites the fuel. As with flamethrowers, incendiary grenades ignore armor. Incendiary grenades explode as per flamethrowers if hit (-6 to attack rolls to hit one), though they only cover a Small Burst Template.

LAW: The LAW (Light Antitank Weapon) is a disposable rocket launcher designed to be portable and fired quickly. While capable of destroying APC's, against tanks it is only effective when fired at the rear armor. This is a no-frills design with a simple optical sight.

Starshell Grenades: The starshell is a parachute flare fired from a grenade launcher. Starshell rounds negate all darkness penalties in non-forested or jungle terrain for 2d4 rounds. In light vegetation, penalties are reduced to -1. They have no effect in thick vegetation.

It can be used in an offensive capability, but requires a direct hit to be effective. It causes 2d10 damage each round it burns. Targets have the standard chance of catching fire—the roll should be made each round the flare is burning.

CLOSE SUPPORT ARTILLERY

Artillery can be a valuable asset if used correctly. Church artillery is either self-propelled or designed to be man-portable. Weapons described below fall into the latter category.

Crusader SBAC: The Crusader Short Barrel Autocannon (SBAC) was developed to provide heavy infantry support. Complete with gun carriage, the SBAC can be pulled by two men with relative ease or towed behind a vehicle. A new five round magazine can be inserted into the cannon before the last round of the previous magazine is fired, allowing for continuous fire. The armor-piercing warhead is effective only at relatively close range but packs a powerful charge.

Jericho Cannon: Short ranged, but packing a heavy punch, the Jericho's role is to demolish barricades and buildings. It fires a large caliber HESH shell.

HESH (High Explosive Squash Head) shells are not designed to pierce armor but to deliver a supersonic shockwave. Against tanks and other armored targets, they cause the inner armor to fragment, sending razor sharp fragments into the crew compartment at supersonic speeds.

The shell has an effective AP of 40 and Armor provides protection equal to half the weakest side (rounded down). All crewmembers are automatically caught in the blast and the vehicle's Armor provides no additional protection. Against buildings and barricades, the shell creates a hole large enough for infantry to pass through (assume 1" width) and inflicts damage on anyone within a Small Burst Template sheltering behind the obstacle. Shooting rolls made to target individual troops are at -2.

Megiddo Rotary Mortar: Possessing six rotating tubes, a single Megiddo is equivalent in firepower to a full Lance of single tube Levant

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MUNDANE GEAR

mortars. Unlike conventional mortars, the tubes are lightweight and disposable. Reloading involves removing the old barrels, called cartridges, and inserting new ones. Installing a new cartridge takes an entire round. The Megiddo can be set to fire one tube per round or all six simultaneously.

VEHICULAR WEAPONS

AP Packs: Anti-personnel packs are defensive weapons. Roughly the size of a briefcase and loaded with hundreds of steel flechettes packed around an explosive charge, AP packs are attached to the sides and rear of tanks. When activated—any crewmember can do this as an action—the AP pack discharges its deadly cargo. Any foe on the same facing as the AP pack and within range is affected.

Flechette Chain Gun: A highly inaccurate weapon designed to saturate an area rather than target specific foes. When fired on the ground, it can only be used to conduct a Suppressive Fire attack. Each burst fires 50 rounds. Due to the chain gun's high rate of fire, targets have -1 to their Spirit rolls. Foes who roll a 1 or lower on their Spirit die (regardless of Wild Die) are hit and suffer damage normally.

Passover AT Missiles: The Passover system is the standard vehicle mounted anti-tank missile, capable of ground-to-ground and air-to-ground operations. Both variations pack a tremendous punch and are powerful enough to knock out a main battle tank at long ranges. Laser painters are used for target acquisition (+2 to Shooting rolls), with on-board image recognition systems taking over once the weapon is launched, allowing the operator to switch to a new target.

The missile guidance is semi-intelligent and tries to target the top of a ground vehicle. A raise on the Shooting roll means it has struck the deck—Armor protection is reduced to half the lowest rating (rounded down).

Railguns: Railguns are the primary weapons mounted on MBTs. Firing armor piercing projectiles, the railgun is a magnetic propulsion armament similar to flechette firearms.

Due to the high power requirements, a railgun is only ever fired while the vehicle's engine is running. Without the engine running only a single round can be launched before the batteries die.

Backpack Radio: Allows communication over 500 miles in open terrain.

Binoculars: Encased in a durable plastic case, binoculars give 20x magnification and are fitted with a night vision attachment as standard. These reduce penalties for poor lighting by 1 except in Pitch Black conditions.

Cold Weather Clothing: Consists of a thermal body suit, lined boots, gloves, trousers, and a parka. Wearing it grants a +4 bonus to rolls to resist Fatigue due to cold.

Combat Webbing: Combat webbing consists of a belt, pouches, shoulder straps, and a lightweight backpack. On a successful Agility roll it can be removed as a free action—otherwise it takes an action.

Composite Rations: Contains enough preserved food and powdered drinks to last seven days. No form of heating is included.

Command Center, Mobile: Jammed into an oversize armored briefcase (Armor 2), the mobile command center provides commanders with the means to collate information from their troops in the field. It draws power from a laser pistol battery (included in the weight), which provides 12 hours of continuous usage. An adaptor allows it to run indefinitely from a vehicle powerplant.

Its primary function is to display images from helmet-mounted cameras, giving the officer a "troops' eye" view of the mission as it unfolds. A high resolution, 36" folding plasma screen can display up to six separate video feeds simultaneously (typically an entire Lance), each labeled with the transmitter's ID (patched from his ID tag).

Radio communication through an MCC can be directed at all troops under the officer's command or focused to specific individuals through one of six encoded communication channels. This feature reduces the risk of units intercepting orders designated for other troops.

When commanding remotely, the operator may pick *one* of the Knights to be his eyes and ears on the ground. This allows the Knight to use some of his commander's Leadership Edges as if they were his own. Available Edges are Art of War, Born Leader, Command, Cry Havoc, Fanaticism, Fervor, Hold the Line, Inspire, and Tactician.

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However, since the Knight must wait for orders, he draws one less initiative card than normal. Knights who would normally draw one card take two but act on the lower card (except Jokers, which function as normal). Should he choose not to take this penalty (decided each round before cards are dealt), he cannot “gain” the Leadership Edges that round.

The Eloi (see page 40) has an enhanced MCC package which allows for each of the three passengers to command their own Lances (maximum of 18 men). Each passenger typically commands a separate Lance.

Electronic Lockpicks: This small computer is designed to bypass electronic locks. Attempting to “pick” an electronic lock without one incurs a -2 penalty.

Field Surgery Kit: Basically a large version of the medical kit, the field surgery kit holds 40 sets of supplies and gives a +4 bonus to Healing rolls. Each wound treated uses 1d4 points of supplies. If a medical kit runs out, the medic can continue to use the instruments and non-expendables but no longer gains the +4 bonus to his Healing rolls.

Fire Extinguisher: A successful Agility roll when using a fire extinguisher reduces a fire by one step, or two with a raise. Each extinguisher contains enough powder for ten uses.

Flares: Each flare burns for 20 minutes illuminating a Large Burst Template. Flares are available in a variety of different colors though all flares bought in a pack are the same color.

Flashlight: Heavy-duty flashlight with a 10” beam.

Ghillie Suit: Predominantly used by snipers, the suits provide a +2 bonus to Stealth rolls when camouflaged to match the local terrain.

Headset Communicator: Standard issue to most security forces. Has a 5 mile range.

ID Scanner: A hand held scanner carried by all Knights of Knight Commander rank and above. It allows the user to pick up ID tag signals and displays their information in textual form. It has a range of 12”.

ID Tags: ID tags are the modern equivalent of dog tags. Cross-shaped, they are issued to all members of the Church armies and worn around the neck. A microchip continually broadcasts the wearer’s name, rank, and Ordo to a range of 12”.

Meal Ready to Eat (MRE): Contains enough food for a single meal. Food is contained in self-heating cans. The food is bland and looks unappetizing but is nutritionally balanced to provide a soldier with the energy and nutrients he needs to remain in fighting form.

Medikit: Issued to all Combat Medics and Chaplains. Each kit contains 10 points of field dressings, drugs, and other non-reusable items (used up as per the field surgery kit), and adds +2 to Healing rolls.

Medpac: One use medical kit issued to all military forces. Each pack contains a large field dressing, a small canister of antiseptic spray, and a syringe of local anesthetic. There are enough supplies to treat a single wound. It grants a one-time +1 bonus to Healing rolls.

Mess Kit: Comprises one small pan with folding handle and a set of cutlery.

Remote Detonator: Used to trigger mines by remote control, a radio detonator works with any mine the character plants. A small control panel allows the user to operate up to 20 mines, either individually or in groups. The detonator has a range of 30 yards (15”).

Rope, Nylon: The rope can safely handle 500 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Satellite Radio: Satellite radios use the few remaining satellites to bounce signals across Necropolis. They have an unlimited range and are rarely affected by weather.

VEHICLES

Destruction cometh; and they shall seek peace, and there shall be none.

Ezekiel 7:25.

Any war requires infantry to secure victory, but having mobile support helps—the Sacri Ordines are equipped with tanks, APCs, and recon vehicles.

Recent technological advances allowed the first grav lift tanks to enter the battlefield in 2340, giving tanks the ability to move unhindered over most terrain. The technology is still new, however, and prone to breakdown.

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NEW VEHICLE NOTES

Coaxial Weapons: The gunner of a vehicle with a main gun and coaxial weapons can fire all those weapons in the same round, though he suffers a multi action penalty. If he switches targets, he suffers an additional -1 penalty per target.

Grav Lift: Anti-gravity lift engines are in their infancy. Capable of lifting a craft to a maximum ceiling of 6 yards (3"), they negate penalties for rough terrain and water with one limitation—hills. In order to function, the vehicle must remain within 15 degrees of horizontal. Passing over hills is next to impossible and requires a Driving roll at -8. Grav lift tankers have taken to skimming the side of hills—a tactic to which their enemy is becoming accustomed. Grav vehicles generate no surface pressure and so do not activate mines.

Handling: Some vehicles are more maneuverable than others. Handling adds directly to the driver's Boating, Driving, or Piloting roll, as applicable.

Pintle Weapons: The commander of a vehicle with a pintle mounted MG can fire only when exposed. He gains Medium Cover when doing so, as only his upper body is visible.

Twin Weapons: Twin weapons fire together when the trigger is pulled. They must use the same ROF and fire at the same target. When firing twin weapons, you add +1 to each Shooting die. Successful hits inflict an extra dice of damage. For instance, twin flechette MGs would roll 3d8+1 damage for each hit.

GROUND VEHICLES

CALVARY HEAVY TANK

The Calvary is the next-generation MBT. Its revolutionary grav lift engine gives superior maneuverability but due to its low power output, the tank suffers less protection and firepower due to reduced weight load. There are still teething problems with the grav lift engines and few crews are yet willing to advance much beyond the range of supply lines for fear of becoming stranded.

The Templars have adopted it as their main MBT and possess a large number in their front-line Preceptories.

Acc/Top Speed: 12/45; **Toughness:** 100/90/70 (85/75/55); **Handling:** -1; **Crew:** 4

Notes: Grav Lift, Heavy Armor, Improved Stabilizer, Night Vision, Sloped Armor (-2)

Weapons:

- * 60mm railgun (30 rounds)
- * 20mm autocannon coaxial (150 rounds)
- * Flechette MG coaxial (2000 rounds)
- * Flechette MG pintle (500 rounds)
- * Eight AP packs (2 each facing)

DANIEL QUAD BIKE

With its four oversized tires, the Daniel quad bike is well suited to off-road driving. It lacks any form of armor, but has good acceleration and maneuverability. Ill-suited for a combat role, it is, however, perfect for patrol duties in non-hostile territory and for getting around larger Preceptories. Some recon units are now adopting it as their vehicle of choice.

Although no weapons are fitted as standard, a flechette MG can be mounted along with a 500 round hopper.

Acc/Top Speed: 20/30; **Toughness:** 12; **Handling:** +1; **Crew:** 1

Notes: Fixed Weapon (not fitted as standard), Four Wheel Drive, Night Vision

FLAGELLANT INFANTRY SUPPORT VEHICLE

The Flagellant ISV is one of many light vehicles modeled on the Prophet chassis. The passenger bay has been replaced with four flechette chain



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guns mounted on an extendable arm. Weapon control is mounted inside the cab and the gunner aims using cameras mounted on the platform.

The Flagellant's main drawback is that all four guns must be fired at the same general area. Place four adjacent Medium Burst Templates (forming a square) on the battlefield within range. Make a single Suppressive Fire attack (the guns are linked and all either hit or miss).

Acc/Top Speed: 6/25; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 3

Notes: Heavy Armor, Improved Stabilizer, Night Vision,

Weapons:

- * Four linked flechette chain guns (2,000 rounds each)

GOLGOTHA HEAVY TANK

With a reputation for being able to take excessive punishment, the Golgotha was once the main battle tank of the Sacri Ordines.

The Calvary grav tank is being slowly phased in as the main MBT of the Sacri Ordines, and spares for the Golgotha are becoming harder to requisition. The Templars plan to remove it from service completely within five years.

Acc/Top Speed: 5/20; **Toughness:** 116/96/76 (100/80/60); **Handling:** -2; **Crew:** 3

Notes: Heavy Armor, Night Vision, Sloped Armor (-3), Stabilizer, Tracked

Weapons:

- * 80mm railgun (40 rounds)
- * 30mm autocannon coaxial (200 rounds)
- * Flechette MG coaxial (2000 rounds)
- * Flechette MG pintle (500 rounds)
- * Eight AP packs (2 each facing)

JUDEA MEDIUM TANK

An older generation tank, the Judea was once the MBT of the Sacri Ordines but has been downgraded to a medium tank. It was the first tank to mount a railgun. A six-round rocket launcher is fitted to the rear of the tank, giving it limited artillery capability.

Acc/Top Speed: 5/20; **Toughness:** 74/64/54 (60/50/40); **Handling:** -1; **Crew:** 3

Notes: Heavy Armor, Night Vision, Sloped Armor (-1), Stabilizer, Tracked

Weapons:

- * 45mm railgun (40 rounds)
- * Six 30mm unguided rockets* (see Artillery

rules, on page 48)

- * Flechette MG coaxial (2000 rounds)
- * Six AP packs (2 each side and rear)
- * *If used from a Judea on the tabletop, the rockets have a minimum range of 50".*

NAZARETH LIGHT TANK

Designed for close infantry support against poorly armored targets, the Nazareth is the lightest tank used by Church forces. Passover AT missiles give it a fighting chance against an MBT if it can survive long enough to launch them.

On the Nazareth II variant, the twin autocannons have been replaced with a single 30mm railgun (40 rounds).

Acc/Top Speed: 6/30; **Toughness:** 52/42/32 (40/30/20); **Handling:** +0; **Crew:** 3

Notes: Heavy Armor, Improved Stabilizer, Night Vision, Tracked

Weapons:

- * Twin 40mm autocannons (100 rounds each)
- * 2 x Passover 6cm AT missile tubes (no reloads)
- * Twin flechette MG coaxial (2000 rounds)
- * Six AP packs (2 each side and rear)

PROPHET APC

Designed to deliver troops to the frontline as quickly and safely as possible, the Prophet has become a common feature on the battlefield.

Variants include the Eloï mobile command unit (three passengers and an improved communication array), the Ezekiel repair truck (two passengers and adds +2 to Repair rolls), and the Job supply truck (no passenger seats but holds 2 tons of cargo).

Acc/Top Speed: 6/25; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 2+12

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

- * 30mm autocannon turret mounted (40 rounds)
- * 2 x Passover 6cm AT missile tubes (no reloads)

PROVERB MINESWEEPER

Another vehicle based on the Nazareth chassis, the Proverb is designed to clear mines. It has heavily reinforced front armor, to which is fitted a

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series of heavy chains on a rotating drum. As the vehicle moves forward, the drum rotates, flailing the ground in front of it.

In game terms, the driver must make a Driving roll each round he moves through a minefield. Each 5" of movement or part thereof above 5 gives a -1 penalty. On a success, he clears a track through a minefield 4 yards wide (2") and as deep as the vehicle moves that round. With a failure, he merely lowers the density of the minefield by one step. A roll of 1 or less fails to clear any mines.

Acc/Top Speed: 4/20; **Toughness:** 82/32/22 (70/20/10); **Handling:** -2; **Crew:** 3

Notes: Heavy Armor, Tracked

Weapons:

- * 20mm autocannon coaxial (100 rounds)
- * Flechette MG in turret (2000 rounds)

PURIFIER LIGHT TANK

Based on the Nazareth chassis, the Purifier lacks sophisticated fire-control stabilizers and night vision equipment. Built for urban warfare, the turret-mounted heavy flamethrower is perfect for flushing Rephaim from buildings and for blocking streets.

Acc/Top Speed: 5/30; **Toughness:** 62/52/42 (50/40/30); **Handling:** +0; **Crew:** 3

Notes: Heavy Armor, Tracked

Weapons:

- * Heavy flamethrower (30 shots)
- * 20mm autocannon coaxial (100 rounds)
- * Twin flechette MG pintle (2000 rounds)

SAMARITAN MEDEVAC APC

The Samaritan APC has a Prophet chassis but a heavily modified interior, which allows for four stretchers (in two tiers of two) as well as two medics and their equipment. Healing rolls made within the Samaritan are made at +2 because of the advanced equipment.

The loss of the Passover launchers gives the vehicle a slightly better acceleration than the standard Prophet.

Acc/Top Speed: 7/25; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 2+2

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

- * 30mm autocannon turret mounted (40 rounds)

SINAI SCOUT VEHICLE

Favored by reconnaissance units, the Sinai jeep is a rugged vehicle. Fully enclosed, it can carry four passengers in relative comfort. Of all the military vehicles, it is the most commonly modified by its crews. The specifications below represent the "factory model."

Acc/Top Speed: 6/25; **Toughness:** 16 (4); **Handling:** +1; **Crew:** 2+4

Notes: Advanced Stealth Technology, Four Wheel Drive, Improved Stabilizer, Night Vision, Stealth Paint

Weapons:

- * Twin flechette MG in turret (1000 rounds)

AIRCRAFT

The use of combat aircraft is covered in the Setting Rules chapter (see page 49). No stats are provided.

ANGEL DROPSHIP

The Angel is the airborne equivalent of the Prophet. Capable of carrying three Knight Lances (or one Lance plus supporting Sergeants) straight into the heart of battle, providing fire support, and then airlifting the troops to safety, the Angel



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is deserving of its name. Its armor is capable of deflecting autocannon rounds, but is no match for railguns or Dove-2 rockets.

Two variations exist. The Gabriel is a medevac transport, its passenger bay replaced by eight stretchers and a small surgery station (treat as a field surgery kit). The Pedaël is a cargo lifter capable of moving 6 tons of supplies instead of transporting troops.

Acc/Top Speed: 30/300; **Toughness:** 40 (24); **Handling:** +1; **Crew:** 2+18

Notes: AMCM x 6, Fixed Gun, Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

- * Flechette chain gun, nose (2000 rounds)
- * 2 x Passover 9cm missiles (no reloads)

CHERUB INSERTION CRAFT

Designed for covert operations, the Cherub is a rotary wing aircraft equipped with the latest in stealth technology and noise suppression systems. Almost completely silent, it can carry a six-man strike team in its cramped interior deep into enemy territory with little chance of being detected. A sliding side-door allows for quick dispersal.

Acc/Top Speed: 20/60; **Climb:** 20; **Toughness:** 14 (4); **Handling:** +2; **Crew:** 1+6

Notes: Advanced Stealth Technology, Night Vision, Stealth Paint

Weapons:

- * Twin flechette MG in nose turret (1000 rounds)

WATERCRAFT

In addition to the vehicles presented here, the Church uses freighters identical to those of the Corporations (page 76).

GALILEE PBR

Rephaim have, thankfully, yet to master watercraft. Necropolis has many navigable rivers whose banks must be patrolled and marshes in which the Rephaim seek concealment. The Galilee is ideal for this role, being shallow bottomed and capable of operating in as little as three feet of water. PBRs are also used for troop insertion and can carry 20 men on deck.

Acc/Top Speed: 4/16; **Toughness:** 15 (4); **Handling:** -1; **Crew:** 6+20

Notes: —

Weapons:

- * 20mm autocannon forward (100 rounds)
- * 20mm autocannon aft (100 rounds)
- * Twin Flechette MG forward (1000 rounds)
- * Twin Flechette MG aft (1000 rounds)

JONAH LIGHT DESTROYER

The Jonah is the Church's only maritime combat vessel and is primarily used for coastal defense and escort duty. It has a range of 12,000 miles, can carry up to six Lances of Knights, and is a match for anything the Corporations can field.

Acc/Top Speed: 3/12; **Toughness:** 38 (25); **Handling:** -2; **Crew:** 12+24

Notes: Heavy Armor

Weapons:

- * 60mm railgun front turret (30 rounds)
- * Two 30mm railguns each side (50 rounds each)
- * Four flechette chain guns for antiaircraft use (1200 rounds each)
- * Four front-firing torpedo tubes (Range 150/300/600, Damage 5d10, ROF 1, Medium Burst Template, AP 20)

ARMOR

Type	Armor	Weight	Notes
Light armor	+4	8	See notes
Medium armor	+6	12	See notes
Infantry battle suit	+8	20	Covers entire body
Medium shield*	Special	6	+1 Parry; +2 Armor to ranged shots that hit the protected side
Tabard	+1	1	See notes

* Shields protect only against attacks from the front and left (assuming a right-handed character)

CHURCH HARDWARE

CLOSE SUPPORT ARTILLERY

Type	Range	Damage	Crew	Mag	Notes
Anti-Tank Guns					
Crusader 25mm SBAC	30/60/120	3d8	2	5	AP 10; HW; gun carriage; Small Burst Template
Crusader 50mm SBAC	50/100/200	4d8+2	2	5	AP 20; HW; gun carriage; Small Burst Template
Jericho cannon	15/30/60	4d8	2	—	AP 40; HW; 1 Action to reload; gun carriage; see notes

Mortars*

Megiddo mortar	2.5" rotary	30/60/120	3d6	2	6	Medium Burst Template; see notes
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* *Minimum range 15".*

RANGED WEAPONS

Type	Range	Damage	RoF	Weight	Shots	Min Str.	Notes
Pistols							
Flechette pistol	12/24/48	2d6	1	2	30	—	AP 2; Semi-auto
Stunner	3/6/12	2d6	1	5	10	—	See notes
Shotguns							
Semi-auto	12/24/48	1-3d6	1	10	12	—	See <i>Savage Worlds</i> ; Semi-auto
Submachine Guns							
Flechette SMG	12/24/48	2d6+1	3	4	60	—	AP 2; Auto
Microflare SMG	10/20/40	1d10	1	5	15	—	Semi-auto; See notes
Assault Rifles							
Bolt rifle	8/16/32	2d10	1	14	10	d8	AP 4
Flechette rifle	24/48/96	2d8+1	3	9	60	—	AP 2; Auto; 3RB; Integral grenade launcher
Tangle gun	2/4/8	—	1	5	1	d6	See notes
Sniper Rifles							
Sniper rifle	30/60/120	2d8+1	1	10	30	—	AP 2; Integral scope with low light vision attachment
Laser Weapons							
Laser pistol	8/16/32	1-3d6*	1	8	12	d6	Semi-auto
Laser rifle	15/30/60	1-3d6*	3	16	24	d6	Auto
Machine Guns							
Flechette MG	30/60/120	2d8+1	4	16	240	d6	AP 2; 3RB
Laser MG	25/50/100	1-3d6*	5	32	48	d8	Auto

* *Increasing the damage per attack uses a like number of shots. A 3d6 attack, for instance, uses 3 shots.*

Semi-Auto: May Double-Tap; Auto: Fully Automatic or Single Shot; 3RB: Has a 3-round burst selector.

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SPECIAL WEAPONS

Type	Range	Damage	Weight	Shots	Min Str.	Notes
Flamethrowers						
Flamethrower	Cone	2d10	20	20	d6	Ignores armor
Grenade						
Grenade launcher	20/40/80	as grenade	3	5	—	See notes
Filament grenade	5/10/20*	3d8	0.5	—	—	AP 4; Medium Burst Template
Incendiary grenade	5/10/20*	2d10	0.5	—	—	Medium Burst; ignores armor
Starshell	As GL	(2d10)	0.5	—	—	See notes
Mines						
Anti-personnel mine	—	3d6	2	—	—	Medium Burst Template
Anti-tank mine	—	4d6	10	—	—	HW; Small Burst Template; AP 40 against half weakest Armor value rounded down
Monofilament mine	—	3d10	3	—	—	AP 4; HW; Medium Burst Template
Rocket Launchers						
Dove AT-1	24/48/96	3d8	12	1	d6	AP 60; HW; Medium Burst
Dove AA/AT-2	30/60/120	4d8	14	1	d8	AP 90; HW; Medium Burst
LAW 66mm	24/48/96	4d8+2	7	1	—	AP 30; HW; Medium Burst
Explosives						
Demolition charge	4/8/16*	3d6	0.25	—	—	Medium Burst Template; +1" and +1d6 damage per charge; HW
Mortars**						
Levant field mortar	30/60/120	3d6	4	—	d6	1 action to reload; Medium Burst (HE)

* Thrown. Grenades fired from a grenade launcher use the Grenade Launcher range distances.

** Minimum range 15".

VEHICULAR WEAPONS

Type	Range	Damage	Burst	Notes
20mm autocannon	50/100/200	3d8	Small	AP 8; HW
30mm autocannon	50/100/200	3d8	Small	AP 12; HW
40mm autocannon	75/150/300	4d8	Small	AP 16; HW
30mm railgun	50/100/200	3d8	—	AP 35; HW
45mm railgun	70/140/280	3d8	—	AP 60; HW
60mm railgun	100/200/400	4d8	—	AP 75; HW
80mm railgun	120/240/480	5d8	—	AP 120; HW
AP pack	2/4/8	2d6	—	See notes
Flechette chain gun	30/60/120	2d8+1	—	AP 2; See notes
Heavy flamethrower	40	2d10	—	As vehicular flamethrower
Passover 6cm AT missile	100/200/400	3d10	Medium	AP 40; HW
Passover 9cm AT missile	100/200/400	4d10	Medium	AP 65; HW

AMMUNITION

Ammo	Weight	Notes
Dove AT-1 Rocket	3	One rocket
Dove AT/AA-2 Rocket	4	One rocket
Flechettes	1/60	Includes micro battery
Fuel cylinder	2	Provides one full load of shots for a flamethrower
Laser battery (pistol)	1	Provides one full load of shots
Laser battery (rifle)	2	Provides one full load of shots
Laser battery (MG)	4	Provides one full load of shots
Levant 2.5" shell	2	One HE mortar round
Microflares	2	Provides one full load of shots

MELEE WEAPONS

Type	Damage	Weight	Notes
Baton	Str+d4	1	Carried on riot control duties
Corpse catcher	None	4	Reach 1; see notes
Heartbreaker	Str+d6/2d6	1	Reach 1; see notes
Molecular knife	Str+d4+2	1	AP 2; cannot be thrown
Molecular sword	Str+d8+2	8	AP 4
Sledgehammer	Str+d8	15	AP 2 vs. rigid armor; Parry -1; requires 2 hands
Spear	Str +d6	5	Parry +1; Reach 1; requires 2 hands

GENERIC PERSONAL EQUIPMENT

Item	Weight		
General Items		Medikit	8
Bedroll	3	Clothing	
Binoculars	2	Business suit	2
Electronic lockpicks	1	Cold weather clothing	5
Entrenching tool	2	Combat fatigues	2
Fire extinguisher	5	Combat webbing	1
Flares (4)	1	Dress uniform	3
Flashlight	3	Ghillie suit	3
Handcuffs (10)	1	Communication Gear	
ID Scanner	2	Backpack radio	10
ID tag—		Command center, mobile	8
Remote detonator	2	Headset communicator	1
Rope, nylon	10	Satellite radio	20
Toolkit	15	Whistle	—
Wire cutters	2	Rations	
Medical Supplies		Canteen	1
Field surgery kit	20	Mess kit	1
Medpac	1	MRE (Meal Ready to Eat)	1
		Trail rations	6

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A BRIEF HISTORY

- 2012:** First manned mission to Mars
- 2015:** Dr Robert France and Professor Fergus Crawford discover a way of distorting time and space to avoid the limitations of faster-than-light travel. Theoretical propulsion system dubbed the FC Drive after its discoverers.
- 2016:** First test of FC Drive between Earth and Mars damages the probe but proves theory has practical applications.
- 2019:** Completion of full-size FC Probe. Launched to Alpha Centauri on one-way mission.
- 2023:** Data received from Alpha Centauri probe reaches Earth. Man has reached another star system. Production of FC Drive craft for manned flight begins.
- 2040:** Global riots over cost of FC Drive projects.
- 2042:** First manned FC Drive craft visits Alpha Centauri. The gateway to the stars is open.
- 2044:** Mars colonized.
- 2052:** Asteroid mining posts fully operational.
- 2059:** Start of extended mission to find habitable planets beyond Earth. Many mineral rich worlds discovered but none habitable.
- 2080:** First mining and research outposts founded on distant worlds.
- 2096:** Discovery of an Earth-like world located 480 light years from Earth. The planet is named Chalcis after the scientist leading the project.
- 2100:** Discovery of Chalcis leads to widespread religious revolution.
- 2132:** Colonization of Chalcis begins. Over the next 30 years 500 million people settle there.
- 2149:** First Reformation Church unites mankind's religious beliefs. New age of peace begins.
- 2193:** Despite newfound mineral wealth, the cost of expansion into outer space leads to financial collapse of the industrialized powers. Earth slides into anarchy as nation after nation declares itself bankrupt.
- 2198:** World War III begins. Chalcis declares itself an independent world and officially cuts all communication with Earth.
- 2201:** World War III ends. Second Reformation Church founded.
- 2206:** Collapse of many nations following the world market crash and World War III leads the Church to become the ruler of a united Earth.
- 2212:** Growth of the Corporations. Nationalistic views are replaced by Corporate identities.
- 2245:** Chalcis re-opens communication with Earth. Second wave of colonization begins.
- 2249:** Corporations begin investment in Chalcis.
- 2290:** Competition for resources leads to Corporate Wars. Chalcis declares itself neutral.
- 2300:** Corporate Wars end in stalemate. Founding of the Union of Corporations. The majority of FC Drive vessels have been destroyed in the war. Many outposts and colonies lost forever.
- 2309:** Chalcis extends hand of peace to Earth.
- 2312:** First reports of "demons" on Chalcis. Hard line cardinals start a bitter two-year war that ends in the formation of the Third Reformation Church. Church takes a more militant stance toward heresy and the problems on Chalcis.
- 2314:** Founding of the Ordo Lazari Sancti.
- 2316:** Nuclear Weapons Act bans all development, testing, and use of nuclear weapons.
- 2317:** Open war breaks out between Rephaim and colonists on Chalcis.
- 2318:** Church moves HQ to Chalcis along with majority of the Lazarites. Chalcis renamed Salus as Church assumes control.
- 2319:** Founding of the Ordo Templi Novi. Earth destroyed—cause unknown.
- 2320:** Founding of the Ordo Sacrae Flamulae. First Templar battle against Rephaim ends in disaster.
- 2321:** First instance of miraculous powers noted among citizens of Salus.
- 2323:** Lazarites granted new powers over other Sacri Ordines regarding capture of Rephaim.
- 2325:** Founding of the Ordo Hastae Sanctae.
- 2326:** Templars reorganize their Ordo into a mobile force.
- 2328:** Founding of the Ordo Verbi Baenedicti.
- 2329:** First recorded use of necromantic weapons by Rephaim.
- 2330:** Church declares all citizens possessing miraculous powers must join a Sacer Ordo or the Inquisition, or be branded heretics.
- 2333:** Founding of the Ordo Penitentia.
- 2334:** Salus unofficially renamed Necropolis.
- 2339:** Inquisitor-Asgard skirmish threatens to bring the Church and Union to war.
- 2346:** Fall of New Budapest, a strategic city located near the Dead Zone, to Rephaim forces.
- 2347:** Attempt to retake New Budapest fails.
- 2348:** Rephaim assault on Iron Belt repelled. Southern war reaches a stalemate.
- 2350:** Present day

SETTING RULES

Let all things be done decently and in order.

1 Corinthians 14:40

COMMON KNOWLEDGE

Every Church character receives a detailed briefing during training on the nature of his foe. As such, all characters can make Common Knowledge rolls relating to the following Rephaim—vampires, skeletons, and zombies. Knowledge of other abominations requires the Knowledge (Rephaim) skill.

GRENADES

Most Knights carry a few grenades. Grabbing one, activating it, and throwing it is considered a single action, assuming the hero hasn't stuffed it into a pocket or pack.

Knights with grenade launchers must decide whether their grenades are loaded in the launcher or carried externally (or how many are stored where if they divide them up). Loading or unloading a single grenade from a grenade launcher takes an action, thus limiting the character to adding or removing one grenade per round.

Characters with different types of grenade loaded into a launcher need to determine in what order they are loaded, as the grenades are fired in the same order they are shoved into the weapon. A character with three filament and two incendiary grenades can store them in any order, but he (and the WM) needs to know which warhead will be launched when he next pulls the trigger.

AWARDS AND PROMOTIONS

Unlike traditional armies, the Sacri Ordines do not reward their soldiers with medals or promotions. Individuals may join a Corporate army to

climb the ranks or receive awards, but those in the Sacri Ordines are beyond such base desires. Even if they're not, they have little hope of achieving their goal.

Promotion to Senior Knight is possible only if the character's unit has a vacancy. If the unit's Knight-Commander puts in a good report the character may purchase the Rank (Senior Knight) Edge. He must still meet all the usual requirements.

Promotion to Knight-Commander requires the support of the Preceptory Master. Any Senior Knight character meeting the requirements may apply for promotion. If his service record is good and his Banner currently lacks a Knight-Commander, he is likely to be promoted. In game terms, he must have the WM's permission to purchase the Rank (Knight Commander) Edge. He must also fulfill all the requirements of the Edge. Promotion to higher ranks would effectively remove the character from the game.

Sergeants may be promoted solely on the word of their commanding Knight. Should a player have a Sergeant character, use the guidelines on page 18 to determine if he is eligible for promotion.

TRANSFERS

Characters, whether Chaplains, Knights, or Sergeants, cannot transfer between Sacri Ordines. They may resign from their Ordo—considered dishonorable and cowardly—but cannot then enlist in another Ordo. They may, however, change roles within their Ordo. So long as the character meets the minimum requirements for his new role he may request an internal transfer.

Note that a character who transfers to become a Chaplain does not gain the Chaplain's Special Training. Likewise, a knighted Chaplain (or Sergeant) would not gain his Ordo's training.

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Receiving a transfer requires a Persuasion role from the applicant. On a success, the character receives his transfer and is equipped according to his new profession. A failure means the request is denied and the character must remain in his old post. Characters may apply for a transfer each time they reach a new character rank (Seasoned, Veteran, etc.). Only one transfer attempt is allowed per rank.

AMMUNITION

Each group of Extras starts with an Ammo Level of Very High, High (typical), Low, or Out. You'll find a Supply Track on the Ally Sheet to help you keep track. Very High Ammunition Level means the Extras have a -1 penalty to their physical rolls due to being overloaded.

After each fight, the ammo drops a level. Allies dealt a deuce during combat drop an ammo level immediately after that round. When the combat is over, use the average ammo level for the entire collection of Extras.

Once the team is "Out," they have a few rounds each, perhaps one grenade for every dozen men, and so on. Individuals aren't completely helpless but as a group they are combat ineffective.

FIRE SUPPORT

Commanders can radio for artillery and air strike support, although what's available from general support depends on what else is happening in the theatre of war at the moment, and so is something of a random process.

To determine if support is available have the Senior Knight make a d6 Support Roll adding the modifiers below. A total of 4+ means support is available. If the mission is deep behind enemy lines or it specifically states that no support of any type is available, no one will answer the call so no roll can be made.

SUPPORT ROLL MODIFIERS

Modifier	Situation
+2	Character is a Knight-Commander or higher
+1	Character is a Knight or Senior Knight
+1	Dedicated support available

+1	If about to be overrun (WM's diScretion)
-3	For each Support Roll attempted in the past 8 hours

If no specific support was allocated for the mission, the CO has called in general supporting fire. The CO (or forward observer) rolls on the Support Table to see what is available.

After the type of support is determined, roll the Delay Die to see how long it takes to arrive. Artillery lands at the start of the appropriate round, effectively landing on an Ace of Spades and interrupting all characters except those dealt Jokers. Aircraft payloads land the same action they are called (after the Delay Die interval passes).

The Bingo Die is rolled every round after the asset fires. On a roll of 1, the asset is used up or otherwise diverted and its fire mission is over. On any other roll, the asset remains on call.

SUPPORT TABLE

d6	Available General Support
1-3	Artillery Support
4-6	Air Support (see below)

ARTILLERY SUPPORT

ARTILLERY SUPPORT TABLE

d8	Type	Delay Die	Bingo Die
1-2	Judea Medium Tank	d4	d6
3-4	Constantine SPA	d6	d10
5-6	Basilica SPA	d6	d10
7	Goliath 200mm MRLS	d4	d4
8	Goliath 300mm MRLS	d4	d4

ROCKET BARRAGE

The player can place as many of the vehicle's rockets as he wishes on the battlefield each turn, but all rockets fired in a single round must be adjacent. Next roll a d12 and 2d10-1 x 2". This is the direction and number of inches the rounds deviate, measured from the center of each template.

Goliath Multiple Rocket Launch System: Up to eight 200mm (4d8 damage in a Large Burst Template) or six 300mm rockets (5d8 damage in a Large Burst Template).

Judea: Six 30mm rockets for 3d6 damage in a Medium Burst Template.

SETTING RULES

SPA BARRAGE

The CO's player places two adjacent templates on his desired targets and checks for deviation as above.

Basilica: 5d10 damage in a Large Burst Template.

Constantine: 4d10 damage in a Large Burst Template.

ADJUSTING FIRE

The CO can allow the barrage to continue each round in the same location as the first salvo hit, or he can adjust the target point up to 10" per round without delay. If the barrage is not used in a round, or is shifted more than 10" in a round, it must be called in again (meaning another Delay Die roll). Even with the accuracy of modern guns artillery fire is still a little unpredictable.

Whether or not the CO has shifted fire or allowed it to come down on the same location, each template deviates d4-1 inches (d8-1 for rockets) each turn using a d12 to determine the direction.

AIRBURSTS

Artillery shells and rockets explode when they strike resistance. In theory this should be the ground, but one of the most feared types of explosions are airbursts. These are extremely common when artillery is firing into a wooded area. As well as shrapnel from the shell, shattered trees disperse sharp splinters of wood in all directions.

The WM should roll a d6 when artillery is firing into wooded areas. In lightly wooded areas, a roll of 6 indicates an airburst. In heavy woods this increases to a roll of 4-6. Only full overhead cover offers any Armor bonus against such explosions. Simply being prone or hiding behind an obstacle offers no protection from these deadly explosions. Damage is increased by 2d6, due to the flying wood splinters.

ARTILLERY VS. VEHICLES

Artillery rounds plunge down from above at a steep angle. This can be dangerous for vehicles struck by artillery rounds.

If the vehicle is enclosed, there is a good chance the round may strike its relatively weak deck Armor. Roll a d6 if the center of the Burst Template is located over a vehicle. If the roll is

odd, resolve the attack against half the target's weakest armor (rounded down). If the roll is even it strikes the side Armor.

ILLUMINATION

Constantine and Basilica units can also fire illumination flares each round instead of HE. These are extremely bright phosphorous rounds that drift down on a small parachute. This counts as the battery's barrage for the turn. Illumination rounds negate all darkness penalties in non-forested or jungle terrain for 1d10+5 rounds. In light vegetation, penalties are reduced to -1. They have no effect in thick vegetation.

AIR SUPPORT

AIR SUPPORT TABLE

d10	Type	Delay Die	Bingo Die
1-2	Archangel Assault Craft	d4	d10
3-5	Angel Dropship	d6	d6
6-7	Deliverance Bomber	d8	d8
8	Scourge Bomber	d6	d6
9-10	Crown Fighter	d6	d6



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AIR STRIKES

Air support ranges from Crown fighters up to the powerful Archangel Assault Craft. Dedicated air support loiters in area as long as possible during crucial moments of the operation to try and provide effective coverage.

General air support is often aircraft in the area returning from a mission with undropped ordnance. After calling in the support, roll the Delay Die to see how long it takes the aircraft to reach the unit and start blasting any Rephaim or Corporate forces foolish enough to be seen.

Once the aircraft arrives, the CO can determine which one of its weapons it uses each round on his action card. See the Aircraft Payloads table to find out what munitions an aircraft has at its disposal. If it is listed as having a choice of munitions, randomly to determine what is available. As always, roll the Bingo Die every round the aircraft fires. On a 1, it is no longer available.

Bombs are Large Burst Templates that explode for 4d10 damage. The player can place as many of the aircraft's bombs as he wishes on the battlefield each turn, but all munitions dropped in a single round must be adjacent. Roll 1d10-1 x 3" deviation for each Burst Template.

Guns fire a single Strafe Template each round. This is Suppressive Fire. Those who are hit suffer 2d8+1 damage (AP 2). There is no deviation. Due to the gun's high rate of fire, targets have -1 to their Spirit rolls. Foes who roll a 1 or lower on their Spirit die (regardless of Wild Die) are hit and suffer damage normally.

Napalm is sticky, flaming goo that incinerates most targets. It has an AP value of 30, causes 3d10 damage, and burns for 10 rounds on objects or 1d10 rounds on "soft targets" such as Rephaim. Each canister of napalm creates a chain of four Medium Burst Templates in a straight line. Roll for deviation as for bombs and move the entire chain the indicated direction and distance.

Napalm can also be used tactically to destroy vegetation and soft cover. Most flora (as well as fauna) beneath the template is destroyed and no longer provides cover or concealment.

Missiles: Passover missiles fired from the air automatically hit the deck of a vehicle. The target vehicle's Armor is counted as being half its lowest value (round down).

Rockets: The player can place as many of the aircraft's rockets as he wishes on the battlefield each turn, but all rockets fired in a single round

must be adjacent. Roll 1d10-1" deviation for each Burst Template. Each 30mm rocket causes 3d6 damage in a Medium Burst Template. The larger 200mm rockets explode for 4d8 damage in a Large Burst Template.

AIRCRAFT PAYLOADS

Aircraft	Munitions Available
Archangel	Guns, Bombs x4, Rockets x10 (30mm), Rockets x4 (200mm), Missiles x4 (Passover 9cm)
Angel Dropship	Guns, Missiles x2 (Passover 6cm)
Deliverance Bomber	Bombs x10 <i>or</i> Napalm x10
Scourge Bomber	Napalm x4
Crown Fighter	Guns, and Rockets x6 (30mm) <i>or</i> Bombs x2 <i>or</i> Missiles x2 (Passover 6cm)

ANTI-AIRCRAFT FIRE

Most aircraft fly too high and fast for effective anti-aircraft fire. However, the Dove AT-2, Flagellant ISV, and Corporate Shredder light tank are capable of knocking out enemy aircraft. Other weapons lack the accuracy, rate of fire, range, or elevation.

Characters armed with these weapons can try to shoot down aircraft dropping their payloads. The firer must be on Hold on the round the aircraft makes its attack, otherwise, the aircraft is long gone before the firer can react. Treat the pilot as having Agility d8 for the purpose of interrupting. Whether he successfully interrupts or not, the hero still gets to attack the aircraft this round—the difference between success and failure is the aircraft has fired first.

The range is always treated as being Long Range. Make a single attack roll, ignoring any ROF. If the firer scores a success, the GM immediately rolls the aircraft's Bingo Die. Using a Flagellant allows four dice to be rolled (one per gun). On any roll of 1, the aircraft has been shot down or damaged enough to abort its mission. Otherwise there is no effect. With a raise on the attack, roll a Bingo Die of one die lower (minimum of d4).

A single hero using anti-aircraft weaponry has a low chance of success, whereas a battery of Flagellants or Dove AT-2s greatly increases the odds of destroying enemy aircraft.

GUIDE TO NECROPOLIS

Let darkness and the shadow of death stain it; let a cloud dwell upon it; let the blackness of the day terrify it.

Job 3:5

Whether you call the world Chalcis, Salus, or Necropolis, it holds the prestigious title of being the only habitable planet outside of the solar system upon which mankind has built a home. It also holds the honor of being the site of humanity's last stand against a dark, insidious, and destructive force threatening to extinguish the light of mankind.

NEW SOL

At the center of the Chalcis system sits an unusual binary star system. The single star is a white-yellow F-class giant (category III) star. Scientific research shows the star has undergone some sort of transformation in its history, possible a direct result of its companion—a black hole.

The black hole, labeled Krijger X-1 after the famous Dutch astronomer who discovered it in 2128, lies a distance of 6.3 million miles from its luminous companion, New Sol. Invisible for much of the time, the black hole's existence becomes visually apparent during two solar events.

First, the tidal effect of Krijger X-1 generates massive solar flares. Although the atmosphere of Salus and its distance from the star protects the inhabitants from harmful radiation, the flares have proven disastrous to spacecraft caught "in the open." One such craft was ark vessel Exodus 9, which entered the Chalcis system shortly before a flare. Its hulk now orbits New Sol at a distance of 2.4 AU, a mausoleum for the 50,000 souls onboard.

Strangely, although some of the ejected solar matter ends up drawn towards the event horizon of the black hole, there is no evidence of any

x-ray radiation, a clear indication a black hole is "feeding." Probes have detected only weak Hawking radiation, which raises some interesting questions. However, with no radiation bursts, the solar system is habitable.

Second, every few days New Sol passes behind Krijger X-1. From the surface of Salus the star seems to bulge and then develop a large hole, much like a donut, as light waves are bent around the black hole. This is known as an Einstein Ring.

Because there is no radiation, the black hole can only be detected by the influence its gravity has on its surroundings (such as the Einstein Ring). Still, FC Drive ships needed to be careful as the energy field from the drive engines were subject to heavy disruption when entering the system.

New Sol has 6.8 times the mass of Earth's own sun, Sol. It is 2.6 times as bright, and has a radius of 4.7 times larger than Sol. The star is stable and likely to remain that way for many billions of years.

SOLAR SYSTEM

The Salus system consists of eight planetary objects. Numbers in parentheses after the planetary object name are distances from the star in astronomical units (1 AU equals approximately 93 million miles).

Infernalis (0.65): Blasted by the intense heat of the giant star and often bathed in solar flares, Infernalis is a barren wasteland. Its surface is near-molten, making detailed exploration of the surface impossible.

Vulcan (1.0): Like Infernalis, Vulcan is a barren rock with a heavily cratered surface. Remote probes launched soon after the system was discovered found nothing of interest.

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Midgard (1.5): Tidally locked, Midgard's sunward face is baked and blistered, while its other side is bitterly cold. Back in 2139 a dozen solar flare sensor satellites were placed in orbit ringing the day-night divide. Two centuries on, the satellites still warn the citizens of Salus of approaching solar flares.

Incus (2.75): Incus ("Anvil") is an astronomical rarity and a nightmare for scientists. At some point there was once a large gas giant in the orbit (estimated diameter 170,000 miles). All that remains now is a ball of solid metal many thousands of miles in diameter, some apocalyptic force having stripped away its primordial atmosphere. Attempts to mine the surface were hastily abandoned due to the solar flares, which fried even hardened robots.

Salus (5.2): Only habitable planet. See below for detailed information.

Malleus (11.2): A small gas giant (diameter 63,000 miles) with rings of small particles and ice crystals and 10 moons (largest just 2500 miles diameter). Like all gas giants, Malleus ("Hammer") has a primordial atmosphere of hydrogen, helium, methane, and ammonia.

An orbital facility was constructed in the upper atmosphere in 2271 to harvest and process the gases. It was abandoned in 2298 for fears it would become a terrorist target for out-system Corporate extremists determined to bring Salus into the war. Latest scans indicate the facility is still circling the planet, though it has slipped into a lower orbit. Predictions are it will fall into the atmosphere within a few decades.

Icicle (21.8): Unusually, Icicle (official name "Cavil," after the first man to set foot there) is a rocky world, much like Salus. The world is swathed in a layer of ice with an average depth of 10 miles. Evidence suggests the world entered an ice age perhaps 100 million years ago and never recovered. Scientific consensus is the molten core cooled and lack of volcanic activity allowed the surface to cool into eternal winter.

Interest in the world was always low, though one Corporation, Off-World Mining, founded a mining station in 2247 to explore the possibility of recovering mineral wealth from beneath the ice. All contact was lost in 2289. Off-world Mining was obliterated during the Corporate Wars and its local office fell to West Star Mining in a relatively bloodless takeover, one of the few incidents during the war to affect Salus.

The Beach (35.1): Evidence suggests the Beach, a thin, sparsely populated asteroid field, may have been a failed planetary formation. So far from the sun's gravity, the planet was stillborn, the swirling morass of rocks a leftover from the creation of the solar system. Early probes indicated metals found only in full-formed planets. Their presence remains a mystery.

Before the Corporate Wars, several Corporations established mining platforms, though these were abandoned by 2300, the minerals no longer being useful to the Corporate war effort. The stations remain intact, but no attempts to reuse them have occurred.

SALUS

Salus is also referred to as New Sol 5 in the scientific community.

LOCATION

Salus is the only habitable planet in the local system. Lying 5.2 astronomical units from its sun (i.e. just over five times the distance between Earth and the Sun), it is positioned centrally in the star's habitable zone. Were Salus in orbit at the same distance as Earth is from the Sun, New Sol would dominate the sky. Life would also be impossible at such close proximity.

ATMOSPHERICS

Atmospheric pressure at sea level is equal to that of Earth. Even the atmospheric composition is remarkably close to that of mankind's former homeworld.

Towards the polar zones, the *aurora borealis* (northern hemisphere) and *aurora australis* (southern) are constant companions during the long winters. The energy output of New Sol, even at this distance, results in spectacular light shows as solar radiation energizes particles in the ionosphere. Particularly powerful displays illuminate the surrounding lands with an eerie, pale green glow, almost as bright as a full moon on Earth. Settlers in these climes welcome such nights for the extra light they provide.

One side effect of the increased radiation that strikes Salus is the amount of radio interference it causes. A solar flare can result in disrupted communications over much of the planet's surface lasting days or weeks at a time. Military strategists must take such astronomical phenomenon into account.

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CLIMATE

At 5.2 AU it takes Salus 1,536 days to circle its sun, resulting in seasons lasting longer than an Earth year. (Each recorded year is exactly one season long.) However, the slight orbital eccentricity (0.005) and a low axial tilt of just 10 degree equate to only comparatively mild seasonal variations in temperature. Little comfort if you live in the polar extremes, where the sun barely rises for nearly 400 days.

Salus has ice caps at the poles and temperatures there never rise above freezing in the summer. During the long winter, the temperature plummets well below the line. Snow regularly falls as low as the 40th parallel. At the equator, the high summer temperatures are blistering but more pleasant in winter. Wealthy citizens move toward the equator to escape the long, cold winter nights. The sidebar shows average summer high and winter low temperatures at various latitudes.

Precipitation in non-desert regions is plentiful and in certain regions can be near constant.

The rotation period of Salus is almost exactly 24 hours. A leap day is added to the last day of the calendar every ten years to account for the slight difference. This degree of closeness to Earth's day has been attributed to everything from alien tampering to divine blueprints.

Thunderstorms and electrical storms are common in the summer and a Salus storm at its height can be a truly frightening experience—day turns to night, thunderclaps can knock a man off his feet, and lightning strikes make travel extremely hazardous.

Such storms can cover an area the size of the entire American Mid West and can last for many days. Hurricanes and tornadoes, whilst less frequent, easily rival those on Earth, and, in rare cases, can exceed their power many fold.

GEOGRAPHY

With a diameter of 8,950 miles and circumference of 28,100 miles, the planet is larger than Earth. However, it is marginally less dense, resulting in a surface gravity of 1.01G. Surface area is approximately 251 million square miles (644 million square km). This equates to around 20% more than Earth.

Water makes up 62% of the surface area (156 million square miles). Salus lacks its own satellite, resulting in weak yet complicated tides due

TEMPERATURE RANGES

Latitude	Summer	Winter
0°	117F (47C)	82F (28C)
10°	104F (40C)	70F (21C)
20°	92F (33C)	57F (14C)
30°	79F (26C)	45F (7C)
40°	67F (19C)	32F (0C)
50°	57F (14C)	15F (-9C)
60°	47F (8C)	-2F (-19C)
70°	37F (3C)	-19F (-28C)
80°	27F (-3C)	-36F (-38C)
90°	14F (-10C)	-49F (-45C)

to the combined gravity of Krijger X-1 and New Sol. When Salus is aligned with the binary pair there is a noticeable high tide.

As with Earth the oceans are salty from eons of constant mineral erosion. The deepest part of any ocean, the Putin Canyon, is an astounding 14 miles deep and has never been fully explored. The average depth of the seabed is 2-3 miles. By comparison, the highest mountain, Mount Bastion, is 12,800 feet (4267 yards), or 2.4 miles.

The remaining 38% of the surface area (95 million square miles) is divided into four large landmasses. Salus' population of just 832 million humans—and an unknown number of Rephaim—live scattered across this vast landscape. Total human population density is just 8.75 citizens per square mile. (For comparison, the United States had roughly 76 citizens per square mile during the early 21st century, nine times that of Salus.)

Minerals common to those found on Earth are found within the crust, though there is a noticeable lack of heavier, radioactive elements, such as those vital for FC Drive manufacture. As on Earth, soil composition is variable, but generally even the best agricultural soil is lacking in nitrates and extensive use of fertilizer is required to produce good crops. The planet's thick crust gives rise to only minor plate tectonics.

IMPORTED BIOSPHERE

Genetically modified grains and cereals from Earth have proven adaptable to Salus' nutrient-deficient soil. A variety of Earth fruits and vegetables were also introduced, albeit with some

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DIVISION OF LAND

When you look at the map of Necropolis you may be inclined to think of the Church and Union states as being single, vast metropolises or clearly defined territories.

In fact, over 75% of these areas are uninhabited and unprotected—in most cases the borders are arbitrary lines drawn on a map and represent the furthest the respective militaries are willing to patrol. In the vast majority of non-troubled areas, outlying settlements are left to fend for themselves.

Within each territory are hundreds of smaller zones, each effectively a nation unto itself, which split into still smaller domains. The Church has its archdioceses, dioceses, and Preceptories—the Union has city-states and industrial enclaves controlled by a single Corporation.

Much of the Corporate population lives in huge cities of towering skyscrapers, usually located near the coasts or rich natural resource reserves—only a few large towns and industrial sites lie beyond the city limits. The situation is reversed with the Church—there are few true cities and much of the population lives in large towns and villages, where agriculture and light industry are the prime sources of income.

Why has so much territory remained unclaimed? If settlers were to move into an area both the Church and the Union would have to protect their citizens. Military resources on both sides are already stretched to breaking point, so colonization is actively discouraged through excessive taxes and highly priced imports.

far better than others. For the most part, any vegetable product once found on Earth can be bought in the markets of Salus.

Up to five harvests in prime agricultural areas can be gathered during the long summer and autumn, though the quality is often poor. In winter, agriculture is confined to the tropics and equatorial regions, few of which are densely populated.

Many species of food animal were also shipped to Salus. Poultry, cattle, sheep, goats, and pigs are bred, and have required little modification to adapt to their new environment. Rabbits were

introduced as a plentiful food source and have proven perhaps too adaptable. Within the first few decades many thousands had escaped into the wilds and began breeding. Now, two centuries on, they are found in abundance across much of the planet.

Cats and dogs of all breeds, still popular pets in the 24th century, are numerous. In outlying areas many dogs have gone feral, and have taken to hunting in packs, much like African wild dogs did on Earth. Rats, a common enough rodent, can be found in most human settlements. Though none were deliberately shipped to Salus their migration with man was inevitable.

Many species in danger of extinction on Earth found a new home in the virgin wilds. Elephants, rhinos, tigers, and wolves, amongst others, were transported to Salus and let loose on the native wildlife. Virtually all have adapted to eat native species of plants and animals.

GAZETTEER OF NECROPOLIS

The Alvam Pocket: The Pocket was formed as a block to Church expansion from the Vatican and to protect vast reserves of oil. While the former failed to materialize, the latter has made the Corporations operating here very rich.

Aquilo: Named for the bitterly cold wind that howls relentlessly from the northern ice caps, Aquilo covers an arc along the coast.

The Augustine Territories: The Territories lie along the southeast bulge of the Terra Australis and border both Rephaim and Corporate territories. Where the border with Dead Zone Gamma is heavily fortified, a major road and rail network links the western territory to New Pittsburgh. The largest city is Augustus, which lies along the banks of the Celestine River.

Dead Zones: The term used to describe the territory held by the Rephaim. A thick cloud, impenetrable by the most advanced sensors, covers much of the interior of each DZ. Few ground units can penetrate much further than a few hundred miles into the core, and what lies beneath the cloud is a mystery to the Church.

Dead Zone Alpha: DZ-Alpha, as it is known among the Sacri Ordines, is the major stronghold of the Rephaim. What is now dank marsh and

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barren steppe was once a vast plain interspersed with verdant forests. New Budapest, the former Vatican of the South now lies in the zone.

Dead Zone Beta: Located in the western bulge of Terra Nova, DZ-Beta is considered a serious threat to human existence. Until 2319 the area was barren wastes, marshes, and jungle, and home to a few isolated Church and Corporate enclaves.

Without warning, a tide of Rephaim swept forward from the marshes and destroyed everything in their path. Although the Sacri Ordines have managed to halt their progress, the border is not as well defended as the Iron Belt.

Dead Zone Gamma: DZ-Gamma has so far been contained by the quick action of both Church and Corporate forces. It borders three territories, all of which are heavily fortified. The Rephaim have kept up pressures on all three borders—a tactic which has failed to produce any major breakthroughs.

Drake Peninsula: Technically the peninsula covers only the north part of the territory, but as the Corporations expanded the name was carried over to the whole area. Although a series of bridges and tunnels links the southern extreme with Hensland, natural geography has prevented the two states from merging completely.

The Eastern Conurbs: Western Haven may be home to the Church's penal mines, but the eastern sector belongs to the Corporations.

Haven: The smallest continental landmass of Salus is a morass of tropical jungle and swamps. Much of the center remains unexplored, though a few Corporate research bases exist.

Hensland: Also known as The Strip, the Union founded Hensland in a bid to stop Nova Europa and Tomaculum completely isolating the Drake Peninsula by overland routes. The plan worked and Hensland is now a major Corporate enclave.

The Iron Belt: The Iron Belt is a series of large Preceptories manned by all five Sacri Ordines spread out over 5,000 miles along the foothills of the Montes Carpathia. Despite the massed ranks of troops, defending every mile of the border is beyond the Church's capability and incursions through the Belt are commonplace. To the east lie the Carpathians, to the west lies Dead Zone Alpha. Civilians still live in the region and farm the fertile soil to feed the Knights and Sergeants whose constant vigil keeps the eastern continent

safe from attack. The northern extreme was once New Carpathia, and stretched as far as New Budapest in the west.

Kobia: Kobia is the Union's largest territory. Western expansion toward the Levant has been halted as Corporate resources are diverted to defending the eastern border. Several large mining cities exist along the Montes Ferrum.

The Levant: Running from the northern coast down to the Carpathian Mountains, the Levant is under threat from Rephaim forces massing along the Iron Belt. The southeastern border extends as far as Terra Infernalis.

Midgard: The most northerly Corporate enclave is the headquarters of Asgard. Very little of its colossal military might is stationed here, as there is no serious threat to its hegemony. Rumors abound the Corporation has constructed several research bases in the ice caps but the Church cannot afford the manpower to investigate the truth of the matter.

New Budapest: New Budapest, the Vatican of the South, was the second largest Church city on Salus. Originally constructed on a large island in the River Boritsi, the city quickly expanded onto the neighboring banks. Within a decade of its founding it was home to two million souls. Its fall to the Rephaim in 2346 was considered



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a disaster of the first magnitude and a clear sign the apocalypse was near. An attempt to liberate the city in 2347 failed and led to the fortification of the Iron Belt.

The city is divided into three key areas—the city center, the outer districts, and the suburbs. The main island remained the city center and housed the great cathedral of St Peter, as well as bureaucratic Preceptories for all five Ordines, an Inquisition office, and a vast treasury. On either bank were the main accommodation areas and light industrial parks. Tall apartment blocks housed the tens of thousands of workers, whose smoky factories were located in the surrounding area. Further afield were the suburbs—a mix of large villas owned by the rich and the slums of the poor who saw New Budapest as a new hope.

Once New Budapest was the capital of New Carpathia—now it lies hundreds of miles behind the frontline. As far as the Sacri Ordines have been able to deduce, within a few months of the city being taken the two million souls inhabiting the city became two million Rephaim. Recapturing the city is a Church priority.

New Eden: Lies on the western tip of Haven and serves as a Church penal mining colony.

New Pittsburgh: The second-largest Union state is one of the key manufacturing areas on Salus. Vast industrial complexes produce everything from processed food to telecommunications satellites. Although the attempt to link the territory with Kobia to the north has been thwarted by the Church, relations remain good between the Corporations and their Church neighbors.

The New Territories: The New Territories were claimed in 2332 in direct response to the growth of the Corporate territory of Kobia to the north. The border with Kobia is heavily fortified to prevent further expansion. Preceptories guard the eastern border, but the Rephaim exist here in fewer numbers and do not present as much threat as those far to the west.

Nova Europa: Covers a vast territory, though much of the population lives in the northern bulge. The coastal arc is predominantly comprised of fishing towns.

Telmar: Telmar has shrunk to half its former size since the Rephaim stormed out of DZ-Alpha. Asgard and Ravendell both maintain large garrisons on the border—paid for by Corporations within the territory—but the unending waves of Rephaim have so far proven unstoppable. It is likely the territory will fall within two decades.

Terra Australis: The great southern continent accounts almost half the land area of Salus. Although it now covers much of the southern hemisphere, it was not always so. The Montes Carpathia are in fact the joining of three continents—the western and eastern parts of the island crashed into a central continent. As the two larger continents drive toward each other, the region of Terra Infernalis is being crushed to form the two mountain ranges to either side.

Terra Infernalis: Hemmed in by the Montes Carpathia to the west and the Montes Ferrum to the east, Terra Infernalis is a barren desert. Thin strips of farmland exist near the mountain ranges, where summer melt waters allow crops to grow. The vast interior, the largest part of which is the Ruber Desert, has never been fully explored but reconnaissance flights and satellite mapping have revealed nothing but vast seas of sand dunes broken by rocky plateaus.

Terra Nova: Terra Nova was the first continent on which mankind landed. Its vast area ranges from equatorial jungle through to sub arctic forests. Terra Nova comprises two continents thrust together by tectonic activity—the western portion is moving slowly eastward while the eastern part is grinding southwest.

Terra Septentriones: With its northern coast inside the Arctic Circle, Terra Septentriones is the most northerly continent. Much of its territory is unclaimed taiga.

Tomaculum: Until 2327 the region of Tomaculum was known as Aquinas. Corporate expansion from the north and a constant Rephaim threat from the south, combined with the near-impassable Montes Leviathan to the east have resulted in the territory being isolated. The name Tomaculum actually means “sausage” and refers to the territory’s shape.

The northern and eastern borders are only lightly defended—the Church simply cannot afford the manpower to watch three borders.

Vatican City: Although the entire territory is referred to as the Vatican, the city itself comprises only 50 square miles and is located on the New Tiber estuary. The inner city is one of opulent splendor, but is surrounded by slums and factories. As one might expect, the entire area is ringed with Preceptories. Each Sacer Ordo maintains an administrative Preceptory building close to the Papal palace, which serves as the headquarters of the Sacer Ordo and is home to the Grand Master and his aides.

MOTHER CHURCH

Thou shalt fear the Lord thy God, and serve him, and shalt swear by his name.

Deuteronomy 6:13

At the center of mankind's resistance to the Rephaim threat sits the Third Reformation Church. No longer a simple spiritual entity, the Church represents a sizeable financial, political, and military force, ruled over by Pope John XXIV.

This is not the same Church as that of the 21st century. The Third Reformation Church bears only passing resemblance to that entity, which withered during the first colonization of the Terran solar system, when mankind's belief in his own ability replaced the need for God.

Much has changed in the Church since its initial creation during the Imperial Roman period. Women are accepted as priests, although few rise to positions of power, the militant Sacri Ordines have risen from the ashes, and Church doctrine has moved away from many of its former tenets. In many ways, the Church has taken several steps backward toward a more medieval view of life. The war against the Rephaim is a crusade, heretics are arrested, tortured, and executed, and familial ties are a way of climbing the spiritual power ladder. (Readers should note the term "heresy" does not in any way refer to other, real world religions.)

CHURCH STRUCTURE

Pope John XXIV is the spiritual and secular leader of the Church, and the most influential individual on Salus. His decrees affect the lives of the hundreds of millions of citizens who belong to the Church. As well as being pontiff, he is entitled Bishop of the Vatican and Vicar of Salus.

Beneath the pope are the cardinals of the Curia, who act as the pope's ministers and chief advisors. Forming the College of Cardinals, these individuals carry out the pope's edicts and ensure the Church machinery operates effectively. The reach of a cardinal extends far beyond the doors of his office, however. Even though they have no jurisdictional powers over the rest of the hierarchical structure, their word carries great weight and few archbishops or bishops will refuse to aid a cardinal when requested. For all they know, he may become the next pontiff and favors are handy resources.

Ruling over areas called archdioceses are the archbishops. Answerable directly to the pope, it is their job to maintain order over the bishops who serve them. The biannual gathering of archbishops—the Prime Synod—functions to see the pope's will is carried out, as well as to discuss matters of faith and law.

Bishops are responsible for a diocese, the main administrative unit of the Church. It is their duty to govern the parochial churches, deliver Church law to the citizens, oversee educational and charitable programs, and stamp out heresy within their diocese. Each has the power to create Diocese Laws, so long as they do not counter any Church laws. The bishop's palace is both home and office, containing residential quarters for the bishop, as well as administrative offices, the court of laws, and extensive libraries.

Serving under the bishops are a varying number of priests. Depending on the size of the diocese this can range from 50 up to 500. Priests are responsible for a single church within a settlement. Again, depending on the population of the settlement, there may be as many as two-dozen churches catering for the religious needs of the masses. Priests are responsible for carrying out their bishop's orders and for caring for the needs of their congregation.

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THE CURIA

The Curia is the civil service of the Church but most often refers only to the cardinals who run the various departments and belong to the College of Cardinals.

Each cardinal takes his orders directly from the pope and departments are seen as personal fiefs, to be ruled as they wish so long as the pontiff remains happy. Beneath the cardinals is a veritable army of priests and laity, whose task it is to ensure each department runs smoothly and efficiently.

The Curia has many arms, but the most well known are described below (in alphabetical order) in more detail. Examples of lesser offices include the Office of Printing (printers of official Church booklets and Bibles), Office of Ceremonies (organizes major events and pontifical tours), the Office of Mail (the Church's postal department), and the Office of Astronomy (one of several scientific offices answering to the Office of Scientific Research).

OFFICE OF CORPORATE LIAISON

The Church may not favor the Corporations but it also knows it cannot afford to completely alienate them—too much of Salus' manufacturing capacity is held in their hands. The Office of Corporate Liaison is charged with two key tasks—ensuring the Corporations do not overstep the mark and smoothing any ruffled feathers. The head of the office carries the title Cardinal Secretary of State and is the highest-ranking cardinal in the Curia. He is also the Pope's chief advisor.

Ambassadors are sent to each Corporation's headquarters on a year long secondment, during which time they are the pope's official representatives. Though the Corporations rarely warm to an ambassador—most view them as little more than spies—they are at least cordial. With every ambassador travels an entourage of 10–30 administrators.

At least one of the administrators is a member of the Church Intelligence Service tasked with gathering as much information as he can on covert Corporate activities and reporting them back to the CIS. Church ambassadorial staff are accorded diplomatic immunity, and the only punishment the Corporations can inflict on those caught spying is expulsion from the enclave.

An ambassador is also tasked with liaising with each Corporate diplomatic office in the various Papal states. More than one ambassador is a CIS agent, though only the CIS knows the true figure.

OFFICE OF EDUCATION

The Church considers part of its moral duty as protector of mankind to educate the masses. Outside of Corporate enclaves, all schools and colleges are Church controlled. Reading, writing, math, and sciences are all part of the agenda, as is a heavy dose of theology.

City schools and colleges are well staffed, with deans teaching a specialized subject. In rural areas, the local priest often doubles as the schoolmaster, and, depending on his own skills, certain subjects may be missed from the timetable.

Each year the schools and colleges hold a careers day. Members of the various Curial offices and Sacri Ordines attend, trying to recruit new members from amongst those graduating that year. Church approved businesses are also invited. Most of the children flock to the Sacri Ordines' stands, keen to handle the veritable arsenal each Ordo brings along and to talk with the Knights. Such is the power of the Church media.

The education channel is run by members of the Office of Education, working alongside their colleagues from the Office of Information.

OFFICE OF INFORMATION

Citizens on Salus have few choices when it comes to television and radio. An in-depth look at the Church media is found on page 61. The Office of Information is directly responsible for the Church's media network and in this capacity works closely with the Office of Education.

People crave entertainment, and it is the responsibility of this office to ensure they receive this—so long as the programs are approved by Church doctrine. The office has full control over television, radio, and newspapers within non-Corporate areas.

As well as reporters, cameramen, newsreaders, and sound engineers, the office also has a department dedicated to tracking down Corporate radio stations broadcasting within Church territory and shutting them down. Officially called the Office of Public Conscience, they are commonly referred to as the Censors.

OFFICE OF INTERNAL SECURITY

More properly named the Church Intelligence Service, the CIS is a large department that works closely with the Inquisition. Their mandate covers everything from countering Corporate espionage, uncovering heresies, and reporting on morals amongst the laity. It has no interest in minor crimes unless the suspect is of significant interest, such as a high-ranking clergyman or Corporate executive.

Members are stationed in every large settlement across Salus, in Corporate liaison teams, within Preceptories, and even in non-Church territories. Other Curial departments are frequently placed under routine surveillance for signs of corruption.

The CIS has access to a wide range of communication equipment and maintains two spy satellites of its own. Though the CIS has a wide range of investigative powers, it has no judicial arm—the Inquisition handles arrests and interrogations.

Since the founding of the first Sacer Ordo, the CIS has tried to work its way into a position of trust. To date, there has been no noticeable success. The Ordines are fiercely independent of outside agencies, even those of the Church, and maintain their own intelligence gathering arms.

Members of the CIS caught spying within a Preceptory are tried as spies by the Preceptory's court and receive severe punishments, much to the outrage of the CIS, who are powerless to interfere in the process.

OFFICE OF THE TREASURY

With an iron grip on the finances of the Church, the Office of the Treasury is probably the most powerful of the Curial offices, controlling the finances of even the feared Inquisition, for without money, the Church cannot function. As well as accountants, the

Treasury has a large staff of tax collectors, financial investors, and street-level donation collectors.

All citizens within Church territory must pay 10% of their income (known as a tithe) to the Church on a monthly basis. Many settlements are actually owned by the Church directly, so rent monies are also funneled straight to the Treasury. Collection plate donations made in cathedrals or churches are one of the few financial areas left in the hands of the local bishops, and collections go straight to the bishops' treasuries for use as he sees fit.

Though a rigorous anti-Corporation stance is maintained to the public, the Church accountants are not fools. The Church owns stock in many of the Corporations, handled through a network (some say web) of "independent" financial advisors and stockbrokers. Investments are also made in the hundreds of smaller companies not answerable to any Corporation.

Companies entirely owned by the Church, and there are many scattered across Salus, plow their profits into the Treasury, greatly bolstering the coffers.

Amongst these businesses are several mining operations, plastics manufacturers, and, of course, armaments firms. Peace may be part of the doctrine, but the Sacri Ordines need to purchase weapons from somewhere and it is better to pay the Church than enrich the Corporations.

The Sacri Ordines are a thorn in the Treasury's side. Due to their unique papal status, the Ordines are exempted from many of the regular taxes and own huge territories of their own, from which they collect their own taxes and donations. Calls to the pope to revoke certain benefits have not been well received by the Ordines or the pontiff himself. As such, the Sacri Ordines are the only Church branches outside of Treasury control.

The official currency of the Church is the miter (M). Currency is minted in coins and notes, with denominations of 1, 2, 5, 10, 50, and 100.



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OFFICE OF THE HOLY INQUISITION

A man need not have committed a sin to fear the Inquisition. Their reputation for thoroughness, brutality, and persistence is well known. Posters proclaiming, "The Inquisition is Watching You!" are on every street corner and village square, and their activities in rooting out heretics are always headline news (except when it suits the Church to keep quiet).

ORGANIZATION

The Office of the Holy Inquisition of the Third Reformation Church, to give it its full title, is a semi-independent police force within the Church tasked with hunting down heretics and Rephaim sympathizers (yes, they do exist) wherever they lurk.

Dressed in red and black armor and armed with flechette weapons, the Inquisition is a paramilitary force unto itself. Its head, the Grand Inquisitor, although a cardinal, has limited powers over the other Curia members. Only the Sacri Ordines of Knights remain outside his jurisdiction.

Serving under the Grand Inquisitor are the Inquisitor-Generals. As well as forming the Council of Inquisition, each is governor of Inquisitorial affairs within an archdiocese, though the archbishop has no powers over their activities. Their duty is to coordinate Inquisitional affairs within their area of jurisdiction, organize educational classes for school children, maintain a public presence, liaise with CIS local officials, and head up the local Inquisition court.

Each Inquisitor-General has a number of chapter houses answerable to him. Ruled by an Inquisitor-Bishop, these serve as the police precincts of the Inquisition and are staffed by inquisitors and security-screened civilian employees.

INTERROGATION

The Inquisition has been given powers of arrest over heretics. It is also the judicial arm of the CIS and the Church's own internal police force.

Suspects arrested by the Inquisition are normally taken to the nearest chapter house for interrogation. Here, they are stripped naked, processed (covered under Church Law, p. 60), and thrown into dank, crowded cells. Rights common to "regular" criminals are not applicable when under Inquisitional arrest.

Following processing the suspect will be interrogated. There is no set time limit on this and prisoners can be held indefinitely without charge under the Heretic Act of 2321. When an inquisitor opens the cell door there is a palpable aura of fear from the prisoners.

Interrogation techniques vary from old-fashioned physical torture, psychological torture, sleep deprivation, and pharmaceutical injection, to polite questioning. A varied mixture often achieves the best results.

It is a matter of pride amongst Inquisitors who can break a suspect the quickest, though many take pleasure in interrogating stubborn prisoners as it allows them to experiment with their "art."

In recent times, the Inquisition has become a little trigger-happy. Incidents of suspects being killed before capture have risen over 200%, though their activities have not been curbed by the Curia.

JUSTICE

Those being tried by the Inquisition are brought before the local Inquisitor-Bishop. Evidence and witness statements mean little compared to a signed confession, and most are deemed guilty before they even receive a trial date. For heretics there is only one sentence—death by burning without absolution. For most other offences, the Inquisition prefers incarceration in a labor camp or reeducation (i.e. lobotomy).

PAPAL ELECTIONS

A second function of the Curia is to elect a new pontiff from amongst their number upon the death or abdication of the current pope. Being chosen as God's vicar is not purely a matter of divine providence—politics plays a very important role.

Each cardinal, and there are currently 87, is allotted a single vote, to use as they see wisest. Under Church law, discussion amongst the cardinals is prohibited. Each is shown to a cell and remains there until he has made his decision.

In reality, many cardinals already know whom they wish to see seated on the papal throne and promises are made long before the current pontiff has departed office. Regardless of the Church's new stance on women priests, there is an unspoken rule that no woman will ever be allowed to

MOTHER CHURCH

sit on the papal throne. Given there are presently only six female cardinals the chances of this happening are extremely remote.

When all of the cardinals are ready, a secret vote is held in the main Curia chamber within the Vatican Palace. The names of those who have received votes are read out, along with their current vote tally. In order to become pope, a cardinal requires two-thirds of the votes plus one extra.

If there is no clear winner, the cardinals return to their cells and another vote is held after their meditations. This procedure can last for many days, but as successive votes are held, so the number of candidates is naturally reduced, with cardinals throwing their weight behind one or other of the candidates with votes in the previous round.

In keeping with the old Vatican tradition, colored smoke is released from the chimney within the Curia council chamber after each round of voting. Black smoke signifies the voting has failed to elect a new pope—white means a new pontiff has been elected. Huge crowds gather outside in the plaza, hoping the voting will be swift and a new pope soon enthroned.

OTHER APPOINTMENTS

The office of Pope is the only elected position within the Church. The pope is directly responsible for appointing members to the posts of cardinal and archbishop and his word is final in such matters.

Bishops are appointed from amongst the priesthood by the archbishop they will serve. Due to nepotism, many bishops are blood relatives of their archbishop.

Bishops appoint common priests, the lowest ordained members of the Church. Any appointment is an excuse for a Mass to be held at the local church or cathedral.

THE MEDIA

There are six main Church television channels, each covering a single subject. The channels provide news (religious, civil, and business), movies, light entertainment, sermons and hymns, educational programs, and home shopping (from Curia approved companies, of course, and with a cut of the profits going to Church coffers).

All six channels broadcast 24 hours a day, 8 days a week. During festival periods a seventh channel is broadcast, covering the festive events taking place and allowing viewers to partake of the celebrations from their own home through interactive options.

The Sacri Ordines are each allotted one hour per day on the news channel to broadcast their own material, though typically this is a recruitment film or old news footage of Knights in combat with a voice-over promoting the good work of the Ordo. Sometimes viewers receive live footage, though usually only when the Church is winning a battle. Once a week the shopping channel hosts an “Ordo Night,” where shoppers can purchase Sacer Ordo memorabilia (model tanks, mugs, commemorative coins, autographed photos of heroic Knights, and so on).

Just two stations provide Church radio services for Salus. Vatican Radio broadcasts a mixture of sermons, music, and news, whereas Radio Salus provides a mixture of chat shows, plays, comedies, and other forms of light entertainment. Each Sacer Ordo is allowed to broadcast its own radio station on Fridays.

Lastly, there are the daily newspapers, which are actually printed on paper. The Vatican Daily is available only within the Vatican City itself, but the Salus Times, the Daily Word (jokingly referred



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to as the Burning Bush), and the Independent (which it is not) are available in densely populated regions. Remote areas often have to suffice with the local bishop's own monthly newsletter.

Corporate media of any form is banned within Church-dominated territories. Depending on the content, being caught reading or listening to Corporate media can carry a charge of heresy.

CALENDAR

Though Salus has a 24-hour rotation it has a 1,536-day year. The earliest calendars were simply an extension of Earth's own, with months ranging from 127 to 130 days in length and keeping the same names as had been used for centuries. Every 365 days, the year was increased. Following the Third Reformation, the Church drastically altered the calendar.

The modern calendar works on a non-solar year of eight months. Each month is named after one of the canonical hours—Prime, Terce, Sext, Nones, Vespers, Compline, Matins, and Lauds. Each month comprises 48 days, broken down into six weeks of eight days. Days retain their old Earth names, but Prayday (Restday in the Union) now sits between Saturday and Sunday. Prayday is the only regular day off during the week for civilians. Weeks begin on Sunday.

The first and last days of each month are a major public holiday, during which time the Church hosts many large festivals. Even the corporations have adopted these holidays.

At the end of each eight month cycle, the year count is increased by one, differences between the 384 days of a quarter year on Salus and Earth's 365 day year being politely ignored. With Earth destroyed, the recording of Earth years is more a nod to the past than a strict requirement.

With each recorded year lasting exactly a quarter of a Salus solar year, each effectively covers a single season. The current year covers spring, 2351 will be summer, 2352 spans fall, and 2353 is winter. The cycle then begins again with 2354 in spring. Of course, seasons rarely answer to the calendars of men and some leeway in seasonal variations is to be expected.

Date notation is written as "number of day in the month.month.year." The month is notated by Roman numerals. Thus, the last day of the current year would be written 48.VIII.2350.

Human biology has not altered since mankind arrived on Salus and aging occurs at the same rate as it did on Earth. In keeping with tradition, citizens still refer to their age in Earth years. Citizens celebrate four birthdays every Salus solar year.

CHURCH LAW

In theory, Church law governs the entirety of Salus. In reality, it extends only as far as the Church can enforce its will. Remote settlements and Corporate enclaves are often self-governed, leaving the Church powerless to intervene except by military force. Only the Sacri Ordines are officially exempted from regular Church law.

POLICING CRIME

Settlements are policed by a professional police force, with a regimented hierarchy from patrolman up to precinct captain. The two-tier structure of Salus extends to law enforcement as well.

Whereas cities may have dozens of multistory precinct buildings containing cells, interrogation rooms, offices, armories, and garages, the smallest villages may have nothing other than a police sergeant and one or two patrolmen operating out of a two cell one office shack. Metropolitan police are issued with batons, flechette pistols, tangle guns, light armor, combat helmets, and APC's—rural officers are lucky to receive anything other than a baton and a patrol car.

Regardless of geographic location, the senior officer answers directly to the bishop—the chief of police within the diocese.

Suspects detained by the police are allowed a single phone call (upon which the police may eavesdrop), have the right to be treated humanely, and the right to an attorney. Those detained by the Inquisition have no rights. Suspects are fingerprinted, DNA-printed, photographed, and retina scanned before being locked in a cell.

Once a suspect has been processed, the case is handed over to the Bishop Attorney's office. Lawyers within the Bishop Attorney's office, whether clergy or civilian, carry the title Monsignor Attorney.

CRIMES

For those who answer to the Church, the law covers all civil, criminal, and religious crimes—everything from murder to theft to extortion passes through the Bishop Attorney's office.

Religious crimes have been reintroduced since the Third Reformation. The Inquisition handles heresy, the most severe of the religious crimes—the bishop handles all other religious crimes. Blasphemy, not paying tithes, desecration, and anti-Church activities, the meaning of which is left deliberately vague to allow Inquisitional jurisdiction, are now punishable offences.

In keeping with its authoritarian stance, the Church labels all crimes as sins—acts against God—and criminals are referred to as sinners.

THE BISHOP'S COURT

Trial by jury is a thing of the past. Evidence gathered over the centuries proved the jury system is flawed and open to corruption. Under the edicts of the pope, all criminal matters committed by citizens are to be heard by bishops, in whom the Church places great faith. Citizens who have sworn fealty to a Preceptory have the right to trial in the Ordines' courts.

Given that one man must oversee all court proceedings, the bishop does not have time, or the inclination, to hear every case. Simple cases, where the suspect was caught red-handed, are handled by simple submission of evidence and witness statements. The accused does not get his "day in court" to defend himself.

More complex cases, those involving important figures, or cases deemed to be of public interest are handled differently. Both accused and accuser (a lawyer if the crime is against the Church) are brought before the bishop, along with material evidence, witnesses, and character witnesses. This is often a trial by numbers, with the number of character witnesses, as well as their reputation, playing a direct role in determining guilt.

For example, family and friends will accompany a poor tenant farmer caught stealing from his master. The landowner, on the other hand, will bring other wealthy landowners, churchmen, doctors, and other professionals of good reputation to back him up. The unlucky farmer stands little chance of being found not guilty.

Bribery is considered a sin, but donations to worthy Church causes are not. Naturally, the difference depends solely upon the donor. The peasant from the above example may be able to buy a few candles for his church and earn the favor of his priest—a landowner accused of murdering a social inferior could afford an entire hospital wing named after the bishop's mother.

SENTENCING

Once the bishop has heard or read the evidence he passes sentence. Depending on the crime and severity, the punishment may be anything from a fine to confiscation of property, public flogging, mutilation (including branding), incarceration in a labor camp, or death by burning or hanging. To call sentences medieval is being generous. Those sentenced to death are sometimes offered absolution for their mortal sins.

Appeals or retrials are rare. The appeal process is painfully slow and, in the case of flogging, mutilation, or death, often comes too late to be of much use to the accused. At best, the accused is given a pardon (sometimes posthumously). A sample of crimes and punishments is listed below.

Crime	Punishment.
Arson	Death by burning.
Blasphemy	Ten lashes, increasing by ten for each further offence. Persistent offenders may be handed over to the Inquisition.
Grand theft (10,000M+)	Loss of dominant hand, plus fine equaling 20–100% of the value of the goods stolen.
Handling of stolen goods	Fifty lashes and fine equal to the value of the goods.
Heresy	Death by burning without absolution.
Murder of a clergyman	Death by burning.
Murder of a social equal	5–25 years incarceration in a labor camp.
Murder of a social superior	Twenty years to life incarceration in a labor camp.
Petty theft (1,000M or less)	Twenty lashes plus fine equal to value of the goods.
Sedition	Ranges from five or more years in a labor camp to death by burning.

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CHURCH LAW AND THE CORPORATIONS

“Justice for All” is a motto the Church cannot always enforce. Ruling the common people is one thing, but dispensing justice with regard the Corporations is another matter altogether.

For a start, each Corporation has their own internal security force and judicial system. Though technically these are to police Corporate crimes, such as fraud or sabotage, in reality Corporate enclaves are separate city-states, ruled by the local board of directors.

The Church may have a presence within these cities, in the form of a house of worship, but it lacks any real judicial authority. Corporations allow clergy to preach to the masses, but armed Church enforcers, even the Sacri Ordines, are forbidden access unless specifically invited.

Church ambassadors may request an individual be extradited to a Church state to stand trial under Church law, but such requests must go before the board and are often placed under “Any Other Business” and missed out if the meeting overruns. After a half dozen such overruns, even the most pacifistic of ambassadors is ready to call in the Knights.

There have been instances of armed Church intervention. In 2339, Inquisition spies had long suspected a senior executive of the Asgard Corporation was a vampiric puppet, diverting arms shipments to the Rephaim through intermediaries. Asgard’s board refused to hand the executive over, stating they were “not in a position to comply until they had viewed the evidence.” Having reviewed the evidence the board again refused, insisting a junior executive was actually the party responsible.

After six months of wrangling the Inquisition persuaded the pope to order the Ordo Hastae Sanctae to capture the suspect on their behalf. During a fierce battle with Asgard security forces that left over 150 dead, the Ordo eventually located the executive. He committed suicide before they could arrest him. Asgard remains a fierce opponent of the Church to this day.

THE POPULACE

The Church actively governs over 400 million souls. From the largest city to the smallest farmstead, the Church has made it its mission to save

the souls of the populace by any means necessary. Church territory is divided into archdioceses and dioceses controlled directly by the Church, and Commanderies and Preceptories owned by the Sacri Ordines.

Poverty is rife across most of the land. The Church imposes heavy taxes on the masses to pay for public services and subsidize industry—the Ordines’ taxes go toward keeping their military machines running at the highest possible efficiency. The wealthiest citizens are senior Church members (bishops and above), captains of industry, and crime bosses.

Within cities and towns, the majority of the populace lives in towering apartment blocks. Large families are the norm, though few apartments have more than two bedrooms. Most apartment blocks are in dire need of maintenance, but the Church is loathe to spend money on refurbishment when it has more pressing matters to deal with—such as feeding the masses, saving souls, and rooting out heresy.

In stark contrast to the drab rows of apartment blocks are the marbled plazas, tree-lined avenues, and open parks located in the more affluent parts of town. Police patrols keep diligent watch over these areas and those who look out of place are stopped and questioned.

Rephaim attacks on rural communities have led to mass migrations to the already overcrowded cities, placing further strain on the Church welfare system. Beggars are becoming more common on city streets despite local police actions to remove them to work camps.

Corporate observers often accuse the Church of deliberately keeping the masses downtrodden. This way, they say, the citizens see membership of an Ordo as advancement up the social ladder and flock to the various Ordines, so keeping up troop strengths. The Church is quick to retort that Corporate pricing policy and trading practices stifle local industries.

Citizens living in villages and hamlets are only slightly better off. Agriculture is the usual way of life and while not richly rewarded employs most of the rural population. Houses range from prefab structures used by the earliest colonists to stone and thatch cottages more reminiscent of 18th century Earth. Few farmers can afford the latest Corporate agricultural machinery and so must rely on a combination of outdated machines—some dating back to the first colonization—and backbreaking manual labor.

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There are “free hold” areas within the Church hegemony. Land not controlled directly by a bishop or Preceptory is often run by a close relative of the official. Nepotism is seen as an acceptable part of society—at least to those with something to gain from it.

Church laws ban citizens from owning firearms, leaving most with no way of defending their homes against the Rephaim. As attacks increase more and more citizens are acquiring illegal firearms through Corporate channels—something the Church is keen to stop.

OTHER MILITARY FORCES

True military power within the Church lies solely in the hands of the Sacri Ordines. A unit known as the Swiss Guard serves as the pope’s personal bodyguard. Originally founded in the 15th century from Swiss mercenaries, the current pope reintroduced the Guard when he took office.

Comprised of Knights poached from their Ordo to serve the pontiff directly and citizens who pass the rigorous training regime, they pro-

tect the pope’s body, possessions, and residence, and accompany him on official tours. Within the Vatican itself four members are always stationed at the pope’s side.

The Swiss Guard is fiercely loyal to the pontiff, willing to lay down their lives for him at a moment’s notice and without hesitation. No door is closed to the Guard so long as the pope is present, and bodyguards are present at even secret meetings. Knowing they hold this knowledge makes them highly suspicious of any Curial advances toward them. Guard members pride themselves on being incorruptible—the punishment for breaking the pope’s trust in them is death by firing squad without absolution.

At present, the Guard maintains a force of only 200 soldiers, plus a cadre of 100 support staff. The only armed vehicles they possess are Prophet APC’s and a single Angel dropship (call-sign Ark 1) for transporting the pope on his tours. Members of the Guard on duty wear purple battle suits and carry flechette rifles. Although comprised mainly of Knights, the Swiss Guard is not a Sacri Ordo and its members use military ranks similar to those of the 21st Century. However, members are allowed to carry swords, much to the disgust of the Sacri Ordines.



WAR MASTER'S SECTION

**PAPAL DECREE HAS LABELED
THE INFORMATION CONTAINED
BEYOND THIS POINT AS
HERETICAL.**

**READING THIS INFORMATION
WITHOUT OFFICIAL SANCTION
WILL RESULT IN A VISIT
FROM THE INQUISITION
FOLLOWED BY SUMMARY
EXECUTION.**

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THE CORPORATIONS

And the merchants of the earth shall weep and mourn over her; for no man buyeth their merchandise anymore.

Revelation 18:11

Founded during the early 22nd century, the Corporations are powerful industrial and mercantile entities wealthier than many former nations of Earth and with a workforce running into tens of millions per Corporation.

LIFESTYLE

Most Church citizens believe their Corporate cousins live in opulent splendor. Part of this stems from watching illegal broadcasts of Corporate soap operas and advertisements, which depict citizens as being well-paid, happy, and possessed of immaculate teeth. Life does indeed seem better on the other side of the ideological fence.

Of course, this idealized image is far from the truth. Yes, there are very rich citizens with smiles crafted by the finest plastic surgeons money can buy, but these are a minute percentage of the populace, and almost always senior Corporate executives or media stars.

For the most part, Corporate citizens are every bit as downtrodden as their Church counterparts. Most work in boring, dead end jobs that exist purely to keep unemployment figures down, earn just enough money to pay rent on their one-room apartment and keep themselves from starving, and wish that they were Church citizens, guaranteed a place in the afterlife following the end of their dreary existence.

Corporate accommodation is 99% apartments, though these range from the common one and two room variety to the luxurious penthouse suites of the executives and media darlings. Only the truly wealthy can afford to own a private, detached house.

This great divide between “haves” and “have-nots” spans every aspect of society, from choice of food to car, from holiday location to the chances of being hassled by the Corporate police.

CURRENCY

Before the formation of the Union following the Corporate Wars, the Corporations used their own currency scripts. Goods were priced

in the script of the manufacturer, which made purchasing even everyday items laborious as the currency had to be converted. When the Union was formed, individual scripts were abolished in favor of a single currency—the Union Dollar. The current Dollar is kept artificially tied to the value of the Miter at a one-to-one ratio.

Hard currency is still prominent in Union enclaves, especially among the lower classes. Large transactions and Corporate investments are handled using credit or stock options. Freelancers, a form of independent Corporate troubleshooter, rarely accept credit or stock options, preferring untraceable hard cash in their hands.

All dollars are thin, plastic cards printed with the value and logo of the issuing Corporation.

CORPORATE MEDIA

Though each Corporation has its own enclaves, effectively city-states free of Church dominion, they do enjoy limited exchanges of ideas. This is most notable in the media. Corporate citizens enjoy much more freedom of choice of their television, radio, and newspapers. Lansing Media, a minor Corporation, is responsible for producing over 60% of all media entertainment, which it sells to other Corporations' media networks.

Most Corporations provide over 100 television and radio channels to their citizens, covering almost any topic imaginable. The Corporate media machines run all day, every day. Free of Church censorship, Corporate media even has interviews with heretics, allowing them a chance to speak their mind safe from Inquisitorial intolerance. Being businesses, the Corporations do allow the Church to purchase licenses to broadcast its own television channels to their citizens. Given the wide range of entertainment available, viewing figures are quite low. Shows deemed “politically offensive” (i.e. those which slander the Union) are replaced with repeats of a less political nature.

CORPORATE MILITARY

The Corporate military machine comes in two types. The majority of soldiers serve the Corporations directly, effectively belonging to a standing, professional army. Soldiers are clothed, fed, and equipped by their Corporation.

On the other side of the coin are the mercenary outfits. Usually formed by disgruntled Corporate officers who want a say in which cause they fight

THE CORPORATIONS

for, mercenary units are heavily regulated by the Corporations, primarily to stop them becoming a threat to any Corporation.

The most renowned merc force is the Free Legion. Life in the Legion is tough and brutal, but the unit gets the most lucrative contracts and the soldiers are well rewarded for their efforts on the field of war. Even the Sacri Ordines give them a begrudging respect.

CORPORATE OVERVIEWS

This section covers the eleven Corporations making up the Union. They are the most powerful institutions on Salus outside of the Church and hundreds of millions of lives fall under their combined protectorate. Through subsidiaries, these Corporations have fingers in almost every business pie. However, each has a major market share of its own in a few key industries.

The text below gives a brief overview of each Corporation, including its stance on the Church, its prime industries, and some background material.

MAJOR CORPORATIONS

There are five major Corporations on Salus.

AGRIMAX

Corporate Symbol: Crossed hoes behind a capital "A."

Church Stance: Pro-Church.

Primary Industries: Seeds, farming equipment and machinery, pesticides.

Originally known as Farmacon, a division of Pharmacom, the division grew extremely wealthy as mankind began colonizing new worlds. Eventually its profits allowed it to break away from its parent, though not without resistance. During the Corporate War, the two sides fought several pitched battles, and even today the two corporations dislike each other.

Although Pharmacom still holds the fertilizer market firmly in its grasp, Agrimax has essentially sown up all other farming related industries. Outremer and Agrimax overlap in the manufacture of tractors and combines, but Outremer's share is

minor and their agricultural machinery division exists simply to provide some competition and so keep Agrimax's prices low.

Unusually, Agrimax supports the Church on many of its policies. The only area of disagreement is genetic engineering (many of the seeds Agrimax sells are modified to produce better yields). No one in the Union or Church considers Agrimax's stance totally selfless, though. In return for its vocal support, Agrimax is allowed to sell its wares to Church citizens, albeit through intermediaries (and all goods are rebranded.)

A military force of some 157,000 troops backed by light tanks protects the company's laboratories, manufacturing sites, and seed silos.

ASGARD

Corporate Symbol: Inverted hammer.

Church Stance: Strong anti-Church.

Primary Industries: Armaments, industrial computers, and mercantile shipping.

Asgard is the largest of the Corporations, having made its money selling armaments as a neutral party during the Third World War and the Corporate War.

Its shipping line, which once plied the stars between Earth, the inner colonies, and Salus, is now primarily a wet-navy, transporting goods between Corporate zones.

Asgard has always been opposed to Church rule and is amongst the more militant of the Corporations. The incident in 2339 (page 65) has only hardened its stance. Pitched battles with Church forces have so far been avoided, but as the Corporation seeks to expand, so skirmishes are becoming more prevalent and bloodier.

Its manufacture of flechette weapons has brought it into competition with the Church's own armaments firms, though its specialty is conventional ballistic weapons. The Sacri Ordines have taken a keen interest in Asgard's latest range of advanced ballistic firearms, which have greater damage potential than flechette weapons, much to the Curia's dismay.

Its security force is immense (1,775,000 troops), well disciplined, uses weaponry equal to anything possessed by the Sacri Ordines, and is backed up by heavy tanks. The Thor MBT, Asgard's only homegrown military vehicle, is an even match for the Golgotha. Rumors abound that Asgard has constructed its own grav tank variant, though no proof is forthcoming.

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The Valhalla Military Academy in Midgard produces the best officers in the Corporate sector. Trained for three years, its officer cadets receive tuition in leadership, military strategy and tactics, diplomacy, and urban warfare. Graduating cadets must serve five years in Asgard's security force before being allowed to leave.

BIOGEN CHEMICAL AND MEDICAL SUPPLIES

Corporate Symbol: Caduceus.

Church Stance: Neutral.

Primary Industries: Genetic engineering, medical supplies, and pharmaceuticals.

Church officials have often accused BioGen of "playing God" with its work in genetics. Officially banned in 2324, genetic engineering is still carried on within its enclaves, with experiments focusing primarily on improving crop yields. Once BioGen has perfected its latest strains, it will undoubtedly lobby the Church for approval.

BioGen also manufactures a wide range of medical supplies, hospital equipment, and pharmaceuticals on a truly massive scale, providing much of the population of Salus with these products. Of course, the Church refuses to admit its

dealings with the Corporations, and most Church citizens use BioGen products rebadged with the name of a Church company.

One of its greatest achievements was the perfection of a synthetic blood that could be used in transplants regardless of the subject's blood group. Work on synthetic organs and cybernetics proceeds, against the wishes of the Church. Unfortunately for the Vatican, trade embargoes resulted in a shortage of medical supplies for civilian and military hospitals and forced the Church to back down.

Most of its research facilities are located far from urban concentrations. Eager to ensure BioGen is playing by the rules, the Curia has called for inspectors to be allowed into these facilities. As yet, BioGen has refused to comply, stating the right to maintain corporate secrecy as its reason for noncompliance.

It maintains only a small security force (80,000 troops), most of which is concentrated around its key research installations. Heavy vehicle support is minimal, though it does make use of Purifier tanks bought from the Church.

PHARMACOM

Corporate Symbol: Blue triangle surrounding a silver letter "P."

Church Stance: Mildly anti-Church

Primary Industries: Fertilizer, household chemicals, oil products, and pharmaceuticals.

Pharmacom is one of the best-known Corporations. Its fertilizer products are used across the planet, and even in remote settlements bags of fertilizer bearing its logo are commonplace.

Following the Corporate Wars, Pharmacom was in danger of losing market share to BioGen, but the resurgence of interest in Salus and the company's ability to alter its main product have saved it. Since 2326, the Corporation has also branched out into oil products, such as rubber and plastics, becoming one of the largest producers of these commodities. Competition with BioGen over pharmaceutical sales is fierce, though its household products, such as detergents, have bolstered recent poor sales in the medical markets.

Pharmacom's security force (370,000 troops) is surprisingly well armed, with several light tank brigades. These are stationed around its oil wells, manufacturing facilities, and supply depots.



THE CORPORATIONS

RAVENDELL ENTERPRISES

Corporate Symbol: Stylized raven, wings spread, head turned to the right.

Church Stance: Mildly anti-Church.

Primary Industries: Armaments, industrial computers, and military vehicles.

Ravendell is in direct competition with Asgard in two key markets—armaments and computers. Whereas Asgard currently holds the market share in ballistic weapons, Ravendell has been the driving force behind laser technology research and its versions are superior to those of the Church.

Military vehicles are another of the Corporation's specialties. Its tanks are cheaper than Church vehicles of similar specification and the Corporation is currently negotiating sales to several major Preceptories. A series of sabotage attempts on its main tank works have led to the Corporation making accusations against the Church. Tension is running high and its security force has been placed on alert as a precaution.

Ravendell maintains an impressive military force (1,259,000 troops), kitted out with weapons and vehicles of its own manufacture. In this regard, it has the most self-sufficient military on the planet. Equipped with a range of personal firearms, heavy weapons, and military vehicles, its army is as powerful as any of the Sacri Ordines.

MINOR CORPORATIONS

There are six minor Corporations on Salus.

ATLANTIS INDUSTRIES

Corporate Symbol: A letter "A" constructed from girders.

Church Stance: Weak anti-Church.

Primary Industries: Heavy engineering and military vehicles.

Atlantis is the only minor Corporation to manufacture military vehicles. Specializing in light tanks and APC's, it supplies many of the Corporations who distrust Ravendell's equipment.

Recent additions have seen some ingenious designs and they are rapidly developing a name for quality products at a reasonable price. A deal with Asgard has allowed them to start design on a two-man grav sled under license. Of all the minor Corporations, Atlantis is the most militant.

Heavy engineering is the company's other key area of expertise. From construction equipment to bridge building, Atlantis grew prosperous as the population on Salus expanded and rebuilt after the Corporate Wars. Construction on a high-speed rail link tunnel between the Drake peninsula and Hensland began in 2348 and is expected to be complete in 2360.

Security forces (290,500 troops) are armed with Asgard weapons, but use Atlantis vehicles. Many of its leaders are trained at the Valhalla Military Academy—a fact that has not gone unnoticed by the other Corporations.

HELVETIA TELEKOM

Corporate Symbol: Old-fashioned RKO-style radio mast topped by an "H" made of lightning bolts.

Church Stance: Neutral.

Primary Industries: Telecommunications arrays and satellites.

Helvetia is the largest telecommunications company on Salus. Though the Church maintains its own systems, Helvetia supplies communication equipment to most of the other Corporations and builds satellites to order. Since the Corporate War effectively ended FC Drive space exploration, Helvetia has returned to using solid-fuel rockets to launch its satellites.

With one hand, the Church accuses Helvetia of constructing spy satellites for the major Corporations—an allegation it vehemently denies. With the other, it rents use of their rocket facilities to launch its own satellites.

Rumors abound that Helvetia has been approached by Asgard to construct an orbital nuclear weapons platform. Both Corporations deny this, stating full compliance with the Nuclear Weapon Act of 2316, which prohibits the design, construction, testing, or use of such weapons.

Helvetia's security force is small (40,200 troops), and primarily used to guard its high-tech research labs and launch facilities.

INAMI CORPORATION

Corporate Symbol: The Corporation's name in lower case capitals.

Church Stance: Neutral.

Primary Industries: Home computers, household prefab furniture, and mercantile shipping.

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Founded during the years following the Corporate War, Inami sold home computers and prefab furniture to the new colonists on Salus. High quality and affordable, few city homes are without Inami products. It even caters for more remote settlers, offering a home-delivery service through its mercantile shipping line, if you are prepared to wait several months for delivery.

Asgard is the dominant force in bulk mercantile shipping, but Inami has found its niche. Its freighters are not as large, but it prides itself on speedy deliveries and even operates an air arm, using converted dropships purchased from the Church (once stripped of all weapon systems).

Inami maintains a marine force (27,400 troops) to guard its freighters from pirates, and a small security force (90,000 troops) to protect its docks and warehouses. Light on land-based vehicles, its ocean-going freighters are all armed, and it has recently placed an order with Atlantis for three-dozen Man-o-War destroyers.

LANSING MEDIA

Corporate Symbol: The Corporation name in silver, italic letters.

Church Stance: Strongly anti-Church.

Primary Industries: Home entertainment and telecommunications.

Lansing Media was originally the entertainment branch of Helvetia Telekom. When the Corporate Wars ended, Lansing's management team bought the division from their parent company. Helvetia has regretted the move ever since.

Helvetia has stuck to providing telecoms equipment—Lansing reinvented itself as a media outlet. Though it does sell some telecoms equipment, this is little more than a sideline for its prime market: entertainment systems and programs.

Lansing produces over 80% of the non-Church produced television and radio programs broadcast across Salus. It also prints ten major newspapers



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on behalf of the other Corporations. Virtually every popular program is produced in Lansing's extensive studio complexes and the biggest names in entertainment are on its payroll. Only the Church refuses to air Lansing's programs, citing its desire to "maintain moral standards". In view of this, it is perhaps not surprising Lansing produces several anti-Church programs.

Lansing's security force is very small (8,300 troops) and actually serves as a bodyguard unit to its stars. It does not use military vehicles, preferring Outremer armored limousines.

OUTREMER ENGINEERING

Corporate Symbol: An "O" with "speed marks," as if it were a wheel in motion.

Church Stance: Neutral.

Primary Industries: Aircraft, ground vehicles, and watercraft.

Outremer specializes in civilian vehicles. Aircraft, ground vehicles, and watercraft are all produced at its massive factory complexes. From cheap family hatchbacks to state-of-the-art ocean liners and passenger jets, Outremer controls the nonmilitary market.

It has contracts to supply vehicles to all of the Corporations, which then re-brand the vehicles as their own. Given its dominant position, it might be surprising that the company is not amongst the major Corporations.

For the other Corporations to buy Outremer products the price must be kept low (so the other Corporations can put on their own markup). Asgard and Ravendell have both hinted that if Outremer hikes up its prices, they will go into direct competition. Against their financial power, Outremer would be hard pressed to maintain much of a market share.

Outremer's security force (119,200 troops) exists to protect its giant factories. Military vehicles are light on the ground, though rugged, lightly armored four-by-fours are commonplace.

WEST STAR MINING

Corporate Symbol: Gold "WSM" on a blue background.

Church Stance: Strongly anti-Church.

Primary Industries: Mineral extraction, oil products, ore processing.

West Star Mining is in direct competition with Pharmacom in the oil-based product market. Luckily for WSM, it can rely on its ore extraction and processing to keep profits high.

WSM has extensive mining operations, extracting everything from coal to diamonds, iron to gold. After extraction, the product is sold to the other Corporations for use in manufacturing.

Given the hard bargains driven by the other Corporations, WSM has been forced to lower its overheads, mainly by cutting wages and skimping on safety. Church rhetoric accuses WSM of using slave labor—WSM has responded by pointing the finger at Church labor camps.

WSM possesses a large security force (267,100 troops) equipped with Ravendell APC's for mobility. The Corporation claims the force is purely there to protect its interests—critics point to a veritable police state for oppressed workers.

CORPORATE GEAR

Unless otherwise specified, all other weapons (i.e. heavy weapons, vehicular weapons, etc.) are identical to their Church counterparts.

SELECTED GEAR NOTES

Corporate security forces are armed with a variety of weapons. Some are modeled after the Church's own designs, others are unique to the Corporations. The Church forbids its troops to use these weapons, to keep the Ordines purchasing from Church-backed companies. However, the Corporations seek an end to Church monopoly and are negotiating weapons sales with several of the Sacri Ordines.

Asgard 6/12mm Weapons: Asgard is leading the research into ballistic weapons capable of dealing with Rephaim. While heavier than flechette weapons, they fire caseless 6mm or 12mm binary-propellant rounds. Ammunition for the 12mm caliber weapons comes in Armor Piercing, Gel (for stunning targets), High Explosive, Light Explosive Armor Piercing, and conventional solid lead. Even with extensive recoil dampers, the kick from these weapons is considerable.

Within the Corporate market, these weapons are sold to many security forces, though Asgard only sells conventional ammo to those purchasing 12mm variants.

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Asgard Stun Pistol: A recent innovation, the stun pistol is designed for riot control and policing duties. Powered by a laser pistol battery, it delivers a powerful electrical charge over short distances. Victims suffer uncontrollable muscle spasms, intense pain, and even unconsciousness rather than lethal injury. Stun pistols inflict non-lethal damage as per Church models.

Ravendell Laser Weapons: Ravendell's range of laser weapons is lighter than those of the Church, with a longer range and more effective energy usage. Too expensive to be issued to all of their security forces, they are reserved for elite units.

CORPORATE VEHICLES

Corporate vehicles come in two types—those manufactured and used by a single Corporation, and those they buy from other manufacturers. Thus, one might see vehicles built by Ravendell and Atlantis serving with Helvetia forces. Asgard may use its own Thor MBT, but it purchases support vehicles from Ravendell and Atlantis.

GROUND VEHICLES

As with the Church, the majority of Corporate vehicles are designed for war.

ASSASSINATOR LIGHT TANK (RAVENDELL)

The Assassinator is one of only two amphibious military vehicles currently used on Salus. Though weakly armored, its impressive speed, maneuverability, and stealth capabilities allow it to quickly get behind heavier tanks, striking at their weakest armor.

Acc/Top Speed: 7/30; **Toughness:** 45/40/35 (30/25/20); **Handling:** +2; **Crew:** 3

Notes: Advanced Stealth Technology, Amphibious, Heavy Armor, Improved Stabilizer, Infrared Night Vision, Tracked

Weapons:

- * 45mm railgun (50 rounds)
- * 40mm autocannon (100 rounds)
- * Flechette MG pintle (400 rounds)

BOMBARD SPA (RAVENDELL)

The Bombard is a dual-turreted SPA and the primary artillery weapon of the Corporations. Its twin howitzers are mounted in separate side-by-

side turrets, and can be fired as a linked pair or independently. It is sluggish and handles poorly at "high" speed, but has enough firepower to silence most critics.

Acc/Top Speed: 5/20; **Toughness:** 35/30/25 (20/15/10); **Handling:** -2; **Crew:** 6

Notes: Heavy Armor, Improved Stabilizer, Tracked

Weapons:

- * Two 150mm artillery pieces (Damage: 5d10, Large Burst Template—place two adjacent templates; both deviate independently)
- * Flechette MG pintle (400 rounds)

BRIGAND MEDIUM TANK (ATLANTIS)

Designed for Corporations with a larger budget, the Brigand is equipped with a revolutionary dual turret system. Though mounted as a single unit, the over-under main weapons can traverse independently of each other, allowing multiple target acquisition and firing capability.

Acc/Top Speed: 6/20; **Toughness:** 60/55/45 (45/40/30); **Handling:** -1; **Crew:** 4

Notes: Heavy Armor, Infrared Night Vision, Stabilizer, Tracked

Weapons:

- * 20 mm railgun (40 rounds)
- * 45mm railgun (40 rounds)
- * Flechette MG coaxial mounted on each weapon (400 rounds each)

EQUALIZER ANTI-TANK VEHICLE (ATLANTIS)

The Equalizer is Atlantis' best selling military vehicle. The same size as an average saloon car, it packs enough firepower to destroy most armored targets at a fraction of the cost of an MBT.

Acc/Top Speed: 12/30; **Toughness:** 12 (5); **Handling:** +0; **Crew:** 2

Notes: Four Wheel Drive, Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

- * 4 x Passover 9cm AT missile tubes (no reloads)

ROADRUNNER APC (RAVENDELL)

The Roadrunner is the standard Corporate APC. The weapon package below is the standard Ravendell factory option, but there are many variants available, for an extra cost. The railgun is fixed on the left hand side, and folds out from

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an armored casing when required. Its superior speed over the Prophet APC comes at the expense of slightly weaker front armor.

Acc/Top Speed: 20/40; **Toughness:** 23/21/21 (12/10/10); **Handling:** +0; **Crew:** 3+12

Notes: Fixed Weapon (railgun), Heavy Armor, Tracked

Weapons:

- * 30mm railgun (20 rounds)
- * Flechette chain gun in turret (1000 rounds)

SCORCHER MEDIUM TANK (ATLANTIS)

The Scorcher is a modified Brigand and uses the dual turret system.

Acc/Top Speed: 6/22; **Toughness:** 60/55/45 (45/40/30); **Handling:** -1; **Crew:** 4

Notes: Heavy Armor, Infrared Night Vision, Tracked

Weapons:

- * Heavy flamethrower (30 shots)
- * Heavy flamethrower (30 shots)

SHREDDER LIGHT TANK (RAVENDELL)

Armed with four 20mm autocannons arranged to fire as a single battery, the Shredder certainly lives up to its name. Although ineffective against the front armor of most tanks, it can tear through weaker side and rear armor of all but the heaviest tanks. It is also very cheap to produce, which means a force can afford to field large numbers of them.

Make a single Shooting roll. The quad cannons grant the gunner +2 to his Shooting roll and inflict 5d8 damage on a successful hit. AP remains unaltered.

Acc/Top Speed: 6/25; **Toughness:** 33/27/22 (20/15/10); **Handling:** +0; **Crew:** 4

Notes: Heavy Armor, Improved Stabilizer, Infrared Night Vision, Tracked

Weapons:

- * Quad 20mm autocannons (200 rounds each)
- * Flechette MG pintle (400 rounds)

STRIKER TANK DESTROYER (RAVENDELL)

Slow and powerful, the Striker is designed for one purpose—to destroy enemy tanks. Armed with two 80mm railguns, the Striker is a devastating weapon. Thick front armor makes a Striker hard to kill face on, but they suffer from weak side and rear armor.

Acc/Top Speed: 4/13; **Toughness:** 136/66/56

(120/50/40); **Handling:** -2; **Crew:** 5

Notes: Fixed Gun (railguns), Heavy Armor, Infrared Night Vision, Sloped Armor (-2), Stabilizer, Tracked

Weapons:

- * Twin 80mm railguns (40 rounds each)
- * Flechette MG pintle (1000 rounds)

THOR HEAVY TANK (ASGARD)

Designed to rival the mighty Golgotha of the Sacri Ordines, the Thor is the backbone of Asgard's security forces. Its 60mm main gun is powerful enough to pierce most armored vehicles and its autocannon and flechette chain gun give impressive casualty rates against infantry and soft targets.

Acc/Top Speed: 5/20; **Toughness:** 110/100/75 (95/85/60); **Handling:** -1; **Crew:** 3

Notes: Heavy Armor, Night Vision, Stabilizer, Tracked

Weapons:

- * 60mm railgun (50 rounds)
- * 40mm autocannon coaxial (200 rounds)
- * Flechette chain gun coaxial (1000 rounds)
- * Flechette MG pintle (500 rounds)



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WALRUS LIGHT TANK (ATLANTIS)

The Walrus is an amphibious light tank capable of carrying a six-man fire team. Slower than many tanks of its class, it is nonetheless a popular model, especially with Corporations with facilities in marshy terrain.

Acc/Top Speed: 4/18; **Toughness:** 45/40/35 (35/25/20); **Handling:** -1; **Crew:** 3+6

Notes: Amphibious, Heavy Armor, Stabilizer, Tracked

Weapons:

- * 30 mm railgun (60 rounds)
- * Flechette MG pintle (500 rounds)

AIRCRAFT

As with the Church, the Corporations manufacture only limited numbers of aircraft.

NIGHTWING UTILITY CRAFT (RAVENDELL)

An all-round jet-propelled aircraft the Nightwing can carry 24 troops, six stretchers, or four tons of cargo. It has sliding doors on each side, allowing rapid transfer of occupants or cargo. Weapons are only fitted to military versions.

Acc/Top Speed: 60/750; **Climb:** 35; **Toughness:** 20 (4); **Handling:** +0; **Crew:** 2+24

Notes: Fixed Weapon (autocannon), Night Vision

Weapons:

- * 20mm autocannon nose mounted (100 rounds)
- * Four Passover 9cm AT missiles wing mounted
- * Four bombs

WATERCRAFT

The Corporations build more watercraft than the Church. The Church usually buys watercraft from Atlantis, rather than invest in manufacturing their own.

FREIGHTERS (ASGARD, INAMI, & OUTREMER)

Several Corporations produce ocean-going freighters of similar design. The weapon systems are typical weapons—exact armament varies depending on the territory. Each freighter can carry thousands of tons of cargo over a 30,000-mile range.

Acc/Top Speed: 2/6; **Toughness:** 20 (6); **Handling:** -4; **Crew:** 10

Notes: Heavy Armor

Weapons:

- * 30mm railgun front turret (50 rounds)
- * 30mm railgun rear turret (50 rounds)
- * Ten 12mm MGs (1,000 rounds each)

MAN-O'-WAR LIGHT CRUISER (ATLANTIS)

One of the heaviest oceangoing military craft in use, the Man-o'-War is a long-range fleet protection vessel. With an effective range of 20,000 miles, and enough firepower to challenge any known naval craft (and many aircraft), it has the endurance necessary to travel across Salus' vast oceans.

Acc/Top Speed: 3/10; **Toughness:** 45 (30); **Handling:** -2; **Crew:** 15+20

Notes: Heavy Armor

Weapons:

- * Twin 40mm railgun front turret (40 rounds)
- * Two twin 30mm railguns each side (50 rounds each)
- * Two flechette chain guns for antiaircraft use (2000 rounds each)
- * Six front-firing torpedo tubes (Range 150/300/600, Damage 5d10, ROF 1, Medium Burst Template, AP 20)

SKIPPER HYDROFOIL (ATLANTIS)

The Skipper's main role is a fast deployment fleet defense craft for coastal waters. Though capable of journeying on the open ocean, its small fuel capacity (1,000 mile range) limits its operational effectiveness. A small barrack room caters for a force of up to 20 marines, though on routine patrols half this number is usually carried.

The Skimmer variant carries no weapons, being a luxury model for Corporate executives. The barracks are converted into a series of luxury rooms.

Acc/Top Speed: 4/13; **Toughness:** 15 (3); **Handling:** +0; **Crew:** 4+20

Notes: —

Weapons:

- * 40mm autocannon forward (100 rounds)
- * 4 x Flechette MG (1000 rounds each)

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ASGARD PERSONAL FIREARMS

Type	Range	Damage	RoF	Weight	Shots	Min Str.	Notes
Pistols							
6mm pistol	12/24/48	2d6	1	4	15	—	Semi-auto
12mm pistol	12/24/48	2d8	1	8	7	d6	Semi-auto
Stun pistol	5/10/20	3d6	1	5	5	—	See notes
Submachine Guns							
6mm SMG	12/24/48	2d6	3	5	30	—	Auto
12mm SMG	15/30/60	2d8	3	7	30	d6	Auto
Assault Rifles							
6mm ACR	24/48/96	2d6+1	3	9	40	—	Auto; 3RB
12mm ACR	30/60/120	2d8+1	3	16	30	d6	Auto; 3RB; integral grenade launcher
Sniper Rifles							
12mm long barrel	50/100/200	2d10	1	12	10	d6	Integral scope with low light vision attachment
Machineguns							
6mm light MG	30/60/120	2d8+1	3	20	200	d6	Auto; Snapfire penalty
12mm heavy MG	50/100/200	2d10	4	32	250	d8	Auto; Snapfire penalty

RAVENDELL PERSONAL FIREARMS

Type	Range	Damage	RoF	Weight	Shots	Min Str.	Notes
Laser Weapons							
Laser pistol	15/30/60	1-3d6*	1	5	24	—	Semi-auto
Laser rifle	30/60/120	1-3d6*	3	10	48	d6	Auto
Laser sniper rifle	50/100/200	1-3d6*	1	8	24	—	AP 4
Laser MG	50/100/200	1-3d6*	5	20	120	d8	Auto

* Increasing the damage per attack uses a like number of shots. A 3d6 attack, for instance, uses 3 shots.

Semi-Auto: May Double-Tap; Auto: Fully Automatic or Single Shot; 3RB: Has a 3-round burst selector.

AMMUNITION

Ammo	Weight	Notes
6mm conventional	2/30	AP 2
12mm armor piercing	4/30	AP 6
12mm conventional	4/30	AP 2
12mm gel rounds	4/30	Nonlethal damage
12mm high explosive	4/30	+2 damage
12mm LEAP	4/30	AP 4; +1 damage
Laser battery (pistol)	1	Provides one full load of shots
Laser battery (rifle)	2	Provides one full load of shots
Laser battery (MG)	4	Provides one full load of shots

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THE REPHAIM

I am he that liveth, and was dead; and, behold, I can live for evermore; and have the keys of death and hell.

Revelations 1:18

Born of darkness, the Rephaim pose a grave danger to humanity (pun intended). From sunless caverns and towers of nightmarish construction, the minions of evil pour forth, seeking to destroy the living.

This chapter covers the Rephaim in detail, explaining how their society is organized, the different types of greater Rephaim, and the dark lairs they call home. Stats for various Rephaim can found in the Bestiary (starting on page 153).

ORIGIN

The Rephaim did not originate on Necropolis. Their home is a dimension lying beyond the black hole, an artificial construct, sitting in the center of the solar system.

Countless eons ago, the Rephaim were a race of warlike aliens known as the Zal—a humanoid race whose only goal was to force all other sentient life into slavery. Their cruelty knew no bounds and hundreds of races fell to their galaxy-spanning armies. In seeking to conquer the universe they encroached on the territory of another advanced race, whose name history has forgotten.

The two sides fought an epic war culminating in a final showdown in the Chalcis system. The damage to the star system was not the result of a supernova but of weapons of truly awesome power used by both sides. Unwilling to destroy the Zal, the victors banished them to a dimension

beyond time and space where it was believed they would remain for all eternity. The black hole served as the gateway to this dimension.

Unfortunately for the victors, the new dimension was home to a malevolent entity that corrupted and twisted the Zal into the Rephaim. Over the eons they lost their knowledge of science, which was replaced with a far older and more versatile power—magic.

The time-space disturbance caused by the arrival of the first probe to visit Necropolis began to erode the dimensional prison. Each new ship further weakened the energy field until, in 2312, a hole formed. Though the Rephaim lacked spaceships they had enough magical power to transport several of their Stygian Towers (see page 82) to Chalcis—a world on which they sensed sentient life.

The hole in the dimensional prison snapped closed shortly after their arrival on Chalcis, leaving them few in numbers. Had the Church left Chalcis to fight its own battle mankind may have emerged victorious. Sadly, the reinforcement ships and the later colonization of 2318 reopened the hole and allowed the Rephaim to reinforce their numbers.

The hole is currently closed, though as the Rephaim grow in power so their necromancers come closer to finding a permanent means of destroying the barrier and releasing the untold billions of horrors waiting for their chance to feed on sentient life.

ORGANIZATION

Ruling over the Dark Dimension, the “native” dimension of the Rephaim, is the Dark. It is not a physical being, but the sentient manifestation of

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true evil, an unhallowed entity possessed of god-like intellect and an insatiable drive to destroy the living. Fortunately for mankind, it remains on the other side of the black hole.

Rephaim, like the rest of Salus' population, exist in a two-tiered environment. Controlling their society are the greater Rephaim, the movers and shakers, those with necromantic powers and independent wills. Lesser Rephaim represent common footsoldiers—greater Rephaim are tacticians, plotters, and schemers. They are the evil behind the darkness threatening humanity.

LICHES

Liches are without equal. They are the true lords of the Rephaim. They go by many titles amongst the unhallowed, of which Masters of Darkness, Lords of Terror, and Scourge of the Living are just a few.

Resembling cadaverous humans, withered flesh clinging tightly to their bones, their appearance belies their supernatural strength and intelligence. All were powerful beings in their previous existence, willing to trade their souls for eternal life. Taken into service, the liches were transported across many worlds to act as the Dark's supreme commanders.

Prestige is highly important to a liche. Creating a new abomination or weird science gizmo brings respect (albeit begrudgingly) and with respect comes power. Greater vampires prefer to serve those liches with such power, for when Salus is theirs, their master will undoubtedly control a larger share of territory, in turn giving their minions greater authority.

Necromancy is the liches' true calling—all are masters of the art and wield terrible powers. Their link to the Dark is stronger than that of other Rephaim, and their ability to create permanent zombies and skeletons unparalleled. As well as powerful magic, the touch of a liche is deadly. Through their link to the dark, they can drain their victims' life force, using it to provide sustenance for their own bodies.

Since the acquisition of the OSI files an unknown number of liches have turned to weird science as a way of augmenting their necromantic powers. Previously content with using weapons and equipment captured from the Sacri Ordines, these liches are now beginning to produce weapons of frightening power and origin.

At present, the existence of the liches remains nothing but a tantalizing rumor to the Church. Vampire captives have spoken of "dark lords" and "terrible masters," but no mortal has beheld a liche and lived to report their findings.

THE DARK CONCLAVE

The Dark Conclave, a council of liches, governs the Rephaim of Salus. These necromantic fiends are the driving force behind the Rephaim menace, seeking to destroy all life on Salus and turn it into a true necropolis. Sworn to serve the Dark, each liche is also desperate to prove his loyalty to their god. Political treachery, assassination, and even outright open warfare plagues the Dark Conclave, as each liche seeks to become supreme overlord of Salus.

Meeting only once a year, on the longest night, the Dark Conclave sets the agenda for the next phase of its relentless war, discusses battle plans, and gives liches a chance to unveil new horrors to their peers. The Dark Conclave gathers at the first Stygian Tower built on Salus, which they consider their most "holy" site. It marks the location of their first arrival on their new world and the beginning of a new age of conquest.

MUMMIES

Beneath the Dark Conclave are the priests of the Dark—the mummies. These desiccated nightmares are the Dark's spiritual representatives and are responsible for spreading his faith throughout the universe.

Portrayed by the media as desiccated corpses wrapped in swathes of linen and bedecked with sacred amulets, mummies have been in the human conscience as animated corpses since the early days of television.

Mummies are the priests of the Rephaim, maintaining the link between the Dark and his followers through dark rituals and bloody sacrifices. Found only in dark temples and at the side of liches, they lead the worship of the dark and are responsible for organizing human cultist covens.

The Dark Priest, the highest rank within the priesthood, acts as oracle for the Dark, channeling his being to allow communication with the Conclave. Possessing necromantic powers in excess of many liches, the Dark Priest permanently resides in the Conclave's prime Stygian

Tower. Lesser priests are assigned to liches and ancient vampires by the Dark Priest to serve as spiritual advisors.

The creation of a mummy requires a body to be drained of blood and its internal organs removed to prevent decay. The flesh is then desiccated over a period of 60 days, and finally wrapped in specially prepared wrappings. Magical amulets and talismans are placed under the bandages, tying the corrupted soul to the corpse.

Only mummies may use the *improved zombie* power to create more of their own kind. Since the ritual to create a mummy requires another mummy to enact a lengthy ritual, these creatures share a common bond unknown to the liches and power-hungry vampires. Mummies prefer to use human clergy for conversion into full mummies, finding a twisted pleasure in watching a servant of light become a servant of darkness.

Their shriveled bodies are grim to behold and their touch deadly. Victims of “mummy rot” find their muscles and internal organs desiccating, their joints becoming stiffer, and their skin slowly turning rock hard. Victims who die from the disease can be animated as guardian mummies—a more powerful form of zombie.

Like liches, mummies are skilled necromancers, though they lack the deep understanding of the art to create permanent zombies and skeletons. A few have taken to weird science, causing a rift between traditionalists and so-called “heretics.”

VAMPIRES

The human love affair with vampires dates back to the late 19th century and a certain novel set in Transylvania and London. During the latter part of the 20th century, vampires had become icons amongst a disgruntled generation, something to be revered, even worshipped.

Blood drinking, sleeping in coffins, wearing Gothic clothes—there were many humans who emulated the lifestyle vampires were perceived to follow. Such nonsense is found only amongst cultists on Salus, for here the populace understands what vampires truly are—servants of the Dark with a taste for human blood.

The ancient vampires serve liches as overlords of captured territory and are responsible for leading the Rephaim as generals. Though technically answerable to any member of the Dark Conclave, all have taken sides, pledging loyalty to an individual liche in return for the right to



feast on human blood and to learn necromancy from their master. Far from being subservient lackeys, ancient vampires have on occasion risen up against a weak master, destroying him and offering his lands to another liche.

Liches may be the government, mummies may be the priesthood, but the vampires are the aristocracy and masters of both Rephaim and human slaves. Each ancient vampire controls a domain, in which are located military bases and settlements of human slaves. They rule their domains like feudal overlords.

Ancient vampires are also skilled corruptors, capable of controlling their puppets through force of will over great distances. They are also the spymasters of the Rephaim, planting puppets in positions of power, undermining both Church and Corporation, and leading covens of gullible would-be vampire humans.

Beneath the ancient vampires are the lesser vampires, the commanders of the legions loyal only to the ancient vampire who spawned them. Each strives to prove his worth to his master in

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the hope of being chosen as future successor. Gifted commanders may be given control of a village of human slaves.

Church media often portrays vampires as the ultimate evil amongst the Rephaim. Sallow-skin, red eyes, long nails, and Gothic clothing have all been replaced with the images of near-bestial creatures, more animal than human, savagely draining the blood from the living to feed their own warped existence.

Such propaganda has proven harmful to the Church's cause, for vampires can appear quite human. Their skin does tend to be cold, but it is not the "frozen flesh of a corpse," their eyes are redder than most, but no more than a bloodshot drunk, and their clothing ranges from smart suits to military fatigues.

Contrary to folklore vampires are not afraid of the cross—although certain individuals have the faith to drive them away—are immune to the effects of sunlight, can cross running water, and do not sleep in coffins. Vampires are gifted with a wide range of talents, from the ability to create more of their race to their necromantic powers to control minds. Young vampires, wishing to increase their standing and power, have taken to weird science, embracing the new art with relish.

LESSER REPHAIM

At the bottom of the ladder are the mindless dead—tools to use as their masters desire. Even wights, the most intelligent of these fiends, are treated as nothing more than expendable troops. Whereas zombies and skeletons form the mainstay of the armies, members of the priesthood use guardian mummies as bodyguards.

UNHALLOWED GROUND

The Church has its cathedrals and churches—the Rephaim have their mausoleums. Mausoleums are the lairs of the greater Rephaim. In recently conquered areas, mausoleums are most often former churches, desecrated and made unhallowed through bloody rites. Deeper within the Dead Zone are the true mausoleums—the Stygian Towers, home to the liches of the Dark Conclave.

Stygian Towers are generally tall, round structures (i.e. towers) built of human and animal bone bound together with powerful necromancy. They vary in size, with the smallest being only a few tens of feet in height and the largest towering many hundreds of feet, with deep catacombs running under the earth. The dark magics used to form these monstrosities have left them unnaturally hard, granting them some protection against tanks and artillery (Toughness 100).

The ground surrounding a Stygian Tower is warped by the necromantic magic used in its creation. Forests grow thicker, trees grow savage thorns, and animated vines actively seek living flesh for sustenance. Former deserts and plains become marshy, concealing quicksand and deep pits filled with sharp tree stumps.

Animal life is equally affected, becoming more vicious and completely unafraid of humans. Many twisted horrors are placed as guardians and watchdogs, reporting the presence of interlopers to the Tower's master.

Within a Stygian Tower, darkness and evil hold power. Room after room, decorated in what humans would call Gothic style, is dedicated to magical research, weird science, corpse animation, bizarre alchemical experiments, and torture, as well as tombs, barracks, libraries, treasuries, and other mundane functions. Internal defenses are strong, with many lesser Rephaim on constant patrol, as well as magical and mundane traps to catch unwary intruders.

To date, no human has seen a Stygian Tower and lived to report its existence. Like the liches who inhabit them, these dark fortresses are something the Church has yet to encounter.

DARKNESS GENERATORS

Generators are not true weird science gizmos. Rephaim were using them in their prison dimension long before the first colonists landed on Salus. Rather than being an object of science, they are a form of necromancy, converting life energy into dark matter. Who constructed the first generator is lost in the mists of time.

The darkness generator is deployed at all major Rephaim strongholds and serves two purposes—to block out the rays of the sun, and to instill fear in humans. The Rephaim are not affected by sunlight, but they prefer to operate under cover of darkness, when human morale is normally at its lowest.

THE REPHAIM

A pyramid dozens, often hundreds, of feet to a side with a single smoke stack rising from the top, the generator is constructed from layer upon layer of bone, held together by cement formed of dried flesh and blood. Standard weird science gizmos use a single power source and are thus limited in their duration—the generator is a true necromantic tool.

Within the generator is an enormous heart, ripped from a beast of the Dark Dimension and suspended from the walls and ceiling by living muscle. Arteries leading from the heart connect directly to the smoke stack. A mass of thick veins hangs from the heart and connects to the ground, pulsating as they draw the very life force from the planet. Each beat of the heart draws energy from the surrounding land, and spews a black cloud up the stack and into the atmosphere.

The cloud from the stack rises to a height of a mile before spreading out to form a blanket with a depth of several hundred feet. The cloud is an ever-boiling mass, split by constant sheet lightning, though no rain falls. Beneath this

permanent, impenetrable shroud light level are equivalent to those of a cloudy night (–2 penalty).

Unlike the generators in the Stygian Towers (see below), these smaller shrouds cover an area 1 mile in radius per year a standard generator is running—generators started when the Rephaim emerged on Salus in 2312 are now surrounded by a cloud nearly 40 miles in radius.

The presence of the generator has a disastrous effect on the surrounding lands. Soil and plant life are drained of nutrients. Vegetable matter withers and dies as the soil becomes marshy and exudes a foul stench.

Entering a shrouded area is not for the faint-hearted—the dark cloud seems to weigh heavily on the human soul and instills a sense of utter dread. Any character entering a shrouded area must make a Guts roll. On a success he is unaffected. With a failure, he suffers a –1 penalty to all trait tests while within the area.



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Standard darkness generators cannot be moved, and the outer walls have a Toughness of 40. The only way to completely destroy a darkness generator is to destroy the heart. See page 128 for details of these necromantic monstrosities.

Protecting the Stygian Towers are rare and extremely powerful darkness generators, whose black plumes shroud an area no less than 100 miles in diameter. Characters entering the shroud must make Guts rolls at -4.

DARK DESIGNS

Or a charmer, or a consuler with familiar spirits, or a wizard, or a necromancer.

Deuteronomy 18:1

This section delves into two key aspects of the Rephaim—necromancy and weird science.

NECROMANCY

To the early Church all magic was the dominion of Satan. Only God could perform miracles—everything else was a mockery of his Work. During the Renaissance period magic was considered nothing more than peasant superstition and ignorance of nature's wonders. Until the rise of the Rephaim people scoffed at the thought of real magic ever existing. Yet magic existed on Earth in the past, as it exists on Salus now.

Necromancy, the magic of death, is at the core of every lesser Rephaim, for without it they could not exist. Greater Rephaim, mainly liches, are exponents of the art and wield formidable power. Priests sermonize that the Rephaim are minions of darkness and their magic cannot harm the pious, yet the peasants lie awake at night, clutching their crosses and muttering prayers, fearful of the necromancers' ways.

Necromancy works exactly as per the Arcane Background (Magic) Edge, save the arcane skill is called Necromancy.

NECROMANTIC SPELL TRAPPINGS

A necromantic damage-causing spell actually drains the life-force of living victims, although it can appear as a ball of black energy or shards of bone.

Rephaim can either heal their own wounds by inflicting wounds on others with a necromantic spell (on a one-for-one basis), or recharge their Power Points (life energy) at the rate of 2 Power Points per wound inflicted. The Rephaim must declare which effect he is using before he rolls his arcane skill die. Necromantic trappings have one drawback—they don't work on creatures without souls, such as Rephaim and constructs.

Necromantic Weird Science devices and weapons do not use the rules above, being a separate and distinct type of magic.

NEW POWERS

Presented below are new powers usable by the necromancers of Necropolis.

GRAVE SPEAK

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: Runes carved on bodily remains.

It is said the dead know many secrets, and through the black arts a necromancer can reach beyond death to contact departed souls.

In order to work, the spell must be directed toward a particular soul. The caster must either know the name of the deceased or possess a personal item, which includes their corpse, or any part of it at least.

If the spell succeeds, a ghostly voice makes itself known and may be questioned. One question may be asked for each round the spell is active.

The spirit contacted is not necessarily friendly and can lie, but it may not refuse to answer or make guesses. The GM must adjudicate what information the entity knows—the spirit is not omnipotent and knows only what it knew in life up to the moment of its death.

A roll of a 1 on the caster's arcane skill, regardless of Wild Die, may summon up a "demon" or other hostile entity. While it cannot directly affect the caster, it will try to convince him it is the person he sought, then feed him inaccurate or dangerous information, perhaps seeking to lead the character to his death.

IMPROVED ZOMBIE

Rank: Heroic

Power Points: 6/Corpse

Range: Smarts

Duration: Special

Trappings: Carving symbols on corpses, throwing bones, graveyards, “leather” books.

Improved zombie functions as per the *zombie* power but is used to create blood mists, changelings, corpse mines, exploding corpses, fliegerkopf, wights, and winged zombies. Liches’ advanced necromantic knowledge allows them to create permanent versions of these horrors, as well as fearsome war demons.

Greater mummies may use this power to create more of their own kind. Such creations are permanent but the process involves a lengthy ritual lasting 60 days.

INTANGIBILITY

Rank: Veteran

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: Becomes ghostlike, shadowy form

With a successful arcane skill roll, the necromancer becomes ethereal. He is unable to affect the world through material means, and it in turn cannot affect him. He can walk through walls, and non-magical weapons pass straight through him. Any items carried at the time of casting are also ethereal.

The necromancer may cast magic, however, and is still susceptible to magic attacks, including “physical” powers, such as *bolt*.

Should the necromancer become corporeal “inside” someone or something, both he and his victim suffer damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms cause 3 wounds, and the whole body causes 4 wounds. Some vampires have been known to combine this with *life drain*, bypassing a Knight’s armor, then materializing their hand around his heart.

LIFE DRAIN

Rank: Veteran

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Trappings: Hand turns black, long talons, crackling energy around hand.

Necromancers have more ways to kill a foe. The most insidious necromancers can mimic the liche’s dread power, and kill with a casual touch.

This spell makes the touch of the caster deadly. After casting the spell, the necromancer delivers his *life drain* on a successful Touch Attack (+2 Fighting). Victims must make a Vigor check, or a Vigor check at –2 if the necromancer scored a raise when casting, or suffer an automatic wound.

MIND RIDING

Rank: Veteran

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration, trance

Mind riding is the ability to place your mind inside someone else’s body. If the victim is an unwilling subject (which includes anyone whose permission has not been gained), this requires an opposed roll of the caster’s Necromancy against the victim’s Spirit. A *mind rider* gains no control



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over his victim, but he has access to their senses and can see, hear, smell, taste, and feel everything his victim does. Although very handy for spying, it has a drawback.

If the victim is injured in any way, including being Shaken by physical injury, the necromancer must make a Spirit roll or be Shaken and have contact immediately severed. A penalty of -1 applies for each wound the victim suffers. If the victim dies, the necromancer is automatically Shaken (and contact is broken) and cannot attempt to recover for 1d6 rounds.

A vampire may use this power over unlimited range so long as the target is a victim of his Charm ability.

SACRIFICE

Rank: Veteran

Power Points: 2

Range: Self

Duration: 1 minute (1/minute)

Trappings: Spirit of victim flows into caster, surge of power.

Sacrifice allows a dark spellcaster to *sacrifice* a sentient being in return for power.

If the caster kills a sentient creature while under the effects of this spell, he gains a +1 bonus to his next arcane skill roll (no matter when it is made) for each Spirit die type of the next sentient being he kills (so killing a peasant with Spirit d6 is worth +2).

Only one victim can be killed per casting of this spell, the *sacrifice* spell being canceled as soon as the victim dies. Effects are not cumulative, so a caster can benefit from only one *sacrifice* spell at a time.

WEIRD SCIENCE

Magic has been the primary weapon of the Rephaim since their imprisonment—at least until recently. Faced with a foe whose most powerful weapons can level a city in seconds, whose aircraft can fly reinforcements to anywhere on the planet within a day, and whose equipment is evolving to fight specific Rephaim, they have been forced to adapt.

Rephaim are capable of using human weapons and vehicles, but since their transformation from Zal to Rephaim have been unable to grasp the most rudimentary understanding of science as a whole. Skeletons and zombies can use flechette

weapons and tanks, but liches' attempts to construct their own versions, even through reverse engineering, have repeatedly failed.

All that changed when they acquired research papers relating to technological experiments performed by the Nazis during World War II. Armed with the secrets of combining magic and technology, the Rephaim have begun creating their own weapons, and other "gizmos," through the use of necromantic Weird Science.

Necromantic gizmos cannot be labeled as true technological items due to their unusual power source—a human heart. Liches and mummies have long known that the sacrifice of a sentient being can boost the potency of a spell—none knew such power could be harnessed for later use.

Through the necromantic arts, the beating heart of a living, sentient being—the only local source being humans—is ripped out and placed within a special vessel containing human blood from the same victim. The heart is imbued with a number of Power Points equal to half those of the Rephaim performing the ceremony and may only be used in gizmos of his creation.

Protruding from the container are thin tubes connecting with similar tubes within a gizmo. When the "power pack" is inserted, blood follows through these channels similar to blood pumping through a body. Indeed, the gizmo actually pulsates gently in time with the still-beating heart.

Rephaim gizmos are constructed from a hybrid of existing technology (such as firing mechanisms), human soft tissue, and bone, giving them a grisly appearance. A fuller description of each gizmo's horrific appearance can be found on pages 89-91. Although Rephaim-created gizmos requiring the Shooting skill work in the hands of humans, it requires a successful Guts check to handle one.

As Power Points are used, so the heart beats slower and begins to shrivel. When the Power Points are completely exhausted, the heart resembles a shriveled apple—black, mushy, and lifeless. Recharging involves slowly dripping human blood back into the container, a process that takes one hour and one pint of human blood per Power Point—the Recharge and Fast Recharge Edges still apply, however. Attempts to flood the heart with new blood have resulted in messy explosions. A healthy human body has 8-10 pints of blood.

THE REPHAIM

One of the biggest drawbacks with Weird Science the Rephaim have yet to master is the problem of production. Gizmos cannot be truly mass-produced and creators are loath to give away their only working model to underlings.

In game terms, all Rephaim gizmos are subject to the standard *Savage Worlds* rules. This means gizmos are rarely found in the hands of common troops, being instead reserved for the liches, mummies, and vampires who created them. Only when used to defend vital installations are they entrusted to mindless troops.

This also means few Knights have actually witnessed Rephaim gizmos in action. As a result, don't describe a Hades bolt pistol by its name, but describe how it pulsates in its wielder's hand, how the bolt of darkness seems to writhe as it strikes its target, and the rapid necrosis of a victim's soft tissue that ensues.

Let the players work out what it is and how it works (and remember to ask for Guts rolls when they examine the power source).

SELECTED GEAR NOTES

Technology may be new to the Rephaim, but magic courses through their very being. The most powerful necromancers may have legions of lesser Rephaim at their disposal, but having a few necromantic items up one's sleeve can be better than a score of zombies.

A selection of items is detailed below, but WM's should feel free to create more items as required. Unless otherwise stated, necromantic firearms are activated using the Shooting skill.

ARMOR

Bone Breastplate: Crafted from human bone and hardened with magic, this armor is usually only worn by guardian mummies.

Stygian Armor: Forged from the bones of some Other Side necromantic beast, stygian armor is worn only by the greater Rephaim, and is not actually a Weird Science gizmo. Metallic black in color and decorated with runes of power, the armor seems to absorb light, granting its wearer a +2 bonus to Stealth checks when hiding. A complete suit resembles plate mail and provides full body protection.

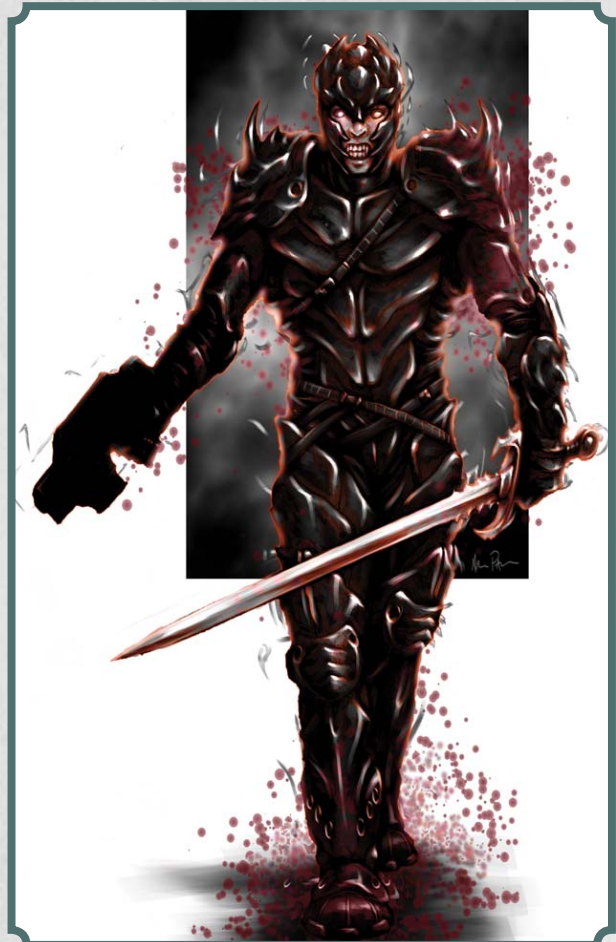
MELEE WEAPONS

Rune Weapons: With a blade black as pitch, engraved with dark glyphs, and quenched in blood, rune weapons are the melee weapon of choice for greater Rephaim and their trusted servants. Their razor sharp blades never dull and can carve through flesh as easily as a warm knife through butter. Worse still, the blades literally drain the life out of those they strike.

A foe struck by a rune blade must make an opposed Spirit check against the weapon's Spirit of d10. With success, the area struck simply feels numb for a short while, but this has no discernible effect on the victim. With failure, the blade inflicts an automatic Wound, draining part of the victim's life force. This is additional to any damage caused by the weapon itself.

RANGED WEAPONS

Apophis Rifle: A whole human arm is used to form the main part of the Apophis, with the upper arm bent back to form a stock. The busi-



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ness end of the weapon still keeps the hand, though it is clenched into a fist with a bone tube pushed through to the elbow joint, where the heart attaches.

Humans rarely surrender to Rephaim troops, so taking prisoners often requires the deployment of the Apophis stun rifle. The weapon fires a *stun* bolt, which explodes in a Medium Burst Template. Though incapable of reducing a foe to unconsciousness, it is designed to daze them long enough for zombies and skeletons to shackle them.

Hades Pistol: Crafted from a hollowed shin-bone and wrapped in living tissue, the Hades is an ugly weapon. The power source container is attached in front of the trigger mechanism, which makes the gun look like a paint sprayer.

The Hades pistol utilizes the *bolt* power, with one limitation. The weapon has been constructed so as to only fire a single *bolt*, but with a variable damage setting.

Tarterus SMG: Aside from a longer barrel and larger power source, the Tarterus closely resembles the Hades pistol on which it was based.

The Tarterus also uses the *bolt* power with a variable damage setting. A second selector switch allows up to three shots to be fired each round, with an increased drain on the power source but without incurring an automatic fire penalty.

SPECIAL WEAPONS

Abaddon Light Blast Cannon: Designed as an infantry assault weapon, the Abaddon is the Rephaim equivalent of the autocannon. The hollow barrel is constructed from human bone, around which is grafted living tissue. Veins and arteries carry in the tissue carry blood from the heart power source to the barrel, where a *blast* is generated. The Abaddon's base damage is 2d6, though this can be increased to 3d6 through a selector switch. Design limitations mean the weapon affects a Medium Burst Template, and this cannot be increased.

Banshee Defense System: The first line of defense of any Rephaim base is the Banshee. Each Banshee stands four feet tall and is created from a column of human skulls, bound together with living muscle and tendons. The heart power source sits in the lower skull—the top skull is the actual weapon.

Activated by life sensors with a range of 4 yards (2"), the Banshee emits a high-pitched keening from the topmost skull, causing *fear* to all those within a Large Burst Template centered on the Banshee. Each Banshee contains enough power for five uses.

Gehenna Heavy Blaster: Though light enough to be carried into battle, the Gehenna was created for a static role. It resembles a larger version of the Abaddon. The basic *blast* can inflict either 2d6 or 3d6 damage, but unlike the lighter Abaddon, the burst radius can also be extended at the cost of increased power drain.

Hellmouth: The Hellmouth is the Rephaim's first attempt at a tank destroyer weapon. Crafted from a entire human arm (less the hand), the joints fused rigid, the bones hollowed, and then covered in flesh, it has a small power supply at the rear.

The Hellmouth fires a concentrated blast of necromantic energy, which inflicts 4d6 damage at AP 50. It has no Burst Template, and is of limited use against individual troops. Each shot uses 4 Power Points, which means the Hellmouth can only fire three shots before it requires reloading.

Judas Hypnosis Cannon: Aptly named, the Judas is another defensive weapon. The weapon has a short, hollow, human bone barrel. Attached to the rear end are three membranous sacs, each holding a human brain. Blood is supplied to the brains from the power source along pulsating veins.

When fired, the cannon emits powerful energy waves, capable of altering a victim's behavior through the *puppet* power. The cannon affects only a single target.

Each Judas has three settings, each of which uses the same amount of power (3 per shot). The first causes targets who fail to resist to flee the area. The second setting forces them to remain standing where they are, leaving them open to attack from other weapons. The third setting is the most insidious, as it forces the target to attack their comrades. This latter power allows the victim another Spirit roll to resist.

The Judas is targeted using Shooting and has an arcane skill of d12 for affecting victims.

Lazarus Re-animator Pack: The most feared of the Rephaim gizmos is the Lazarus re-animator pack. Its form resembles that of a flamethrower, except the fuel cylinders are a pair of giant lungs, to which is connected a thick, slimy hose topped by a withered human head.

When the weapon is fired, green goo gushes forth from the head's mouth to cover a Cone Template. The goo is a necromantic reanimating gel, capable of bringing corpses and skeletons to permanent unlife through the *zombie* power.

A maximum of seven corpses can be reanimated before the pack requires recharging. Corpses reanimated through this weapon are permanent. Aside from a foul stench, the goo is harmless to living targets.

Nocturnis Mortar: The Nocturnis mortar shares many aspects with the Lazarus pack. The weapon consists of a hollow bone tube (the barrel), with a single lung at the bottom, next to the power supply. Two bones, usually thigh bones because of their thickness, attach to the mortar on hip joints, and are used as legs to brace the weapon when firing.

The Nocturnis can fire two types of "shell," and a selector switch allows the firer to change ammunition as a free action.

The most common round, and the one the mortar was named for, fires a swirling ball of darkness. On impact, it explodes to fill a Medium Burst Template with a cloud of total darkness. The cloud functions as the *obscure* power, uses 2 Power Points, but is subject to deviation in the same way as an area effect weapon.

The second type of round fires an explosive warhead. This costs 4 Power Points, and inflicts 3d6 damage (AP 4) in a Medium Burst Template. It is also subject to deviation.

Pentagram Warding Staves: Warding staves are short bone poles tipped with a skeletal hand at one end and a bone spike on the other.

When two or more poles are stuck in the ground, a wall of crackling necromantic energy forms between them. This has a Toughness of 10. Each staff must be placed within 2 yards of any adjacent staff or the barrier field between them will not activate.

Each section of *barrier* requires 1 Power Point per round. The power supply is usually buried nearby, with veins and arteries carrying blood to the poles. Typically, the Rephaim allow one power supply for every five staves.

Each section of the barrier may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is an automatic Fighting attack (ranged weapon must roll to hit as normal), but raises on the attack roll do not grant bonus damage. A destroyed section reforms at the start

of the next round. It should be noted that when the barrier forms, the poles are inside. Removing them requires access through the barrier.

Objects cannot pass through the wall while it is activated (in either direction), but creatures may try to climb over it. This requires a Climbing roll at -2. Each round of contact inflicts 2d6 damage.

Sinner Subdual Pack: The Sinner appears identical to a Lazarus pack, but rather than firing reanimation goo, it fires a glob of sinew and muscle strands, designed to *entangle* targets.

The Shooting skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2.

For 2 Power Points the pack targets a single opponent. For 4 points it affects everyone in Medium Burst Template.

SAMPLE GIZMOS

Rephaim Weird Scientists have perfected a number of necromantic gizmos. These are described below. As with any Weird Science gizmo, they have the same Power Points as their creator and require the Weird Science skill to activate (unless otherwise stated).

ADRENAL BRACELET

Worn around the arm, this bone bracelet appears quite normal until it is examined closely. Protected beneath the bone are a series of small, pulsating sacs. Protruding from the sacs are thin tubes, each tipped with a sharp sliver of bone. When the bracelet is snapped closed, the bones pierce the flesh of the wearer.

Each sac is, in fact, a human adrenal gland, and when activated, the gizmo delivers a powerful burst of adrenaline straight into the wearer's body. The device does not work on fleshless Rephaim.

This functions as the *quickness* power. Each bracelet contains 8 Power Points.

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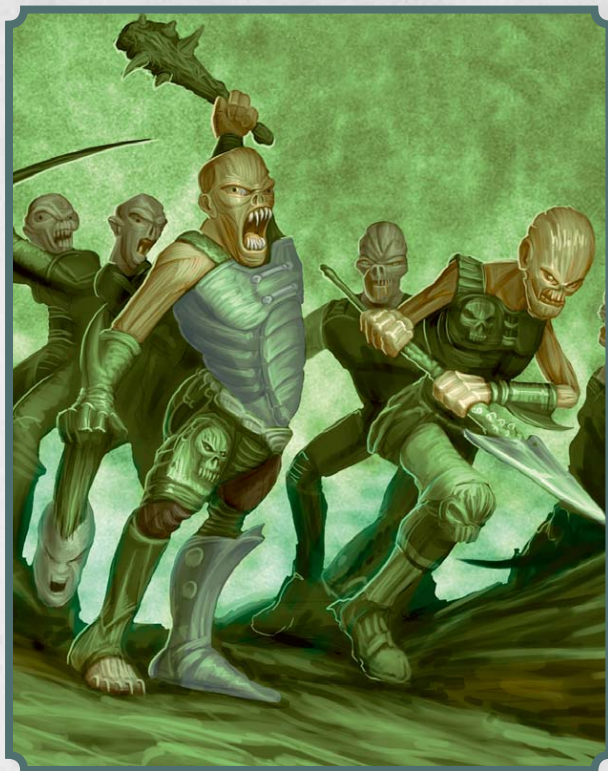
CONTROL COLLAR

Although ancient vampires can dominate the wills of mortals, they are few in number and cannot be expected to dominate every human captive. The control collar was the obvious solution to handling difficult prisoners.

The device is a living circlet of flesh, with a bulbous sac at the back, that is placed around the victim's neck. Once attached, it constricts almost to the point of strangling the victim and small, bony spines uncoil from the main body and puncture the back of the victim's neck, attaching themselves to his spinal column.

Contained within the membranous sac is a sliver of human brain, the power source, and a pint or so of cerebral fluid. If the victim thinks about escaping, running away, fighting his captors, and pretty much anything else the Rephaim don't want their prisoners doing, the collar releases a dose of cerebral fluid into the victim's body. This acts as the *puppet* power.

Each collar contains 12 Power Points and has an effective arcane skill of d12. Recharging them requires not only human blood, but also cerebral fluid. The collar has a Toughness of 10.



FLYING PACK

Flying packs look like large beetle shells, although they are made of bone. Thick strands of muscle hang from the pack, and are worn around the shoulders and waist as straps to keep the pack on.

When activated, the bone shell cracks open and two, large bat-like wings extend, allowing the wearer to fly for short distances. The power source is contained inside the shell for protection.

A few Rephaim are experimenting with rocket packs, though ones fuelled by necromantic energy. The results have been spectacular failures, with the majority of zombie test subjects exploding messily.

This functions as the *fly* power. Each pack contains 15 Power Points.

NIGHTMARE HELMET

This foul device comprises the top of a human skull covered in living flesh and a small, organic control box, which connects to the skull cap via a thick cable of nerves and veins. The control box has a single dial on it, which goes from 1 to 10. The power supply is attached to the control box.

When activated, the gizmo floods the victim's brain with horrifying images of what life is like in the Dark Dimension. Victims must make a Spirit roll opposed by the level the device is set, with level 1 being a d4, 2 a d6, and so on up to 10, which uses a d12+5. A failed roll means the victim must roll on the Fright Table. If the victim rolls a 1 on his Spirit die, regardless of Wild Die, he rolls on the Fright Table at +2. A critical failure means he makes the roll at +4.

The nightmare helmet was designed to break foes ready for interrogation. Each time the victim is forced to roll on the Fright Table, he must also truthfully answer one question set by the interrogator.

Each control box contains 20 Power Points. Each use drains as many Power Points as the dial setting used. For instance, a level 4 setting (a d10 roll) would use 4 Power Points.

These items are extremely rare, mainly due to the high Power Point storage requirements, and are usually only found in Stygian Towers and major mausoleums.

SHADOW CLOAK

Worn by greater Rephaim, the cloak is made of the scaled hide of a Dark Dimension beast. The heart power supply is encased in bone and worn as a shoulder clasp. When activated, the scales are flooded with necromantic energy and absorb light around the user, making his outline vague and indistinct. This functions as the *deflection* power. Each cloak contains 10 Power Points.

TRANSLATOR

Though many greater Rephaim have learned human languages, a few still refuse to soil their mouths with an impure language. To aid in the interrogation of prisoners, they created the translator.

The translator is a rectangular box of living tissue, over which is stretched the lips and mouth muscles of a human. Protruding from the back of the box are two thin tendrils, each a mixture of brain cells and nerve tissue. These must be attached to the subject's temples. Within the box is the power source and a human larynx.

A series of spongy knobs on the box allows the user to tune the device in to the subject's brain waves. When the subject speaks, his words are spoken by the mouth on the device in Cryptspeak. This functions as the *speak language* power. Each translator contains 6 Power Points.

VEHICLES

The Rephaim have shown a remarkable ability to adapt to using human-created hardware, and zombies and skeletons can be found thundering across the battlefield in tanks.

Fortunately, they lack the knowledge to repair vehicles (and certainly cannot create them from scratch), which means they must continually seek out new vehicles to replace ones lost in combat. As such the Rephaim value captured mechanics.

Given their inability to understand standard mechanics, the Rephaim have struggled to create vehicles using Weird Science. To date, they have achieved limited success. Even fitting a necromantic weapon to a standard vehicle has presented the Rephaim with insurmountable technical problems, and what few Weird Science vehicles do exist are no match for human equivalents.

They have also experimented, with a degree of success, at using a variety of fliegerkopf Rephaim in tanks. These horrors are known as panzerkopfs.



FLIEGERKOPF

Note: the word Fliegerkopf with a capital "F" refers to the vehicle, and fliegerkopf with a lower case "f" refers to the Rephaim.

The Fliegerkopf is the most complex gizmo ever created by the Rephaim and makes use of the fliegerkopf Rephaim (see page 160) in conjunction with human technology. The Fliegerkopf is only 25 feet in length and has a cockpit large enough for the Rephaim of the same name.

The Dark Conclave wanted a fast fighter suitable for an air support role, but they created something barely credible as a flying object. The Rephaim are still learning the limitations of Weird Science, leaving the Fliegerkopf more an idea than a practical device. It is a first step toward a truly complex gizmo, but Rephaim air superiority remains a dream at present.

Acc/Top Speed: 25/130; **Climb:** 20; **Toughness:** 16 (4); **Handling:** -1; **Crew:** 1

Notes: Ejection Capsule (the head compartment can be ejected for retrieval if the aircraft is hit or loses control. This requires a Piloting roll.)

Weapons:

- * Twin Gehenna cannons wing mounted (20 Power Points each)
- * Bombs x4

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REPHAIM EQUIPMENT

ARMOR

Type	Armor	Weight	Notes
Bone breastplate	+2	6	Torso only
Stygian armor	+1 to +6	12	Full body; +2 to Stealth rolls when hiding

MELEE WEAPONS

Type	Damage	Weight	Notes
Rune dagger	Str+d6+2	1	AP 2; See notes
Rune sword	Str+d8+4	7	AP 4; See notes

PERSONAL FIREARMS

Type	Range	Damage	RoF	Weight	Pow	Min. Str	Notes
Apophis rifle	12/24/48	Stun	1	10	20	d6	See notes
Hades pistol	12/24/48	2-3d6	1	5	15	—	See notes
Tarterus SMG	12/24/48	2-3d6	3	9	30	—	See notes

SPECIAL WEAPONS

Type	Range	Damage	Weight	Pow	Min. Str	Notes
Abaddon light blast cannon	24/48/96	2-3d6	14	25	d6	See notes
Banshee defense system	—	—	6	10	—	See notes
Gehenna heavy blast cannon	24/48/96	2-3d6	20	40	d8	See notes
Hellmouth tank killer	24/48/96	4d6	4	12	—	See notes
Judas hypnosis cannon	6/12/24	—	12	15	d6	See notes
Lazarus re-animator pack	Cone	—	15	21	d6	See notes
Nocturnis mortar	30/60/120	—/3d6	18	16	d6	See notes
Pentagram warding staves	—	Special	4	20	—	See notes
Sinner subdual pack	6/12/24	—	15	16	d6	See notes

DANGEROUS SECRETS

And he asked him, What is thy name? And he answered saying, My name is Legion: for we are many.

Mark 5:9

The light of faith still shines bright in the galaxy but darkness lurks in the hearts of men. Private agendas plague the College of Cardinals, Corporations plot the Church's downfall, and rivalries fester between the Sacri Ordines. Meanwhile, the masses remain ignorant.

Dangerous secrets indeed lie undiscovered in the 24th century. The discovery of each secret constitutes an entire Plot Point ripe for exploitation. WM's should feel free to develop their own campaign ideas and stories, using the secrets revealed here to lure characters toward deeper and darker revelations.

There is a long way to go before the vision of the Church for Salus becomes a reality.

THE CHARNEL HOUSE

Pope John XXIV knows his time left on the mortal realm is short. His desire to see the Church rise to new heights and exterminate the Rephaim threat has clouded his judgment and he has come to believe there is no successor worthy of his throne. He now seeks to avoid death.

His decision to extend the powers of the Lazarites in 2323 was not taken whimsically. In secret council he spoke to Grand Master O'Flaherty of his vision for the Church, of a holy empire spanning the universe with him as its spiritual and secular keystone. In return for wider powers, O'Flaherty was charged with finding a way to prolong his life through vampiric transformation but without the blood lust. Pope John XXIV wished to become immortal.

Although shocked by His Holiness' words, O'Flaherty saw the sense in them. It was he who reformed the Sacri Ordines, it was he who guided mankind through the turmoil of the Third Reformation to become mankind's leading light, and it is he who is best able to lead mankind to victory against their dark foe.

O'Flaherty set about creating a secret inner circle within the Lazarites. Only the most trusted scientists and theologians of the Ordo were invited to join, and those who refused were quietly killed or removed to secure mental health facilities for permanent incarceration. A secret research Preceptory was created deep beneath the surface of Salus, its existence never mentioned in any official communiqué. When discussed, it is known simply as the Charnel House.

In the seclusion of the Charnel House, the inner circle works around the clock to understand vampiric immortality. Vampires captured by the Ordo's troops are secretly diverted to the base under heavy guard to suffer gruesome experiments. Currently unwilling to deliberately infect another human being with vampirism, a new mandate has been sent to all Lazarite Preceptories—any victim of a vampire's bite, civilian or military, Church or Corporate is to be detained and their presence reported immediately to O'Flaherty herself using secured channels. No effort is made to cure the victim and when they turn into vampires, they are destroyed.

In the few decades the laboratory has been in operation there have been no major breakthroughs, but the research staff are diligent in their quest to find the secret of immortality before the ailing pope dies.

Discovery of the pope's plans for immortality would likely send shockwaves through the population of Salus. That the pope, God's representative on Salus, would seek to become immortal would

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undoubtedly cause many to suffer a crisis of faith. The scandal would also severely weaken the Church's control over humanity, as well as giving the Corporations plenty of ammunition. At worst, the scandal would lead to the collapse of the Church.

HERESIES

Heretical beliefs have been with the Church since its inception. The Council of Nicea in 325 AD laid down what was and was not acceptable as the Church's official beliefs. All other variants of the Christian faith were labeled as heresies, though true persecution was delayed until the Middle Ages, when the Albigensian Crusade swept across southern France and the Inquisition put witches to the torch in droves.



By the end of the 21st century the Church had all but ignored heretical off shoots. Christ was simply a man, God is a woman, aliens genetically modified primates to become humans—the list grew endless and even more bizarre. Even when man finally turned his collective back on God, the Church went quietly about its business as usual.

The Second Reformation saw a brief return to favor for a modified Church, though human greed and pride again got the better of humanity before the Church had a chance to consolidate its position. Now the Church is in its Third Reformation and things have reverted back to the “old ways.”

The papal decree of 2314 to mankind was strikingly clear – One God, One Church, One Doctrine. Those six little words reversed a thousand years of progress in a heartbeat.

Overnight, the Church labeled any religion different to its own as heretical. Frightened citizens flocked to the Church, happy to throw away their former beliefs and seek solace and protection in the arms of Mother Church. Like a good mother, the Church welcomed back her wayward children while simultaneously punishing those who chose to think for themselves.

Several hundred minor heresies were extinguished within a year, most by their few believers giving up the faith. In their place new heresies have arisen—heresies that pose a danger to the Church, heresies that must be eradicated at any cost.

Of the three main heresies, only Immortalism presents a serious threat to Church authority. The cult grows stronger by the day and has members in many areas of the Church and Corporations.

FORSAKERS

Did Christ on the cross not cry out, “My God! My God! Why hast thou forsaken me?” If God was willing to forsake his own son, then why not mankind as well?

This credo lies at the heart of the Forsakers beliefs. God may still exist, but his eyes are no longer cast upon mankind. Members refute the authority of the Church, viewing it as a corrupt entity existing solely for political and financial gain.

It is not an organized heresy—Forsakers do not gather in secret to discuss the Church's latest tax increases or ponder where God's gaze has

turned. This is a heresy for the individual whose faith has been shaken and who no longer sees following the Church's edicts as a way to salvation.

Considered harmless by many, especially those who know a Forsaker, the Church takes a different view. A small number of Forsakers may be dispirited individuals who need reeducating, but if the heresy grows then the Church loses members, and that means financial, political, and military power will be reduced.

Forsakers caught by the Inquisition are sent to reeducation work camps for a year. Should they still profess God has forsaken them they are sentenced to life imprisonment in a Church gulag as "dangerous subversives." Life here is short and brutal, perhaps finally proving the Forsakers' belief in God's indifference to humanity.

IMMORTALISM

Most people, regardless of their faith, are scared of dying. Maybe it is fear of not knowing what lies beyond this mortal coil, or more likely the worry God will find you wanting and condemn you to eternal torment in the fiery pits of Hell.

Immortalism promises a way to avoid death, to avoid being judged by what its members claim is an unfair God. To earn eternal life, all you need to do is be faithful to the Rephaim. Naturally, this sales pitch scares the hell out of most potential converts, at least until they hear the rest of the argument.

God delivered you into a poor family, where you have to scrape a living from whatever dregs are thrown to you by the small, rich elite. God cursed you to grow old and wither in a relatively short period of time, thereby denying you the chance to make something of your life. God made your body susceptible to disease and hunger. God takes away your children, your partners, and your friends before they have had chance to grow old. God has watched over you your whole life, but has he ever, just once, answered one of your prayers? No? Then join us and we can deliver you from the misery of your life.

In return for being given eternal physical life, heretics are encouraged to work for the Rephaim. Most have no clue what constitutes aid to a walking corpse, and their acts are petty and include the withholding of tithes, nonattendance at Church, or spitting at Church forces as they pass through the settlement.

However, there is a hardcore element who takes this belief to heart. Considered terrorists and traitors to humanity by the Church, they wage a guerilla war against the Church and its Sacri Ordines. Burning churches, sabotaging equipment, murdering priests or Knights, supplying information on troop movements, and delivering corpses to the Rephaim (some quite fresh) are all seen as worthy acts.

Others have left behind their humanity are joined with the Rephaim to form the Ordo Tenebrae—a human army loyal to the Rephaim.

The reward for most members is eternal life as a zombie or skeleton in some dark lord's army. Of course, you may get blown apart several times, but rest assured, they will keep you coming back. A few, and only a few, are actually gifted by grateful ancient vampires and turned into lesser vampires for their loyal service.

Given its arguments, the heresy is predominantly targeted towards the poorer members of the society (i.e. the majority). But even the rich Corporate executive can be swayed. Why should he die, giving up everything he has earned? As an immortal he can acquire more wealth, more power, and more respect. The heresy prays upon mankind's basest desires.

Many Corporate media outlets portray Immortalism as more of a dark cult than a true heresy, but few are willing to argue with an Inquisitor over such semantics. Being revealed as a member of this heresy warrants an automatic death penalty (after lengthy torture).

POENAISM

In mankind's short history there have been several natural events the Church itself viewed as punishments from God—the Black Death and the Mongol invasion of Western Europe to name but two. According to the believers of Poenaism, the destruction of Earth and the rise of the Rephaim are yet more punishments. The core belief of this heresy is simple—mankind has strayed from God's plan and is being punished yet again.

To the Church, God's temporal agency, this is anathema. They are the servants of light, guiding mankind to its rightful destiny. If mankind has sinned, then the Church has failed its holy duty, and that cannot and will not be accepted by the pope or the Curia.

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Though not a dangerous sect, in that it does not actively work with the Rephaim, it is seen as subversive. The Church rejected Jesus as the Son of God during its Second Reformation, but Poenaists seek to redress that issue, claiming that Jesus was the Son of God, He did suffer for man's sins, and mankind has blown his last chance to recant his behavior and fall into line.

Members of the sect are actually firm believers in God, perhaps more so than most other folk. They just take the blame for mankind's failure to please its creator on their shoulders. Self-flagellation, excessive fasting, self-mutilation, marathon prayer sessions, and even wearing spiked clothes (the spikes are on the *inside*) are seen as ways of punishing the self to atone for sins committed.

The Curia has recently learned of a dangerous new teaching by hard-line Poenaists—if the Rephaim are a sign from God, then fighting the Rephaim must mean opposing the will of God. If the Church is God's agent, then why does it work against the Creator's will?

THE OSI FILES

In 1933 Earth's history took a dark turn. Hitler and the Nazi party came to power in Germany, and in 1939 World War II began. That Hitler had



an interest in the occult is well documented—that SS scientists performed experiments in corpse reanimation and made alliances with what appear to be creatures very similar to the Rephaim remained a secret to all but a few.

The Office of Supernatural Investigation (OSI) was a covert US Army intelligence agency dedicated to the destruction of supernatural threats. The Russians had their own variant, the Soviet Office of Paranormal Activity (SOPA). By the end of the war in 1945 both organizations had a wealth of information on the Nazi occult experiments.

By the time the Rephaim revealed their presence on Salus, these organizations had long since ceased to exist. Their archives, however, remained intact in secure vaults on Earth.

As the Second Reformation Church gained more influence so doors of power were opened to their priests. By a quirk of fate a priest searching through old US Army records at Fort Bragg discovered the OSI files and took them to Rome. There they remained for many years, classified Ultra Top Secret and accessible by only a handful of men.

After the founding of the Lazarites the Church planned to move the files to Salus to be given to Lazarite scientists to aid their research into the Rephaim. From what scant information was salvaged from the transport ship's log it seems one of the crew was a vampiric puppet. He killed the bridge crew and crash-landed the ship near a Rephaim stronghold. By the time a retrieval team from the Ordo Lazari Sancti arrived, the OSI files had been removed.

Over the past few years the liches have unveiled several new Rephaim. Corpse mines, exploding corpses, and the fliegerkopf were all designed using Nazi records, along with their weird science weaponry. Where once the forces of darkness used only magic, they are now poised to rival humanity in the realm of science.

The Church is desperate to recover or destroy the OSI records before the Rephaim learn more dark and terrible secrets. Should the existence of the OSI files become public knowledge the backlash could prove disastrous to the Church. The Pope and the Lazarites are prepared to take any steps to keep the situation under wraps.

THE UNION'S BLACK OPS

The Union of Corporations seeks an end to the dominance of the Church in temporal affairs. The Church's reliance on its own civilian companies and military manufacturing denies the Corporations hugely increased profits and effectively halts their expansion short of declaring war. Hundreds of millions of new consumers, albeit financially poor ones, wait to be exploited, hidden behind the overly-protective hand of Mother Church.

Fearful of the combined weight of the Sacri Ordines and the Church's vice-like grip on its citizens, the Corporations have never mustered the courage to openly confront the Church. To challenge the Church would be suicidal—the Sacri Ordines have enough firepower to stymie any armed threat, even from Asgard and Ravendell combined, and a civil war would hand control of Salus to the Rephaim as effectively as if the humans surrendered.

Instead, the Corporations use anti-Church rhetoric through media channels, sabotage, limited assassination, and even deals with the Rephaim to pave the way for a better future.

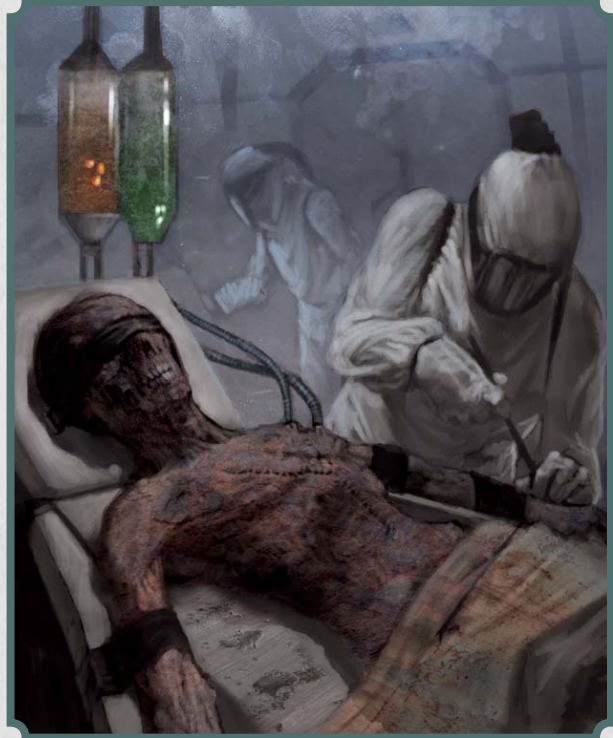
Some examples of individual Corporations' more drastic actions are presented below. This is the tip of the iceberg, and the WM should feel free to create his own black projects.

ASGARD

Asgard's dealings with the Sacri Ordines are a blatant attempt to undermine the Ordines' reliance on Church produced weaponry. Whilst their flechette weapons perform no better than those of other manufacturers, Asgard is willing to make substantial price reductions to undercut Church-backed competitors.

As a financial entity, the Ordines are also seeking to make savings where possible, and firearms and vehicles are their biggest expenditure. Despite producing a very reliable main battle tank, Asgard has no plans to sell the Thor to the Church, wishing to keep the impressive firepower for their own beleaguered troops.

Asgard is also in league with Helvetia to construct an orbital missile platform (see page 98 for more details).



BIOGEN

BioGen has two current covert projects in operation, both of which are highly illegal, though potentially very profitable.

First, their genetic engineering is not confined solely to crop production. In secret laboratories their scientists are working on producing super-soldiers. Throughout history there have been many attempts to make super-humans, from the militaristic Spartans to the racial breeding programs of the Nazis. None truly succeeded.

Using the latest genetic engineering techniques, BioGen is well on the way to producing the first batch of its next generation warrior. Tougher, stronger, and smarter than a regular human, they are also being bred to be obedient servants—a sort of living zombie. Once perfected, BioGen intends to test their product against the Rephaim. If successful, it plans to sell them to Asgard and Ravendell to replace their existing security forces. There is even talk of offering the product to the Church.

Second, BioGen is performing its own experiments on the Rephaim. An elite team operating from a secret research base on Haven has so far managed to capture several dozen lesser Rephaim. BioGen originally planned to create a

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weapon capable of destroying the Rephaim, so removing the masses' faith in the Church, and replacing it with a love for the Corporation.

Now, BioGen seeks to capture a vampire, to harness its strengths and genetically remove its weaknesses. Super-soldiers may be good enough for the other Corporations, but BioGen desires an army of loyal, vampiric super-soldiers for itself.

HELVETIA/ASGARD

Asgard has indeed approached Helvetia to construct an orbital missile platform. Unbeknownst to the Church, the platform is almost complete and will be ready to launch in six months, local time. Its arsenal of twenty 10-megaton warheads will give Asgard massive leverage over the Church.

Sadly for Helvetia, Asgard intends to use one of the warheads to destroy its prime population area. Fortunately, Helvetia equipped each missile with a self-destruct mechanism in case of a double-cross. There is no honor amongst the Corporations.

LANSING MEDIA

Lansing Media lacks the military strength to challenge the Church, but it does have a powerful weapon—the media. Undercover Lansing news teams have infiltrated many Church departments, including the Sacri Ordines. In secret they gather as much dirt as they can, whether it be corrupt cardinals, brutality by Knights against civilians, or the excesses of the Inquisition.

When the time is right, Lansing plans to sabotage the Church media networks and broadcast the information it has acquired to the hundreds

of millions of homes denied access to Corporate media. It hopes the political backlash will be the undoing of the Church.

RAVENDELL

Like Asgard, Ravendell hopes to cut Church armaments firms from the loop, supplying the Ordines with its own, cheaper products. Within the company, a small element has a more insidious plan.

Computers within the tanks marked for sale to the Ordines have been fitted with Trojan horse circuits, allowing the Corporation to disable any system within the vehicle by remote control. Once the Ordines are totally reliant on Ravendell hardware, the transmission of a simple computer code will disable their firepower in one swoop, allowing Ravendell troops to confront them on their terms.

WEST STAR MINING

West Star Mining's operations are indeed cost effective. The Church can shout "slave labor" all it wants, for WSM has taken more drastic measures to cut costs. In a deal with the Dark Conclave (made through human agents), WSM is actually beginning to use zombies as a cheap source of labor.

Naturally, if word of this ever reached the Church or the other Corporations the backlash would be catastrophic, so WSM maintains a military force far in excess of its requirements. Partly this is to protect mining sites from nosy outsiders, and partly to keep the zombies in line. Why did WSM make this deal with the Devil? The executive board made their decision based on statistical probability. The war against the Rephaim has been raging for nearly 40 years, with neither side yet gaining the upper hand.

Thus, the war is likely to remain a stalemate for many more decades and, in that time, WSM can make a huge profit. As far as they are concerned it is a victimless expansion policy.

As far as the Dark Conclave is concerned, WSM are merely helping them place large numbers of troops in human territory. When the time is right puppet agents will supply the zombie workforce with weapons, opening up a new front behind human lines.

OPERATIONS

Therefore shall ye observe all my statutes, and all my judgments, and do them: I am the Lord.

Leviticus 19:37

ALERTNESS OF SENTRIES

The Rephaim, even vampires, do not require sleep. Lesser Rephaim, such as zombies and skeletons do not require food, nor do their minds wander away from their assigned duties. Rephaim sentries are always assumed to be alert.

BUILDINGS

Many settlements have fallen to the Rephaim and retaking them involves messy street fighting.

In *Necropolis*, every building has a Toughness and Armor rating. Armored buildings, such as bunkers and pillboxes, have Heavy Armor. Rules for shooting through objects can be found in the *Savage Worlds* rulebook. Completely destroying a building, even in the 24th century, takes a lot of effort. A railgun could slowly blast it to pieces, but they are designed to penetrate armor and leave only a small hole. Likewise, using a flechette rifle would require many thousands of rounds to collapse even a single-story wooden structure. Even large caliber artillery shells usually require several direct hits to completely demolish a building.

Only explosive Heavy Weapons or artillery can destroy a building. Treat the building as a Wild Card. When it reaches Incapacitated it collapses, causing 3d6 damage to everything inside, plus an extra 1d6 for each floor above them.

For simplicity, assume an attack with any other explosive weapon resulting in a “wound” simply creates a 2-yard (1”) breach in the building. It’s simple and quick. Other attacks, like rail guns, just punch small holes in the walls.

SAMPLE BUILDINGS

Structure	Toughness	Notes
Building, stone	25(10)	Heavy Armor
Building, wooden	19(4)	
Bunker	120(80)	Heavy Armor
Cathedral	90(60)	Heavy Armor
Church	40(20)	Heavy Armor
Pillbox	65(40)	Heavy Armor
Sandbag emplacement	20(10)	
Wooden bunker	35(15)	

RAZOR WIRE

All sides use razor wire to deny infantry access and to delay passage. Strung out in coils, the thick strands of wire are covered in sharp blades constructed using the same technology as molecular weapons. The blades can slice through armor and exposed flesh, and snag on equipment.

Tanks and APCs can pass through razor wire without effect, though they leave a mass of squashed—and still dangerous—wire behind them. Explosives are usually employed to clear wire, but such methods alert nearby defenders.

Soldiers slipping through razor wire defenses must make an Agility roll every 2 yards (one game inch) of movement to avoid becoming entangled and cutting themselves on the sharp blades. On a success, the soldier slips through the wire unharmed. On a failure, the soldier has become snagged and suffers 1d6 damage (this roll can Ace). A second Agility roll is required to free himself. On a success he is free but can do nothing else this round. On a raise, he is free and can act as usual.

Should any roll be a critical failure, the soldier has become entangled and suffers 2d6 damage. He may attempt to free himself but suffers a –2 penalty and takes a further 2d6 damage each

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round he takes another action involving any sort of movement. Laying still causes no damage, but it also means the character is a sitting duck.

Razor wire can be cut through with wire cutters at the rate of 2 yards (1") per action.

MINEFIELDS

Church and Corporate forces employ three types of mine—anti-personnel (AP), anti-tank (AT), and monofilament (MF). The Rephaim use conventional mines and the feared corpse mines (page 158). Most minefields are laid in the ground around a camp or installation. They are designed to break up a ground attack and inflict losses on the enemy, and are especially useful against the first charges of the “human wave” assaults used by Rephaim. As corpse mines only activate when they sense living targets, the Rephaim deploy them in populated regions, seemingly at random.

Areas filled with mines are rated by their density, represented by a die used to determine the likelihood of injury. Minefields are rated as light (d10), medium (d8), heavy (d6), and very heavy (d4). For every 2 yards (1") a soldier moves through a mined area roll its associated Density Die. Any 1s that come up indicate a mine has been triggered with the resultant damage as detailed in the Mine Summary Table, below. In a mixed minefield, roll to determine what type of mine is triggered.

DETECTION

Characters attempting to detect mines must make a Notice check, taking into account the device’s modifier (as shown below). If detected it can be marked and avoided by soldiers following the point man. The unit’s speed of movement also affects the chance of detecting a mine.

DETECTION MODIFIERS

Modifier	Circumstance
+2	Mine detector vs. mines (not corpse mines)
–2	Poor visibility
–2	Full Pace
+0	Half Pace or less
N/A*	Running (no Notice roll allowed)
Variable	Device Notice modifier
+1	Knight Combat Engineer soldier

Any 1s on the Notice die indicate the soldier has triggered the device. Failure means the device wasn’t spotted, leaving members of the unit fol-

lowing to make Notice rolls. A success indicates the soldier spotted the device and may mark it for the other members of the unit to avoid.

Note that running prevents any attempt to spot mines. The soldier makes an Agility roll at –4 to avoid triggering the device as he charges past. Don’t run in minefields!

MINE SUMMARY TABLE

Modifiers: +2 in Rephaim area.

d6	Type	Notice	Dam.	Notes
1–3	AP	–2	3d6	Small Burst
4–5	MF	–1	3d8	AP 4; Medium Burst
6	AT	–1	4d6	Small Burst; AP 20 against half weakest Armor
7–8	Corpse *		6d6/3d6	See page 158

MASS BATTLES

Operations at Squadron level and above are perfectly feasible in *Necropolis* using the *Savage Worlds* rules for Mass Battles. This system also allows you to simulate Rephaim invasions of Preceptories or forward firebases. The WM should prepare two maps of the Area of Operation before the adventure begins. The players’ map shows known terrain, roads, and settlements. The other map is the War Master’s own, which shows the real terrain, disposition of enemy troops, enemy fortifications, minefields, and so on.

Enterprising characters could launch a series of missions to fill in some of the blanks on their map before the massed battle. These could be played out as scenarios in a prelude to the main operation creating an interesting mini-campaign.

BATTLE MODIFIERS

Tokens: The Rephaim have greater numbers than the Sacri Ordines, use similar personal equipment, and possess some resistance to the bulk of Church firearms. However, their troops are not as well trained and lack heavy armor support. To represent these factors, the Rephaim should be given 25% more tokens (rounded up).

Fire Support: The militant Ordines always have at least +2 here due to the range and availability of support. On most large scale missions there is a high chance heavy support is available, giving the Church commander +3.

Terrain: These modifiers depend on the decisions made by the generals. Rephaim soldiers may be mindless, but their commanders are not. Depending on where contact is made, the WM may impose a modifier.

Battle Plan: The Rephaim prefer to launch frontal assaults, even against heavily-fortified positions. A good Church battle plan should be rewarded with a +2 bonus.

OPERATIONAL ORDERS

In *Necropolis* the War Master has complete control over the missions the characters undertake. In other roleplaying games the players have more freedom to decide what their heroes' goals are and how to pursue them. As Knights sworn to uphold sacred vows, the characters are expected to do as they are told and perform whatever missions their superiors deem necessary.

At the heart of a *Savage Worlds* game are the exploits of your players' characters and this setting is no exception. As WM, you have complete freedom to tailor the campaign as you see fit, varying the missions the unit undertakes to keep the game fresh and interesting for your players.

The adventure generator provides you with a means of devising fleshed out missions, or ideas if you need some to create a mission on the fly.

Despite what Church media portrays, Knights do not spend every waking moment in battle. Much of their life consists of routine chores at the Preceptory, punctuated by patrols, raids, or defensive actions as required. The characters should be sent on one or two missions a month, depending on their duration and difficulty.

As with adventure generators in other settings, the one presented here is intended to give you guidance when designing scenarios. If you don't like one of the results, or you think it is inappropriate, feel free to modify the results or just choose them, rather than rolling.

An intelligence officer, typically a Scout Knight Commander, delivers most briefings directly to the group's CO. The CO is then expected to brief his men accordingly. Missions involving large numbers of troops are briefed by the Preceptor Master and, in rare cases, the Field Master. Only when the entire Ordo is mobilizing does the Marshal give briefings.

ADVENTURE GENERATOR

The War Master should roll an entry on the Mission Type Table using the unit modifiers. Once the mission type is decided, roll on subsequent tables as appropriate. On all sub-tables, also use the appropriate modifiers.

TABLE 1: MISSION TYPE

Ordo Modifier: Templars: -2, Impalers: -1, Preachers: +1

Rank Modifiers: Unit mostly Novice +1, Unit mostly Veteran or higher -1

d10	Result
1 or less	Assault
2	Participate
3	Protect
4	Capture
5	Destroy/Sabotage
6	Investigate
7	Rescue
8	Scout
9+	Hearts and Minds



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ASSAULT MISSION SUBTABLE

A key objective must be destroyed at any cost. Roll on the table below to determine the objective.

d6	Result
1–2	Fortification
3–4	Building
5–6	Position

Building: A structure, such as a church or observation post, or a small collection of buildings, has fallen into enemy hands.

Fortification: Until the fortifications are cleansed military activity in the area is stymied.

Position: This loose term covers everything from a graveyard being used to create more Rephaim to a makeshift forward position for scouts or shocktroops.

CAPTURE MISSION SUBTABLE

An individual or piece of equipment, usually located behind enemy lines, must be retrieved intact. Roll on the table below to determine the objective.

d8	Result
1	Agent
2	Battle plans
3	Bridge
4	City, town, or village
5	Corporate scientists
6	Secret weapon
7	Greater Rephaim
8	Weird science

Agent: Both the Rephaim and the Union employ agents against the Church. The characters are ordered to locate an enemy agent and bring him in for questioning. The location of the agent and his status are left to the WM to decide.

Battle Plans: Intelligence has revealed the location of a Rephaim headquarters. Suspecting it contains battle plans—which it may not—the characters are ordered to infiltrate the headquarters and retrieve the plans.

Bridge: The Rephaim do not use watercraft to any great extent and must rely on capturing bridges to cross large rivers and chasms. The characters must retake the bridge without destroying it.

City, Town, or Village: A settlement must be recaptured from the Rephaim. The target may be the entire location or just a small part, such as a city block or district.

Corporate Scientists: The Church suspects all the Corporations of being in collusion with the Rephaim. Unwilling to open a war on two fronts, the Vatican has decreed Corporate scientists be captured for interrogation.

Typically these missions fall into one of two camps—the scientists are operating in Church territory and must be captured before they enter Corporate territory, or the team is ordered to launch a covert raid into a Corporate enclave.

Greater Rephaim: Greater Rephaim only rarely venture out of their mausoleums and the chance to grab one for interrogation or research is too good an opportunity to pass.

Secret Weapon: The testing of a brand new secret weapon by Rephaim or Corporate forces has not gone unnoticed.

Weird Science: In a bid to better understand their foe and produce counter weapons, the characters must secure one or more items of necromantic weird science.

DESTROY/SABOTAGE MISSION SUBTABLE

An individual or piece of equipment, usually located behind enemy lines, must be destroyed. Roll on the table below to determine the objective.

d6	Result
1–2	Greater Rephaim
3	Research facility
4	Secret weapon
5	Supply depot
6	Vehicles

Greater Rephaim: A greater Rephaim has been located far behind enemy lines and the Field Master has ordered it assassinated. The Ordo Lazari Sancti never gives its Knights this type of mission.

Research Facility: Both the Rephaim and the Corporations are heavily involved in research projects. Such facilities are well-defended and often located deep behind the frontlines. Roll twice for opposition to reflect the increased security.

Secret Weapon: The Rephaim or a Corporation has been testing a new weapon far from the frontline.

Supply Depot: Destroying the depot denies its resources to the enemy.

Vehicles: One or more vehicles, whether in a laager or on the move, must be destroyed. Targets can include trains and delivery trucks as well as military targets.

HEARTS AND MINDS MISSION SUBTABLE

The group is ordered to show a Church presence and conduct recruitment operations among the civilian population near their Preceptory. Roll to determine the habitation type.

d4	Result
1–2	Small village
3	Town
4	City

INVESTIGATE MISSION SUBTABLE

Something strange warrants closer investigation. These missions give the WM great flexibility in determining the cause of the problem. Roll to determine the mystery that needs investigating.

d6	Result
1	New form of Rephaim
2	Cultist activity
3	Disappearance of villagers, units, or person
4	Location of last transmission
5	Mysterious sound, smell, and/or glow
6	Origin of new weird science

Cultist Activity: The guilty parties may be heretics or followers of the Rephaim. Rooting them out requires a mix of social skills and investigation.

Disappearance: Something or someone has vanished. They may be lost or suffering communications failure, or something more sinister may have taken place.

Location: A friendly unit has failed to report in and the characters must locate the site of their last transmission for clues.

Mysterious Event: The WM has total control of what is causing the mysterious events. It could be supernatural or a something very mundane.

New Form: Something the group has never seen before.

Origin: A new form of necromantic device has been reported in use. The heroes must track it back to its origin.

PARTICIPATE MISSION SUBTABLE

The heroes are to take part in a large-scale operation. Roll to determine the type of mission.

d6	Result
1	Air assault
2	Amphibious landing
3	Bridgehead
4	Counterattack
5	Evacuation
6	Street fighting

Air Assault: An assault behind enemy lines.

Amphibious Landing: Amphibious Landing: A major assault launched against a coastal region.

Bridgehead: An invasion into a Dead Zone has gained a toehold but needs reinforcing.

Counterattack: Troops are required to launch a counterattack before the enemy can reinforce.

Evacuation: Innocent citizens must be evacuated from a location threatened or currently under attack by Rephaim.

Street Fighting: An allied unit is bogged down in street fighting and requires assistance.

PROTECT MISSION SUBTABLE

Someone or something must be defended from attack. Roll on the table below to determine the object that needs protecting.

d8	Result
1	Bridge, road, railway, port, or other strategic site
2	City, town, or village
3	Church official
4	Dignitary from a Sacer Ordo
5	Factory/production site
6	Position lacking supplies
7	Rearguard in retreat/withdrawal
8	Secret base

The objective must be held or protected until the unit is told otherwise. Withdrawal is not permitted without express orders.

RESCUE MISSION SUBTABLE

A search and retrieval mission usually behind enemy lines. Roll on the table below to determine the focus of the operation.

d4	Result
1	Downed pilot/vehicle crew
2	Church official
3	Equipment
4	Missing unit

Rescue missions are conducted behind enemy lines. The target could be lost or held by Rephaim or Corporate forces. In rare cases destruction of the target is permissible to stop sensitive information being discovered.

Equipment: This may be vehicles abandoned by the crew, or an airdrop that has gone astray.

Vehicle Crew: 1d4 crew. See page 155.

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SCOUT MISSION SUBTABLE

Intelligence must be gathered about an enemy position. Roll to determine what needs investigating. The heroes have to look around and report back. Contact with the enemy is to be avoided.

d4	Result
1	Enemy action
2	Enemy facility
3-4	Enemy position

TABLE 2: SUPPORT

Once you know what mission the heroes are being assigned, roll to find out what assets the unit can call upon. They can still attempt to raise general support using comms rolls during a mission, even if you roll a No Support result on this table. During the briefing, the players should be informed of the dedicated support available.

Modifier: Assault, Participate, or Protect: +2; Investigate or Scout: -2; Hearts & Minds: automatic No Support; all others: no modifier

d8	Result
1-4	No Support Available
5-6	Guns: roll on the Artillery Support Table (page 48) to determine what's available.
7+	Aircraft: roll on the Air Support Table (page 49) to determine what's available.

TABLE 3: ALLIES

Unless on a covert mission, Knights rarely operate alone. All allies belong to the same Ordo as the highest ranked character. Write up an ally sheet or vehicle for the attachment and give it to the players to use.

Modifier: Assault: +5; Participate: +4; Protect +3; Rescue: -1; Scout: -2; Hearts & Minds: -4; all others: no modifier

d10	Result
1-2	None
3	Dog team
4-6	Sergeants (1 Lance)
7	Sergeants (1d2 Lances)
8	Sergeants (1d4 Lances)
9	Fire support
10	Close artillery team
11	Vehicle, Prophet APC
12	Vehicle, light tank
13	Vehicle, medium tank
14+	Vehicle, heavy tank

Close Artillery Team: Two Knight Artillerists equipped with a 50mm SBAC are assigned.

Dog Team: Dogs are used to sniff out Rephaim. A dog handler and dog have been attached to the team for the duration of the mission. Use Sergeant stats (p. 153) and dog stats from *Savage Worlds*.

Fire Support: An Infantry Support Knight with a flechette MG (or flamethrower for Incinerators) is attached to the unit.

None: No allies are available for this mission.

Sergeants: A group of Sergeants is attached to the player's unit. Each Lance comprises 10 Sergeants, one of whom is a Sergeant Commander. Treat him as a Sergeant with d8 Vigor and Shooting and the Command Edge.

Vehicle, Heavy Tank: A Golgotha Heavy Tank is provided for the mission. All crew are Knight Vehicle Crew. Templars receive a Calvary instead.

Vehicle, Light Tank: A Nazareth Light Tank or Flagellant is provided for the mission. All crew are Knight Vehicle Crew. Replace the Nazareth with a Purifier if the characters are Incinerators.

Vehicle, Medium Tank: A Judea Medium Tank is assigned. All crew are Knight Vehicle Crew.

Vehicle, Prophet APC: The unit is assigned a Prophet APC. The crew are Knight Vehicle Crew.

TABLE 4A: CORPORATE OPPOSITION

Whenever the WM needs to generate a random firefight or opposition for an adventure, you can use these tables. Multiple rolls may be made for Assaults, Participate, or Protection missions as the WM sees fit. Roll at least 1d4 times for these missions. Only Capture, Destroy, Rescue, and Scout missions are carried out against the Union.

Modifiers: Capture or Destroy: +1; Rescue: +0; Scout: -1

d6	Result
1	Patrol
2	Scout/sniper
3-4	Soldiers
5	Scientists
6+	Veteran soldiers

Patrol: A patrol of 2d6 soldiers is moving through the area.

Scientists: A unit of 1d3 scientists and 2d3 veteran soldiers are operating in the area. If they are engaged in illegal activity the soldiers attempt to eliminate the characters.

Scout/Sniper : A lone scout lurks in area. He is more interested in gathering intelligence on the group than taking potshots.

Soldiers: A force of 3d6 soldiers led by an officer and supported by a Roadrunner APC is operating in the area.

Veteran Soldiers: A squad of 2d6 veteran soldiers and 1d3 officers supported by a Brigand Medium Tank are on maneuvers in the area.

TABLE 4B: REPHAIM OPPOSITION

Modifiers: Assault, Participate, or Protect: +2; Investigate or Rescue -2; Hearts & Minds: -4; all others: no modifier

d10	Result
1	Corrupt priest
2	Changeling
3-4	Patrol
5	Exploding corpses
6-7	Company
8	Weird science support
9	Unusual Rephaim
10	Nazareth light tank
11+	Greater Rephaim. Roll twice to determine bodyguard (reroll results of 11+)

Changeling: One or more changelings disguised as peasants are in the area. They infiltrate the unit and attack from within.

Company: A force of zombies and/or skeletons equal in size to twice the number of allied characters and led by a young vampire is operating in the area. There is a 50% chance they have a necromantic special weapon.

Corrupt Priest: A corrupt priest and 2d4 disciples (treat as Militia) are in the area. They try to befriend the unit before calling in Rephaim reinforcements and leading the unit into an ambush. If encountered in a settlement, there is a 50% chance he has 3d6 disciples.

Exploding Corpses: A number of exploding corpses equal in size to the heroes' unit are patrolling the area looking for living targets.

Greater Rephaim: A mummy or ancient vampire is in the area along with his bodyguards. Capturing or destroying such a creature would be a major coup for the characters but these fearsome beasts are reluctant to stand and fight. Where possible they employ their bodyguards to fight a rearguard action while they flee.

Nazareth Light Tank: Captured tanks provide the Rephaim with their only armored support. A single Nazareth Light Tank and its zombie crew is located in the area. There is a 50% chance a Rephaim patrol is supporting them.

Patrol: A small force of Rephaim numbering 2d6 zombies or skeletons is combing the area for living targets. They lack an officer to coordinate tactics and are incapable of planning an ambush, relying instead of frontal attacks.

Unusual Rephaim: The group comes up against one of the Rephaim horrors from the Bestiary or a beast of the WM's devising.

Weird Science Support: A unit of 1d4+1 zombies led by a young vampire and carrying a necromantic special weapon is in the area. Such units are rarely sent out alone—there is a 50% chance a patrol is operating nearby.

TABLE 5: COMPLICATIONS

Modifier: Assault: +2, Hearts & Minds: -2

d20	Result
2-3	Hostile populace
4-5	Comms down
6	Fortification
7-8	News team
9	Change of orders
10-13	None
14	Minefield
15-16	Corporate activity
17-18	Staging area
19	Malfunction
20+	Incorrect intelligence

Change of Orders: At some point during the adventure the group receives a call from the Preceptory. The group's current mission is scrubbed and a new one given to them. Any allied units stay with the group for the new mission.

Comms Down: An unexpected solar flare strikes Salus and disables the unit's comms. The interference lasts 1d4 hours.

Corporate Activity: One of the Corporations has a small team operating in the area. Roll on the Corporate Opposition Table. They are on a covert—and illegal—mission and are hostile.

Fortification: The group stumbles across a small fortification. The fortification is camouflaged and requires a Notice roll at -1 to spot before the guards open fire from 2d12+12" away. The group comprises 1d6 zombies and/or skeletons supported by a necromantic special weapon.

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Hostile Populace: The locals are upset at paying high taxes, the lack of Church presence, the threat of Rephaim, or some other issue. They treat the heroes with contempt, refuse them hospitality, and make anti-Church statements.

Incorrect Intelligence: Some key intelligence given to the group is erroneous. Perhaps enemy forces are stronger (or nonexistent) or the location of the target is wrong.

Malfunction: An important piece of equipment, such as a vehicle or heavy weapon, malfunctions. Fixing it in the field requires a Repair (-2) roll and 2d10 minutes.

Minefield: The group wanders into an area containing corpse mines. The minefield covers an area of 2d10+20" and is of medium density.

News Team: A Church media news crew consisting of 1d6 members is assigned to follow the unit. If the mission is successful, award an additional experience point to the characters. If a journalist is killed or the characters are caught committing un-Knightly acts (WM's call), however, subtract 2 experience points.

None: Everything goes according to plan.

Staging Area: The group discovers an assembly area for Rephaim preparing to attack a nearby settlement. The force consists of 1d10x10 zombies or skeletons with one young vampire per 20 soldiers. In addition, the force has 1d2+1 captured Nazareth tanks. The heroes should encounter several patrols before finding the staging area.

ENCOUNTERS

Use these encounters to spark ideas when the unit is out on patrol in any terrain. Roll once every few hours or so spent in any one terrain type. Units moving at full speed cannot move quietly—add +1 to the roll.

d8	Result
1-2	Creatures
3	Abandoned camp
4	Discarded equipment
5	Bunker
6	Ambush
7	River
8	Contact

Abandoned Camp: The soldiers have come across evidence of a Rephaim presence.

Ambush: The reason units are trained to stay off roads and break their own path through close terrain is to reduce the chances of being ambushed. A Notice (-4) roll by the point man may tip off the heroes.

Bunker: A Notice (-2) roll by the point man detects concealed positions. Whether or not the bunkers are still occupied, the unit should deal with them to make sure the enemy can't use them in the future. If there are troops in the bunkers, the unit could be in for a stand up fight.

Contact: The unit makes contact with the enemy. An opposed Notice roll against each unit's Stealth decides which units are aware of the other's presence.

Creatures: The unit encounters an indigenous beast. What they have encountered depends on the terrain type and the time of year.

Discarded Equipment: Abandoned weaponry is found. These trophies may be booby trapped, however.

River: A fast flowing river cuts across the unit's path. Whether a well known terrain feature (and therefore a possible ambush or booby trap site) or a surprise, perhaps caused by flash floods and therefore not marked on any maps, fording the river leaves the unit vulnerable.

BATTLE FOR NEW BUDAPEST

The scale of the war on Necropolis may leave you wondering where to begin a campaign. To help you out, this section provides a Plot Point campaign set around the liberation of New Budapest.

The battle for New Budapest is a series of military operations centered on a single objective. Not only does it throw the characters straight into battle, it also gives the players chance to become familiar with the rules for allies and vehicles. Each battle in the campaign involves multiple forces on both sides with vehicles and heavy weapon support.

The campaign is lengthy and heavily combat-oriented, but there is plenty of opportunity for the characters' unit to be recalled from the frontline to undertake other missions while fresh troops take their place.

Suggested opposition is based around a group of four to six player characters—feel free to alter this as required based on the size and experience of your group.

NEW BUDAPEST TODAY

The once gleaming spires of the Cathedral of St. Peter are now twisted and blackened, like skeletal hands reaching toward Heaven. Its marble interior has been corrupted, its statues of saints replaced with those of members of the Dark Conclave, and its holy books torn to shreds and swapped for dark texts. Four square miles of holy ground have been converted into a bastion of evil.

The largest tower is now a dark generator, whose dark cloud now swathes the central island and outer districts in a perpetual shroud. Sunlight has not penetrated the cloud in four long years.

Archbishop Walter Sykes still runs the cathedral, though as a mummy serving the Dark. In overall charge of the city is a liche—Kaltharix the Mad—a senior member of the Dark Conclave and a necromancer supreme. Approximately half the inhabitants were converted to Rephaim through mass rituals performed by liches and mummies. Large numbers of these were thrown into combat against the attack of 2347—more died a second death assaulting the Iron Belt in the counterattack of 2348, but over half the original force remains in the city. Against this vast hoard are pitted the ranks of the Militia Dei.

Of those not converted, many tens of thousand died to create the dark generator. Others were shipped into the Dark Zone to serve as food for vampires or become slave workers. There are still survivors in New Budapest, kept under guard as food, potential reinforcements, and to take part in Kaltharix's great experiment.

The liche believes that through a powerful ritual and the sacrifice of thousands of souls he can open the gateway to the Dark Dimension. Tests involving hundreds of souls produced noticeable effects, and the liche is preparing to sacrifice the rest of the citizens in one bloody massacre.

A LENGTHY WAR

Even with the technologically superior armies of the 24th century, liberating New Budapest cannot be achieved in a matter of a few short weeks. Why? Consider if you will the battle of Stalingrad in World War II. Despite air superiority, heavy artillery, and superior numbers of tanks and infantry, the Germans failed to conquer Stalingrad despite six months of constant attack.

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Stalingrad was nearly leveled by the Luftwaffe in the first days of the battle, yet the Russians reoccupied the ruins and fought the Germans for every inch of ground. As roads became choked with rubble, they became deathtraps for tanks. Snipers made movement in the open dangerous. Every building had to be cleared room by room. New Budapest is no different. Consider the following points.

The Pope wants the city intact, so bombing it flat is not an option. The permanent cloud of darkness over the city prevents aircraft from performing surgical strikes and weakens the morale of the attackers. The Rephaim have had four years to fortify the city, and swelled their ranks with the former inhabitants. New Budapest is deep behind enemy lines—isolating the city requires a frontline over 1000 miles long, and supply routes must be guarded lest the besiegers become the besieged. Two other Dead Zones still present an active threat and must be garrisoned.

Despite their numbers, only a small fraction of the Militia Dei is actually involved in the battle for the city.

CAMPAIGN MATRIX

The campaign matrix shows the progression of the battle based on how well the players performed. Putting total victory or defeat on the characters' heads may seem harsh, but it's a good guide to how Church units are faring.

To use the matrix read the victory conditions given at the end of each mission and follow the appropriate arrow to see what the next mission entails. For example, a failure in **Storm the Suburbs** leads to **Counterattack**, whereas a standard victory leads to **Street by Street** and finding the note in the vampire's pocket leads to **Survivors**. Some missions take place straight after the previous one—especially if the unit failed—whereas others give them a reprieve from frontline service and allow them to undertake regular missions.

Some of the missions send the group back to earlier missions, especially if they have suffered setbacks on the way. Simply alter the wording to reflect the second—or third or fourth—try and rerun the adventure. Feel free to change the deployment of the Rephaim and add extra weapons—they have had time to fortify.

Necropolis differs from other scripted campaigns in that there is no fixed outcome for this battle. Some groups will liberate the city, open-

ing up a wealth of new missions deeper into Rephaim territory. Others groups may be driven back, with mankind once more going on the defensive as the Rephaim, their armies full of new recruits, take advantage of the failure and surge forward into the Iron Belt. Don't worry about keeping things "canon"—there isn't a right or wrong outcome.

Whatever the outcome, *Necropolis* is about to change.

ADVANCE

The Pope has decided the time is right to retake New Budapest from the Rephaim. A combined spearhead attack toward the city is authorized.

BRIEFING

Heads-up Knights, this is the one we've all been waiting for. Pope John XXIV has issued orders to the Militia Dei to liberate New Budapest. For four long years, the forces of darkness have held this city, turning it into a bastion of evil and an affront to the Church's might.

Now, the full weight of the Sacri Ordines is to be turned against the city. The city must be taken, the Church banner must fly from the cathedral spires, and humanity must reign supreme once more.

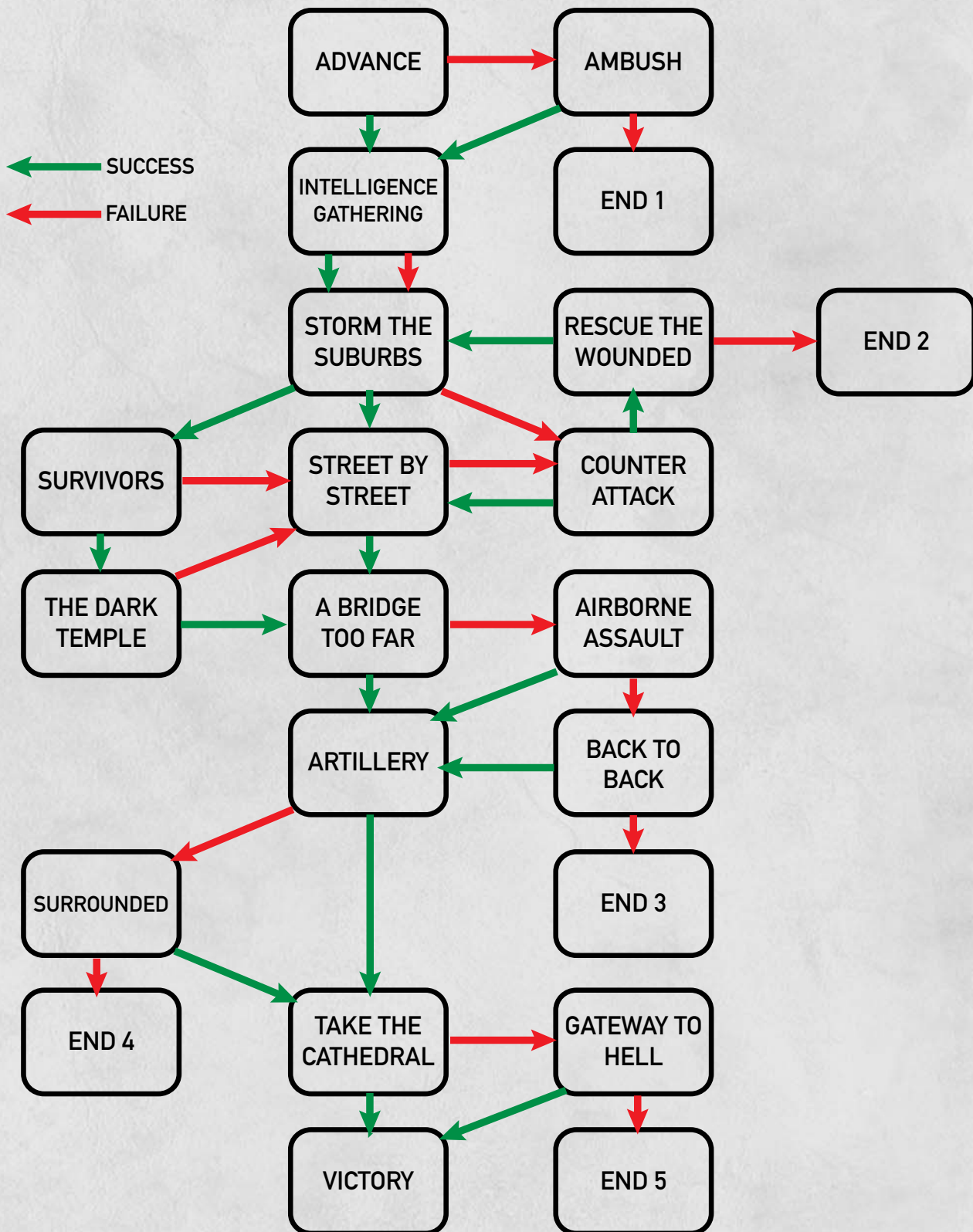
Liberation of the city gives us a forward base right on the enemy's front door. We win and we can push on into his turf. We fail, and the losses we endure may well hand him victory on a plate.

Our Ordo has been ordered to form the northern flank of the spearhead assault. There's a lot of terrain between here and New Budapest, and we can expect flanking attacks. We strike fast, we strike hard, and maybe we can catch the corpses napping.

Your first objective is to clear a route through the frontline defenses. You've been tasked with taking out a bunker complex along the route. Punch a hole through so other elements can begin an encircling maneuver. Artillery and air support will harass any reinforcements before they get to us.

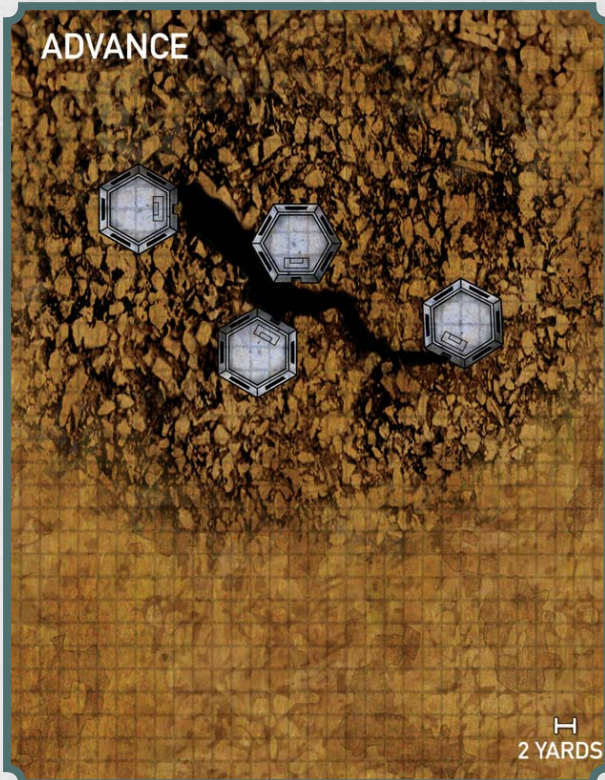
BATTLE FOR NEW BUDAPEST

CAMPAIGN MATRIX



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ADVANCE



Enemy Forces: *The frontline is heavily fortified, so expect heavy resistance.*

Support: *We're going to be moving fast, so only air support is available. If you get bogged down, artillery may be able to move up in time to assist, but there's no guarantee. Two Lances of Sergeants, a Lance of Assault Knights, a Proverb mineclearer, and four Calvary MBTs are at your disposal.*

Equipment: *Load yourselves to the limit with spare ammo and rockets. Don't worry about food—the logistics guys will be right behind us.*

THE MISSION

The assault Lance comprises six Assault Knights—three armed with flamethrowers and three armed with Dove AT-1 missiles launchers. Fill out ally sheets for all the attackers, including the tanks, and hand them to the players.

The group's objective is a series of four armored bunkers linked by open trenches situated on a low ridge. Climbing the ridge other than up the sloping entrance path counts as difficult ground.

A total of six zombies can fire through each bunker's gun slits—the rest wait to replace the fallen. A heavy density mixed minefield protects the ground for 30 yards (15") in front of the ridge.

Enemy forces total 28 zombies led by a vampire. Vehicular support comprises two Judea tanks hull-down behind sandbag enclosures. In addition to small arms, the defenders have a Gehenna blast cannon, four Hellmouth tank killers, and two flechette MGs in each bunker.

The Rephaim tactic is simply to sit tight and keep the attackers at bay for as long as possible. A frontal assault is the Knights' only available option.

AFTERMATH

Victory is achieved if the zone is cleansed of all hostiles. The spearhead assault surges forward toward the city meeting little resistance.

While forward units construct makeshift Preceptories outside the city limits, other units form a new frontline encircling the city. The characters' unit is recalled to their original Preceptory to rest up before the main assault begins. They perform other duties (i.e. other missions) for 3d6+4 weeks.

Failure occurs if all allied units are destroyed or retreat from the battlefield. The group is back in action 2d6 days later.

AMBUSH

The initial assault has met with stiff resistance and is faltering. A second assault is ordered later to try and break through to New Budapest.

BRIEFING

Our first assault met with stronger resistance than we anticipated. We're launching a second assault to try and break through before the corpses reinforce New Budapest. Dozens of columns of enemy reinforcements were spotted heading our way.

Artillery and air strikes are pummeling them as best they can but at least one column vanished into some heavy woods about ten miles behind enemy lines.

BATTLE FOR NEW BUDAPEST

We're going to airlift you in to set up an ambush on the only road through the woods. If you can't stop those reinforcements we're going to be in a lot of trouble.

Enemy Forces: *We have no idea what might be coming your way, but expect ground troops and tanks.*

Support: *Dedicated Constantine fire support is available for this assault, but be wary of airbursts. We can't spare much firepower so all you'll have are three Lances of Sergeants. Make them count.*

Equipment: *Whatever you can carry.*

THE MISSION

The road running through the forest is 6 yards (3") wide and bordered by trees and dense vegetation on both sides. Due to the ground vegetation and heavy canopy, lighting within the forest is Dark (-2) and targets are not visible outside of 20 yards (10").

Exposed units—those on the road—are subject to the same penalties when firing into the woods but are subject only to a Dim Lighting penalty (-1) when attacking units on the road.

Roll on the table below to determine the column met by the group. Once the column gets into range have the lead vehicle driver make a Notice roll versus the Stealth of the characters. Make a group roll for the Sergeants. Repeat this every 8 yards (4") of movement or until the attackers are spotted or the ambush is sprung.

CONVOY TABLE

d6	Result
1-3	Light Column: The column comprises three Prophet APCs, each packed with 12 zombies, with a Nazareth tank at the head and rear. A vampire rides in the central APC.
4-5	Medium Column: A Judea tank at the front of the column and two Nazareth tanks at the rear protect two Prophet APCs loaded with 12 skeletons apiece. A vampire rides in the first APC.
6	Heavy Column: The column consists primarily of armor. A Golgotha tank leads the convoy, followed by a Purifier, two



Prophets, two Judeas, and finally another Golgotha. Each APC carries 11 Dark Knights and an officer.

TACTICAL PROBLEMS

The War Master may use one or more of these tactical problems during the mission to spice things up if the heroes are having things to easy.

- An allied Crown pilot spots the convoy through a gap in the canopy and makes a bombing run.
- A storm strikes, reducing the available light to Pitch Darkness (-6) within the woods and Dark Lighting (-2) on the road.
- A second convoy, rolled randomly on the table above, arrives on the scene.

AFTERMATH

If the convoy of reinforcements is destroyed and all Rephaim cleansed the group is victorious. Total destruction of the attackers ends the campaign.

While forward units construct makeshift Preceptories outside the city limits, other units form a new frontline encircling the city. The characters' unit is recalled to the Preceptory to perform other duties for 3d6 weeks.

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GATHERING INTELLIGENCE

The Militia Dei have reached the outskirts of New Budapest and pushed the Rephaim's forward units back into the city. Cavalry units have encircled the city, preventing outside reinforcements from aiding the besieged defenders. Before any attack can begin, however, the Sacri Ordines want intelligence on what horrors await them.

BRIEFING

Getting here has been a rough ride, but we're in control of the area around the city. Seems our lightning advance succeeded—the city is isolated and the approach roads in our hands. The black cloud covering the city makes it impossible for our spy satellites and recon birds to get a good view of what's happening on the ground. Infrared is useless against the walking dead and we don't know what nasty surprises await our ground troops.

In order to gather reliable intelligence, we're sending out reconnaissance teams into the suburbs to bring back Rephaim for

interrogation. Given the mindless nature of lesser Rephaim, we require at least a vampire—alive and unharmed.

We can't allow the Rephaim to learn anything of our plans. Under no circumstances can any of you allow yourselves to be captured.

Enemy Forces: *We don't have a clue what to expect. Chances are the suburbs are only light defended but there may well be random patrols. Hundreds of thousands of citizens died during the invasion and we don't know how many are Rephaim and how many are just corpses. Be on your guard!*

Support: *A battery of Basilica SPAs is on call should you need to cover your retreat. Due to the nature of this mission no Sergeants are being provided. We don't want the enemy to know our plans, so it's small strike teams only.*

Equipment: *A Prophet APC kitted out with a cage strong enough to contain a vampire is at your disposal. Two corpse catchers and a tangle gun with three rounds are contained in the APC's armory locker.*



THE MISSION

The western suburbs were only lightly damaged in the Rephaim invasion. While most of the buildings remain standing and there is little rubble blocking the streets, deserted vehicles and makeshift barricades present obstacles to the APC.

Each road is lined with two-story houses on both sides, separated by overgrowth. At the rear of each house is a garden or paved area.

Barricades made of furniture and shattered billboards have been erected at the junctions of the two outer roads and the avenue—the center road is unobstructed. The barricades provide +3 Armor to troops behind them. They are 2 yards (1") wide and clambering over them counts as Difficult Ground.

The avenue has a single line of four-story buildings facing down the roads. The bottom level consists of shops and the upper levels apartments.

BATTLE FOR NEW BUDAPEST

Derelict cars litter the street—randomly place a dozen derelicts. These provide excellent cover for advancing troops but limit the maneuverability of the APC.

There are also plenty of skeletons lying in the streets and houses—the Rephaim gathered many skeletons for recruitment into their army but hundreds, maybe thousands, remain unprocessed. These are mundane corpses but the group has no way of knowing if they're ambushers lying in wait.

Finding the vampire requires a house-by-house search—at least until he makes his presence felt.

OPPOSITION

The Dark Conclave knows New Budapest is a strategic city, and they have spent the last four years turning it into a fortress. However, the suburbs are not heavily defended as they lie on the other side of the only standing bridge leading to the city proper. Nor do they lie under the darkness generator's cloud.

A young vampire supported by a force of zombies numbering twice that of the group's strength are positioned here as scouts and forward observers. The vampire has set up a headquarters with half the zombies on the third floor of one the avenue buildings facing down the center road.

The zombies have only their heads showing through the windows. Spotting them requires a Notice roll with a -4 penalty (plus any modifiers for lighting if the group attacks at night). The remainder of his force is hiding in buildings, behind the barricades, and in ruined cars—these should be placed by the War Master to present a tactical challenge to the group.

Zombies may not be clever but they have standing orders to use as much cover as possible—they fire through windows and from behind cars rather than stand in the open.

TACTICAL PROBLEMS

Depending on the experience of the players in your group, the War Master should throw one or more of these challenges at the characters.

- One of the zombies in the headquarters has a flechette MG. His field of fire makes advancing up the center road deadly.
- A zombie positioned in one of the other houses has a single Hellmouth tank killer. He attempts to take out the APC when it nears.

- A routine patrol of 2d6 zombies and a Nazareth light tank sweeps through the area. Unless there is a firefight in progress the patrol moves along the avenue without stopping.

- A pack of 2d6 ghouls enters the area in search of flesh. They actually present as much danger to the zombies as the characters.

AFTERMATH

Victory requires the capture of a "live" vampire. Once back at the new Preceptory, the vampire is taken away for interrogation and the group debriefed. Data gained from the vampire is combined with other information brought back by similar snatch teams. The liberation of New Budapest is planned to start in 3d6 weeks, once final reinforcements have been moved into the area. Until then, the group is assigned other missions in and around the suburbs.

Should the group fail to capture a live vampire, the attack goes ahead as planned. Progress to **Storm the Suburbs** (below) but increase the number of zombies and skeletons by 50% to represent the lack of accurate intelligence.

STORM THE SUBURBS

Operation Divine Fury, the battle for New Budapest, has been approved. The assault begins with a massive artillery barrage on the suburbs followed by the deployment of ground troops at dawn.

BRIEFING

Knights, the time has come to begin the assault. Intelligence gathered from specimens has revealed the suburbs are only lightly defended. We can't risk a push on the central bridges or an airborne assault until this area is secure, however.

Artillery units will begin a bombardment of the suburbs at midnight to soften up enemy positions. The heaviest attacks are being planned for the north, away from the main attack. It's hoped the enemy will be tricked into thinking our attack is being concentrated there.

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At dawn the artillery stops and we move in on the ground. You've been assigned to clear the streets you reconnoitered on the snatch and grab. Cleanse any and all Rephaim in your zone of operations and then dig in, in case of counterattack.

Enemy Forces: *If the artillery barrage works, there won't be much left for you to do except mop up.*

Support: *No specific fire support has been arranged. Numerous artillery and airborne units are available should you need them. Two Nazareth light tanks (replace with Purifiers if the group is Incinerators) and two Lances of Sergeants have been assigned to your command.*

Equipment: *Infantry support Knights are being issued with flamethrowers in place of machineguns. Everyone should take extra magazines and grenades.*

THE MISSION

This battle uses the same map as **Gathering Intelligence** (page 112). Fire Support requests receive a +2 bonus for this mission.

The artillery barrage causes severe structural damage, littering the streets with debris. Place a handful of Small Burst Templates face down in the roads to represent piles of rubble. The debris counts as Difficult Terrain but can be used as cover. The Rephaim will use this terrain to their advantage—so should the characters. A dozen or more shattered Rephaim lie in the streets and partially buried under rubble. Not all of them are inanimate, however.

While the artillery barrage on the northern areas does draw away some Rephaim from their positions, the ancient vampire generals ensconced in the city suspect a trap and secretly send in massive reinforcements under cover of the barrage. A great many are killed but if there's one thing the Rephaim have it's plenty of troops.

A force of ten zombies, six skeletons, and a vampire made it through to the group's zone of operations. As well as small arms, they are equipped with a flechette MG, a 25mm SBAC, a Judas hypnosis cannon, and six LAW rockets. The Rephaim are spread out in the ruined avenue buildings. The SBAC, Judas, and LAW troops are

on the ground floor. In addition, three of the bodies in the streets are corpse mines. Place them as you see fit.

The vampire has been hastily dispatched here from another part of the city. If searched, the characters find orders to "transfer all living captives from the dockside warehouses to the cathedral starting at dusk." It seems there are survivors in New Budapest.

Victory is achieved when all Rephaim in the area are destroyed.

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

- Some idiot further along the chain of command forgot his orders. A Constantine artillery barrage lasting 1d4 rounds lands on the group's area of operations. The shells deviate from the center of the map. This error may help the group—or it may blow them to pieces.

- A group of 1d6 Knight Infantry enters the characters' area of operation through a ruined building along one of the outer roads. Each Knight has only one magazine and two grenades left. They lack support weapons but do have three monofilament mines with a remote detonator. Unfortunately 2d6 zombies are chasing them and arrive 1d4 rounds later.

- Rephaim reinforcements numbering 1d6+2 zombies armed with a Gehenna heavy blast cannon enter the battle through a ruined building along the avenue. They set up position in the building.

AFTERMATH

Should the entire group be killed or driven off, the course of the battle turns against the Sacri Ordines. Victory leads to **Street by Street** (page 119) after a break of 2d6+2 weeks. During that time, the group is assigned to duties back in the Iron Belt while fresh forces continue the push forward.

Showing the captured documents to the group's Preceptor Master leads them to **Survivors** (page 116) if they are victorious in this mission. It takes place 2d4 hours after the events of this mission.

Failure leads straight on to **Counterattack** (page 115) after just 2d6 hours rest.

BATTLE FOR NEW BUDAPEST

COUNTERATTACK

Allied forces have failed to secure the suburbs and a counterattack threatens the fragile hold on the city. Rotate the previous map 180 degrees to represent the new battlefield.

BRIEFING

Our hold on the suburbs is shaky. Reinforcements are coming, but we have to hold the line. Hold the avenue to the last man—we can't afford to get pushed out of the city.

Enemy Forces: *Expect only light armor but large numbers of infantry.*

Support: *It's a bit of a mess, but there is some support available. Just call it in and we'll send what we have. Two Lances of Sergeants and two flechette MGs kitted for remote sentry use are available.*

Equipment: *Everyone is resupplied with their starting gear.*

THE MISSION

The group has the advantage of being the defenders. Allow them some time to place their forces and devise a plan before the assault begins. Fire Support requests receive a +2 bonus for this mission.

The first wave consists of six exploding corpses. Once these have been destroyed, a force of 10 zombies, 10 skeletons, and a young vampire, supported by two Nazareth tanks advances on the avenue.

The attackers split their force into three groups and advance along all three roads simultaneously. They do not stop to search houses along the road unless they come under fire from one of these structures.

TACTICAL PROBLEMS

The group may encounter problems during the attack.

- The Rephaim have two Levant mortars entrenched behind the ruins of a house.
- Rephaim reinforcements arrive. Roll on the Rephaim Opposition Table (page 105) to see what turns up.



AFTERMATH

So long as a single Knight holds the avenue and all Rephaim are destroyed, the group can claim victory. If all the Knights are killed or retreat from the battlefield, the mission is a failure. The next mission takes place 1d6 hours after this adventure.

RESCUE THE WOUNDED

The suburbs are lost and the attack is on the verge of collapse. Use the same map from **Gathering Intelligence** (page 112).

BRIEFING

The enemy counterattack has shattered our frontline. We're pulling back in several places and numerous units are cut off. A group of wounded Knights is trapped somewhere along the avenue and in danger of being encircled unless we get them out. Move fast and strike hard. If we can get them out, we can bombard the suburbs and launch a fresh assault.

NECROPOLIS 2350

Enemy Forces: *Reliable intelligence has ceased to exist and we have no idea what the enemy has in the area. Be prepared for anything.*

Support: *No dedicated support is available, but feel free to call if you need some help. We'll try to divert something your way. A medevac Samaritan APC is at your disposal, along with whatever troops survived the counterattack.*

Equipment: *Only what you're carrying plus two spare medikits each.*

THE MISSION

The objective is to rescue six wounded Knights. All the Knights are in the same building along the avenue—the WM should decide which building. Being Extras, the Knights are Incapacitated and play no part in the battle, even if given medical attention.

Locating the wounded requires the characters to enter the correct building and spend time searching. Searching the entire building takes five rounds, less one per additional character after the first (to a minimum of one round). The group begins on the map edge furthest away from the avenue. When the mission begins, the Rephaim have yet to enter the battlefield.

On round three, a force of ten skeletons and a Sinai Scout Vehicle enter along the western avenue.

On round ten, a Nazareth tank supported by four zombies enters from the characters' starting positioning and heads up the center road toward the avenue.

Extracting each Knight from the building and placing them in the APC takes four rounds if left to a single character and two rounds if two characters cooperate. Interior damage to the building prevents more than two characters carrying out a wounded individual.

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

- The wounded Knights are actually split into two groups in separate buildings along the avenue. The WM should decide which buildings.

- The characters find a group of wounded Sergeants. Getting them out may be a moral victory and earn the Knights some kudos, but it does nothing to alter the victory conditions of the mission.

- Rephaim reinforcements arrive. Roll on the Rephaim Opposition Table (page 105) to see what turns up.

- The APC breaks down. A Repair roll at -4 can be made each round to get it working again.

AFTERMATH

Evacuating at least half the wounded Knights to the allies' starting position gives the group a victory. They are assigned to non-frontline duties for 3d6 weeks while the fighting continues.

SURVIVORS

This mission occurs if the group discovers the document on the vampire in **Storm the Suburbs** (page 113).

BRIEFING

Your unit is recalled to its starting position to receive new orders.

The discovery of living captives has caused some consternation back at field command. We can't allow them to be used for some foul necromancy. Your team is to prepare for immediate dust off. You're being dropped into the docks to liberate those citizens. Once you retrieve them, proceed to the nearest open terrain, secure the position, and call in the dropship. I know you people need a rest, but these orders come from the top—and I mean the top.

Enemy Forces: *The intelligence you've gathered leads us to believe the prisoners are only lightly guarded. They've been held captives for four years and are unlikely to put up much resistance to their captors. There is a slim chance that one or more captives may be puppets. Be on your guard.*

BATTLE FOR NEW BUDAPEST

Support: *The only support we can give you is the dropship. Use its firepower wisely—we want these citizens out alive. A Lance of Sergeants is on hand to assist you.*

Equipment: *Whatever you're still carrying.*

THE MISSION

A group of 40 civilians are being held at the docks as food for the vampires. The advancing Church forces have forced the Rephaim to alter their plans and the civilians are being moved to the cathedral, where they will become zombies.

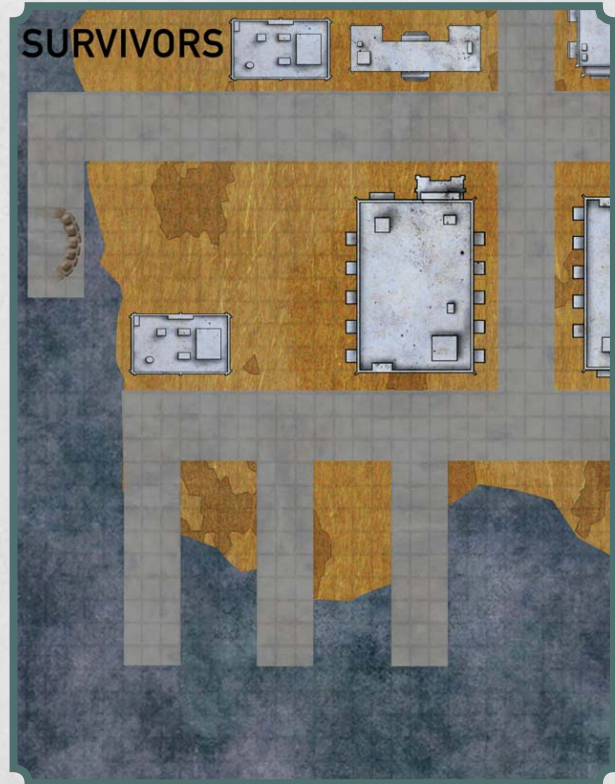
Rather than trust mindless Rephaim to guard the civilians, a squad of ten Dark Knights and a Dark Knight Officer have been placed in command of the transfer. Two guardian mummies—who are there to intimidate the civilians—provide additional support.

The dropship skims low over the docks before coming to a hover over a deserted street. As soon as the characters disembark, it blasts off into the cloud. During the flyby, the pilot calls the CO to the flight deck. The CO can see the prisoners assembled outside a warehouse and surrounded by guards. He can also see three APCs heading down a side street toward the prisoners.

The pilot is happy to conduct an air strike against the APCs if asked, but not until he has deposited the Knights on the round. Destroying the APCs before engaging the ground forces may lead to a massacre as the guards react to the attack. Due to the cloud, the dropship has to attack from just 100 yards (200"), leaving it open to counterattack from the APCs' autocannons.

The APCs arrive 3d6 rounds after the group begins their assault. As soon as shooting begins, the civilians try to make a run toward the Knights—the Dark Knights begin gunning them down. If the APCs arrive during the battle, the gunners begin hosing down the civilians while another three Dark Knights disembark from each vehicle.

There is a suitable landing area for the dropship on the wharf—the dropship arrives 1d6 rounds after it is called. Surviving Dark Knights harass the group throughout the withdrawal.



TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

- 1d4 civilians are actually puppets. They attempt to overpower the Sergeants during the fight and use their weapons on the Knights.
- Rephaim patrol. Roll on the Rephaim Opposition Table (page 105) to see what turns up.
- The dropship is called away for an air strike mission and does not arrive for 2d10 rounds after it is called.

AFTERMATH

If the group manages to rescue at least 25% of the civilians they can claim a victory. Success gives the allies a chance to strike out against a Dark Conclave temple but does little to alter the raging street battles. Failure likewise has no drastic consequences to the outcome of the war. The next battle occurs 1d6 weeks after the rescue, during which time the group is taken off the frontline for other duties.

NECROPOLIS 2350

THE DARK TEMPLE

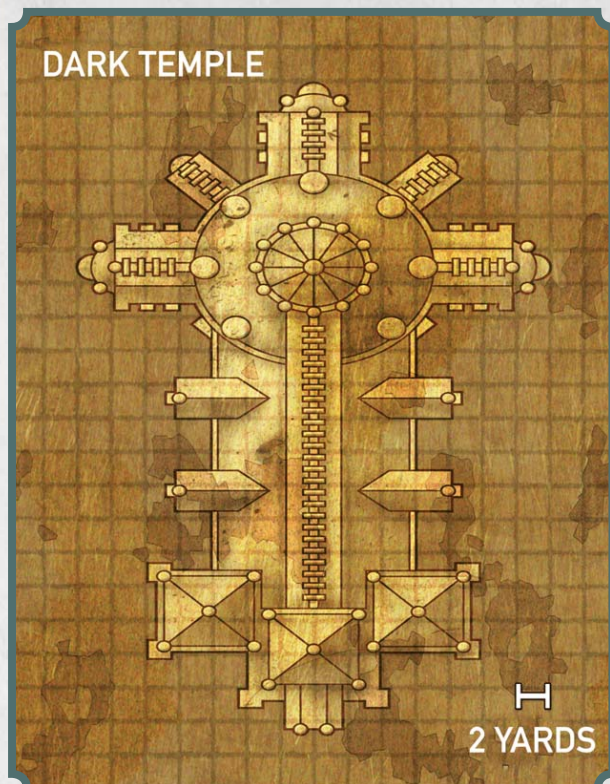
The rescued civilians know the location of a temple used by mummies to conduct ghastly rites. Taking out the temple would seriously hamper Rephaim creation within the area of operations and might allow the Ordines' to make rapid advances toward the bridges.

BRIEFING

Seems those civilians you rescued provided us with some valuable intelligence. Several of them had been taken to a temple and made to watch their comrades being turned into guardian mummies. The Pope's orders to avoid excessive damage to the city still stand, so we're staging a surprise raid.

You'll be dropped off nearby by an Angel dropship. Once you've cleansed the temple, get the Hell out of there and signal the dropship to pick you up.

Enemy Forces: *You can expect at least one mummy plus numerous guardian mummies. There may even be Dark Knights serving him.*



Support: *The dropship will provide air cover should you need support. The street fighting is draining our manpower, so you're going in alone.*

Equipment: *You'll be using microflare SMGs rather than flechette rifles. Take ten magazines each from the stores. One flamethrower is issued to the unit.*

THE MISSION

A mummy has set up a temple in the outer city from where he animates corpses for use in the Rephaim army. His headquarters is a former church, now converted into a dark temple. The air inside the temple is palpably evil—every character entering must make a Guts check or suffer a -1 penalty to all traits roll while inside.

The church can only be reached by passing several residential structures. Ten Dark Knights are barracked in the area—split them into five teams of two. One team has a flechette MG. Reaching the temple involves running a gauntlet of fire. The Dark Knights aren't stupid—any character carrying a flamethrower or wearing Incinerator armor becomes an instant target.

Within the church are a greater mummy and his four guardian mummy bodyguards. Although he doesn't use Weird Science, he doesn't shy away from using standard technology, and is in radio contact with the Dark Knights outside.

Reports of the fire fight quickly reach his ears. He positions two of his guardian mummies behind pillars near the entrance and the other two at the altar. He hides behind the altar, ready to cast *deflection* on himself and then *bolt* spells against viable targets.

On the altar is a large tome entitled The Codex of Souls. Written in blood on parchment made from flayed human skin, it goes into sickening detail on how to create Rephaim and, more importantly, on how to open a gateway to Hell.

Handwritten marginal notes detail the experiments of Kaltharix the Mad. A final note gives details of the liche's plan to sacrifice masses of humans to create a permanent portal to Hell.

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

BATTLE FOR NEW BUDAPEST

- A Lazarites Lance of four Knight Infantry and two Infantry Support equipped with a tangle gun have located the temple and are intent on capturing the mummy. They remind the characters of their special prerogative to collect specimens ahead of all other military objectives. If forced, they attack the group.

- One of the mummies is a former colleague of the characters. Guts checks are subject to an additional -2 penalty.

- Somewhere higher up the chain of command the decision is made to ignore the Pope's decree on minimal collateral damage. A Scourge bomber napalms the area. Targets indoors are relatively safe from the initial impact, but the building catches fire.

AFTERMATH

Destroying the mummy gives the group a victory. The destruction of the temple also interrupts Rephaim creation in the area, allowing the Sacri Ordines to sweep the streets clean with less resistance than expected. Failure has no lasting effect on the war—it just means the Knights have to battle for every street.

STREET BY STREET

With the suburbs taken, the Militia Dei press on into the outer city and to the very edge of the river—beyond which lies the city center and the cathedral.

Important Note: From here on, every mission takes place under the cloud generated by the darkness generator. See page 128 for details of lighting problems and Guts checks caused by the cloud. Where multiple allies are involved, make a group Guts roll for each Lance of infantry and/or individual vehicle.

BRIEFING

The enemy put up a determined fight, but we've driven him out of the suburbs. Our next objective is to reach the river and secure the bridges. We need to drive the Rephaim back through the outer parts of the city without excessive collateral damage. His Holiness wants New Budapest intact.



The streets are likely to be mined and blocked with barricades. Every house could hold snipers or booby traps, so it's a slow process to clear them. Your orders are to clear a block of five streets of all enemy presence. To make it worse, from here on you'll be operating under the cloud that covers New Budapest.

Lighting will be poor and the aura it emanates may cause you to suffer some mild psychological problems. Good hunting.

Enemy Forces: *Every enemy soldier we pushed out of the suburbs is holed up this side of the river. Combined with reinforcements from the central city, you can expect a rough ride. Intelligence reports medium and heavy tanks, as well as plenty of infantry.*

Support: *Due to the Pope's edict, we can't provide much fire support. You can call, but don't expect a response unless your position becomes untenable. However, two Lances of Sergeants, four Judea tanks, and two Calvary MBTs are available.*

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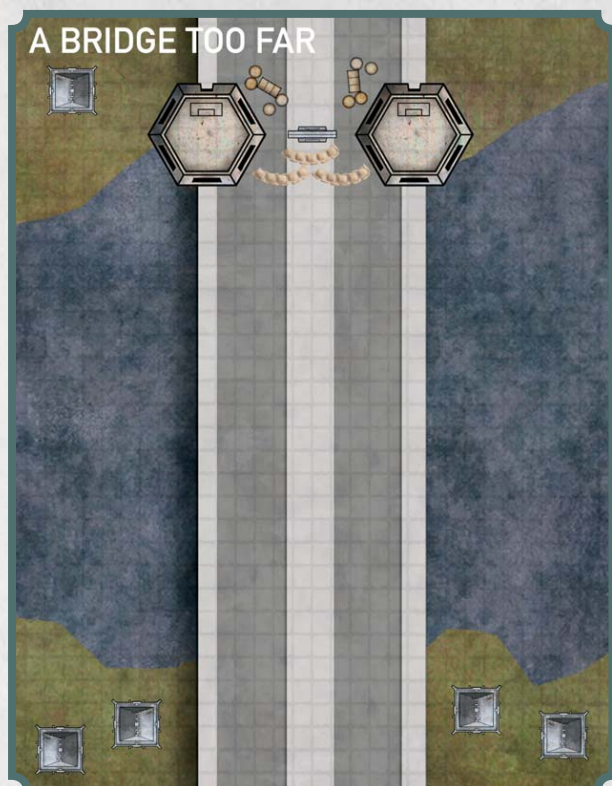
Equipment: Load yourselves down with plenty of ammo. Grenades are limited to just three a piece.

THE MISSION

Unlike the suburbs, the outer city districts have escaped with relatively little damage. The Rephaim have erected barricades and laid mines, but the houses are not booby-trapped. Each barricade has Toughness 15(4)—the minefields are heavy density mixed fields (no corpse mines) but not concealed. They are meant to slow down advancing forces, leaving them open to attack from concealed ground forces.

The streets are lined with rows of four-story buildings on both sides, linked by small side roads. Derelict cars line both sides, leaving only a narrow channel through which non-grav-lift tanks can traverse easily.

The Rephaim have built strong defenses around the streets leading to the bridges in order to protect their own supply lines. A force of 20 zombies, 20 skeletons, four exploding corpses, and two vampires are spread out among the buildings (WM to place as he sees fit).



In addition, three captured Judea medium tanks, one Golgotha MBT, and two Jericho cannons—all crewed by Dark Knights—provide heavy support. A pair of flechette MGs carried by skeletons provides light support.

This is the largest battle of the campaign so far and should be a real test of your players' resourcefulness and tactical ability.

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

- A Calvary MBT suffers a grav-lift failure. While it can still provide fire support throughout the mission it can't move.

- Rephaim reinforcements. Roll twice on the Rephaim Opposition Table (page 105) to see what turns up. Reinforcements always arrive in the center street.

- One of the allied tank commanders panics and calls in artillery. Unused to doing so, he calls it in on his position. Roll the Delay Die and then begin dropping Basilica shells on the area until the Bingo Die comes up 1 or the CO contacts the artillery and cancels the order.

AFTERMATH

Every Rephaim must be destroyed with no more than 50% casualties to the group to claim victory. Enemy counterattacks continue for many weeks, but the group is pulled out of combat and sent on other duties while fresh troops take their place. Until they reach Veteran rank they remain off the frontline.

Excessive losses at this critical juncture cannot be borne by the Sacri Ordines, who are desperate to reach the bridges and cut off enemy reinforcements.

A BRIDGE TOO FAR

With the outer city finally recaptured, the Sacri Ordines begin advancing men and materiel into the area. After their "rest" period, the unit is recalled to New Budapest. The time has come to advance on the bridges—the only route for getting heavy tanks into the city.

BATTLE FOR NEW BUDAPEST

BRIEFING

Good to have you back. Since you left we've been fighting off continual counter-attacks. The area between here and the bridges is heavily defended. We can't get close enough to assault the bridges and until we capture them the enemy can keep reinforcing. The streets are becoming bottlenecks for our tanks and the Pope still refuses to give us permission to flatten the area.

So long as the enemy holds those bridges, we can't push forward. We're making another attempt on the bridges and you're taking part. While allied units push toward the bridge from our side we're launching small airborne raids against the near side of the bridges. You've been assigned to secure and hold our side of the nearest bridge.

In order to guarantee at least one successful drop, each Lance is being assigned it's own dropship. The flight in is going to be at extremely low-level. Expect heavy enemy fire. If you're successful, pop some purple flares and we'll send reinforcements to secure the area.

Enemy Forces: *We don't know how many infantry there are but there's a lot of heavy firepower. Last reports indicate tanks on both banks.*

Support: *We can't risk an artillery barrage in case we damage the bridge and the cloud prevents accurate air strikes. However, we'll have a Scourge bomber ready—just pray you're not in the area when it attacks. Two Lances of Knights and three Lances of Sergeants are accompanying you.*

Equipment: *Grab whatever you can carry from the stores. Grenades and LAWs would be advisable.*

THE MISSION

The extra Knights are two infantry Lances, each comprising four Knight Infantry and two Infantry Support troops armed with flamethrowers.

The western side of the bridge the group has been assigned to capture is well-defended. A series of wooden bunkers and sandbag emplacements provide cover to 40 zombies, two Judea tanks, two Megiddo rotary mortars, and two 25mm SBACs. Each bunker has a flechette MG.

Airborne troops in the 24th century don't use parachutes—they use grav belts. Grav belts are not true grav-lift devices, in that they don't allow for upward movement—the wearer freefalls until within a few dozen feet of the ground, when the grav belt automatically activates and slows the fall. High g-forces are involved and misuse can result in severe bruising.

The dropships come under autocannon fire as they near the drop zone—roll four attacks at Medium Range against the group's dropship and apply damage normally. Don't bother rolling for the allies' dropships. If you want to destroy one, check Tactical Problems below.

If the dropship makes it through without serious harm have each character pick a designated landing zone for his soldier as he jumps out. Hand out Initiative cards—the fight has begun! Falling characters may be targeted by ground forces at –1 penalty to Shooting rolls.

Characters in freefall may take actions as normal, but suffer a multi action penalty to their Agility roll to land. To land, each character must then make an Agility roll—remembering any encumbrance penalties—to see if he lands on the right spot. With a success, the soldier lands where he planned but his turn ends. A raise allows him to act as normal. With a failure, he drifts 1d6" in a d12 direction and becomes Shaken from the g-force. A critical failure results in a 2d6" drift and the character becomes Shaken and suffers a Fatigue level.

Should the dropship be badly damaged—WM's call based on any critical hits it suffers—the troops must bail out early. The Agility roll suffers a –2 penalty and all drift distance is doubled.

Each Lance of allies must pick a single landing site. Make a separate group Agility roll for each Lance. Any drifting affects the entire Lance. Allies land adjacent to each other.

Characters falling in the river must make a Swimming roll to reach the bank and a Climbing roll to scale the wall. Until they do, they play no part in the mission.

NECROPOLIS 2350

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

- Rephaim reinforcements. Roll on the Rephaim Opposition Table (page 105) to see what comes over the bridge.
- The dropships come in too fast—only three of them can deploy their troops this round (CO's choice). It takes 1d3 rounds to get the dropships back in position for a second deployment.
- One of the dropships is destroyed along with an entire Lance of Sergeants or Knights (WM's call).

AFTERMATH

In order to claim victory, every Rephaim within the area must be destroyed. Success cuts off Rephaim reinforcements to the outer city and allows the Ordines to trap the Rephaim still in the outer districts. The unit is removed from the frontline for 3d6 weeks.

Failure leaves the bridges firmly in enemy hands and prompts a desperate assault only 1d6 days later.

AIRBORNE ASSAULT

The small airborne raids failed to achieve the desired results, so the brass has ordered a full airborne assault against the bridges.

BRIEFING

We now find ourselves on the brink of defeat. The airborne raids achieved nothing and cost us valuable lives. High command has ordered a simultaneous full airborne assault on both sides of the river. Yep, we're dropping 20,000 men into the enemy's territory.

Take out the bridge defenses and dig in. You'll have no support until we can get heavy armor across the bridges. While the bridges are being contested the rest of the Ordo is launching a total offensive against the river. This is the make or break attack.

Enemy Forces: *Pretty much the same as before. There's also a slight risk of artillery strikes. The enemy won't want us grabbing the bridges.*

Support: *Light mortars only.*

Equipment: *Be prepared to hold off several counterattacks.*

THE MISSION

As dawn breaks over the suburbs, the sky is filled with hundreds of dropships blasting into the cloud over the inner city. The sound is deafening. The atmosphere inside the dropships is a buzz of excitement, fear, and anticipation. Soldiers check and recheck their guns, say prayers, look at photos of loved ones, and mentally prepare for what lies ahead of them.

Only minutes after lift off the rear ramps open and the troops line up ready to jump out into the heart of New Budapest. Autocannon fire lights up the sky and flechettes and shrapnel ricochet off the armored hull. Somewhere to the right a dropship explodes, showering its neighbors with burning debris. The light goes from red to green—time to jump!

This mission is handled as a Mass Battle, involving thousands of allied troops being dropped on the central city. The group's CO should roll the allied commander's Knowledge (Battle) rolls.

Tokens: The Rephaim defenders on and around the characters' designated bridge amount to 5,000 corpses. The characters' Sacer Ordo drops a total of 10,000 men. The Knights receive 10 tokens, the Rephaim get 7 due to their +25% bonus.

Fire Support: Due to the dispersed airdrop, the Church cannot use its heavy artillery. Light mortars provide a +1 bonus. The Rephaim use medium artillery support and gain +2.

Terrain: Both forces are using the surrounding buildings and so gain no advantage.

Special: Twice during the battle, the Rephaim artillery fires special rounds which disperse corpse reanimation gas similar to Lazarus packs. They can take one of the Knights' casualty tokens and add it to their own active pile.

Commander's Skill: The Rephaim commander has a d8, whereas the Church's commander has a d10.

BATTLE FOR NEW BUDAPEST

MORALE MODIFIERS

The following morale modifiers apply during this battle.

- 1 For each token lost.
- 1 Knights operating under clouds from a darkness generator.
- +2 If the Knights are Impalers or Incinerators.
- +2 The Knights cannot retreat.
- +2 The Rephaim force is 75% mindless and fearless.

AFTERMATH

If the Ordines win, they secure the bridges and the surrounding area, and advance their armor into the inner city to form a bridgehead. The unit is removed from the frontline and shipped back to the Iron Belt for 3d6 weeks.

Should the group fail, proceed straight to the next mission.

BACK TO THE RIVER

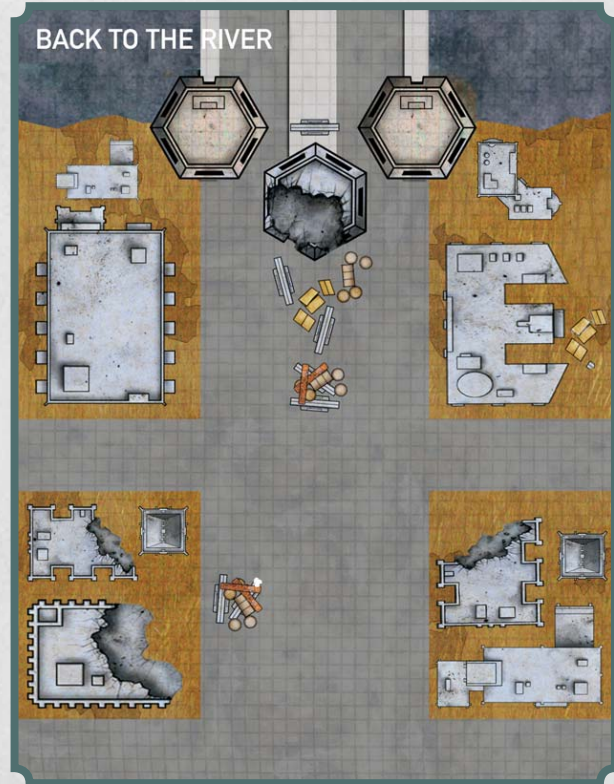
The Sacri Ordines have failed to hold the bridges. The enemy counterattack has isolated numerous pockets of allied soldiers, who must now try to protect themselves until reinforcements capture the bridges.

BRIEFING

Our worst fears have been realized. We failed to take the bridges and hold them. Allied units are almost at the other side of the bridges, but we're cut off in hostile territory. Our aim is to get back to the bridges and form a last stand until the armor gets here. We have nowhere else to run. This is a fight to the death.

Enemy Forces: *The enemy doesn't know where all our pockets are, so they probably won't use artillery. Expect tanks and infantry, however.*

Support: *Your pocket consists of yourselves, two Lances of Knight Infantry, and two Lances of Sergeants. You can try calling for fire support, but we don't know what's available.*



Equipment: *Half the starting regular ammo plus two Levant mortars with five HE shells, three LAWs, and a Dove AT-1 with two warheads.*

THE MISSION

The allied Knights are all Knight Infantry. All allied Lances have Low ammo levels.

Following the abortive airborne assault, the characters find themselves among a small group of fellow survivors. Place the characters at one end of the map—the bridge lies at the other end of the long, wide street. In order to achieve victory, the characters must reach the far side of the map. Many of the buildings bordering the street suffered damage during the assault—rubble areas count as Difficult Terrain.

The initial Rephaim force begins at the bridge end of the map and advances toward the characters. It comprises 30 zombies, two vampires, and two Nazareth tanks crewed by skeletons. They have no infantry support weapons. On round six, a second Rephaim force arrives on the map at the end the characters started from. This force comprises 20 zombies and a Judea tank crewed by skeletons, again with no infantry support weapons. They advance toward the bridge.

NECROPOLIS 2350

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the mission.

- One Lance of allies runs out of ammo, leaving them no choice but to engage in melee combat.
- In a bid to clear the far side of the river, the Sacri Ordines use artillery. The characters receive 1d3 rounds' warning over the radio to vacate the central area. Conduct a Goliath artillery strike, using the center of the map as the target.

AFTERMATH

To secure victory, the group must fend off all attacks and suffer no more than 50% casualties. If they succeed, they link up with other allied units and mount a defense. The assault on the bridges is successful and armor begins to move across to reinforce the characters.

While the bridgehead is being secured, the group returns to the Preceptory for 1d6+3 weeks.

ARTILLERY

Allied forces now surround the central city on both sides, but artillery shells firing reanimation gas threaten to create an army of fresh Rephaim behind enemy lines.

BRIEFING

Successful attacks on both flanks of the central city have given us an iron grip. I'd like to say that all that's left is the big push on the cathedral, but we have a serious problem.

The Rephaim have developed a new weapon—an artillery shell capable of dispersing some sort of reanimant gas. They're shelling our rear positions, which are now crawling with fresh corpses. The forward advance has stalled while we mop up rear areas and secure our lines. Several dozen artillery sites have been spotted and we need them taken out. We can't guarantee counter artillery will be successful against SPAs, so we have to send in ground troops.

***Enemy Forces:** The artillery you've been assigned to destroy is protected by members of the Ordo Tenebrae, better known as Dark Knights. Remind these traitors what happens to those who fall from grace. Machinegun emplacements have been spotted, so go careful.*

***Support:** As usual, air support is down due to the cloud but we have various artillery pieces on call. You'll be going in with two Lances of Sergeants in two Prophet APCs.*

***Equipment:** Rockets and missiles are your number one priority. We need the artillery and the ammo stockpiles neutralized quickly.*

THE MISSION

En route to the target, the group encounters a Rephaim patrol. Roll randomly on the Rephaim Opposition Table (page 105) to see what they encounter. The patrol is in a narrow street and while not in a defensive position, hears the approaching APCs in time to avoid being surprised.



BATTLE FOR NEW BUDAPEST

Use any street map from a previous adventure—the group starts at one end, the Rephaim are at the other.

The artillery is located in a wooded park with buildings on one side. Two Dark Knights armed with a flechette MG man each emplacement, while six more are entrenched around the artillery. The trenches can be used as Heavy Cover (–4). The artillery pieces are Bombard SPAs crewed by Dark Knights. The drivers are currently helping with the loading of shells—when firing starts they try to evacuate the SPAs. Doing so requires three complete rounds.

The wooden shack houses a Dark Knight officer and two Dark Knight guards. Parked at the back of the site is a Prophet APC crammed full of gas shells. As soon as firing starts, the officer attempts to reach the APC and drive it to safety (i.e. anywhere off the map).

The surrounding buildings give a good view of only half the artillery pieces—if the group is to succeed, they must advance into the park before the SPA crews react and drive off. Once a single SPA leaves the map the mission is a failure—but don't tell the player just yet.

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

- An overzealous Deliverance bomber crew drops their payload on the site while the group is engaged in fighting.
- Rephaim reinforcements. Roll on the Rephaim Opposition Table (page 105). The reinforcements enter from the top edge of the map.

AFTERMATH

Successfully destroying all the artillery pieces and the stockpiled shells, regardless of allied losses, secures a victory. While the mopping up of rear areas continues, the group is taken out of the frontline until at least half the members reach Heroic rank.

If the group fail, the situation in the rear becomes critical as fresh corpses hamper supply lines and ambush fresh units heading to the frontline. Run the next adventure 2d6 hours after the group returns from the **Artillery** operation.

SURROUNDED

Too many artillery pieces survived the raids. Rephaim are now threatening to encircle the allied forces in the central city.

BRIEFING

Those artillery shells caused countless thousands of our former colleagues to rise up behind and among us. They've captured materiel, cut off supply lines, and retaken the bridgeheads. We're now isolated and the situation looks grim. We can't push forward without more support and we can't go back without giving up our positions.

Reinforcements are heading our way from the outer perimeter of the city, but in doing so we're leaving ourselves thin on the ground. If we can't reestablish supply lines quickly we're in danger of losing this war.

We have to hold out here against whatever they throw at us and forget about the situation in the rear. Dig in and prepare for a fight.



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Enemy Forces: *Too many zombies to count.*

Support: *We've lost access to our artillery units but air support is still available. Ground troops are just those who survived your last mission, but we do have three 25mm SBACs with two magazines each and a batch of eight filament mines with remote detonators.*

Equipment: *We've got no new supplies.*

THE MISSION

The characters are currently billeted in a series of three story buildings surrounding a small square on three sides. Over the next few hours the Rephaim launch three assaults against the characters' position.

Between assaults, the characters can try to scrounge spare equipment from neighboring units or looted from dead allies elsewhere in the vicinity. Each character may make a Streetwise (–2) roll. Those with the Scrounger Edge roll at +2 bonus.

With a success a character may either find 1d4 flechette magazines for his personal weapon or raise a Lance of Extras' Ammo Level by one step. With a raise, he locates 1d2 SBAC magazines. A character rolling two or more raises hits the jackpot—a Dove AT–1 and 1d4 missiles.

Force 1: Six exploding corpses supported by 10 zombies. This assault is designed to test the characters' defenses and force them to use some of their heavy support weaponry. The corpses are under orders to detonate when they approach any structure from which they have taken fire. They aim for the nearest building.

Force 2: The second assault consists of three Nazareth tanks supported by 20 zombies and two vampire officers. The infantry spreads out to search individual buildings while the tank provide covering fire.

Force 3: The final wave comprises 20 skeletons and three war demons. A further 1d6 zombies join the battle each round for the next 1d6+3 rounds.

TACTICAL PROBLEMS

The group may encounter one or more of these problems during the attack.

- Lying in some rubble is the corpse of a former comrade. He and the characters vowed that if any of them fell in battle they were to hack the body to pieces. Carrying out the vow gives the characters one extra benny for ensuring a comrade's body can never be used as a zombie.

- A reanimant gas shell lands on the battlefield and brings 2d6 dead Sergeants back to life as zombies. Place them randomly around the courtyard.

- Someone in a different sector has let loose with Constantine artillery in the wrong direction. Place four Large Burst Templates in the center of the map forming a square. Each round deviates 3d10" and explodes as normal.

AFTERMATH

To win, at least 25% of the allied forces must survive the assaults. Assuming they do, other allied forces manage to drive back the Rephaim surge and regroup. Reinforcements punch through and retake the bridges. The final push is delayed for several weeks while units mop up enemies to the rear, and the group is transferred off the front-line. They remain in the rear performing other missions until at least half the characters reach Heroic rank.

Retreat or casualties in excess of 75% signal a major loss of territory, which combined with the zombies in the rear spells doom for the entire campaign.

TAKE THE CATHEDRAL

The final objective—the great cathedral—is now within reach. What should be a moment of glory becomes a desperate battle for survival as the forces of darkness threaten to break out of their dimensional prison.

BRIEFING

At long last our key objective is in sight. The cathedral lies just ahead, and we know we don't have much time. While ground forces assault the area, we want you to find a way through the sewers to the catacombs—we know a route exists from Knights who served here before the fall. What we don't know is if the route still exists.

BATTLE FOR NEW BUDAPEST

Your first mission is to destroy the darkness generator, which we believe is located under the main tower. Once that is gone the cloud will, we hope, quickly disperse, allowing our aircraft to strike with impunity.

Second, we know that the Rephaim in charge of the city is planning some foul ritual to open a permanent gate to Hell. He hasn't done it yet or we'd know, but he can't be far from success. Whatever the cost, he must be stopped.

Third, raise the Ordo's banner on the roof to signal your success. Units from other Ordines are competing for this honor, so expect to meet resistance from allied forces.

Enemy Forces: Intelligence suspects the presence of a liche, along with war demons and possibly even an ancient vampire. Bodyguard units will be well-armed and possibly supported by necromantic weapons.

Support: All artillery and air support is concentrating on the last remaining outposts of Rephaim. Every unit in the area is heading for the cathedral. We can't afford any allies to support you, so you're going in alone.

Equipment: There are no restrictions on equipment. Grab what you can carry and head out.

THE MISSION

Sewers and catacombs form a maze running for many miles around the cathedral. Entrance to the sewers is gained through a manhole some three miles from the cathedral precinct. As one might expect, the tunnels are dank, smelly, and pitch black.

EXPLORING THE SEWERS

Sewer tunnels brick-lined and round, with a rectangular drainage channel cut into the floor. Each major tunnel is large enough for two men to walk abreast—smaller tunnels allow for single file only. Check for an encounter when the group reaches an X on the sewer map.



SEWER ENCOUNTERS

- | d8 | Result |
|-----|--|
| 1–4 | No Encounter. |
| 5 | 1d6 Deserters: The characters find a group of Sergeants who have deserted their unit and are hiding out down in the sewers. Check for reactions as normal (see <i>Savage Worlds</i>). Whether the Sergeants repent their sin and join the group depends on how the Knights handle the encounter. |
| 6 | Zombie Patrol: 2d6 zombies are patrolling the sewers. |
| 7 | Rat Swarm: A swarm of rats, corrupted by the dark energy of the mausoleum, attack the Knights. Use the Swarm stats from the <i>Savage Worlds</i> Bestiary. |
| 8 | Ghoul Pack: A pack of 1d4+2 hungry ghouls (page 161) attack the group from side tunnels or overhead pipes. |

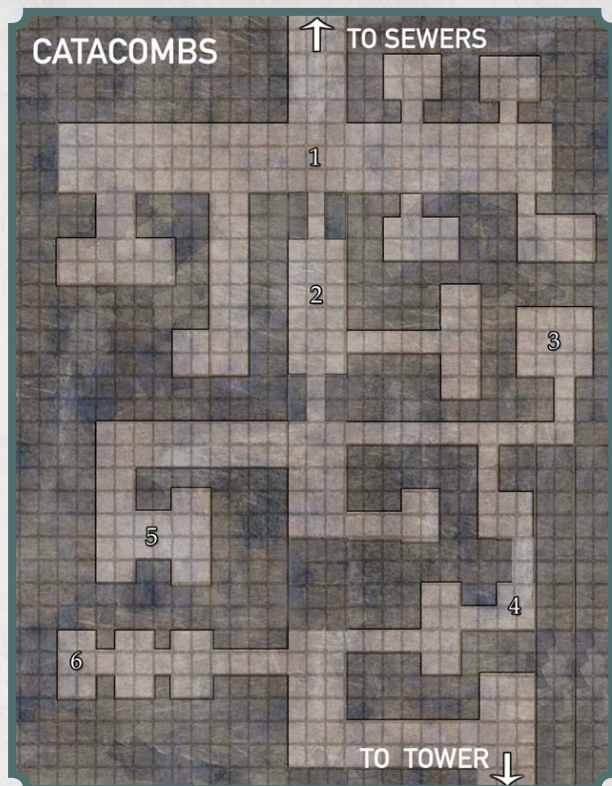
The door to the cathedral catacombs is marked with the Pope's seal. Although unused in four years, the door remains serviceable and is easily opened.

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EXPLORING THE CATACOMBS

The catacombs are stone-lined, square, and wide enough for two men to walk abreast. Unlike the sewers, chambers are more prevalent—as are guards and other horrors. Check the number of each chamber on the map against the list below.

- 1 **Tomb:** Wall niches contain the remains of patrons rich enough to buy an eternal resting place under the cathedral.
- 2 **Dark Shrine:** A mummy and 1d3 guardian mummies are conducting foul rites in this chamber.
- 3 **Coffin:** Four zombies protect a single coffin-shaped object. At the beginning of round two, the occupant, a young vampire, emerges from the coffin and enters the fray. The “coffin” is actually a necromantic rejuvenation tank and provides the occupant with fresh blood.
- 4 **Wight:** A lone wight lives in the catacombs.
- 5 **Weapons Cache:** Four skeletons are guarding a cache of 1d10 filament grenades, 1d3 LAW rockets, and 2d10 flechette rifle magazines.
- 6 **Unblemished Shrine:** A shrine still sanctified by the Church is found. Any Church characters praying here may make a Spirit roll. Each success and raise earns them an extra benny.



THE DARKNESS GENERATOR

Emerging from the catacombs, the unit finds itself in a huge square chamber beneath the cathedral tower itself.

Suspended by living muscle 30 yards above the characters' heads is the gigantic heart of some Dark Dimension creature. Arteries lead upward from the heart, connecting directly to a smoke stack constructed of human skulls. A mass of thick, pulsating veins hangs from the heart and connects to the ground. Each heartbeat produces a scream, like a thousand souls wailing in torment. The characters must make a Guts (–2) roll or suffer a –1 penalty to all trait rolls while they remain in the tower. This penalty is in addition to any others the characters have accrued.

Destroying the heart is the only way to stop the generator. Once it reaches Incapacitated, the heart shrivels and dies—the arteries, muscles and veins likewise shrivel. Without support, the heart falls to the ground.

The skulls forming the smoke stack begin to crack and fall to the ground. What begins as a trickle rapidly becomes an avalanche. Characters still in the room after three rounds suffer 5d6 damage per round from the falling skulls.



NECROMANTIC HEART

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d6, Vigor d12

Pace: 0; **Parry:** 2; **Toughness:** 12

Special Abilities:

- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores Wound Penalties.
- * **Mindless:** The heart has no brain and as such is immune to Fear and Tests of Will.
- * **Size +2:** The heart is 10' tall.
- * **Veins:** The heart has a total of 6+1d6 veins it can use to defend itself with. See below for details.

VEINS

Each vein is 12 inches thick and tipped with a razor-sharp, hollow, bony spike. Each vein can extend up to 40 yards (20") but moves at its Pace each round. Each vein is treated as a separate Extra and damage to a vein does not affect the heart.

Attributes: Agility d8, Smarts d4, Spirit d8,

BATTLE FOR NEW BUDAPEST

Strength d8, Vigor d8

Skills: Fighting d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- * **Bony Tip:** Str+d8. If they hit with a raise they impale the target and begin draining his life force.
- * **Drain Life Force:** This causes an automatic wound each round after impalement until the vein is destroyed or the victim pulls it out, which requires an opposed Strength roll.
- * **Life Sense:** Veins can detect life energy and suffer no penalties for poor lighting.
- * **Unliving:** The veins are immune to Fear and Tests of Will.

THE DARK RITUAL

Kaltharix the Mad and his attendants are in the main cathedral, not far from the former darkness generator. The liche is at the main altar, formed from skulls bonded with living tissue. Surrounding him to a distance of 4 yards (2") is a *barrier* of silently screaming skulls. The spell is fuelled from the altar and has enough Power Points to last for the duration of the battle.

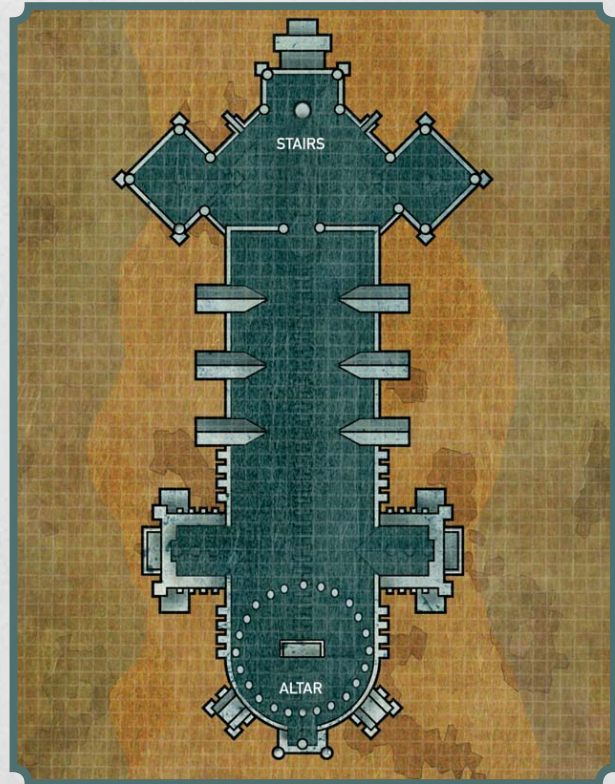
As if that wasn't enough protection, a shimmering fanged skull—a *deflection* spell—hovers in front of the liche. It also has a near infinite supply of Power Points and imposes a -4 penalty to all attacks targeted against the liche as it darts to intercept attacks. Kaltharix is an "old school" liche and has not adopted Weird Science.

Standing outside the *barrier* are two war demons and a mummy—the former Archbishop Sykes. Sykes has no spells prepared in advance.

Kaltharix's demonic plan is close to fruition when the group enters the cathedral and the air crackles with unholy energy—strands of black and green lightning shoot out from an unholy vortex near the top of the dome. Any living creature entering the dotted area on the map is in danger of being struck by an energy bolt.

The vortex is always on Hold and can attack every target in the zone once a round. It has d8 Agility for the purposes of interrupting Actions and a d8 Shooting. The bolts inflict 2d6 damage and bypass all armor.

Packed into the cathedral are twenty thousand former citizens of New Budapest—the sacrifices the liche needs to open the portal. Normally the cathedral can hold only half this number, but the



pews have been removed and the congregation's comfort is not high on the liche's list of priorities.

Ten Dark Knights stand between the prisoners and the war demons. Each has his respirator down—make sure you mention this in the description.

THE RITUAL BEGINS

When the group enters the cathedral there are just 15 rounds remaining before the ritual is complete. If Kaltharix is killed before the ritual is complete (see below), the vortex snaps shut. The main threat is ended but the group must still battle against surviving foes.

Round 10: On round ten, poison gas bombs hidden throughout the cathedral explode, instantly filling the cathedral with a sickly green mist. Unless the characters are in infantry battle suits or previously stated they were wearing their respirators, they must make an Agility roll to snap them down. Characters who fail must make a Vigor roll at -2 penalty or suffer a wound. The sacrifices all die.

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A character failing his Agility roll may put his respirator on during his next action. This counts as an action. Should he be unable to do so, because he is Shaken, for instance, he must make a Vigor (-2) roll or suffer another wound.

Round 11: The vortex grows stronger as the souls of the sacrifices are drawn into it. Its Shooting increases to a d10 and the bolts now cause 3d6 damage.

Round 13: The vortex reaches full power. Its Shooting skill increases to a d12 and the bolts now cause 4d6 damage.

Round 14: Ten immense talons, each longer than a grown man, break through the vortex and begin stretching it to form a larger hole. The energy blasts are replaced with a wave of necromantic energy. All living creatures in the cathedral must make a Spirit roll at -2 penalty or suffer an automatic Wound.

Round 15: The vortex fills the entire roof of the cathedral. Poking through is the head of some immense, Rephaim beast, similar to a dragon from Earth mythology. It begins to drag its massive body through from the Dark Dimension. A howl of victory surges from its gaping maw. All living creatures in the cathedral must make a Guts roll at -4 or roll on the Fear table (see *Savage Worlds*).

Round 16: Too late! Move straight on to **Gateway to Hell**.

HOIST THE BANNER

With the liche dead and the darkness generator destroyed, all that remains is to plant the Ordo's banner on the highest remaining spire.

If by some chance the characters have survived relatively unscathed, a Lance of Knights from a rival Ordo—pick one—reaches the roof at the same time. They are not interested in sharing the glory and immediately attack the characters. Treat them as Wild Card Knight Infantrymen but increase their armor to Medium Armor (+6), their Vigor by one die type, and their Fighting and Shooting by two die types.

Eternal glory and a place in history, not to mention a guaranteed seat in Heaven, go to the victors.

AFTERMATH

Killing the liche before the start of round 16 secures victory for the characters, no matter how many troops they lose. If the ritual is completed, all Hell breaks loose—literally. Go straight to **Gateway to Hell**.

GATEWAY TO HELL

The gateway to the Dark Dimension is open and humanities existence rests with a small group of Knights. Only by defeating the hell beast and closing the portal can the battle be won.

BRIEFING

A gateway to Hell has opened. Close it, at any cost!

Enemy Forces: *Some gigantic beast.*

Support: *Whatever allies you have.*

Equipment: *Whatever you're carrying.*

THE MISSION

Stopping the hell beast should be the group's first priority. Clever players may seek to lure the beast outside in the hope allied forces can dispatch it with tanks or rockets. Bad news—as soon as the beast emerges from the cathedral—which it does by flying up through the roof—mass panic sweeps the ranks of the Sacri Ordines. This battle is between the characters and the hell beast.

If you're feeling generous, however, an abandoned SBAC autocannon or Nazareth tank lies nearby and can be used against the beast.

Killing the hell beast has no effect on the gateway to the Dark Dimension. There's only one way to stop that—the willing sacrifice of a living, sentient creature of faith. The best candidates are those with Arcane Background (Miracles), but any Church character with a Spirit of d10 can fill the role. All he has to do is jump into the vortex.

This is a suicide mission, but the act of self-sacrifice seals the breach and condemns the Rephaim still in the Dark Dimension to further imprisonment. Kaltharix, like most liches, refused to share his secrets and the ritual to open the gateway died with him. Of course, liches across Necropolis are striving to attain the same goal.

BATTLE FOR NEW BUDAPEST

As reward for his selfless act, the player whose hero was sacrificed starts his next character with the same number of Experience Points as his deceased one.



HELL BEAST

Imagine a decomposing dragon and you have a hell beast. They serve liches as mounts and war machines. This is a small specimen.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10

Pace: 8; **Parry:** 7 **Toughness:** 22 (4)

Special Abilities:

- * **Armor +4:** Scaly hide.
- * **Claws/Bite:** Str+d10. Count as Heavy Weapons for determining what the hell beast can damage.
- * **Fear -4:** Anyone who sees a hell beast must make a Guts roll at -4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Hellfire Breath:** Hell beasts breathe unholy flame using the Cone Template. Every target within the cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire (see *Savage Worlds*). A hell beast may not attack with its claws or bite in the same round it breathes hellfire.
- * **Flight:** Pace 24.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores Wound Penalties.
- * **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a hell beast due to its size.
- * **Improved Frenzy:** If a hell beast does not use its Hellfire Breath ability, it may make two Fighting attacks with no penalty.
- * **Level Headed:** A hell beast acts on the best of two cards.
- * **Size +8:** Hell beasts typically measure 40' long and weigh around 30 tons.
- * **Tail Lash:** The hell beast can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to the beast's Str+d6. Any foe struck is knocked back 1d6". Should he collide with a solid object, he is Shaken (this is a second Shaken result for the purposes of wounds).
- * **Thermal Vision:** Halves darkness penalties against heat-producing targets.

AFTERMATH

Defeating the Hell Beast and closing the rift seal the fate of the Rephaim of New Budapest. Failure to do either signals a catastrophic defeat for the Sacri Ordines.

ENDINGS

These six entries mark the various possible ends to the Battle for New Budapest. Read whichever one is appropriate.

VICTORY!

The mausoleum has fallen and the Church banners fly once more from the spires. Across Necropolis the church bells ring out in celebration. The Pope declares the day New Budapest was liberated to be a public holiday. Every Knight who took part in the operation is made a hero of the Church. Several new saints are created from among the masses who fell—their noble sacrifice has brought forth a new era on Salus.

The recapture of New Budapest cost tens of thousands of lives, but these are quickly replaced by an influx of new recruits eager to join the cause. There is a long road ahead, but the first steps to victory have been taken.

END ONE

The Militia Dei failed to penetrate the frontline with enough troops to advance on New Budapest and secure the surrounding countryside. Massive Rephaim reinforcements have turned New Budapest into a near-impregnable fortress and every allied soldier killed is a potential new recruit for the army of darkness.

Allied units return to the Iron Belt to lick their wounds and prepare defenses against the anticipated counterattack. Combat effectiveness remains high, but morale is low.

END TWO

The battle for the suburbs is sucking in too much manpower and materiel from the frontline. Rephaim units have broken through in several places and advance on New Budapest in a bid to surround allied units engaged in the city.

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Allied forces perform a fighting withdrawal and begin constructing a new Iron Belt linking the new Preceptories constructed outside the city. Valuable territory has been reclaimed, but New Budapest remains enslaved.

END THREE

While surviving heroes manage to flee across the bridge, the battle for New Budapest has proven too costly and the Pope orders a retreat.

The new Preceptories are abandoned in favor of positions further back. Some territory has been taken, but whether it can be held against the dark tide remains to be seen.

END FOUR

Surviving characters escape the encirclement, but they are among a lucky few. With the attackers surrounded by Rephaim on all sides, the Pope has no choice but to order a full retreat. Advanced units abandon the frontline before they are cut off.

Harried by fresh corpses from the city, the allied forces suffer heavy casualties as they return to the Iron Belt to prepare their defenses. The attack

has been a costly failure in terms of human life and materiel. Whether the Ordines have enough strength to hold the Iron Belt will be tested in the coming months.

END FIVE

Foul legions begin pouring through the gateway. They make short work of the beleaguered Sacri Ordines. A mass retreat is ordered as the legions of Hell break out of New Budapest and attack allied forces from the rear.

Casualties during the failed campaign have been immense, numbering nearly half a million men, not to mention a vast quantity of materiel, and the weakened Ordines face the very real threat of the Iron Belt being overrun in the near future.

In a bid to bolster the Ordines, the Pope orders conscription for all citizens aged 18 to 35. Few have the stomach for the duties required of them.

If other cities suffer the fate of New Budapest, Necropolis will fall to the Rephaim. The future for mankind looks very bleak indeed. May God have mercy on them all.



SAVAGE TALES

This chapter contains a number of complete Savage Tales. They can be run in any order and at any time during your campaign. They are not dependent on the characters belonging to any particular Sacer Ordo. To make them easier or harder, simply adjust the enemy forces.

RIOT DUTY

This mission should be run fairly earlier on in the campaign. It involves only small amounts of combat, some tactical planning, and introduces the Knights to some of the many problems currently infesting the Church.

Inquisitors sent to eradicate suspected cultists from a town discovered a well-armed group of Immortalists. The cultists stirred up the populace against the Inquisitors and a full-scale riot ensued. Lacking the necessary firepower to quell the uprising they started they have called upon the Sacri Ordines.

BRIEFING

This mission is politically sensitive. A group of Inquisitors hunting heretics awoke a hornet's nest of civil unrest and we're being called in to calm things down. The Office of the Inquisition has insisted an Inquisitor commands all Lances involved and we've agreed. His name is Clemence.

Casualties are to be kept to an absolute minimum—only those identified by the Inquisitor as heretics may be eliminated.

Enemy Forces: Estimates put the uprising at several hundred strong. No reports of weapons beyond bits of wood and some household tools.

***Support:** Assault ships will carry you to the town and drop you of outside the affected districts. From there you'll proceed on foot. Captives are to be left for the Inquisitors who'll be following behind you. Sergeants will be standing by to cuff prisoners and in case things get really ugly.*

***Equipment:** Due to the sensitive nature of this mission and the need to keep casualties down you're all being issued with stunners (5 mags) and flechette pistols (2 mags). Hand in your weapons and draw your new ones. Grenades, infantry support weapons, heavy weapons, etc. are all banned as well. Shields are recommended.*

THE MISSION

The town of Narwood is a typical Church settlement—a few wealthy estates near the cathedral surrounded by miles of rundown tenement blocks and spiraling urban decay. Nominally divided into twelve districts, the Inquisition has long suspected widespread heretical beliefs in the outermost district.

When the Inquisitors entered the district it was with their usual heavy handedness. Already high tensions caused by food shortages and rampant unemployment were fuelled by a small cult of Immortalists, who spread rumors the Inquisition was going to arrest everyone and subject them to torture. The powder keg ignited and the district erupted into a riot, which quickly spread to neighboring districts.

Local police units managed to rescue most of the Inquisitors before cordoning off the areas. Trapped behind police barricades, the citizens

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have taken to burning cars, destroying Church property, and lynching anyone they suspect of being an Inquisition informant.

SITUATION ONE

The Knights are sent straight into action in helping pacify the outer districts. Their first task is to suppress a group of rioters threatening to burn down the district church. There are fifty rioters, five of whom who are Immortalists (use Cultists stats, page 161)—the rest are common citizens caught up in the fervor. Roughly one quarter of the rioters are women and children. Trapped inside the church are the priest and 20 innocent citizens.

When the Knights arrive the rioters turn their attention to the “lackeys of the Inquisition,” and begin advancing toward them brandishing homemade weapons (Str+d4). The Inquisitor assigned to the unit, Brother Clemence, orders the Knights to open fire on the “heretics” with SMGs to “protect the sanctity of the church.” If the Knights open fire the cultists fire back as described below.

The rioters can actually be calmed with soothing words and promises of safe treatment. Calming the bloodthirsty crowd requires a raise



on a Persuasion roll, though (thus improving their initial Reaction Table of Hostile to Neutral). If the crowd calms, the Immortalists open fire on the Knights with 6mm Asgard SMGs and start throwing monofilament grenades. The other rioters panic and run around like headless chickens for the first two rounds, during which time they count as Innocent Bystanders. After this period they have cleared the streets.

If backup is requested a Lance of Sergeants equipped with SMGs arrives in a Prophet APC 2d6 rounds later. If the Knights tried calming the crowd, Inquisitor Clemence openly vows to see the Knights, “Burn in the cleansing fires of the Inquisition!” for their refusal to obey orders.

Technically the Inquisition has no authority over the Sacri Ordines, but they can still make life difficult in the Curia. On returning to the Preceptory the Senior Knight is reprimanded for aggravating the Inquisitor.

Of course, should Clemence be killed in the crossfire, no report is made and only the Knights and the rioters know what really happened.

SITUATION TWO

After saving the church, the Knights move into the district. The presence of the militant Ordo has convinced most citizens to return to their homes and concoct believable alibis. Only the cultists and a few diehards remain on the streets.

One such group has taken several police officers hostage and are holding them in a fifth floor apartment block. The unit is called on to rescue the hostages. The police and several Lances of Sergeants have the building surrounded.

There are three cultists and three rioters (treat as Citizens with d4 Fighting and armed with molecular daggers). Two cultists guard the officers in a bedroom while the others are in the lounge making demands over the telephone to the police captain.

The cultists have convinced them to ask for a million miters in cash for the safe return of the hostages—a ludicrous demand—and they are growing more anxious by the minute at the police chief’s refusal to comply. Shortly after the team is briefed on the situation the cultists execute a hostage and throw his body out the window.

How the team tackles the problem is up to them. Going in the front door all guns blazing is certainly gives the characters the element of

surprise, but unless they succeed in taking out the cultists guarding the prisoners quickly they execute them on their first action.

Once the hostage situation is over the rest of the day is spent mopping up small pockets of resistance. The team is shipped back to the Preceptory before the Inquisitors arrive to cleanse the area of suspected heretics. No mention of the riot is made in the Church media.

RECRUITMENT DRIVE

What begins as a routine hearts-and-minds operation quickly turns into a fight for survival as the characters battle a dangerous opponent. It is recommended the group be Seasoned before undertaking this mission.

BRIEFING

Your recent successes have made you something of a valuable recruiting asset. One of the large farming settlements in the neighboring diocese is due a routine hearts and minds visit and you've been assigned to the task.

As well as the usual show of presence and firing display we want you to set up a recruiting stand. We're down on our quarterly quota and the bureaucrats need more recruits to attract funding.

Remember—be polite, smile, and don't get into any arguments over which Ordo is better. Every citizen has his favorite, so you'll have to prove we're the best through your words and actions.

Enemy Forces: *The settlement is far from the frontline but be on your guard. Rephaim have advanced this far before.*

Support: *We can't waste too many resources putting on a light show to impress the locals. You'll travel to the site in a Prophet with a Lance of specialist recruiting Sergeants. Since we're trying to recruit you'll also be assigned a Calvary MBT and two Nazareth light tanks. Citizens love to see the hardware. A media crew from our own network will accompany you to get some footage for next week's broadcast.*



Equipment: *Your regular gear plus a few mock-ups to let the locals play with. A collection of advertising boards, four boxes of flyers, and some freebie merchandize should win a few minds to our banner.*

THE MISSION

Recruiting Sergeants use the same stats as regular Sergeants with the following changes—Fighting and Shooting are both d4, they wear dress uniforms instead of armor, and only carry flechette pistols. Most haven't fired a gun since they finished basic training. The media team comprises 1d3+1 Sergeants—use the same stats as for the recruitment Sergeants). The vehicle crews are all standard Vehicle Crew Knights.

The settlement of Neuberg is home to 2,450 souls and is considered a model farming community by many in the Curia. The citizens pay their taxes on time—and in full—support the Sacri Ordines when they visit, and police themselves when it comes to heresy. A thousand more settlements like this and the Church's problem would be sorted.

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The locals have strung banners between houses welcoming the Knights and organized a feast in the church square, where hundreds of locals have gathered. Let the characters interact with the locals for a while before ruining their day. A selection of social encounters is provided below, but the WM should feel free to add some of his own devising.

- * A pretty woman (Charisma +4) flirts openly with one of the Knights. She does not handle rejection well.
- * A farmer asks the Knights if they know his son, whom he has not seen in eight months. If a character makes a Common Knowledge (-2) roll he knows the farmer's son. Sadly, his name came up that very morning on the overnight casualty list. According to the report, he died saving a group of school children from a cultist attack by jumping on a grenade.
- * Another farmer asks the Knights what makes their Ordo better than a rival Ordo (pick any one).
- * A middle-aged woman asks the Knights to take her baby daughter to the Preceptory's orphanage. She recently lost her husband and has no family to support her. The Ordines do accept orphans to train as Knights but usually request the mother attend the Preceptory with the child.
- * The local priest offers to bless the tanks. If allowed, give the tank crews one benny each to use in the coming battle.
- * A group of 1d4+2 local "toughs" try to provoke the Knights into a fight. Treat them as unarmed Militia. They back down if a Knight succeeds in an Intimidation roll.
- * A teenage boy asks a character about his combat experiences, only to be violently ill if the character goes into too much detail.
- * A young girl of about 6 asks the Knights to take her favorite teddy bear as a lucky mascot. If a character carries it in the forthcoming battle he receives a free benny.

ATTACK

The Rephaim have long considered Neuberg to be a perfect target for an assault. The loss of such a prized asset would be a severe blow to Church morale and provide Immortalist recruiters in the larger towns and cities with an example of the power the Rephaim have at their disposal. An agent within the Preceptory has informed his masters of the hearts and minds visit. The chance

to destroy the town and show the inefficiency of the Sacri Ordines is too good a chance to waste—an assault is planned for the day the Knights are in town.

Enemy forces totaling 20 Dark Knights, two officers, a war demon, and three Judea tanks are amassed several miles outside of town. Additional weaponry includes a flechette MG and two Dove AT-1 missile launchers with three spare rounds for each.

The attack begins with a salvo of rockets from the Judea tanks. Without forward observers the tanks are firing blind—1d4 rockets strike the square, the rest explode in other areas of the town. Place the Burst Templates in the center of the square and roll for deviation. Each missile deviates 2d10 x 2" from the center point in a d12 direction.

Scared and wounded citizens immediately begin panicking—the Knights will have to regain order quickly as the infantry and tanks begin their assault as soon as the salvos end. A successful Persuasion (-2) roll calms the citizens, who follow the Knights' orders without question.

Give the players a hand drawn copy of the town map. They should be told from which direction the rockets came and that they have just fifteen minutes of real time to plan the defense of Neuberg. If the players haven't formulated a plan by the time the clock runs out the enemy catch them by surprise in the church square.

The enemy advance along the arrows marked on the WM's map. The "northern" group contains 10 soldiers, an officer, and two tanks while the other has the same infantry numbers but includes the war demon and one tank.

A victory for the characters results in some excellent combat footage for the media channel, which in turn produces a sudden surge in applications to join the Ordo. Knight characters become instant, if short-lived, media stars and gain +2 Charisma when dealing with citizens for the next d4 months.

HOLD THE BRIDGE

The characters command a defensive force protecting a vital bridge against a Rephaim assault. This is a large engagement, but does not require the Mass Battle rules.

BRIEFING

The Rephaim have launched a series of probing attacks along large sections of the frontline. This time the enemy caught us with our pants down. Several key bridges lie in the area and they're the only route home for our boys on the frontline.

You're being put in charge of the defense of the Hauser Bridge. Protect it as long as possible. Destruction of the bridge will hamper any retreat but better that than have it captured. If you're about to be overrun you have permission to blow the bridge.

Enemy Forces: *Expect waves of infantry supported by tanks and possibly even necromantic weaponry.*

Support: *Basilica SPAs are on call. A Lance of Knight Infantry Support, two Lances of Sergeants, and a Lance of four Nazareths are already on site awaiting your arrival. Two Megiddo mortars are emplaced on our side of the bridge.*

Equipment: *Load yourselves down with as much ammo and heavy ordnance as you can carry. The bridgehead is already mined so don't worry about carrying extras.*

BASE DEFENSES

The Knight Infantry Support Lance comprises four Infantry Support troops with flechette MGs and two Assault Knights. Fill out ally sheets for all allied units. Around the perimeter is a double row of razor wire.

Inside the wire is a heavy density mixed mine-field extending for 10". Roll for type on the Mine Summary Table (page 100) if a mine is detonated. The last line of defensive on the far side of the bridge is a series of armored pillboxes. Each pillbox can hold four men and has firing slits on the front face. Troops firing through the slits receive Heavy Cover (−4). The command bunker has room for ten soldiers to use the firing slits simultaneously. Inside is the main detonator for blowing the bridge.

A series of armored emplacements provide cover for the Megiddo mortars and the tanks. Tanks parked in the emplacement are considered "hull down"—only the turret is showing—and receive Medium Cover (−2).



The bridge has a Toughness of 40(20) for each 1" square. Shaken results create small craters but do not dramatically impede movement—count it as Difficult Terrain. A wound creates a hole in the bridge—mark the affected area with a 1" square counter. This counts as impassable terrain.

A line of holes across the entire width of the bridge makes it impassable by all but grav-lift vehicles.

THE MISSION

As dawn breaks on the first day, the radio chatter reveals the sorry state of allied positions across the bridge. Several positions have been overrun completely with heavy losses, others are holding out against massive numbers of "human wave" assaults, and a few are abandoning their posts and heading to regrouping zones to prepare counterattacks. Artillery shells and large caliber rockets scream over the group's position at regular intervals.

During the day several reports indicate a large breakthrough heading straight for the Hauser Bridge. It seems the characters are going to have company.

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THE ASSAULT

Sensing an opportunity to encircle the outlying human troops and cut off support, the Rephaim are attacking all the bridges along the new front-line. The capture of these would condemn tens of thousands of Knights and Sergeants to death and allow the Rephaim to continue their advance.

An hour before dusk, the first attack begins with a short 200mm rocket artillery barrage targeted on both sides of the bridge. Place a line of four Large Burst Templates along the razor wire and on the command bunker. Roll for deviation and effect as normal. Mines caught within the template explode automatically, clearing a path for the infantry and tanks.

As the sun begins to set (Dim Lighting) the first wave of troops—20 zombies and six exploding corpses—pours toward the perimeter. The attackers emerge from the treeline 60 yards in front of the razor wire. This is not the main assault but a probe to clear the razor wire and minefield and reduce the defenders' ammo supplies. Any exploding corpses that reach the razor wire detonate, possibly killing nearby allies but also ripping holes in the perimeter.

An hour after the first wave is stopped the main assault begins under cover of darkness. A force of 60 zombies supported by four Brigand tanks crewed by skeletons storm toward the bridge.

Four of the zombies have flamethrowers, six have LAW 66mm rockets, and two have Gehenna blast cannons—the rest are equipped as standard. The tanks blast away at the pillboxes and Nazareth tanks as soon as they emerge from cover.

If the attack is stopped the characters are victorious. Shortly after the attack ends, a convoy of heavy tanks supported by thousands of troops arrives to cross the bridge. A large counterattack is underway and the tide has turned in favor of the Sacri Ordines.

The characters are relieved of their duties and returned to the Preceptory for a much needed rest.

A CLASH OF CULTURES

A small village has come under attack by Rephaim troops and a hurried rescue mission is launched. A church media team accompanies the

characters to broadcast live footage of the “daring rescue” to the masses. To make matters worse, a Corporate snatch team is already in the village.

BRIEFING

We've just received an SOS call from a remote settlement under attack by Rephaim. They've no militia and need urgent help. We're the nearest Preceptory so the rescue falls to us. It sounds like the majority of citizens managed to barricade themselves in the church, but others are isolated in their homes. Liberate the church then sweep through the village and cleanse it.

It seems the Field Master views this mission as a recruitment opportunity. The Office of Information is sending a TV crew to broadcast live footage of your team in action. Keep it clean, rescue those citizens, and we may see a much needed rise in recruits as a result.

Enemy Forces: The report was garbled but we estimate around 10–20 zombies and skeletons around the church with perhaps half that number elsewhere in the village.

Support: The only fire support available is your dropship. A squad of Sergeants has been assembled and is waiting at the airfield.

Equipment: There's no time to pick the best gear. Grab what you have and get to the dropship.

THE MISSION

The TV crew consists of a reporter, two cameramen, and a sound engineer. None of them has any combat experience. Treat as Citizens but add Knowledge (Journalism) d8 to the reporter and Repair d6 to the sound engineer. The reporter attaches herself to the group's leader and follows him everywhere he goes.

By the time the team arrives the citizens have managed to construct a makeshift barricade of cars around the church, from where they are mounting a valiant but futile defense. There are 20 citizens and five militia behind the barricade

and a further 30 citizens (in groups of 1d6) trapped in their homes throughout the village. The barricade has a Toughness of 16(6).

The bulk of the Rephaim army consists of 20 zombies. They currently surround the makeshift barricades the villagers have assembled—their close proximity to the citizens makes fire support dangerous. Ten skeletons in two groups of five are searching the village for lone humans.

The dropship pilot performs a flyby of the village to give the group's commander an overall picture of the situation. Small arms fire rattles off the dropship's armor—it poses no danger to the heavily armored craft. The CO may pick where his troops disembark—as soon as they vacate the dropship it lifts off and begins circling, radioing in the location of enemy forces.

Unfortunately the distress call was placed over an open channel. BioGen immediately dispatched a team of security troops and scientists to capture Rephaim specimens for research.

The Corporate force comprises two scientists, five soldiers, and a vehicle crewman. Two of the soldiers carry corpse catchers in addition to their standard weaponry. Realizing the characters are going to ask some very awkward questions the Corporate forces decide to eliminate them—and more importantly the media crew—to hide their own illegal activities. The Corporate forces hear the approaching dropship and take refuge in the building marked X before the heroes arrive on the scene.

If the heroes enter the barn marked Y they discover the Corporate unit's transportation—a Roadrunner APC.

FLIEGERKOPF

The characters should be Seasoned before being assigned this mission. A Scout would be a valuable asset but is not required for success.

A group of trappers visit the characters' Preceptory and inform the Preceptor Master that the Rephaim have been experimenting with aircraft. The Preceptor Master, seeing a chance to win some glory for his Preceptory (and himself), orders the characters to investigate further, stealing one of the craft if possible.

BRIEFING

The CO is called to a briefing in the Preceptor Master's private office. Such an event is highly unusual—the Preceptory has dedicated briefing rooms fitted with advanced tactical display computers and hologram maps.

Last month a group of civilians reported seeing an unusual object flying over the borderland boondocks they call home. Intel has learned that no Church birds were operating in that area at the time. Scouts have scoured the area and have located what appears to be an airfield operated by the Rephaim 100 miles behind enemy lines.

This is a major discovery. Until now we have enjoyed total air superiority and I have no intention of seeing that change. Your mission is to infiltrate the base, acquire blueprints and photographs, then try to steal one of these birds. If that proves impossible you're ordered to destroy it. Once you're clear radio in and we'll send in assault ships to flatten the base. A Cherub insertion craft will drop you 50 miles from the airfield. If you need immediate extraction the call sign is "Mercy Four."

Enemy Forces: *The scouts reported large numbers of zombies and skeletons but few vehicles. There's a good chance a greater Rephaim is in charge of this operation.*

Support: *This is a covert mission behind enemy lines. No dedicated fire support is available. A pilot has been assigned to your team. All being well he'll fly the craft home, leaving you to escape via the Cherub.*

Equipment: *In addition to your regular gear take whatever explosives and heavy weapons you can carry. One week of trail rations should be enough.*

THE MISSION

The pilot is an Extra Knight Vehicle Crewman by the name of Lance Peters. In addition to his usual stats he has the Arrogant Hindrance. He's also upset at being sent in on the ground and

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whines continually. Fill out an ally sheet and give him to one of the players. His survival is not actually vital—he won't fit in the aircraft—but the team doesn't know this yet.

Once on the ground the unit can proceed through the rugged and forested terrain at 15 miles a day. Roll on the Encounter Table below once per day.

ENCOUNTER TABLE

d6	Result
1	Deserted farmhouse. The farmhouse would make a good defensive position to rest for the night.
2	Patrol of 2d6 zombies. Both sides should make Notice rolls. If one or both sides succeeds the encounter begins at a range of 2d10 x4 yards. Otherwise the range is 4d6 yards and both forces must check for surprise.
3–4	No encounter.
5	Tank. A lone Nazareth tank crewed by skeletons is patrolling the area. Check for encounter range as above.
6	Fliegerkopf. The Fliegerkopf can be seen flying overhead. The closest it comes to the group's position is 2d10 x 10 yards. It circles for 2d10 minutes before flying back to its base.

THE AIRFIELD

The airfield is located on a grassy plain on the edge of heavy woods. A killing zone of 50 yards (25") lies between the woods and the outer perimeter.

A double barrier of razor wire, 6 yards (3") wide and twice that apart, marks the perimeter. Positioned every 10 yards (5") along the gap between the wires are Banshee defense systems.

Wooden emplacements are spaced along the inside of the perimeter fence. Each houses two skeletons armed with a flechette MG. Each emplacement has firing ports on all sides. Transferring the MG between ports takes an entire round.

Two patrols of 2d6 zombies constantly walk the inside perimeter—they are spaced equidistantly and perform a complete circuit every 30 minutes. They are left to their own devices unless there is an attack—at which point a vampire officer joins them from the armored bunker.

The large building near the runway is the hangar and houses a single Fliegerkopf aircraft. Two zombies guard the entrance and two more patrol inside. Part-necromancy and part-technology, the Fliegerkopf requires fuel. A large valve allows fuel to be transferred from underground tanks to the Fliegerkopf. One way to destroy the aircraft is to leave the valve open and set an explosive or incendiary charge nearby. The resultant explosion causes 4d8 damage to everything within a 24-yard (12") radius.

A single metal door, guarded by two zombies, allows access to the bunker. The door can be blown open with an explosive charge or the electronic lock can be "picked" with a successful Lockpicking (–2) roll. Inside is a lift giving access to the operations suite buried deep underground.

Within the command center are two rooms. The lift opens into the control room, which is manned around the clock by three young vampires. Inside this room is an armored locker housing a single fliegerkopf head in a nutrient tank and a safe, which contains the blueprints. The second room is the living quarters of the camp CO—an ancient vampire.

Cracking the safe or the armored cupboard requires a single charge of explosives or a Lockpicking (–4) roll.



TERROR TACTICS

The group is assigned to a remote border post. Unfortunately, the border post is about to come under attack by a Rephaim force, but all is not as it seems as the heroes realize the evil of the enemy they must fight.

BRIEFING

As part of a routine rotation of forces your unit is being assigned to a forward observation post in the Carpathian Mountains for the next two weeks. A Lance of Sergeants will accompany you. This should be a nice rest from battle—take the time to relax but don't neglect your duties.

Enemy Forces: *There have been reports of Rephaim patrols in the vicinity but no contact has been made. The outpost is located on the only path through this stretch of the mountains so chances are the enemy knows it exists.*

Support: *Dedicated Basilica SPAs are available should the enemy attempt a breakthrough.*

Equipment: *The base is fully stocked with food. Close artillery support weapons are already in place should you need them.*

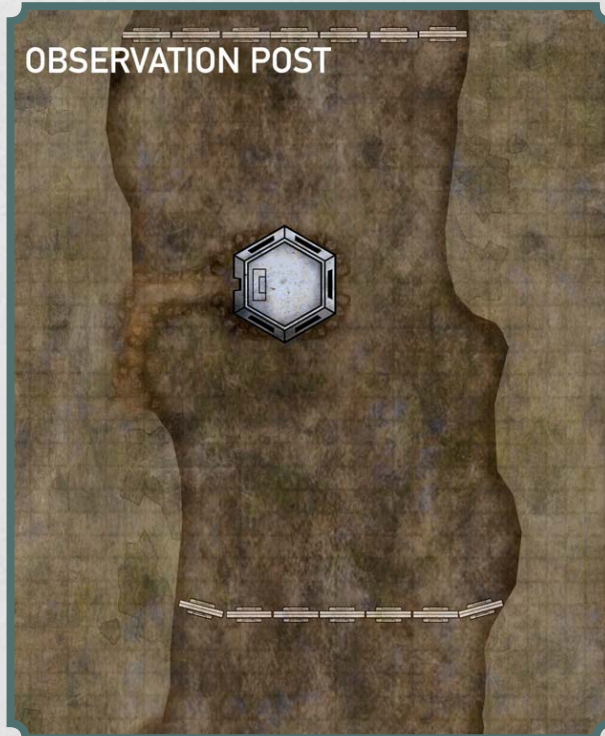
THE OBSERVATION POST

The observation post is located in a steep valley. The cliff face to either side is nearly vertical and the only way to reach the post is via a dirt track. A perimeter fence stretches across the valley 50 yards (25") in front of the bunker.

The outpost itself comprises a concrete bunker and a sandbag enclosure positioned on either side. Inside the bunker is the forward viewing area, a kitchen, an armory, and a barrack room housing twenty bunks. The kitchen has 200 man-days of supplies—the armory contains only four LAW 66mm rockets left over by the last unit stationed here.

Behind each sandbag enclosure is a 50mm SBAC with 20 rounds of ammunition. Parked behind the bunker is a Sinai Scout Car for use in recon patrols.

OBSERVATION POST



The observation room has four forward facing gun slits, which provide near Total Cover (–6). The sandbag enclosures provide Medium Cover (–2) to the kneeling SBAC crews.

THE MISSION

As darkness falls on the sixth night the sentries hear loud moans from beyond the perimeter fence. Using binoculars reveals a crowd of some forty or so humans clambering over the fence and moving sluggishly toward the bunker. Thirty of the group are innocent humans (use Citizen stats)—the other ten are exploding corpses.

Until recently the humans were part of a vampire's larder. Rather than devour them he has decided to use them to conceal an attack on the observation post. Realizing they would alert the guards at the first opportunity, he had their tongues torn out. Although the guards might think them zombies—their stumbling walk is a result of malnutrition and poor treatment—he is taking the chance they will investigate before opening fire. The exploding corpses simply mingle with the group as they advance on the fortification.

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Unfortunately for the characters the citizens want nothing more than to reach safety—they ignore orders to stand still and are unable to verbally identify themselves or warn the group about the exploding corpses.

Separating the innocent citizens from the exploding corpses is not easy. Once firing starts the citizens run around like headless chickens. Unless the characters are careful the body count could be very high.

RED DOG SIX IS DOWN

A reconnaissance craft sent to photograph an Asgard stronghold has been shot down on the return flight, crashing in a remote area. Several small teams are sent out to scour the area and retrieve the data recording crystal.

BRIEFING

An hour ago one of our spy birds, call sign Red Dog Six, was shot down returning from a flyby of what we believe is a secret Asgard research facility. We don't know if the pilot or the recording crystal survived the impact.

The area in which he crashed is Corporate territory. We can't allow them to find the pilot or the crystal but we can't risk sending in a full strike force to find it either. A Cherub will drop you off at the crash site—it's the last known position we have and the pilot may have left clues to where he was heading.

Other units are being dropped further afield in case the pilot survived and is trying to head home across country. Once you locate your objectives call in for evacuation.

Enemy Forces: *Asgard is likely to go to great lengths to retrieve the crystal. Expect heavy resistance to your presence. Let the diplomats worry about the backlash—just get that crystal back.*

Support: *We can't risk starting a war with the Union. Best we can provide is a Crown fighter. A second Cherub will carry a half-strength Lance of Sergeants.*

Equipment: *Take extra rations and anti-tank weapons just in case.*

THE MISSION

The crash site is located in lightly forested terrain only twenty miles from a Corporate town. As the Cherub performs a flyby of the site the pilot calls the CO to the cockpit. He has spotted several Roadrunner APCs are racing toward the crash site. Best guess puts their ETA at only twenty minutes.

A list of standard actions the characters may perform at the crash site is given below, along with the time it takes. A group of characters can perform many tasks at once—keep a track of the longest amount of time taken.

- * Check the cockpit (1 minute): There is no sign of the pilot.
- * Check immediate area for the pilot (10 minutes): A successful Track roll locates a blood trail leading into the forest. It leads to a stream and is then lost (the pilot used the stream to cover his tracks).
- * Check the recording crystal (1 minute): The recording device has been opened and the crystal is missing.
- * Check for cause of damage (5 minutes): A successful Common Knowledge roll reveals a missile brought down the craft.
- * Booby trap the wreckage (5 minutes per device): A successful Common Knowledge roll and a grenade are required to set a booby trap.
- * Destroy the wreckage (10 minutes): A successful Common Knowledge roll and 1d4+1 incendiary grenades are required to completely destroy the wreck and conceal the disappearance of the crystal. A character suggesting this plan should be awarded a benny.

Fifteen minutes after the team lands they hear the approaching engines of the Corporate troops. Five minutes later four Roadrunner APCs burst onto the scene. Each carries a full compliment of Corporate soldiers led by an officer. Characters still in the area find themselves heavily outnumbered and outgunned.

Taking the characters prisoner would be a major coup for Asgard. The company directors accuse the Church of conducting illegal operations against the Union, which causes a dramatic rise in tensions between the two entities.



A prisoner exchange sees the characters returned home 1d6 months later. Punishments—and there should be some—are left to the WM’s devising.

FINDING THE PILOT

Locating the pilot, and the recording crystal, requires the group to scour the area around the crash site on foot.

Roll on the Encounter Table below every 4 hours until the pilot is located or the group evacuates the area. If the group is moving stealthily roll once every 6 hours to account for the slower pace. Encounters labeled “Mobile” can only be encountered while the group is mobile. If they make camp for the night treat these as No Encounter.

The pilot is unconscious and does not respond to radio broadcasts. Shouting out is a stupid idea—immediately roll for an encounter, ignoring “Mobile” results.

Encounters with troops or vehicles take place at an initial distance of 2d10 x 10 yards. Both sides should make Notice rolls to detect each other—if the characters are moving stealthily the enemy forces must beat the lowest Stealth roll to detect the group. Make a group Notice and/or Stealth roll for the Sergeants. Should both sides fail to detect each other the encounter happens at just 3d10 yards and both sides must check for surprise.

ENCOUNTER TABLE

d10	Result
1	Blood Spots (Mobile): Have each character make a Notice (–2) roll. On a success they spot several small drops of blood on a nearby rock. Add +1 to all future Encounter rolls.
2	Rephaim Patrol: The constant radio chatter has attracted the Rephaim. Rather than trust zombies and skeletons, they have dispatched a Dark Knight team to

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the area. The patrol comprises 2d6 Dark Knights and 1d3 hellhounds led by an Officer. They are not interested in taking prisoners.

- 3 **Corporate Patrol:** A force of 2d6 Corporate soldiers is encountered.
- 4 **Cave (Mobile):** The group locates a large cave well concealed by shrubbery. Do not check for Encounters if the group camps here.
- 5–6 **No Encounter**
- 7 **Corporate Patrol:** A Corporate officer and 3d6 soldiers cross the characters' path.
- 8 **Assassinator:** An Assassinator light tank supported by 2d6 Corporate soldiers on foot is combing the area.
- 9 **Knights:** A Lance of Knights from the characters' Preceptory chances across the group. By exchanging data on which areas have been searched already, the characters receive +1 to all future Encounter rolls.
- 10 **Pilot (Mobile):** See Red Dog Found below.

RED DOG FOUND

The pilot managed to locate a small cave in which to hide before he passed out. He is still alive and a successful Healing roll revives him. The data crystal is located in his flight suit. When the CO calls in for evacuation, he is told to find a clearing and pop a yellow flare to signal the waiting Cherubs.

The nearest suitable landing site is only two miles away no matter which way the group heads. The clearing is 20 yards wide with several fallen trees behind which the group can take cover.

Once they pop the flare roll 4d6—this is the number of rounds until the Cherubs arrive. Unfortunately, there is an Assassinator tank supported by 2d6 Corporate soldiers led by an officer nearby. The infantry arrive on the scene on the 6th round and immediately attack the group (assuming they are still present). The tank arrives 1d6 rounds later.

The group must hold them off until the Cherubs arrive. One immediately lands to pick up as many survivors as possible while the other informs the CO it is available for strafing runs. Once all Church forces have been evacuated the mission is over.

TESTING, TESTING

The Preceptor master has been offered the chance to test new small arms. Unfortunately, they are supplied by Asgard and contain a serious design fault.

BRIEFING

Knights, this briefing is classified Top Secret. Asgard has offered us a chance to field test its new flechette rifle. According to the design specs they're little different from ours save for a larger magazine. As you're aware, the Rephaim require several bursts to disable and it's hoped these weapons will give us the edge we need.

Your mission is to cleanse a small hamlet 100 miles east of here using these new guns. A Prophet APC and a driver will be provided to get you there.

Enemy Forces: Intelligence reports only a dozen or so Rephaim. This should be an easy mission.

Support: No dedicated fire support is available.

Equipment: Each of you will be issued with a new flechette rifle regardless of your standard weapon.

THE MISSION

The hamlet has just eight buildings—seven cottages and a small chapel. Currently occupying the site are eight zombies, two skeletons, and a young vampire. They have no necromantic special weapon support but the vampire does have a single LAW 66mm rocket in his possession.

The vampire is also making use of the buildings as cover—each cottage contains one zombie, with the rest of the troops barracked in the chapel, which the vampire is using as his headquarters. Approaching within a half mile with the APC automatically alerts the vampire. He arranges his forces for an ambush. While his troops keep the attackers pinned down, he tries to locate the APC and destroy it with the LAW.

THE WEAPONS

Asgard's new flechette rifles use the same stats as the Church model but are fitted with a 90 round magazine. All the characters are issued with the new rifles in place of their usual flechette weapons.

Unfortunately, there is a serious design fault in the weapons—if a 1 is rolled on a Shooting die (regardless of the Wild Die) the gun jams beyond repair. Realizing the gun is not fixable requires a successful Smarts roll. As each gun jams so the group has less and less firepower. Hand-to-hand combat may well ensue as the desperate group seeks to salvage something of their mission.

BAD GAS

The Knights are called upon to perform a routine sweep of a small village, where they discover a new form of Rephaim.

BRIEFING

The Preceptory Master has ordered all units to step up patrols in the outlying regions of the Preceptory. Your orders are to visit a small farming village of around 40 souls in Sector 3, shake a few hands, be nice to the locals, get a blessing from the priest, pick up any useful information on Corporate or Rephaim activity, and then return to base.

Enemy Forces: *We're well behind friendly lines, so we don't expect any trouble, but be on your guard.*

Support: *The village is two day's drive away, so you'll be given a Prophet APC.*

Equipment: *You'll be issued with your standard gear. There's no need for anything special.*

THE MISSION

The APC is crewed by two Knight Vehicle Crew.

The journey is long and boring, with miles of farmland passing by as the APC thunders across country. As the APC nears the village, the driver pulls over to perform a routine piece of mainte-

nance (smashed light, something caught in the treads). The break gives the Knights chance to stretch their legs.

Have each character make a Notice roll. With a success, they spot a small aircraft flying over the general area of the village. Knights who have seen a Fliergerkopf before instantly recognize the design. On a raise, the character spots a cylindrical object being dropped from the airplane. There is no explosion, so it isn't a bomb.

The cylinder is in fact a pod containing three gas zombies. The Rephaim are keen to live test their latest weapon and have chosen the remote village.

NOBODY HOME

Thinking the cylinder was a food drop from the Preceptory, the villagers rushed to open the pod. On seeing the zombie, they attacked with pitchforks and shovels, and in doing so released a cloud of poison gas. No matter how fast the Knights drive, the gas zombies have already destroyed the village.

The village is deserted when the Knights arrive. Checking the houses reveals meals still warm, fires still lit, newspapers (dated today) lying on chairs, and other signs of daily life. All that is missing are the inhabitants. A character checking the houses and making a Notice roll deduces that the villagers vanished roughly two hours ago.

During the searching of one house, the Knights hear faint scratching from behind a closet door. Inside is a small boy, aged about 9 (treat as a Civilian but lower his Strength and Vigor to a d4). Once the closet door is opened, he begins screaming.

He is covered in mud and scared witless. A Persuasion roll at -4 is required to calm him down. Otherwise, all he does is scream. Once calmed, the boy, who says his name is Peter, tells the Knights the following story.

"A metal box fell from the sky earlier today. The priest said the Knights had sent us supplies, so everyone went out to find the box. When we opened it, dead men came out and attacked. Mister Giles, our neighbor, stabbed it with his pitchfork. Then everyone fell dead. I ran away and hid here."

The boy knows nothing else and bursts into tears if asked to describe the scene or the "dead men" in any detail.

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A SECOND CLOSET

Once the boy has been found, you can run the same encounter again, only this time replace the boy with a gas zombie. The zombie wandered into town looking for more victims, walked into a house, and managed to lock itself in a closet. Too stupid to try the handle, it simply began walking around the closet trying to find an exit.

THE CAPSULE

The capsule lies a mile out of town. Surrounding it are the bodies of the villagers. A successful Healing roll reveals they have been poisoned (which might start a quick panic to leave the area).

A Tracking roll reveals two sets of sluggish, foot-dragging footprints heading away from the village and one set heading back into the village. The only other prints leading back to town are those of the boy.

The zombie in town is locked in a closet (as described above). The other two have reached an outlying farm a few miles from town and are dining on the previous occupants when the Knights arrive. Unless the Knights travel on foot, the zombies hear the approaching APC and take up positions by the window. They are armed with SMGs.

AFTERMATH

Once the gas zombies are destroyed, the Knights can return to base. They can bury the villagers if they want, but if they leave them a squad of Sergeants is detailed to clean up the mess.

If the Knights have broadcast the existence of the gas zombies to their Preceptory and there is no Lazarite in the party, they are intercepted on the way back to the base by an Angel dropship. The Angel lands in front of the APC and six Lazarites wave the APC down. They demand the corpses of the gas zombies be handed over immediately. They aren't looking for a fight, but will certainly make threats about making an official complaint with regard the Knights "interfering in official Lazarite business" (which turn out to be promises).

Otherwise, the Knights can deliver the gas zombies to their superiors. Sooner or later the Lazarites arrive at the Preceptory to claim the specimens, but the heroes get the glory for discovering this new form of Rephaim.

NO PICNIC

Troops from the Preceptory are engaged in an offensive against the Rephaim, and the Knights are called upon to take out a suspected headquarters building deep in the woods.

BRIEFING

We're about to begin Operation Two Step, a surgical strike against Rephaim forces just over the border. Most of the Preceptory is involved, and your unit has been chosen to attack what we believe is a headquarters building located in a patch of dense forest.

Aerial bombing is out of the question, as we want any data from the headquarters intact. Prisoners would also be nice. Unfortunately, there's no landing zone in the forest and we don't want to alert the enemy by blasting one. You'll be dropped off outside the forest and go in on foot.



Enemy Forces: We expect there'll be at least one vampire, possibly with some *Ordo Tenebrae* guards. The main assault should pull most other units from the forest, so we expect only light resistance.

Support: Vehicular support is unavailable, but you'll have two Lances of Sergeants at your disposal. Artillery and air support is available, but not for use against the headquarters. Call it when you need it and we'll respond with what's available.

Equipment: You'll be issued your usual gear, a corpse catcher, just in case, and six demolition charges for blowing up the building after you've searched it.

THE MISSION

The unit and the Sergeants (12 in total) is dropped off on the outskirts of a rather ominous-looking forest. The trees are black and twisted, the dense canopy allows little light to reach the forest floor (treat as Dark Lighting), and there is no obvious trail. All the unit has to navigate by is a compass and a map.

Have the Scout or Senior Knight make a Common Knowledge roll to navigate through the forest, with a -2 penalty because there are no landmarks. On a success, roll three times on the Encounter Table below. A raise reduces the number of possible encounters to two. With a failure, there are four encounters. A critical failure results in the party becoming totally lost. They suffer 1d6 encounters, and emerge from the forest several hours later not far from where they first entered. They must repeat the navigation roll again.

ENCOUNTER TABLE

d6	Result
1	Hostiles: Choose any creature from the bestiary to waylay the heroes.
2	Patrol: The Knights encounter a roving patrol of 2d6 zombies. Both sides should make Notice rolls. If one or both sides succeed the encounter begins at a range of 2d20 yards. Otherwise the range is 4d6 yards and both forces must check for surprise.

- 3-4 **No encounter:** The Knights hear strange noises or sounds of battle, but see no enemy.
- 5 **Bunker:** The Knights tumble across a bunker manned by six skeletons. As well as their normal weapons, the skeletons have a Gehenna heavy blast cannon.
- 6 **Minefield:** The Knights wander into a minefield of corpse mines. The minefield is 20 yards (10") deep and of medium density.

HEADQUARTERS

The headquarters the intelligence boys suspected of being in the forest is in fact a Weird Science laboratory geared to mass-producing zombies.

The surface buildings are three stone structures (once a human farm) in a clearing 20 yards (10") wide. There is no furniture of any sort and the building looks like nothing more than derelict dwellings. In fact, they house one zombie per Knight or Sergeant, led by a young vampire. The defenders have two Abaddon light blast cannons and a Judas hypnosis cannon between them.

Below the surface, reachable by stairs in one of the buildings, is a single large chamber, in which stand a dozen operating tables, each occupied by a corpse. Fleshy tubes connect from the chest of the corpses to a large lung of reanimation goo suspended from the ceiling by muscle and sinew. The goo is identical to that found in the Lazarus reanimation pack, and is harmless to the living.

A young vampire runs the reanimation lab, assisted by one Dark Knight per hero. When the Knights enter the basement, the vampire activates the animation goo. The lung begins expanding and contracting as it "breathes" goo down the thick tubes and into the corpses. Roll a d4 at the beginning of each round to see how many zombies animate that round. They have no weapons or armor. The lung of fluid has a Toughness of 8 and can take only a single wound. If it is destroyed, no further zombies animate (and give the player a benny for his ingenuity).

Aside from destroying an important enemy resource, the Knights can collect several important documents from the laboratory.

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CHURCH WARDENS

The Knights are called on to check out reports of strange activity in a small village and discover the priest has gone over to the Rephaim.

BRIEFING

In the last few days, a trickle of refugees has arrived at the Preceptory from the village of Clarstein, which lies to the south. They claim the local priest, one Father Otto Franklin, has been conducting unusual rites, flogging those he calls sinners, and such like. It might be zealotry, or it could be something far worse. The bishop has asked us to check it out and deal with the situation.

Enemy Forces: *Franklin may have some close followers who resent your interference, but we don't expect any Rephaim this close to home.*

Support: *We have no idea what's going on, so we're sending you in with a Lance of Sergeants and a Prophet APC. Air support is available if the situation turns ugly.*

Equipment: *Just the usual equipment for this mission. Try to avoid using lethal force until you know what's going on.*

THE MISSION

Father Franklin has been turned to the Rephaim cause, partly through his own zealotry and partly through subtle manipulation by Rephaim agents. He is now a corrupt priest (page 159). He has used his sermons to subtly alter the stance of many of the villagers, who are now cultists (page 159). Not all of the villagers have been converted, but telling friend from foe is nearly impossible.

The Rephaim have yet to learn of Franklin's conversion, and have offered him no support. Should he be allowed to continue his teachings, there is no doubt the Rephaim will use the village's proximity to the Preceptory as a staging post for guerilla attacks.

When the Knights arrive, Franklin greets them and invites them into the church. He knows that the refugees have told tales of his regime, and is keen to disperse such myths. He tries to

convince the Knights, not too forcefully, to let the Sergeants question the villagers about life in the village. Two villagers accompany the priest.

Once inside the church, Franklin climbs into the pulpit, flanked by his attendants, and begins a short sermon.

"I know why you have come. Those so-called refugees have filled your hearts with lies about my wicked ways. The only evil here is the power of the Church, which holds people in servitude, keeps them oppressed, and denies them freedom of choice. My new gods will change all that, make us equal to others in their service. But first, we must show our loyalty to their cause by removing you from the scene."

Franklin reaches down into the pulpit, pulls out an Asgard 12mm SMG, and opens fire on the Knights. Check for Surprise. The pulpit provides Medium Cover and has Armor +3. As Franklin opens fire, the church doors burst open and a force of cultists equal to 3 per hero or allied character attack (they have no firearms).

If the Sergeants are patrolling the village, they hear the shooting (the SMG is a conventional ballistic weapon). As soon as the firing starts, however, they are attacked by cultists as well, numbering 3 per Sergeant. Again, they have no firearms.

The cultists inside the church panic once Franklin is killed and try to flee the village. Any cultists outside the church learn of their leader's death from fleeing comrades and join in the rout. Whether the Knights want to hunt them down or let them go is their choice.

With Franklin dead, the cult collapses. However, at least another 10 villagers not involved in the attack are cultists. Rooting them out will be difficult, but it is possible. How the Knights flush out these traitors to humanity is left to their devices.

In case someone suggests it, slaughtering the entire village just to be sure is not considered murder under Church law (the so-called "God knows his own" clause), but it does cause the Ordo to suffer intense bad publicity when word gets out (and it always does). Every character's Charisma drops by -4 for the next three months when dealing with commoners.

DEATH IN THE FOG

Important Note: The blood mist antagonist cannot be harmed by normal weapons. It is therefore strongly suggested that the group has a Chaplain in their number with offensive miracles. If there isn't one and you still want to run this adventure, assign a Wild Card NPC with the *bolt* power to the group.

The Knights are sent on a routine patrol into the hills with a group of Squires, unaware that a silent killer lurks in the nighttime fog.

BRIEFING

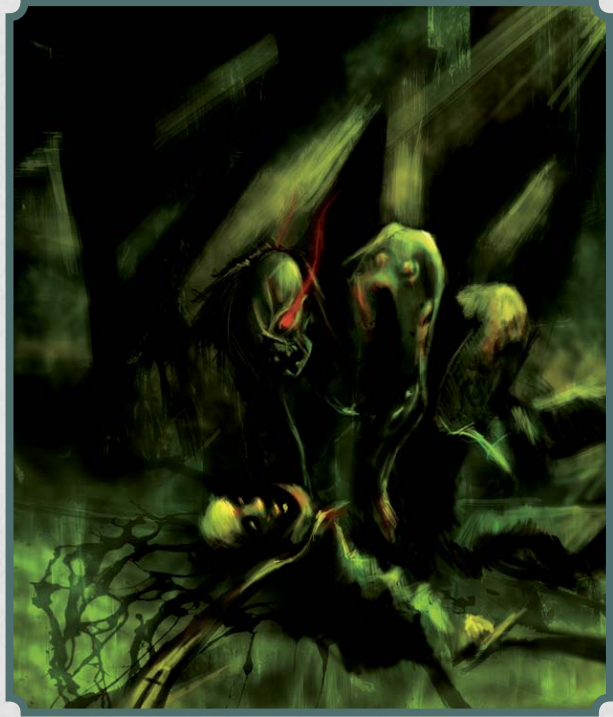
The latest batch of Squires is nearing the completion of their training. As you're aware, they need to spend time on simulated combat patrol sweeps before they move on to their final testing. You've been chosen to take a group of Squires into the hills and put them through their paces for the next week.

Run them through hard marches, simulated attacks at night, with you as the bad guys, trench building, and anything else you can think of to break their bodies and minds. We have to know they're tough enough to continue training and achieve Knighthood. Your report at the end of the training will determine if the Squires have a chance of becoming Knights, enter the Ordo as Sergeants, or get sent home to their mommas as failures.

Enemy Forces: *This is a quiet zone, but keep an eye open for infiltrators or cultists.*

Support: *This is an intense combat patrol training mission. A Samaritan APC will be kept in reserve about four hour's drive from your position just in case.*

Equipment: *Standard patrol gear only. The Squires will carry simulator rifles only. You'll each carry a simulator rifle in addition to your regular gear. Use these in mock combat scenarios. We don't want the Squires shot unnecessarily.*



THE MISSION

Simulator rifles have the same stats as regular flechette rifles, but inflict no actual damage. Instead, they fire a low intensity laser beam that activates sensors worn inside the target's armor. An audio device tells both the target and firer where the target has been hit. This prevents cheating as logs can be compared. Cheating in a simulator test is severely punished. Simulator rifles do not have grenade launchers.

There are as many Squires as there are Knights. Treat them as Sergeants. Give each one a name and roll on the Personality Table. The Squires should seem like real characters, rather than just faceless Extras. Assigning them a personality also makes for better Squire/character interaction and gives the Knights a chance to get to know their underlings.

EARLY DAYS

The unit is dropped off by Angel dropship in a range of craggy hills. The weather forecast, given by the pilot en route, is for fog and light rain for the next week. For the first three days of the mission, let the players decide what they want to do, then have them make suitable dice rolls.

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For instance, if they want to go on a 10 mile run in full gear up and down hills, have everyone make a Vigor roll, probably with at least a -2 penalty. If the Knights want to run an ambush drill, run it as an actual combat, with you controlling the Squires.

Make individual rolls for the Squires. Remember, these guys are individuals training to become Knights. They have to impress the characters, and having a constant slacker will make for some great role-playing. Don't bother making rolls for things like push-ups, unless the Knights demand the Squires do 50 or more in a single go.

Basically, the Knights get to be drill sergeants for a few days. Any punishments they impose on the Squires, short of killing them, are deemed acceptable. Brutality is a way of life in a Sacer Ordo and hardens men for future engagements.

THE FOG DEMON

Starting on the third night, a blood mist (page 157) strays into the training area in search of food. First, have it kill an animal, which the group find drained of blood. Then have it attack a lone Squire on sentry duty. Next, step up the attacks, having it attack during the day, singling out stragglers lost in the mist.

The aim is to create an air of fear, and convince the group they are being stalked by a vampire. Don't rush the outcome—build up the tension and keep the enemy a mystery as long as possible.

There's no fixed outcome to the adventure—if the group cannot defeat the blood mist, they will have to pull out or face certain death. Reward them with bennies or clues as to the nature of the beast if they devise a plan to ensnare it, such as using a decoy, but punish them if they are lax.

Assuming the blood mist doesn't kill all the Knights, the Preceptory Master summons them to report on the Squires when they return to base. Their report determines the future of the surviving Squires, which may lead to making new friends or gaining new enemies.

WALL OF DEATH

Important Note: This Savage Tale should be used only after the Knights have started the Battle for New Budapest campaign.

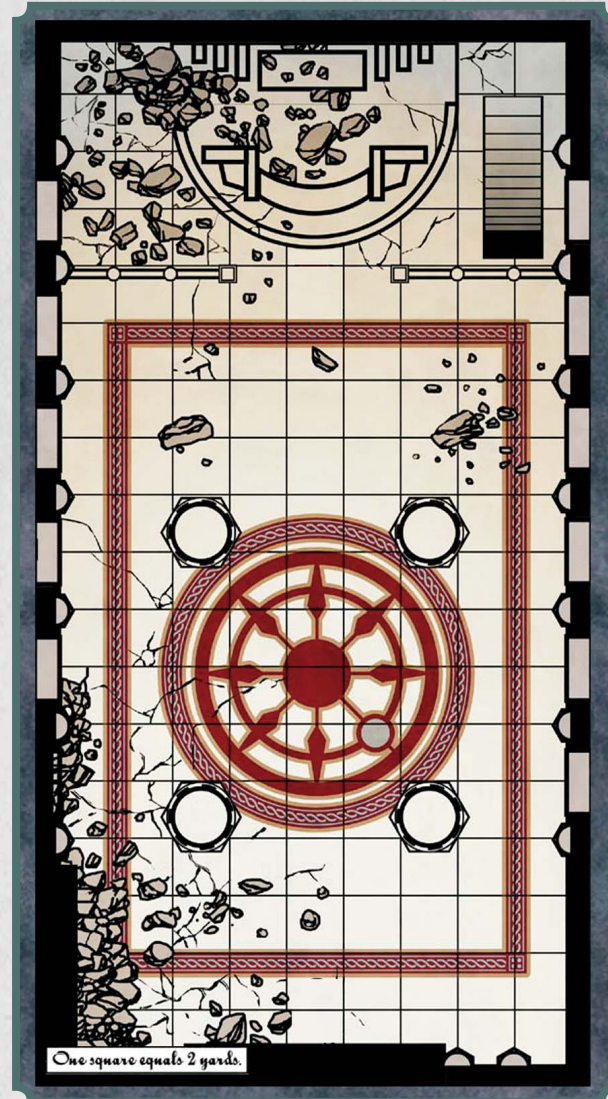
After the successful push through enemy territory to reach New Budapest, clean up squads are dispatched to destroy any Rephaim remnants missed during the initial advance.

BRIEFING

Our troops are engaged in the battle to liberate New Budapest. During the advance, many mausoleums were isolated rather than destroyed. The time has now come to rectify that tactical decision.

You're being dispatched by dropship to clean out an old Impaler Preceptory church on the edge of a derelict village.

Enemy Forces: All Rephaim encountered in the vicinity were either destroyed or routed. Regular patrols and air strikes



should have prevented reinforcements from reaching the area. At best, there'll be some stragglers, most likely zombies and skeletons. Despite this being a suspected mausoleum, we don't believe the Rephaim commander would have remained here.

Support: *Most of our forces are tied up in New Budapest, so there's no infantry support. General artillery and air support is available around the clock as part of the clean up operation.*

Equipment: *We have no idea what is waiting for us in the mausoleum, so you're being kitted out with a flamethrower just in case.*

THE MISSION

The Knights are dropped off five miles from the southern approach to the village. The terrain is gentle hills with scrubby grass, and the village can be seen clearly once they get within a mile.

Many of the outlying buildings have been flattened in previous attacks. Six small houses and the ruins of an inn stand near to the church. There is no specific map for the village—just place the buildings as you see fit.

There is no sign of any activity and the village appears totally deserted. In fact, there are a few skeletons in the village, but they are all hiding in houses. Their number is equal to that of the Knights, and they have no special or heavy weapons. Place them as you see fit. The main focus of the adventure is the ruined church.

THE CHURCH

The church itself is a mortared stone building done in Gothic architecture. Much of the stonework is broken and scorched by air strikes, but still remains intact, and is overgrown by moss and creeping plants. It exudes an air of ominous dread.

1. THE ENTRANCE

A set of stone steps lead up to the doors of the church, which are closed. The tall double doors are weather beaten, and several chunks of shrapnel protrude from the wood. The doors scrape along the stone floors of the church when pushed open.

2. THE CHAMBER HALL

The tall doors open into the large main chamber of the church. Large pillars rise upwards, holding the vaulted ceiling in place. The symbol engraved on the floor is one used by the Impalers to decorate their buildings, and shows eight spears. The place is very dim, imposing a visibility modifier of -1 if the church is approached in the day time.

Characters investigating the ceiling may make a Notice roll. On a success, they spot eight ugly stone gargoyles, two clinging to the top of each pillar. Although they appear to be ornaments, they are in fact living gargoyles (page 161). They attack when the Knights pass the first set of pillars or if they are attacked first.

3. THE ALTAR

At the far end of the church is the altar, which is now buried beneath fallen masonry. The passage to the altar, through the 6-yard gap in the dividing wall, contains a rather gruesome trap, placed there by the former occupant.

When a character crosses the edge of the rectangular floor marking nearest the gap, a corpse wall (page 158) erupts from the floor to seal the gap. The wall is 6-yards (3") wide and as tall as the ceiling. Check for Surprise as normal. The wall to either side is only wooden, and has a Toughness of 5. A "wound" with an explosive weapon opens a 2-yard (1") hole, which counts as difficult ground to cross.

Behind the altar, buried under rubble, lies the mangled corpse of a vampire, left here when the Rephaim withdrew to New Budapest. Although of limited use for research purposes (it's dead), it does hold an important object clasped to its chest—a grimoire.

The text is bound in blackened human flesh, and contains numerous passages and diagrams on how to reanimate a zombie using necromantic Weird Science. Its value to the Sacri Ordines, especially the Lazarites, is immense. Award the character an extra Experience Point for their find. The stairs to the north of the altar are completely blocked by rubble. Clearing them takes 12 hours of back breaking work, less one hour per success and raise on a Cooperative Strength roll.

The stairs lead into an empty chamber as large as the upper church. This once served as the former occupant's lair, but it has been cleared of anything useful.



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COUNTER STRIKE

The grimoire, although overlooked in the evacuation, has now been remembered by the former occupant. Desperate to ensure that the tome does not fall into the hands of the Knights, he dispatches a force of Rephaim to retrieve the book. Unable to use ground troops due to New Budapest being surrounded, and with Fliegerkopfs being in short supply, he sends a force of winged zombies.

Some twenty minutes after the heroes reach the church, the winged zombies (equal in number to three times that of the heroes and armed with SMGs in addition to their grenades) arrive in the village.

The church has no windows and only a single door—there's no way for the zombies to get in, but no way for the Knights to get out. The zombies are clever enough, just, to hide in the houses if their first attack fails and wait until the Knights decide to come out.

THE CIRCLE OF FLESH

Important Note: This Savage Tale should ideally be used after the Knights have started the Battle for New Budapest campaign.

BRIEFING

We've received a call from a supply base ten miles east of New Budapest. They've spotted strange lights a few miles north and want someone to investigate.

Enemy Forces: *Radio communication with the base is erratic due to atmospheric disturbances. We have no idea what you'll be facing, if anything. This could be nothing more than solar flare activity.*

Support: *There's no artillery that far back. You can try calling for backup if you need it, but we can't guarantee there'll be anything available.*

Equipment: *Standard gear only.*

THE MISSION

The strange lights spotted by the supply base are the results of a Rephaim experiment to animate a new form of monster that is more powerful than a zombie, yet just as cheap to produce.

When the Knights arrive in the area, they quickly track the lights to a clearing in a nearby forest. Inside the clearing is a circle of twelve corpses impaled on stakes. The corpse circle measures 12 yards (6") across. In the middle of the circle hangs a glowing ball of sickly green energy, with thin tendrils of crackling energy stretching from the orb to the heads of the corpses.

As the Knights watch, they see the flesh from the corpses putrefying, and then being absorbed by the energy strands. Stopping the experiment requires the destruction of just a single corpse (Parry 2, Toughness 6). The glowing orb cannot be harmed in any way. As soon as the ritual is disturbed, the green orb explodes with a squelching sound. This causes no damage, but it does propel a number of putrimentials over the area.

There is one putrimental for each hero. Roll a d12 to determine in which direction each flies (read as a clockface) and 2d6 for the distance (in game inches). On landing, the putrimentials move toward the nearest hero.

PUTRIMENTAL

Putrimentials are animated collections of putrefied flesh and decayed bone, given mobility and very basic intelligence through necromantic magic. They exist only to "feed," which they do by absorbing live flesh.

Attributes: Agility d4, Smarts d4(A), Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d8, Notice d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Special Abilities:

- * **Blob:** +2 to recover from being Shaken; Cutting and piercing weapons cause half damage; No wound penalties; Immune to poison and disease.
- * **Engulf:** A putrimental may make a grapple attack against any creature under its template. On a success, it has engulfed its foe. Each round the grapple is maintained thereafter, the victim suffers a Fatigue level from suffocation. Victims reaching Death are absorbed.
- * **Fear:** Seeing the creature causes a Guts roll.
- * **Life Sense:** Putrimentials can detect life energy and suffer no penalties for poor lighting.
- * **Mindless:** Immune to Fear and Tests of Will.
- * **Variable Size:** The thing begins as a Small Burst Template (Size +2). For each victim it absorbs, it grows 1" and gains +1 Size (and Toughness), with no limit.

BESTIARY

Man that is born of woman is of few days, and born of troubles.

Job 14:1

Mankind has many allies and enemies on Necropolis. Presented here is a list of common Church, Corporate, and Rephaim forces.

CHURCH ALLIES

There are many types of soldier serving with the Sacri Ordines—only those likely to be assigned to a group as Extras are detailed here. Other types of Knight can be created as needed by adding the required traits and starting equipment (pages 9 and 11 respectively) to the Knight Infantryman template below. All Knights also receive the Special Training appropriate to their Ordo.

CITIZEN

Citizens can be young or old, men or women, professionals, crafters, or common farmers, but what they all have in common is a lack of combat experience or special skills. Citizens with combat training are treated as militia.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Driving d4, Notice d4

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges & Hindrances: —

Gear: Knife (Str+d4), tools (Str+d6)

MILITIA

Most towns and villages have a local militia they can call upon when violence breaks out within their borders. Few are capable of dealing

with a determined Rephaim threat, but most fight valiantly since they're protecting their homes and families.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), molecular dagger (Str+d4+2, AP 2)

INQUISITOR

These are the frontline soldiers in humanity's war against evil. They are obedient to their superior to the point of fanaticism.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Guts d8, Intimidation d6, Notice d8, Shooting d6, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10(4)

Hindrances: Loyal

Edges: —

Gear: Light armor (+4), molecular dagger (Str+d4+2, AP 2), flechette pistol with 3 magazines (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto), one flamethrower per 4 Inquisitors (Range: Cone, Damage: 2d10, ignores armor)

INQUISITOR-CAPTAIN

Inquisitor-Captains are hardened soldiers in the war against heresy and command a station house. They have no jurisdiction over the Sacri Ordines, but are sometimes called upon to work with Knights in stamping out heresy.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d10, Guts d12, Intimidation d10, Notice d8, Shooting d8, Stealth d8

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Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 10(4)

Hindrances: Loyal

Edges: Combat Reflexes, Improved Frenzy

Gear: Light armor (+4), molecular dagger (Str+d4+2, AP 2), flechette pistol with 3 mags (12/24/48, 2d6, Shots 30, AP 2, Semi-auto)



INQUISITOR-GENERAL

Commanding all Inquisition forces within an archdiocese are the Inquisitor-Generals. Many are blessed with supernatural powers.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10

Skills: Driving d6, Faith d10, Fighting d8, Guts d12, Intimidation d12, Notice d8, Shooting d8, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 13(6)

Hindrances: Loyal

Edges: Arcane Background (Miracles), Combat Reflexes, Improved Frenzy, New Power, Power Points, Rapid Recharge.

Powers: Inquisitor-Generals have 25 Power Points and know the following powers: *armor* (white light), *bolt* (white light), *detect/conceal arcana* (chanting), *dispel* (word of power), *light* (glowing orb), and *stun* (word of power).

Gear: Medium armor (+6), flechette pistol with 3 mags (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto)

CHAPLAIN

This is a standard Chaplain, as found both on the battlefield and in Preceptories. Most, like this one, serve in the field as combat medics.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Healing d6, Investigation d6, Knowledge (Rephaim) d6, Notice d6, Persuasion d8, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9(4)

Hindrances: Pacifist (minor), Vow (Major: sacred vows)

Edges: Dodge

Gear: Light armor (+4), flechette pistol with 3 mags (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto), medikit, Book of Common Prayers, ID tag

CHAPLAIN, FAITHFUL

This Chaplain is blessed with the ability to invoke miracles. The powers he has chosen mark him out as a combat Chaplain, with a specialty in combat healing and protection of the men he serves.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d6

Skills: Faith d8, Fighting d4, Guts d8, Healing d10, Investigation d6, Knowledge (Rephaim) d10, Notice d6, Persuasion d10, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9(4)

Hindrances: Pacifist (minor), Vow (Major: sacred vows)

Edges: Arcane Background (Miracles), Dodge, Healer

Powers: *Bless* (communion wafers), *bolt* (cross shaped missiles of white light), *deflection* (blessing), and *healing* (lay on hands); 20 Power Points

Gear: Light armor (+4), flechette pistol with 3 mags (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto), medikit, Book of Common Prayers, ID tag

KNIGHT ASSAULT

Clad in heavy armor, Assault Knights are the shocktroops of the Sacri Ordines. They specialize in close quarter combat, as well as in vehicle or emplacement destruction.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d6, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 15(8)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Block, Brawny, Combat Reflexes, Dodge, Sweep

Gear: Infantry battle suit (+8), flechette rifle with 3 mags (Range: 24/48/96, Damage: 2d8+1, AP2, Auto, 3RB), 5 filament grenades (Range: 3/6/12, Damage: 3d8, AP 4, MBT), Dove AT-1 launcher with three warheads (Range: 24/48/96, Damage: 3d8, AP 60, MBT), sledgehammer (Str+d8, AP 2 vs rigid armor, Parry -1, 2 hands), molecular sword (Str+d8+2, AP 4), ID tag

KNIGHT COMBAT MEDIC

A Combat Medic is assigned to every Lance. Some are combatants, while others prefer to focus purely on saving lives. This Combat Medic falls into the latter category.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Guts d6, Healing d8, Notice d6, Shooting d4, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 10(4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Healer, Improved Dodge, Medic

Gear: Light armor (+4), flechette SMG with 3 mags (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), molecular sword (Str+d8+2, AP 4), medikit, ID tag

KNIGHT INFANTRY SUPPORT

Infantry support Knights are charged with supplying heavy firepower to protect their Lance.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 12(6)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Combat Reflexes, Dodge, Rock and Roll

Gear: Medium armor (+6), flechette MG with 4 magazines (Range: 30/60/120, Damage: 2d8+1, AP 2, 3RB) or flamethrower with 2 tanks (Range: Cone, Damage: 2d10, ignores armor), molecular sword (Str+d8+2, AP 4), medpac

KNIGHT INFANTRYMAN

These are the most populous type of Knight serving the Ordines.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Combat Reflexes, Dodge

Gear: Medium armor (+6), flechette rifle with 3 mags (Range: 24/48/96, Damage: 2d8+1, AP2, Auto, 3RB), 5 grenades (Range: 3/6/12, Damage: 3d8, AP 4, MBT), molecular sword (Str+d8+2, AP 4), medpac

KNIGHT VEHICLE CREW

Whether helmsman, pilot, or tanker, the crewman (and his vehicle) is a welcome sight on the battlefields of Necropolis.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating, Driving, or Piloting d8, Fighting d4, Guts d4, Notice d6, Repair d6, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9(4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Ace, Combat Reflexes

Gear: Light armor (+4), flechette SMG, 3 magazines (Ranged: 12/24/48, Damage: 2d6+1, AP 2, Auto), molecular sword (Str+d8+2, AP 4), medpac

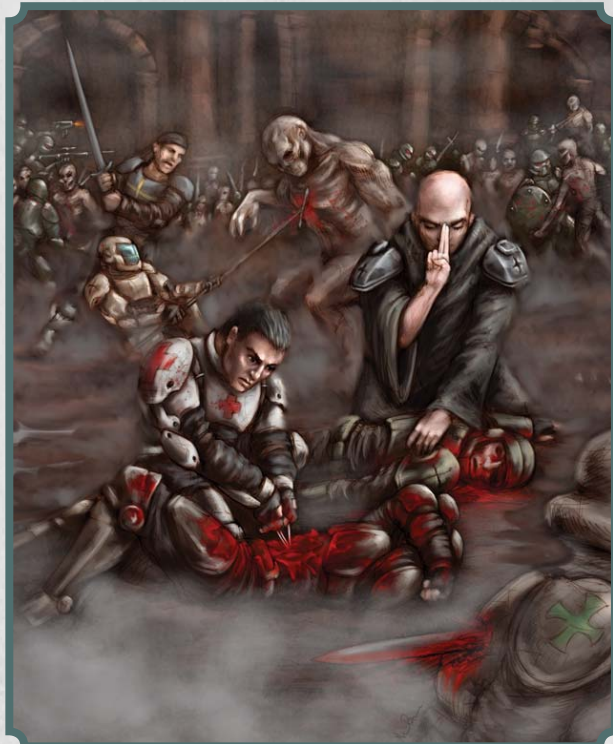
SERGEANT

Sergeants form the bulk of the Sacri Ordines' fighting force. They are not as skilled or well-equipped as Knights.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Guts d4, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4)



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Hindrances: Loyal, Vow (Major: sacred vows)

Edges: —

Gear: Light armor (+4), flechette SMG with 2 magazines (Ranged: 12/24/48, Damage: 2d6+1, AP 2, Auto), molecular dagger (Str+d4+2, AP 2), medpac

CORPORATE FORCES

The units described below are typical Union troops found anywhere on Necropolis. Whether members of Asgard's elite brigades or bodyguards serving Lansing, you can use the same template.

Different Corporations also employ different weapons, and the WM should make changes to suit the Corporation the group is facing. Raven-dell troops, for example, are more likely to be found carrying laser weapons than conventional ballistic weapons.

CORPORATE EXECUTIVE

Execs are rarely found on the battlefield, but occasionally the Sacri Ordines receive orders to bring a suspected heretical executive in for questioning. This often involves going behind enemy lines.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Investigation d6, Knowledge (Finance) d8, Notice d6, Persuasion d6, Shooting d4, Streetwise d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Connections

Gear: Hand computer, headset comms

INFANTRY SUPPORT

The only squad support weapon employed by Corporate forces is the laser MG. Most infantry support troops also carry a pair of Dove anti-tank rockets for dealing with enemy vehicles or fortifications.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 12(6)

Hindrances: Loyal

Edges: Combat Reflexes, Rock and Roll

Gear: Medium armor (+6), laser MG with 4 batteries (Range: 25/50/100, Damage: 1-3d6, Auto) or Dove AT-1 with 3 missiles (Range: 24/48/96, Damage: 3d8, AP 60, MBT), molecular knife (Str+d4+2, AP 2), headset comms, medpac, ID tag



MILITARY OFFICER

Corporate military officers receive training at one of the Unions' military academies. They are skilled professionals with a solid grasp of tactics.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 11(6)

Hindrances: Loyal

Edges: Combat Reflexes, Command, Fervor, Hold the Line, Level Headed

Gear: Medium armor (+6), 6mm SMG with 2 magazines (Range: 12/24/48, Damage: 2d6, Auto, 3RB), molecular dagger (Str+d4+2, AP 2), headset comms, binoculars, medpac, ID tag

SCIENTIST

Corporate scientists found in the field are usually hunting Rephaim specimens for examination. They are not skilled combatants and travel with heavily-armed escorts.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Investigation d6, Knowledge (Rephaim) d8, Notice d6, Shooting d4

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9(4)

Hindrances: —

Edges: —

Gear: Light armor (+4), 12mm pistol with 2 magazines (Range: 12/24/48, Damage: 2d8, Semi-auto) molecular knife (Str+d4+2, AP 2), headset comms

SCOUT/SNIPER

Corporate snipers are a constant danger to Church units operating in Union territory. Their ability to vanish has earned them the nickname "Wraiths."

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d6, Notice d10, Shooting d8, Stealth d10, Survival d8, Tracking d10

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 10(4)

Hindrances: Cautious

Edges: Alertness, Combat Reflexes, Marksman, Steady Hands, Woodsman

Gear: Light armor (+4), 12mm sniper rifle with 2 magazines (Range: 50/100/200, Damage: 2d10), molecular knife (Str+d4+2, AP 2), ghillie suit, headset comms, binoculars, medpac, trail rations, four flares (different colors), ID tag

SOLDIER

The standard soldier of the Union is lightly armed. In skill he is equal to a Sergeant.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4)

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Light armor (+4), 6mm ACR with 2 magazines (Range: 24/48/96, Damage: 2d6+1, Auto, 3RB), 3 filament grenades (Range: 3/6/12, Damage: 3d8, AP 4, MBT), molecular dagger (Str+d4+2, AP 2), headset comms, medpac, ID tag

VETERAN SOLDIER

Veteran soldiers are a match for the Knights of the Sacri Ordines. Their weapon of choice, the 12mm ACR, is loaded with Light Explosive Armor Piercing rounds.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 12(6)

Hindrances: Loyal

Edges: Combat Reflexes, Improved Dodge, Nerves of Steel, Rock and Roll

Gear: Medium armor (+6), 12mm ACR with 5 magazines (Range: 30/60/120, Damage: 2d8+1, Auto, 3RB), 5 grenades (Range: 20/40/80, Damage: 3d8, AP 4, MBT), molecular dagger (Str+d4+2, AP2), headset comms, medpac, ID tag

VEHICLE CREW

The Corporations have a large number of vehicles at their disposal. While their crews are not as skilled, or as famous, as the Knights Templars, they should not be underestimated.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Guts d6, Notice d6, Piloting d6, Repair d6, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4)

Hindrances: —

Edges: Ace, Combat Reflexes

Gear: Light armor (+4), 12mm pistol (Range: 12/24/48, Damage: 2d8, Semi-auto), molecular knife (Str+d4+2, AP 2), headset comms, toolkit

REPHAIM

Presented below are the more commonly known Rephaim currently on Salus.



BLOOD MIST

The destruction of an ancient vampire's physical body isn't necessarily the end of its existence. Through dark magic, they can be brought back into existence as near-mindless, ethereal clouds of vapor with an insatiable bloodlust. They appear as grey clouds until they feed, when they change to pink through to dark red as they consume more blood. Their preferred tactic is to mingle with natural mist, allowing them to approach unsuspecting victims with ease.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Notice d6, Stealth d12+2

Pace: 4; **Parry:** 2; **Toughness:** 8

Special Abilities:

- * **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magic effects.
- * **Blood Drain:** A blood mist covers an area equal to a Medium Burst Template, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores Wound Penalties.

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- * **Immunity:** Blood mists suffer no damage from mundane attacks. Litanies affect them normally.



CHANGELING

In their natural form, changelings resemble skinless humans devoid of any distinguishing features, save for their gruesome appearance. Changelings have the ability to assume the exact form of their victims, taking on their mannerisms and retaining their memories.

Regardless of the form they assume, they keep their own attributes. Thus, a changeling who assumes the form of a human with a d10 Strength may look physically impressive but lacks the muscle power of the original. However, a changeling absorbs its victim's memories. It gains all its victim's skills at one die type lower (minimum d4) unless its own skills are higher—in which case it retains its own levels.

Changelings are used as infiltrators and assassins. Fortunately, they are uncommon, their creation technique being known to only a handful of liches.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: As last victim.

Special Abilities:

- * **Change Form:** A changeling can assume the form of the last person it has killed. This requires an action and a Smarts roll at -2. Changing back to their natural form requires a Smarts roll. Changelings only assume the physical form—clothing and equipment must be taken from the corpse.
- * **Fear (-2):** Anyone who sees a changeling in its natural form must make a Guts check at -2.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores Wound Penalties.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.

CORPSE MINE

Corpse mines are one of the liches' latest creations. Though weaker and less reliable than conventional mines, these makeshift weapons make use of available materials recovered from battlefields; corpses and scrap metal. Liches reanimate the dead, strap salvaged helmets, bits of armor, even flechettes to their bodies, along with a quantity of explosives, and bury them just beneath the surface. The corpses become aware when they sense a life-force nearby, burrow up through the soil, and attack. These corpses prove most effective as antipersonnel mines—they are too weak to seriously damage most vehicles.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10

Pace: 3; **Parry:** 4; **Toughness:** 7

Gear: Belt of explosives

Special Abilities:

- * **Claws:** Str.
- * **Explosive:** Corpse mines that grab a victim detonate the explosives strapped to their bodies. Held victims suffer 5d10 damage; other targets within a Medium Burst Template suffer 3d10 damage. The explosion destroys the corpse mine.
- * **Sense Life Force:** A corpse mine can sense life force within 3". When it does so, it burrows up from the ground (taking one action) and attempts to grab the nearest living target.
- * **Tunneling (1"):** Corpse mines are typically concealed just beneath the surface. Roll an opposed Stealth roll versus the intended victim's Notice. If the corpse mine wins it gains a +2 bonus to grapple rolls on its first action.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

CORPSE WALL

As the name implies, a corpse wall is a wall made of writhing corpses merged into a single mass, but it also contains the spirits of the dead. Fortunately, few liches have learned the art of creating these vilest of abominations.

Attributes: Agility d4, Smarts d6(A), Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 0; **Parry:** 6; **Toughness:** 9

Special Abilities:

- * **Absorption:** If a corpse wall succeeds at a grapple, it attempts to pull its victim into its writhing mass. Victims may try to break free of the grapple as normal, but if they roll a 1 on their escape roll, regardless of Wild Die, they pulled into the wall and their body and spirit is absorbed. The victim is instantly killed and the corpse wall recovers one wound.
- * **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- * **Fearless:** Corpse walls are immune to Fear and Intimidation.
- * **Join Us:** Despite being tormented themselves, the spirits seek to enslave others and continually call out the words, "Join us," in a haunting wail. The wall can use the *puppet* power as an action. It uses its Spirit as the arcane skill and has 10 Power Points for this purpose only. Victims are ordered to walk into the wall. A victim is allowed one roll to escape the lure once he is adjacent to the wall. On a failure, he is Absorbed.
- * **Multiple Arms:** Str+d4. For each game inch the wall is wide, it receives one Fighting attack per round. Larger walls do not suffer a multi action penalty for attacking more than once a round, but each inch of wall may only make a single attack.
- * **Multiple Wounds:** A corpse wall has one wound level for each 1" of width. It never suffers wound penalties.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.
- * **Variable Size:** A corpse wall is typically 1 game inch across. For each additional inch of width, the wall has +1 Size (and Toughness).



CORRUPT PRIEST

These damned souls are priests who have sold their souls to the Dark in exchange for arcane power. They seek to lead others down the path of damnation.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Faith d8, Guts d6, Intimidation d10, Knowledge (Rephaim) d6, Stealth d6

Edges & Hindrances: —

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: Rune dagger (Str+d6+2, AP 2)

Powers: *Blast* (ball of hellfire), *bolt* (ray of black light), *obscure* (darkness); 30 Power Points

CULTIST

Cultist is a generic term to describe any heretic. The stats presented here are for Immortalists who have taken up arms against the Church but have not joined the Ordo Tenebrae.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Knowledge (Rephaim) d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges & Hindrances: —

Gear: Usually a blackmarket Asgard 6mm SMG with 2 magazines (Range: 12/24/48, Damage: 2d6, Auto, 3RB), 1d3 grenades (Range: 3/6/12, Damage: 3d8, AP 4, MBT), and a molecular dagger (Str+d4+2, AP2)

Special Abilities:

- * **Fanatical:** If a cultist is adjacent to a cultist leader (human or Rephaim), he takes the blow for his master. Any direct attack against the leader is instead made against the cultist.

EXPLODING CORPSE

Exploding corpses are the next evolutionary step up from corpse mines. Certain liches have advanced the research to create flesh hungry corpses that explode in a burst of unholy energy once their magically enhanced bodies absorb a certain amount of small arms fire. Only corpses that have not lost body parts or suffered massive damage are used.

Drained of all blood and swollen with unholy energy, exploding corpses are obviously bloated in appearance, pale yellow, and stink more highly of rotting flesh than a standard zombie.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d10

Skills: Fighting d6, Notice d8, Stealth d8, Swimming d8

Pace: 5; **Parry:** 5; **Toughness:** 9

Gear: None (although they may be fitted with armor to prolong their capacity to function)

Special Abilities:

- * **Bite or Claws:** Str+d4.
- * **Explode:** When an exploding corpse is wounded it explodes for 4d10 damage in a Medium Burst Template. This may cause a chain reaction if other exploding corpses are

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caught in the template. This counts as a Heavy Weapon.

- * **Firearm Absorption:** Exploding corpses ignore all piercing weapon damage. Heavy Weapons, other melee weapons, lasers, explosive weapons, and flamethrowers inflict normal damage.
- * **Stench:** Characters who make a successful Notice check may detect the smell up to 6" away (12" downwind). The putrid stench permeates everything except airtight vessels.
- * **Thermal Vision:** Exploding corpses halve penalties for darkness against living targets (round down).
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots.
- * **Weakness (Fire):** Fire is especially dangerous to exploding corpses. They automatically catch fire. After that they suffer 2d10 damage per round until they explode.

FLIEGERKOPF

The fliegerkopf Rephaim is the first successful liche experiment combining necromancy and technology. Heads from human pilots salvaged from wrecks have been reanimated and fitted into purpose built aircraft. Fliegerkopfs use the standard air combat rules and outside of their aircraft have no offence or movement capabilities.

Elite pilots may be treated as Wild Cards if the WM wishes, though the fliegerkopf aircraft is barely airworthy. The stats for the aircraft are found in the Equipment section.

A few Rephaim have begun experiments with placing fliegerkopf created from tankers into tanks, although they are known as panzerkopf in this case. The results have been mixed, and only

a few of these vehicles exist. If you want to use a fliegerkopf tank, simply use a standard vehicle template and this Rephaim as crew.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Driving d10, Notice d8, Piloting d10, Shooting d10

Pace: 0; **Parry:** 2; **Toughness:** 14(10)

Special Abilities:

* **Ace:** The pilot has the Ace Edge.

* **Armor +10:** The Rephaim is encased in a special tank. This counts as Heavy Armor.

* **Automated Systems:** The Rephaim is assisted by numerous automated systems and can make two vehicle-related actions each round with no multi-action penalty. It cannot perform the same action twice in a round (so it can't fire the same gun twice).

* **Former Life:** Fliegerkopf have the unfortunate tendency to have flashbacks to their former life. If the vehicle is dealt a black deuce, the brain has such a flashback. It is Shaken and cannot attempt to recover for 1d6 rounds. During this time the vehicle continues at its current speed and rolls on the Out Of Control table each round as the brain goes temporarily insane.

* **Size -2:** It's a brain in a tank of liquid.

* **Small:** Attackers are -2 to attack rolls due to the head's size.

Roll on d6 if the vehicle takes a Crew Critical Hit. On a 5-6 the fliegerkopf head is hit. Otherwise treat it as a Chassis hit.

* **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.



GARGOYLE

Gargoyles, as humans refer to them, are actually winged beasts native to the Dark Dimension. Greater Rephaim “domesticated” them for use in hunting and war.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 4; **Parry:** 7; **Toughness:** 9(2)

Special Abilities:

- * **Armor +2:** Stone body.
- * **Claws:** Str+d6.
- * **Flight:** Pace 8, Climb 4
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.

GHOUL

Ghouls are to the Rephaim what rats are to humans—vermin. Small, agile, and surprisingly strong, they present as much danger to Rephaim as much as they do humans. Ghouls are considered “independent” Rephaim. Ghouls prefer to scavenge for food, searching out corpses on battlefields or in graves. When forced to hunt mobile prey (and this includes “fleshy” Rephaim), they act as a pack, attacking *en masse*, and seeking to paralyze their prey before it can escape.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climb d6, Fighting d6, Notice d8, Stealth d8, Survival d4, Swimming d6, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- * **Burrowing (3”):** Ghouls can tunnel through soft mud and soil at a rate of 3” per round.
- * **Claws:** Str.
- * **Easily Startled:** Easily startled by bright lights or loud noises, ghouls must make a Spirit roll or flee the scene of any such disturbance. Treat them as Panicked. However, their natural curiosity soon overcomes their fear, and they return a d6 rounds later.
- * **Paralysis:** Victims must make a Vigor roll or be paralyzed and incapable of any action—even speech—for 2d6 rounds.
- * **Size–1**
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

HELLHOUND

Hellhounds are the corrupted corpses of canines imbued with necromantic powers. They serve the Rephaim as guard dogs.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Notice d10, Stealth d4, Survival d4, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 9(2)

Special Abilities:

- * **Armor +2:** A hellhound is covered with bony plates and spines, providing it with +2 Armor.
- * **Combat Reflexes:** Hellhounds get +2 to Spirit rolls to recover from being Shaken.
- * **Fear:** Anyone who sees a hellhound must make a Guts roll.
- * **Fleet Footed:** Hellhounds have a d10 running die.
- * **Go for the Throat:** If a hellhound gets a raise on its attack roll, it strikes its opponent’s least armored location.
- * **Hell Bite:** The bite of a hellhound is charged with necromantic energy, and inflicts Str+d8 damage.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.



INQUISITOR MALUS

The forces of good aren’t the only powers with an Inquisition. Even mummies and vampires sometimes sway from the teachings of the Dark. It is the task of the Inquisitor Malus, a former human Inquisitor corrupted and broken through necromancy, to root out these heretics and remind them of their calling.

These unholy Inquisitors wear black robes, hide their faces behind skull masks, and wield weapons capable of causing terrible wounds. They are usually accompanied on missions by 1d4 hellhounds.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d10, Intimidation d12, Necromancy d12, Notice d8, Stealth d10

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Pace: 6; **Parry:** 8; **Toughness:** 9(2)

Hindrances: Bloodthirsty

Edges: Ambidextrous, Arcane Background (Magic), Block, Champion, Combat Reflexes, Improved Arcane Resistance, New Power, Power Points, Two Fisted, Unholy Warrior, Wizard.

Powers: *Armor* (balefire), *bolt* (dark energy), *detect/conceal arcana* (chanting), *dispel* (word of power), *fear* (threats of eternal damnation), and *stun* (word of power); 25 Power Points

Gear: Balefire robes (+2), sword (See below), whip (See below)

Special Abilities:

- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Fearless:** Immune to fear and Intimidation.
- * **Sword:** Str+d8+2. The sword is swathed in balefire. Victims have a chance of catching fire (see *Savage Worlds*).
- * **Whip:** Str+d6 damage. Reach 1. Any creature struck by the whip must make a Vigor roll or be Shaken for 1d6 rounds. They may only try to unShake after this time.



LICHE

Liches are the most powerful of the Rephaim and form the Dark Conclave. All are formidable necromancers of outstanding intelligence and cruel personality. Rarely found on the battlefield, they prefer to remain in their Stygian Towers; raising more troops for the armies of darkness and working on new Rephaim weapons and soldiers.

Most prefer to rely on magic, though a new generation has embraced technology as a way of creating more powerful minions. These individuals have both the Magic and Weird Science Arcane Backgrounds.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d12, Knowledge (occult) d12+2, Knowledge (one science) d10, Necromancy d12, Notice d10, Weird Science d12

Pace: 6; **Parry:** 6; **Toughness:** 15(6)

Edges: Arcane Background (Magic), Arcane Background (Weird Science), Champion, Improved Arcane Resistance, Wizard.

Gear: Stygian armor (+6); rune sword (Str+d8+4, AP 4)

Special Abilities:

- * **Arcane Background (Magic):** Liches have 50 Power Points and know every spell available.
- * **Arcane Background (Weird Science):** Liches

have 35 Power Points and 1d4+3 gizmos on their person. The WM should create or assign these items as required.

- * **Death Touch:** Liches drain the lives of those around them with a touch. Instead of a normal attack, a liche may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target. An Incapacitated victim must make a final Vigor roll or join the ranks of the damned as a zombie 1d4 rounds later.
- * **Fear (-2):** Anyone who sees a liche must make a Guts roll at -2.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores Wound Penalties.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Zombie:** Liches are necromancers first and foremost. The Rephaim they raise through the *zombie* and *improved zombie* spells are permanent, so 4d10 skeletons or zombies usually surround them.



MUMMY, GREATER

True mummies serve as priests at unholy temples and possess spellcasting ability. As with all greater Rephaim they retain their former intelligence. All mummies have the Arcane Background (Magic) and around a quarter also employ Weird Science.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d10, Necromancy d10 (or Weird Science d10), Notice d8

Pace: 4 (d4 running die); **Parry:** 7; **Toughness:** 15(5)

Gear: Stygian armor (+5), rune sword (Str+d8+4, AP 4)

Special Abilities:

- * **Arcane Background (Magic):** A mummy typically knows *barrier* (creates a wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscure* (area of darkness), and *zombie* (ritual preparation) (35 Power Points).
- * **Arcane Background (Weird Science):** Mummies have 20 Power Points and 1d4

gizmos on their person. The WM should create or assign these items as required.

- * **Crushing Grasp:** Str+d6. On a raise, the mummy automatically grapples its opponent.
- * **Fear (-2):** Opponents must make a Guts roll at -2.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores Wound Penalties.
- * **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- * **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” and suffers an immediate wound. Victims who die as result of “mummy rot” may be brought back as guardian mummies.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Weakness (Fire):** Mummies take +4 damage from fire.

MUMMY, GUARDIAN

A guardian mummy is a form of zombie, created from the corpses of those who died from Mummy Rot. During the ritual, the corpse’s flesh hardens to a crystalline form, giving them great resistance to weapons but slowing them down due to its inflexibility. Guardian mummies serve true mummies as temple guardians and elite troops.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 12(2)

Gear: Bone breastplate (+2), molecular sword (Str+d8+2, AP 4)

Special Abilities:

- * **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- * **Fear:** Opponents must make a Guts roll.
- * **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” and suffers an immediate wound.
- * **Shuffling Gait:** Mummies roll a d4 running die.
- * **Thermal Vision:** Rephaim halve all penalties

for bad lighting when attacking living targets or vehicles with their engine running.

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half damage from piercing weapons.
- * **Weakness (Fire):** The chemical used in the preservation process mean mummies take +4 damage from fire.

ORDO TENEBRAE

The Ordo Tenebrae is the Rephaim equivalent of the Sacri Ordines. Its members, known as Dark Knights, are humans fighting for the Rephaim.

Some are devout followers of the Immortalism Heresy, who believe service in the Ordo will lead to vampiric status. Others are Knights and Corporate soldiers driven mad by the horrors they have witnessed or convinced the Rephaim will be victorious and by selling their souls they will survive the approaching apocalypse. Virtually all are destined to die on the battlefield, from where their corpses will rise again to fight alongside the forces of the Dark.



NECROPOLIS 2350

TYPICAL DARK KNIGHT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 10(4)

Hindrances: Bloodthirsty

Edges: Combat Reflexes

Gear: Light armor (+4), flechette rifle with 3 magazines (Range: 24/48/96, Damage: 2d8+1, AP2, Auto, 3RB), 5 monofilament grenades (Range: 20/40/80, Damage: 3d8, AP 4, MBT), molecular sword (Str+d8+2, AP 4)

Special Abilities:

* **Insane:** These insane soldiers are immune to Fear and Intimidation.



DARK KNIGHT OFFICER

Officers of the Ordo Tenebrae who prove their loyalty are sometimes raised to vampiric status to serve as eternal commanders of the Rephaim legions.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Knowledge (Battle) d6, Notice d8, Riding d8, Shooting d8

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 10(4)



Hindrances: Bloodthirsty

Edges: Combat Reflexes, Command

Gear: Light armor (+4), flechette SMG with 3 magazines (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), molecular sword (Str+d8+2, AP 4)

Special Abilities:

* **Insane:** These insane soldiers are immune to Fear and Intimidation.

PUPPET

Puppet is the name given a vampire's thrall. Alone they are ineffective against the superior forces of the Sacri Ordines, but in large groups they can overwhelm small groups of Knights or Sergeants.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges & Hindrances: —

Gear: Assorted hand weapons (Str+d4)



RAT SWARM

Though normal rats rarely attack people, those under the control of a greater Rephaim form vicious, flesh-eating swarms. Rat swarms fill a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

* **Bite:** Rat swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).

* **Infection:** Any one Shaken or wounded by a rat swarm must make a Vigor roll or suffer a level of Fatigue from infected bites. Cumulative bites can lead to Incapacitation, but never to Death. One Fatigue level is recovered every 24 hours or with a successful healing roll.

* **Split:** Rat swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).

* **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work

normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water.

SKELETON

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. Preferred over zombies because of their faster reflexes, skeletons are nonetheless less numerous, since it takes time for the flesh to rot from their bones.

Skeletons, like zombies, possess enough “brains” to follow orders and separate friend from foe. Tactical decisions above the level of “Charge!” are beyond them.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 7/11(4)

Gear: Typically a flechette rifle with 3 magazines (Range: 24/48/96, Damage: 2d8+1, AP 2, Auto, 3RB), 1d3 grenades (Range: 20/40/80, Damage: 3d8, AP 4, MBT); 50% have light armor (+4)

Special Abilities:

- * **Bony Claws:** Str+d4.
- * **Fearless:** Skeletons are immune to Fear and Intimidation.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.



VAMPIRE, ANCIENT

Ancient vampires have been Rephaim for at least three centuries and are formidable foes, both as tacticians and combatants. They serve their liche masters as senior officers, commanding hundreds of lesser Rephaim warriors, and as special agents. Each rules a domain, acting as seneschal and answering only to the liche they serve. Most ancient vampires are necromancers—only a few have even embraced Weird Science.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Knowledge (Battle) d12, Persuasion d10, Necro-

mancy d10 (or Weird Science d6), Stealth d10, Streetwise d10

Pace: 6; **Parry:** 8; **Toughness:** 14(4)

Gear: Stygian armor (+4), rune sword (Str+d8+4, AP 4)

Special Abilities:

- * **Arcane Background (Magic):** Ancient vampires have 40 Power Points and know 3d4 powers.
- * **Arcane Background (Weird Science):** Few ancient vampires have taken to Weird Science. They have 10 Power Points and carry 1d2 gizmos. The WM should create or assign these items as required.
- * **Bite:** Str+d8.
- * **Charm:** Ancient vampires can use the *puppet* power using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.
- * **Fear (-2):** Opponents must make a Guts roll at -2.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores wound penalties.
- * **Improved Frenzy:** Ancient vampires may make two attacks per round without penalty.
- * **Improved Level-Headed:** Ancient vampires act on the best of three cards.
- * **Leadership:** Vampires have the Command, Fervor, Hold the Line, and Natural Leader Edges.
- * **Sire:** Anyone incapacitated but not killed by an ancient vampire must make a Spirit roll or die and return from the dead as a vampire after 1d4 days.
- * **Thermal Vision:** Ancient Vampires halve all penalties for bad lighting when attacking a living target or vehicles with their engine running.



VAMPIRE, YOUNG

Young vampires are the most common of the greater Rephaim.

They are less than a few centuries old and serve as junior officers in the armies of vampire lords. Those trusted by their masters may be given control of a small settlement, acting as mayor. Many have taken to studying Weird Science as a way of advancing in power.

NECROPOLIS 2350



Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d6, Persuasion d6, Stealth d6, Streetwise d6, Weird Science d8

Pace: 6; **Parry:** 6; **Toughness:** 11(2)

Gear: Stygian armor (+2), Hades pistol, rune dagger (Str+d6+2, AP 2)

Special Abilities:

- * **Arcane Background (Weird Science):** Young vampires have 15 Power Points and carry 1d2+1 gizmos. The WM should create or assign these items as required.
- * **Bite:** Str+d6.
- * **Frenzy:** Vampires may make two attacks per round at -2 penalty.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores wound penalties.
- * **Leadership:** Vampires have the Command, Fervor, and Hold the Line Edges.
- * **Sire:** Anyone incapacitated but not killed by a

vampire must make a Spirit roll or die and return from the dead as a Vampire after 1d4 days.

- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.



WAR DEMON

The term “demon” is one invented by the Church media, as no actual demons are believed to exist. These beasts do not come from the flaming depths of Hell, but rather are special Rephaim created by liches. Before the advent of Weird Science, these foul creatures served the same role as tanks.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 17(4)

Special Abilities:

- * **Armor +4:** A War demon is covered with a tough exoskeleton. This counts as Heavy Armor.
- * **Berserk:** War demons can go berserk at will. This adds +2 to Fighting and Strength rolls and increases Toughness by +2. However, the creature is -2 Parry, and if no enemies are visible, it attacks its nearest ally. The Berserk state may be canceled by making a Smarts roll at -2 at the beginning of its action (a free action). If a greater Rephaim commands the beast to cease its berserk state, it makes a Smarts roll at +2.
- * **Claws:** Str+d8. AP 10. These count as Heavy Weapons for what the creature may damage.
- * **Combat Reflexes:** War demons add +2 to their Spirit rolls to recover from being Shaken.
- * **Fear (-2):** Anyone who sees a War demon must make a Guts roll at -2.
- * **Fearless:** War demons are immune to Fear and Intimidation.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores wound penalties.
- * **Large:** Attackers are +2 to attack rolls because of the beast's size.
- * **Size +4:** War demons stand 20' tall and weigh 800 pounds.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.

WIGHT

At a distance, wights resemble humans. Closer inspection reveals them for what they are, gaunt, withered Rephaim with red eyes and sharp claws. Wights serve the greater Rephaim as assassins, using their natural stealth to infiltrate human areas and kill targeted individuals with a single, poisoned claw swipe. Whilst not possessed of stimulating intellects, they are extremely cunning.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Notice d8, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 9(1)

Special Abilities:

- * **Armor +1:** Leathery skin and rags.
- * **Bony Claws:** Str+d4.
- * **Fear -1:** Anyone who sees a wight must make a Guts check at -1.
- * **Poison:** Wights' claws deliver a powerful neurotoxin. A character clawed by a wight must make a Vigor roll at -2. With success, the character gets the "shakes," suffering -1 to all trait rolls for 24 hours. On a failure, the victim becomes immediately Incapacitated and dies in 2d6 rounds unless treated (Healing roll at -2).
- * **Quick:** Wights redraw cards less than 5.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

WINGED ZOMBIE

Winged zombies are the result of lichs' experiments with grafting the wings of creatures from the Dark Dimension onto zombies to create an "airmobile" soldier. Very few exist on Necropolis.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d4, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Typically 2d6 grenades (Range: 5/10/20, Damage: 3d8, AP 4, MBT), for dropping on foes

Special Abilities:

- * **Claws:** Str+d4.
- * **Fearless:** Zombies are immune to Fear and

REPHAIM CHARACTERS

Do you want to give your characters something to be scared of? Well, how about using their dead characters against them.

Given the nature of the war in *Necropolis*, there's a good chance that sooner or later a character will end up as dinner for a vampire. When he does, there's a good chance he'll pop back from the dead as a bloodsucker, unless he's been burned by a trigger happy Incinerator or topped and tailed, of course.

Rather than use the standard young vampire template, you can use the character's base abilities with a template on top. After all, if the new vampire is based on the character rather than being some stock extra, it makes it more personal when he leads a unit of zombies against his former comrades. A player character based vampire will be much tougher than a vampire based on an "average" character, but that's okay. It's called a "challenge."

Traits except Strength are limited to a d12, unless the hero already has an appropriate Edge, like Professional in that trait.

- * Increase Agility by one die.
- * Increase Smarts and Spirit by two dice.
- * Increase Strength by five dice.
- * Increase Vigor by three dice.
- * Increase Fighting and Guts by two dice.
- * Increase Intimidation by three dice.
- * All other skills remain at the same level the character had when he died.
- * Retain all Edges and Hindrances. Add the Bite, Frenzy, Leadership, Sire, Thermal Vision, and Undead Special Abilities from page 166.
- * Wild Card characters retain their Wild Card status.

Intimidation.

- * **Flight:** Pace 6.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

NECROPOLIS 2350

ZOMBIE

Fresh corpses can be found on any battlefield and many Knights have found themselves having to destroy a former colleague whose corpse was animated by the powers of darkness.

Zombies lack the ability to make tactical decisions, but they possess enough intelligence to follow moderately complex orders and understand who their enemies are.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace: 4 **Parry:** 5 **Toughness:** 7/11(4)

Gear: Typically a flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1AP 2, Auto), 50% have light armor (+4)

Special Abilities:

- * **Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

ZOMBIE, GAS

Gas zombies are another attempt by liches to create a new form of Rephaim weapon and are based loosely on exploding corpses. They are bloated with pockets of highly toxic gas, and more resemble drowning victims than regular zombies.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 7/11(4)

Gear: Typically a flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), 50% have light armor (+4)

Special Abilities:

- * **Claws:** Str.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Gas:** A gas zombie that is Shaken or wounded releases a cloud of toxic gas. This fills a Medium Burst Template. Any one caught in the cloud must make a Vigor roll at -2 or suffer a wound. Victims in fully sealed suits are immune to this effect.

* **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

ZOMBIE, SPORE

Spores zombies are another form of Rephaim weapon, and are thankfully in short supply. At first glance, a spore zombie looks like a standard walking corpse at a distance. However, a cursory examination shows marked differences. For a start, their flesh is a sickly shade of yellow and looks wet, they smell of disease rather than rotting flesh, and fresh zombies show no visible death wounds.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

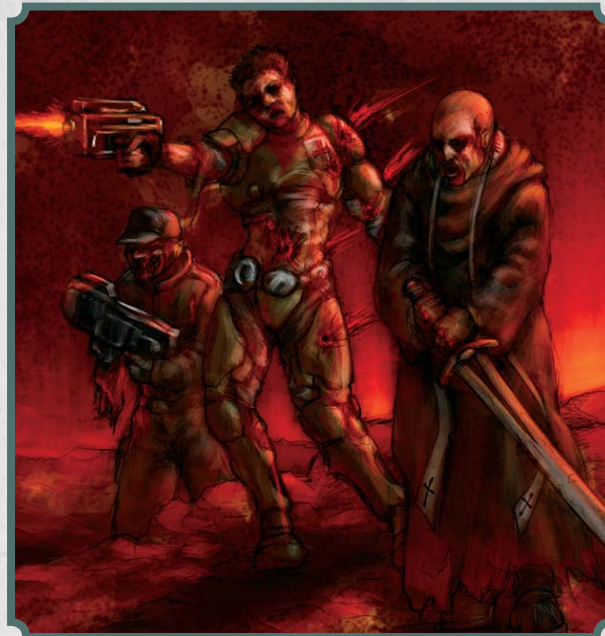
Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 7/11(4)

Gear: Typically a flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), 50% have light armor (+4)

Special Abilities:

- * **Claws:** Str.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Spores:** A cloud of invisible spores surround a spore zombie. Each round a foe is adjacent, he must make a Vigor roll (+2 if he covers his



nose and mouth). On a failure, the character suffers a level of Fatigue. A character who reaches Death expires, only to return as a spore zombie in 1d4 hours.

- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

GLOSSARY OF TERMS

The following glossary presents terms used by members of the Sacri Ordines. Both military parlance and slang terms are included.

Archdiocese: Area of land controlled by an archbishop, and broken down into dioceses.

Baker, The: Slang term for a flamethrower operator.

Bangstick: Slang for a heartbreaker.

Banner: Unit of five to ten Lances commanded by a Knight Commander.

Battle: The entire military force of a Commanderie, commanded by a Field Master.

Brainbox: Slang term for a scientist.

Candle: Slang term for a mummy.

Cargo: Slang term for a noncombatant sent to accompany the unit, most commonly refers to journalists.

Chaplain: A priest within the Sacri Ordines.

Choir: Slang term for aircraft performing a fire support mission.

Cleanse: Act of removing Rephaim from a given objective. The term "hot cleanse" specifically refers to the use of flamethrowers.

Commanderie: A geographic area controlled by a Field Master and subdivided into Preceptories.

Corpse Lovers: Derogatory term for Lazarites.

Curia: The Church civil service.

Dead Zone: Geographical area held by the Rephaim.

Diocese: Area of land controlled by a bishop; part of an archdiocese.

Faithful: Any person displaying miraculous powers who works for the Church. Those who don't serve the Church are heretics.

Fang: Slang term for a vampire.

Field Master: The Knight in charge of a Commanderie.

Fleshy: Slang for a zombie, but can refer to any Rephaim with flesh.

Going Nightside: Entering an area covered by a darkness generator. "Going dayside" refers to leaving such an area.

Goon: Slang for a Corporate soldier.

Grand Master: The highest ranking Knight within a Sacer Ordo, answerable only to the Pope.

Graveyard: Slang term for a Rephaim stronghold.

Knight Commander: Knight serving as a senior unit commander; commands a Banner.

Lance: Smallest combat unit of Knight or Sergeants, commanded by a Senior Knight.

LEAP: Light Explosive Armor Piercing. Type of bullet used by Corporate forces.

Litany: A short prayer or petition to invoke miraculous powers, often called a "spell" around Inquisitors to taunt them.

Mausoleum: Any Rephaim stronghold protected by a darkness generator.

Needles: Slang term for flechette ammo.

Papa John: Affectionate nickname for the Pope.

Padre: Correct term of address for a Chaplain.

Preceptor Master: Knight in charge of a Preceptory.

Preceptory: (1) A military base belonging to one of the Sacri Ordines; (2) any building from which the Sacri Ordines operate; (3) an area of land controlled by the local Preceptor Master.

Prophets: Slang term for the Church media.

Recruitment Drive: Slang term for a Hearts & Minds operation.

Sacer Ordo: Holy Order, referring to an order of Knights. Plural: Sacri Ordines.

SBAC: Short Barreled Auto Cannon.

Senior Knight: Lowest ranking officer within a Sacer Ordo. Usually commands a Lance, but in practice he may command several Lances.

Sergeant: Common soldier of the Sacri Ordines who has not taken holy vows and may not carry a sword.

Sermon: Slang term for an artillery barrage or air strike as in, "Delivering a sermon to the Rephaim."

Squadron: The entire military strength of a Preceptory, commanded by a Preceptor Master.

Squire: A Knight in training.

Stick: Slang term for a skeleton.

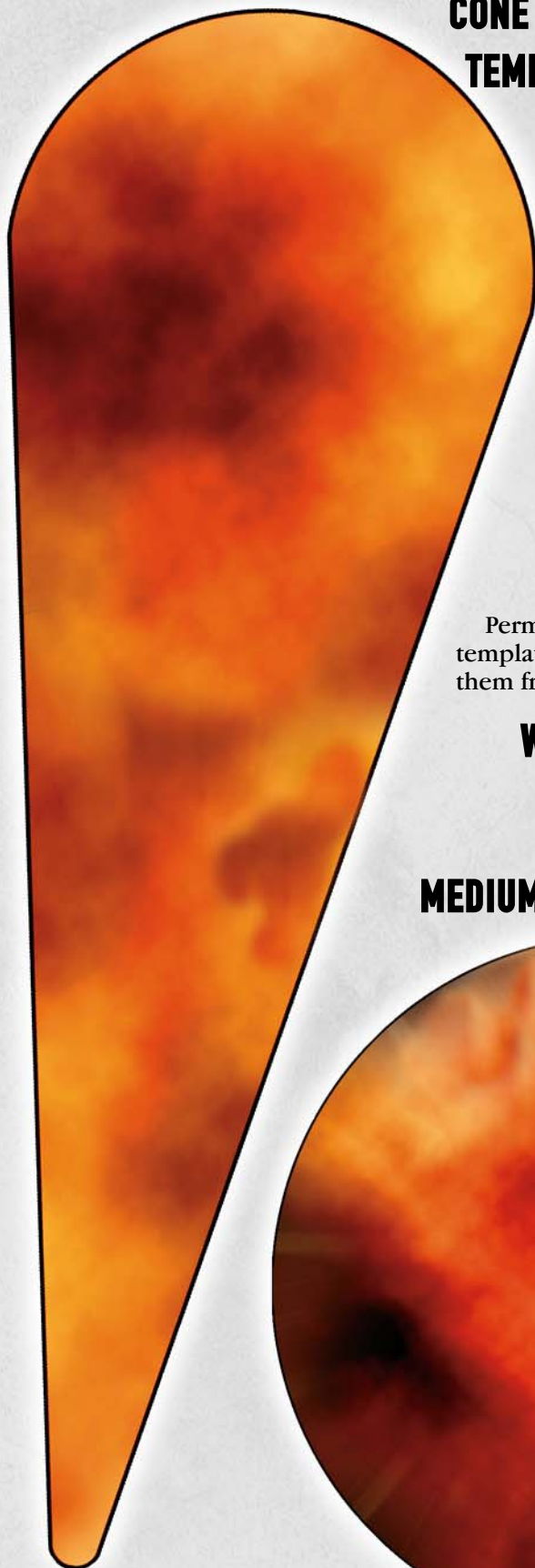
Suit: Slang term for a Corporate executive. Also called a slick or bean counter.

Thumper: Slang term for a mortar.

Top 'n' Tail: Ritual removal of a corpse's head and feet to prevent it being used as a Rephaim.

Witchfinder: Derogatory term for an Inquisitor.

**CONE BLAST
TEMPLATE**



TEMPLATES

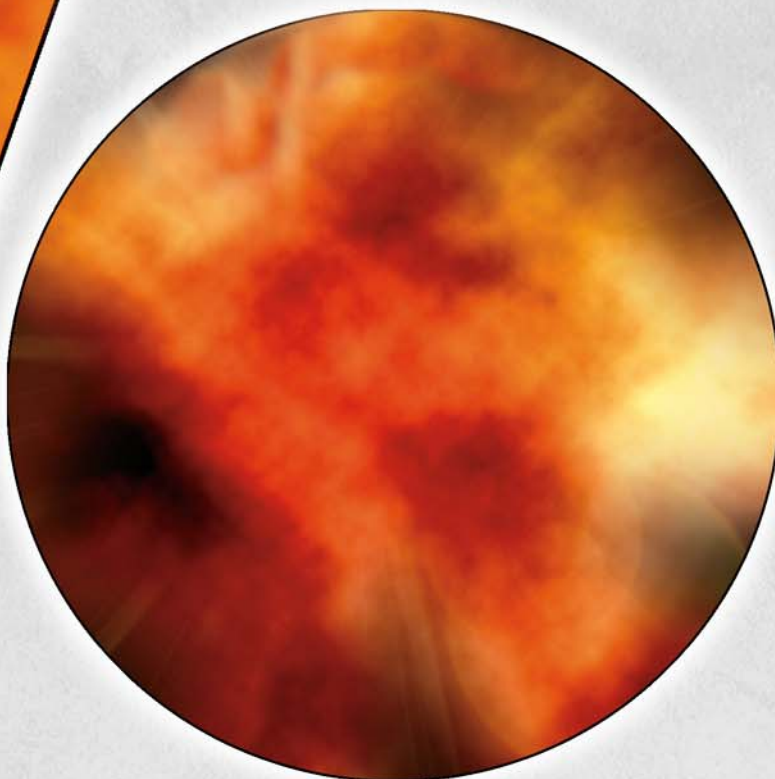
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TEMPLATE**



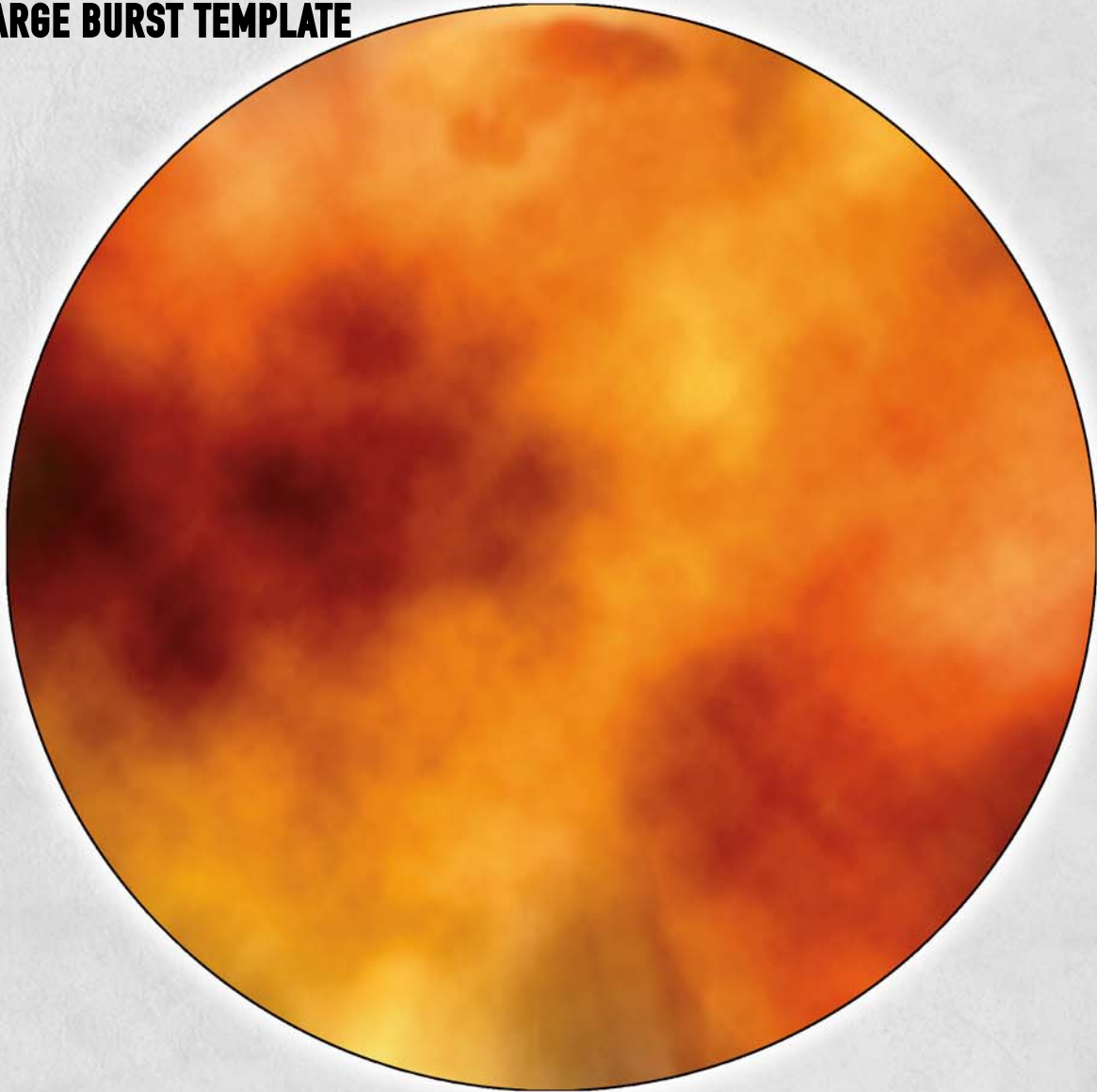
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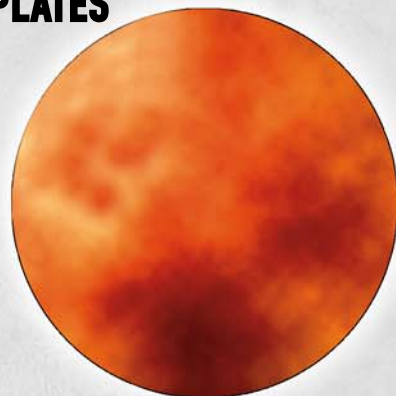
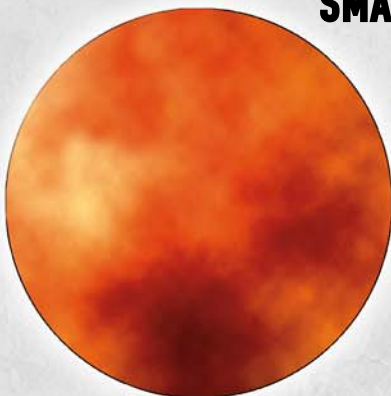
**MEDIUM BURST
TEMPLATE**



LARGE BURST TEMPLATE

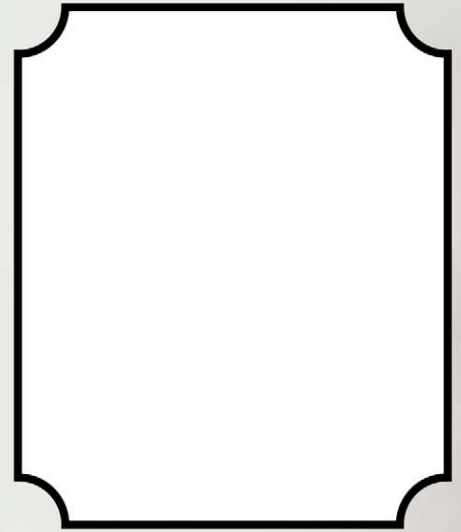


SMALL BURST TEMPLATES





Papers of Conscription



Name

Branch Title:

Order

Squadron

Banner

Lance

Attributes

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

Agility
Smarts
Strength
Spirit
Vigor

Base

Charisma
Pace
Parry
Toughness

Mod

Skills

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
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4	6	8	10	12
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4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

Hardware

Armor

Head:

Torso:

Arms:

Legs:

Total WT Carried:

Weight Limit:

Encumbrance Penalty:

Hindrances:

Edges:

5	
10	
15	
20	
25	
30	
35	
40	
45	
50	
55	
60	
65	
70	
75	
80	
90	
100	
110	

-1 W
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-2

-3

INC!

-2

-1 F
A
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I
G
U
E

Litanies

drain

range

damage/effect

duration

Weapons Issued

Weapon

range

ROF

damage

AP

WT

notes



OPERATIONAL COMMANDMENT FOR IMMEDIATE DEPLOYMENT

MISSION TYPE

ALLIES

SUPPORT

DELAY

BINGO

DAMAGE

BURST

OPPOSITION

COMMANDING OFFICER REPORT

COMPLICATIONS

ENCOUNTERS

- 1-2 CREATURES
- 3 ABANDONED CAMP
- 4 DISCARDED
- 5 EQUIPMENT
- 6 BUNKER
- 7 AMBUSH
- 8 RIVER

Agility

Smarts

Spirit

Strength

Vigor

Necropolis Squad Sheet

Order - Banner - Lance:

Edges:

Hindrances:

Pace

Parry

Toughness

Skills

- d _____ Climb
- d _____ Driving
- d _____ Fighting
- d _____ Guts
- d _____ Intimidation
- d _____ Repair
- d _____ Notice
- d _____ Shooting
- d _____ Stealth
- d _____ Throwing

Branch

Name (Last,First)

Notes

Fatigue

-1

-2

inc

Ammo
Track

Very High

-1 to all actions

High

Low

Out

Gear

range

ROF

damage (AP)

Notes

VEHICLE SHEET

Crew:	Handling:
Acc/Top:	Climb:

Notes:

Toughness			Wounds
Front	Top	Sides	-1
			-2
			-3
Armor			Wrecked

Weapon Detail	range	ROF	damage (AP)	burst?	Notes
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				

Vehicle: _____

Crew: _____	Handling: _____	Wounds
Acc/Top: _____	Climb: _____	-1
Notes:		-2
		-3
		Wrecked

Toughness	Front	Top	Sides
Armor			

Weapon List

Vehicle: _____

Crew: _____	Handling: _____	Wounds
Acc/Top: _____	Climb: _____	-1
Notes:		-2
		-3
		Wrecked

Toughness	Front	Top	Sides
Armor			

Weapon List

Vehicle: _____

Crew: _____	Handling: _____	Wounds
Acc/Top: _____	Climb: _____	-1
Notes:		-2
		-3
		Wrecked

Toughness	Front	Top	Sides
Armor			

Weapon List

Weapon Detail	range	ROF	damage (AP)	burst?	Notes
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				

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The year is 2350.

The place is Salus—more popularly called Necropolis—the only habitable world left to mankind. Knights of the militant Sacri Ordines of the Third Reformation Church are locked in a bitter crusade against the Rephaim (“the dead ones”), a race of evil beings who wield necromantic powers with the desire to exterminate all life.

Yet even when faced with extinction, mankind cannot work together. While the Rephaim batter at humanity’s door, the Church and Union of Corporations continue their cold-war struggle for dominance over the lives of millions.

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