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The logo features the words "SAVAGE" and "WORLDS" in a stylized, bold font within a metallic, oval-shaped banner. Below the banner are four circular icons: a sword and shield, a skull, a hand holding a gun, and a hand holding a dagger.



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COALITION FIELD MANUAL

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COALITION FIELD MANUAL

IN North America, the two most advanced and well-equipped armies are those of Free Quebec and the Coalition States (CS), and the latter army is larger by an order of magnitude. While many argue which force is the most advanced, most of a strategic and logistical mindset concur that the Coalition edges Quebec in sheer production capacity. In fact, only the New German Republic rivals the CS in mass producing weapons and machines of war capable of conquering the world.

While function is the primary component of most Coalition arms-and-armor design, visual impact clearly runs a close second. The Coalition propagandists' handiwork is most evident in the skull motif visible on everything from the helmets of the infantry forces to heavy armor and transports such as the UAR-1 Enforcer, the Spider Skull Walker, and the Death's Head Transport. The mere appearance of a squad of "Dead Boys" functions as psychological warfare against both enemies and the population they are sworn to protect.

The unified look of the Coalition military first took hold around 100 Post Apocalypse (P.A.), featuring the primarily black uniforms and armor. This is also when the vast majority of CS forces received the standardized weaponry, vehicles, and equipment that now define the Coalition

war machine in so many ways. For over five years, these tools of combat established the power and authority of the Coalition over the vast majority of so-called civilized North America.

In 105 P.A., Emperor Karl Prosek unveiled his "Campaign of Unity," which revealed a complete overhaul of the Coalition States war machine. A brand new look to the standard body armor, as well as many of the uniforms and suits worn by CS troops, established a desire to cause additional fear among the empire's enemies and terror among the populations they set out to pacify...or destroy. Stark, light gray skeletal highlights updated the image, and a general improvement in technology and manufacturing ensured an overall superiority against most enemy forces. This technological upgrade is in the weapons and other equipment on the front lines of conflict and those units assigned to the imperial capital of Chi-Town. The older suits and weapons remain mainstays for garrisons, remote outposts, and those forces newly brought into the fold — such as the soldiers of Fort El Dorado in Arkansas.



COALITION ARMOR

Original Coalition armored suits are metallic black, fully sealed with excellent electronic systems and communication, and marvels of advanced combat personal protection all their own. They were the state-of-the-art that all manufacturers of personal protection measured their designs against. The helmets have a skull-style motif without looking purely skeletal, and the eyes gleam red to further enhance their menace. While not particularly easy to find, it is possible to search out those willing to sell such suits, especially among the Black Market. Those divisions enjoying the upgrades look to profit from the old armor.

The new suit designs of 105 P.A. dehumanize the soldiers even more than previous styles. The upper faceplate is smooth, polyceramic glass, with the lower part exhibiting a light gray stylized skeletal jaw—a faceless, deadly, fearsome enemy. The stylized skeletal highlights adorn a lighter, tougher frame, improving mobility while enhancing defenses.

The overall environmental systems are significantly improved, including full radiation shielding, protection against temperature extremes (including normal fires), and five hours of oxygen supply that kick in when the filtration systems aren't up to the environmental hazards. The system has a state-of-the-art computer control system with extensive sensors to monitor conditions and make adjustments. A separate computer system monitors bio signs, which can be directly reported to a medic or doctor, and a third internal computer acts as a voice-activated data aid that, among other things, will actually scan and read written materials for the wearer. This last feature is helpful, as nearly 85% of Coalition soldiers are illiterate. The system also manages the Heads Up Display with multi-optic sensor filters and targeting displays.

CS INFANTRY ARMOR (PRE 105 P.A.)

CA-1 "Dead Boy" Heavy Body Armor: The standard issue to Coalition soldiers circa 101 P.A. and still one of the finest combat suits found in service anywhere. With the upgrade currently underway to advanced models within the CS military, more of the older Dead Boy suits are finding their way into the Black Market. CA-1 models provide +6 Armor, +2 Toughness, and Full Environmental Protection. They also have built-in mini-computers for basic functions; a communications system with a 10 mile range; public-address loudspeakers; and thermal vision mode for vision. This suit has a Strength Minimum of d6. (18 lb, 45,000 credits)



CA-2 "Dead Boy" Light Body Armor: Lighter weight and easier to wear, the CA-2 was primarily used by pilots, scouts, and police forces before the massive upgrade program. It provides +6 Armor. It also provides the same basic electronic and environmental systems. The biggest attraction most buyers have to this version is the lighter weight and greater mobility (no Strength Minimum). (9 lb, 35,000 credits)

DPM 101 "Dog Pack" Light Riot Armor: Issued primarily to Coalition Dog Boy soldiers, this armor has none of the electronics or environmental systems of the CA suits. It is fairly lightweight and certainly easier to find and acquire. +5 Armor. This armor has no Strength Minimum. (8 lb, 14,000 credits)

CS INFANTRY ARMOR (POST 105 P.A.)

CA-3 Light "Dead Boy" Body Armor: The new standard for scout and special commando units, the CA-3 features light sensitive coating on the highlights to ensure night maneuvers don't suffer.

CA-3 models provide +6 Armor, +1 Toughness, and Full Environmental Protection. They also have built-in mini-computers for basic functions; a communications system with a 10 mile range; public-address loudspeakers; and both night and thermal vision mode for vision. This suit has no Strength Minimum. (12 lb, Unavailable for purchase)

CA-4 Standard "Dead Boy" Body Armor: The new standard for Coalition Grunts, the CA-4 provides +7 Armor and +2 Toughness. It also provides the same basic electronic and environmental systems as the Light Armor. This suit has no Strength Minimum. (20 lb, Unavailable for purchase)

CA-7 Special Forces Heavy "Dead Boy" Body Armor: A very special suit designed for elite assault and special forces units, the CA-7 has a significantly different design. While there are some updated details—including a new approach to the skull-motif helmet and studded spikes on the shoulders, helmet, elbows, and shins—the CA-7 returns to the all-black coloring of the original Dead Boy suits. These suits also feature embedded vibro-

knives on the forearms (Str+d6, AP 4, Mega Damage) and a garrote wire connected to the left wrist (Str+d4, must follow successful Grapple with a raise). The suits are also set up to embed a Mag-5 Jetpack, a personal flight system with sound-suppression buffering systems (Flight Pace 10"). CA-7 suits provide +8 Armor and +2 Toughness. This armor has no Strength Minimum. (20 lb, Unavailable for purchase)

CS POWER ARMOR (PRE 105 P.A.)

The pinnacle of power armor options for Coalition troops was the SAMAS for many years, and there's no denying that even the original version is one of the most terrifying sights in the sky. Most front line battalions continue to count on the PA-06A for primary air support.

PA-06A Coalition SAMAS: Although classified as Power Armor, the flight system requires a Piloting check for high-speed or tricky maneuvers in the SAMAS. With the recent spate of upgrades a few of these have found their way into the Black Market. Even for the prices they go for, they get snatched up fast thanks to the integrated vehicle-grade flight systems. (1.6 million credits)





PA-06A SAMAS: Size 2, +10 M.D.C. Armor, +2 Toughness, Strength d12+4, Pace 10 (Run d8)

Notes: Flight System (Pace 25, Climb 2)

Weapons:

- Light Rail Gun (handheld)
- Rocket Launcher

CS POWER ARMOR (POST 105 P.A.)

Nuclear-powered and embedded with even more robust environmental systems, the new Coalition power armor suits are marvels of military engineering. Computer-controlled combat systems incorporating radar and laser targeting, provide a bonus of +2 to offset range and cover penalties for Shooting rolls. The communications systems have a range of 500 miles.

PA-100 Mauler Power Armor: Nicknamed the “No Neck,” the Mauler is a blunt-force design best suited to urban assault and riot control missions. It also functions pretty well underwater, useful for salvage and amphibious assault tasks. The Mauler has small maneuvering jets that assist with both extended jumping and underwater movement. (Unavailable for purchase)

PA-100 Mauler: Size 2, +10 M.D.C. Armor, +2 Toughness, Strength d12+5, Pace 7

Notes: Maneuvering Jets (Jump 8" horizontal, 4" vertical; Swim Pace 8)

Weapons:

- 2 × Anti-Personnel Lasers (forearm-mounted; use C-10 Light Assault Laser Rifle stats)
- Mini Rail Gun (handheld)
- Mini-Missile Launcher
- 2 × Plasma Ejectors (shoulder-mounted; use NG-E4 stats)
- 2 × Vibro-Sabers (forearm-mounted; Str+d8, AP 4, Mega Damage)

PA-09A Super SAMAS: Often called the “Grinning Demon,” thanks to the shape of the skeleton jaw motif, the Super SAMAS is a significant upgrade to the original SAMAS power armor. It’s intended for multi-profile missions, including establishing low-to-mid altitude air superiority. Though many pilots are happy flying into battle with only the standard weapons, more than a few will carry the CTT-P40 Particle Beam Cannon (found on page 9) as well. (Unavailable for purchase)

PA-09A Super SAMAS: Size 3, +12 M.D.C. Armor, +3 Toughness, Strength d12+5, Pace 7

Notes: Flight System (Pace 30, Climb 2)

Weapons:

- CTT-P40 Particle Beam Cannon (handheld)
- 2× Grenade Launchers (forearm-mounted)
- 2× dual-linked Plasma and Laser Weapon System (shoulder-mounted; each system fires as either a Light Laser or as a Plasma Ejector; use the NG-E4A stats for the latter)
- 2× Vibro-Blades (forearm-mounted; Str+d10, AP 4, Mega Damage)

CS ROBOT ARMOR (PRE 105 P.A.)

In order to combat dragons, giant demons, and humongous arcane war golems, the Coalition turned a lot of attention and resources towards bipedal war machines capable of standing toe-to-toe with the worst the world can bring. These have all the advantages of their power armor suits—nuclear powered, multiple computer systems for life support management and

targeting enhancements, extensive sensor suites—plus the extraordinary defenses of a walking tank. CS robot armor suits provide their crews with ejector seats and parachutes, and the ability to set off a self-destruct that demolishes the vehicle while doing 6d6 Mega Damage in a Large Burst Template. As with the power armor suits, the targeting systems provide +2 to offset range and cover penalties for Shooting rolls.

Coalition UAR-1 Enforcer: At nearly 20 feet tall and designed to look like a giant suit of Deadboy armor striding across the battlefield, the UAR-1 Enforcer robot armor is bound to make anyone think twice about doing battle with the Coalition. This venerable war machine remains in extensive use throughout the CS, though more and more are finding their way (repainted and modified, of course) into the Black Market. One artifact of its original design is that much of its sensory enhancement is external to the main body; the sensor turret, which provides +2 Notice and radar, can be directly targeted (−4 to hit, an attack dealing 15 damage destroys it). Knocking it out removes those benefits. (28 million credits)



UAR-1 Enforcer: Size 6, Crew 1+1,
Strength d12+4, Toughness 33 (15),
Pace 10

Notes: M.D.C. Armor

Weapons:

- Heavy Grenade Launcher
(use WI-GL20 stats)
- Heavy Rail Gun
- 2 × Light Missile
Launchers
- 2 × Medium
Lasers (turret)
- Medium Missile
Launcher
- Mini-Missile
Launcher (turret)



CR-003 Spider-Skull Walker Assault

Armor: Designed as much for terror as for tactics, the Spider-Skull is a giant death head motif hull on six legs, festooned with heavy weapons. At 30 feet in height, it towers over most battlefield combatants, and the insect-like legs give it exceptional mobility through rough terrain and surprising capacity for climbing fairly steep inclines.



Very few find their way into the Black Market, as they've not been part of the phase-out programs. (36 million credits)

Spider Skull Walker: Size 8, Crew 2+6, Strength d12+6, Toughness 35 (16), Pace 12
Notes: M.D.C. Armor

Weapons:

- 2×Dual-linked Heavy Lasers (turret)
- 2×Heavy Rail Guns

CS ROBOT ARMOR (POST 105 P.A.)

IAR-4 Hellraiser Robot Armor: Designated officially as an Infantry Assault Robot, and unofficially as a "Robot Killer," the Hellraiser is a highly mobile and maneuverable combat vehicle designed to counter the heavy weapon platforms of enemy forces. Considered by many frontline veterans of the Coalition as the best of the new vehicles, the Hellraiser is, among other things, looked upon as a fine "Glitter Boy killer." The Hellraiser is also effective for urban missions and riot control, with a special Electro-Stunner weapon designed for nonlethal pacification. (Unavailable for purchase)

IAR Hellraiser: Size 6, Crew 1+2, Strength d12+6, Toughness 36 (18), Pace 15

Notes: M.D.C. Armor

Weapons

- Dual-linked Light Laser (turret)
- Electro-Stunner (Range 10/20/40, Damage 4d6, RoF 1, Nonlethal unless the Shooting Die rolls a 1 or 2)
- Heavy Plasma Ejector (use NG-E4A stats)
- Light Missile Launcher
- Quatro-Gun, four-settings weapon system: Cutting Laser Beam (Range 10/20/40, Damage 3d6, RoF 1, AP 20, Mega Damage); Flame Thrower (Damage 2d10, RoF 1, Mega Damage, Cone Template); Particle Beam Cannon (Range 20/40/80, Damage 3d8+5, RoF 1, AP 6, Mega Damage); Medium Laser
- Vibro-Claw (Str+d10, AP 4, Mega Damage)

COALITION WEAPONS

Naturally, right alongside the armor upgrades came improvements to the Coalition Army's issued weapons. Greatly enhanced accuracy, power, and efficiency abound in the new arsenal, while the older models remain fine weapons in their own right.

COALITION VEHICLES

While quite a few new designs are in the prototype and even limited production stages, the sheer expense of upgrading the vehicle fleets of the Coalition means most of the military continues to rely on circa 101 P.A. transportation and fighting vehicles.

AFC-023 Coalition Sky Cycle: One of the key components of the Coalition military's air force, the one-man AFC-023 Sky Cycle is an adrenaline junkie's dream and a safety officer's nightmare. A longtime mainstay of the Coalition's military machine, a small number of 023s recently came into the Black Market as newer vehicles slowly replaced them. Fantastic speed and maneuverability make it highly desirable and hard to find, even for the cost. (2 million credits)

AFC-023 Sky Cycle: Size 2, Acc/TS 30/190, Toughness 16 (6), Crew 1

Notes: Exposed Crew, Handling 2, Sensor Suite, VTOL, M.D.C. Armor

Weapons:

- 2×Dual-linked Mini-Missile Launchers
- Heavy Laser

AFC-050 Coalition Death's Head Transport: One of the most terrifying sights in the sky is a fully-loaded Death's Head transport; a single vehicle represents a large unit of Coalition soldiers capable of taking on an entire town with ease. The usual compliment aboard is the nine-man crew (Pilot, co-pilot, two gunners,

CS INFANTRY WEAPONS (PRE 105 P.A.)

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
C-18 Laser Pistol	15/30/60	2d6	1	2	10	2	12,000
<i>Notes:</i> Semi-Auto							
C-10 Light Assault Laser Rifle	30/60/120	3d6	1	2	30	5	16,000
<i>Notes:</i> Semi-Auto, Integrated scope with night vision and laser targeting (offset 2 points of range and/or darkness penalties).							
C-12 Heavy Assault Laser Rifle	30/60/120	3d6+1	3	2	60	7	20,000
<i>Notes:</i> Semi-Auto, 3RB. Integrated scope with night vision and laser targeting (offset 2 points of range and/or darkness penalties)							
C-14 "Fire Breather" Laser Rifle	30/60/120	3d6	1	2	20	10	30,000
<i>Notes:</i> Min Str d6. Semi-Auto, Integrated grenade launcher (20/40/80, Shots 12, damage by grenade type) and scope with night vision and laser targeting (offset 2 points of range and/or darkness penalties).							
CV-212 Variable Light Frequency Rifle	30/60/120	3d6+2	3	2	30	8	50,000
<i>Notes:</i> Mega Damage (uses 10 shots), 3RB, Snapfire. Integrated scope with night vision/laser targeting (offset 2 points of range and/or darkness penalties). Ignores any laser resistance.							
C-27 Heavy Plasma Cannon	18/36/72	2d10+2	1	—	10	12	32,000
<i>Notes:</i> Min Str d8. Mega Damage, Snapfire. Ignores non-sealed armor. Targets may ignite (6 on a d6), burning for 1d10 continuous damage until doused.							

CS INFANTRY WEAPONS (POST 105 P.A.)

C-20 Laser Pistol	15/30/60	2d6+1	1	2	21	3	16,000
<i>Notes:</i> Semi-Auto.							
CP-30 Laser Pulse Pistol	12/24/48	2d6+1	3	2	30	4	26,000
<i>Notes:</i> 3RB. Optional hip/backpack energy pack grants 72 shots							
CP-40 Pulse Laser Rifle	0/60/120	3d6+2	3	2	60	9	40,000
<i>Notes:</i> 3RB.							
CP-50 "Dragonfire" Laser Rifle	30/60/120	3d6+2	3	2	60	10	50,000
<i>Notes:</i> Min Str d6, 3RB. Integrated grenade launcher (20/40/80, 12 shots, damage by grenade type) and scope with night vision and laser targeting (offset two points of range and/or darkness penalties).							
C-29 "Hellfire" Heavy Plasma Cannon	18/36/72	3d10+4	1	—	16	12	42,000
<i>Notes:</i> Min Str d8, Mega Damage, Snapfire. Plasma hits all of a target at once, ignoring Armor unless it's fully covering. Targets may ignite (6 on a d6), burning for 1d10 continuous damage until doused.							
CTT-P40 Particle Beam Cannon	30/60/120	3d8+5	1	6	40	89	Not Available
<i>Notes:</i> Min Str d12, Mega Damage, Snapfire.							

two communications engineers, three technicians); two Mark V APCs with 20 Dead Boy soldiers in each; two UAR-1 Enforcers; a Spider-Skull Walker; and either a hundred more Dead Boys or two dozen SAMAS troopers. One of these should represent a terrible threat for any group of heroes, more of a thing to avoid instead of taking on unless they've got one seriously fantastic plan. (Unavailable for purchase)

Death's Head Transport: Size 10, Acc/TS 30/245, Toughness 52 (30), Crew 2+407

Notes: Environmental Systems, M.D.C. Armor, Sensor Suite, VTOL

Weapons:

- Heavy Rail Gun
- 6×Heavy Lasers (three 180 degree turrets on each side)
- 2×Medium Missile Launchers

Coalition Mark V Armored Personnel

Carrier: Most experienced mercenaries and adventurers in North America dream of one day having a Mark V to call their own. A machine designed for combat zones, this eight-wheeled monster normally loads up 20 Dead Boy soldiers and 6 SAMAS, with enough room for crew and cargo for a couple of weeks in the field. Two gunners operate the heavy rail gun and the laser turrets, while the driver or co-driver handles the forward mounted mini rail guns and the missile launchers (a communications specialist is usually assigned as well). It's highly illegal to own one with the full armaments compliment anywhere near Coalition territory, though a stripped-down model (laser turrets only) will normally only get the hairy eyeball from Coalition authorities if paperwork is otherwise in order. (21 million credits fully loaded; 10 million stripped down)

Coalition Mark V APC: Size 7, Acc/TS 5/30 (3/10 in water), Toughness 32 (17), Crew 2+33

Notes: All-Terrain, Environmental Systems, M.D.C. Armor, Sensor Suite

Weapons:

- Heavy Rail Gun (360 degree turret)

- Twin Medium Lasers (360 degree turret, dual-linked)
- 2×Dual-linked Twin Light Lasers (360 degree turrets, one each side)
- 2×Mini Missile Launchers (Forward mount)
- 2×Mini Rail Guns (Forward mount)

COALITION GEAR

Officers, intelligence operatives, commandos, and specialists of various types are often issued various pieces of equipment developed to enhance their mission profiles.

Electro-Adhesive Pads: Connected to a small energy pack, these two hand-held devices have a small electric current passing through them that helps them adhere powerfully to metal surfaces. The system provides a +4 to all Climb checks involving metal. (.5 lb, 30,000 credits)

Lock Pick Release Gun: This automatic system handles just about every form of purely mechanical lock, providing a +4 to any Lockpicking skill check with such locks. (2 lb, 1,800 credits)

Utility Belt: Standard issue for all field personnel, the Coalition Utility Belt has numerous pouches and containment options, carrying a number of very useful items. While not as all-purpose as the NG-S2 Basic Survival Pack, the belt does aid in survival and other operations in many ways. (4 lb, 2,500 credits)

- Canteen (half gallon).
- Communicator (5 mile range).
- Compass/inertial mapper.
- Firestarter kit (solar-powered lighter and flint & steel).
- Flashlight/signal light (with bright halogen and infrared options).
- Mini first aid kit (+1 Healing check, only one use).
- Power bars (three, each can sustain a normal human for a day).