

CORPORATE SOLDIERS

This update takes a brief look at playing Union military characters. However, you should note that *Necropolis* was never designed to be viewed from a Union perspective. There are several reasons for this.

First, Union troops do not have the same moral restrictions as Knights in terms of their vows nor are they considered the champions of mankind. They are just paid soldiers following orders.

Second, there are too many Corporations to focus on, which would cause the game to lose clarity. The Church may have different Sacri Ordines, but each answers to the same man (the Pope), uses the same gear, and serves the same cause. The Ordines are beginning to cooperate, as well. Despite belonging to the Union, every Corporation is looking out for itself and its profit margins.

Third, the Corporations exist to show that mankind cannot work together, even when faced with total extinction. The Church is far from perfect, but the Sacri Ordines are the good guys. To position the Corporations as the good guys requires that the Church be portrayed as an enemy force.

As such, the information here is not as complete as it is for the Church. WMs are free to make up unit badges, alter unit structures, add new ranks, and so on, as they see fit.

CAN WE PLAY CORPORATE TROUBLESHOOTERS?

So, can you use *Necropolis* to run a game of Corporate troubleshooters, rooting out traitors, spying on rival Corporations or the Church, launching black ops, and removing troublesome employees from the payroll?

Of course you can! With *Savage Worlds* it couldn't be easier.

What you won't find, however, is any help in this handout. Why? Because *Necropolis* is a Weird Wars setting, designed specifically around military life. Sure, espionage and intrigue are parts of war, but with the core rules, *Necropolis*, and this book, you have everything you need to run a covert war campaign from a Church or Union perspective.

Instead of loading characters down with martial skills and Combat Edges, the players should look at investigative and social skills, and Edges like Connections or Investigator.

MILITARY CHARACTERS

Unlike the Church, the Union's military machines are independent entities, swearing allegiance to an individual Corporation. The Corporations, though their assets are dispersed, maintain private holdings, and answer only to their Board of Executives.

They do not usually cooperate in military matters, and there is no inter-Corporation cooperation program in place. An Asgard private, for instance, is under no compulsion to obey a soldier of superior rank from another Corporation.

Thus, in a Corporate military campaign, all the heroes must belong to the same Corporation. Given that such characters receive no special training (unlike Knights), the choice of Corporation is fairly academic, and determined only by the type of campaign the WM wants to run.

For instance, if he wants a combat heavy campaign, Asgard or Ravendell are the best candidates, as they maintain the largest armies in the Union.

If he wants a more investigative or social game, Lansing Media makes a great choice, as the heroes become embroiled in protecting

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VIPs, finding out who murdered the upcoming pop sensation, attend press launches and award shows as bodyguards, and so on.

MAKING CHARACTERS

Unless altered below, character generation for a Corporate military character uses the same steps as in *Necropolis 2350*.

STEP 2: HOLY ORDER

Corporate characters do not take this step. They do not pick a Sacer Ordo and receive no special training for joining the military.

STEP 3: BRANCH AND RANKS

The Union armies retain a rank structure similar in nature to those of 21st century armed services, only with a reduced number of ranks. Characters begin as Privates unless they take the Rank or Valhalla Graduate Edge. Ranks are listed from lowest to highest.

Enlisted Ranks: Private, Corporal, Sergeant, Senior Sergeant, Chief Sergeant, Sergeant-Major.

Officer Ranks: Lieutenant, Lieutenant-Captain, Captain, Lieutenant-Major, Major, Lieutenant-Colonel, Colonel, Lieutenant-General, General.

BRANCHES

The following Corporate branches, and their minimum requirements, are available. As will be noticed, the requirements are lower than those of the Sacri Ordines—soldiering in the Corporate sectors is just a job, not a calling.

Artillerist: Strength d8, Vigor d6, Knowledge (Artillery) d6

Assault Trooper: Strength d8, Spirit d6, Vigor d6, Fighting d6, Shooting d6

Combat Engineer: Smarts d6, Knowledge (one technical) d6, Repair d6, Shooting d4

Combat Medic: Smarts d6, Healing d6

Infantry: Fighting d4, Shooting d4

Infantry Support: Strength d8, Vigor d6, Shooting d6

Lieutenant: Rank or Valhalla Graduate Edge

Scout: Agility d6, Smarts d6, Vigor d6, Notice d6, Shooting d4, Stealth d6, Survival d6, Tracking d4

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

STEP 5: HINDRANCES AND EDGES

Corporate military characters do not receive the Vow Hindrance, nor do they receive any Special Training.

The following Hindrances and Edges from *Savage Worlds* or *Necropolis 2350* are either prohibited for Corporate characters or else altered in some way. Otherwise, all Hindrances and Edges from *Savage Worlds* or *Necropolis 2350* are open to Corporate soldiers, so long as their requirements are met.

Hindrances: All Thumbs (uses the *Necropolis* version), Doubting Thomas (uses the *Necropolis* version), Lamé, One Arm, One Eye, One Leg, Penitent, Poverty, Wanted, Young.

Edges: Arcane Background (any except Psion, see p. xxx), Nepotism, Noble.

Changes: Rank (Knight Commander) does not exist. Rank (Senior Knight) is changed to Rank (Lieutenant), but keeps the same requirements.

Valhalla Graduates, in addition to the existing bonuses, begin as a Lieutenant. If a hero also takes the Rank (Lieutenant) Edge, then he begins as a full Captain instead.

STEP 6: GEAR

Asgard troops are issued with 12mm weapons. Ravendell troops commonly receive laser weapons. The other Corporations wield 6mm weaponry.

Artillerist: Light armor, pistol with 3 mags, Levant mortar plus 5 HE shells, binoculars, ID tag.

Assault Trooper: Infantry battle suit, SMG with 3 mags, Dove AT-1 launcher with three warheads or Maximus RGL with 20 grenades, ID tag.

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

Combat Medic: Light armor, pistol with 3 mags, medikit, ID tag.

Infantry: Medium armor, rifle with 3 mags, 3 grenades, ID tag.

Infantry Support: Medium armor, MG with 3 mags, 3 grenades, ID tag.

Lieutenant: Medium armor, pistol with 3 mags, 2 grenades, ID tag.

Scout: Light armor, 12mm long sniper rifle with 2 mags, 2 smoke grenades, ghillie suit, ID tag.

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Vehicle Crew: Light armor, pistol 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 trail rations.

This equipment weighs 15 pounds and is generally removed before entering combat.

UNIT STRUCTURE

The basic organizational unit of a Corporate army is the squad, made up of 8 individuals. Typically, the soldiers are one infantry support, one combat medic, and six infantrymen. A vehicle squad comprises two identical vehicles.

Either formation is usually commanded by an NCO. Squads are given a designation letter, these being A(lpha), B(ravo), C(harlie), or D(elta). If none of the characters pick the Rank or Valhalla Graduate Edge, one should be promoted to corporal and made squad leader.

Four squads (32 men or 8 vehicles) constitute a platoon, which is always led by a lieutenant. Platoons are given a number between one and four.

Four platoons (128 men or 32 vehicles) form a company, led by a captain. Companies are given a number between one and four.

Four companies form a brigade (512 men or 128 vehicles), led by a major. Vehicular brigades are extremely rare. Brigades are given a number between one and four.

Four brigades form a division (2048 men), and are commanded by a colonel. There are no vehicular divisions. Divisions are given a number, which can range between 1 and 999. Units are often merged after heavy losses, and a high number does not necessarily indicate a large number of divisions exist.

Beyond this, brigades are merged together as required into regiments, and commanded by a general. Regiments are given a number, Corporate name, and geographic name, such as 3rd Asgard Kobian Regiment.

A unit's full title comprises every designation of each larger unit it belongs to, listed in reverse order. For instance, a unit's full title might be

“Alpha Squad, 2nd Platoon, 3rd Company, 1st Brigade, 154th Division, 3rd Asgard Kobian Regiment.”

Lieutenant ranks, such as Lieutenant-Captain, serve as second-in-command to those with the full rank. Thus, a lieutenant-major is 2IC to a major within a brigade.

PROMOTIONS

Promotion is slow in the Corporations, but it is achievable for career soldiers. Promotions are awarded for good performance, and generally mean higher pay and status. Along with these perks however, comes responsibility. A private doesn't have to worry much about anyone else but himself and his squad mates. A captain gets better quarters and access to the officer's club when in garrison, but is responsible for a company of men and their equipment, and the unit's performance in action.

At the completion of a mission, each soldier can roll a d20 and add or subtract the modifiers below. Modifiers are cumulative. A total of 20 or better means the character has been promoted one rank, to a maximum of Colonel. Sergeant-Majors who receive a promotion are promoted straight to Lieutenant-Captain, missing out Lieutenant.

WMs can add other modifiers. For instance, a character who repeatedly follows orders to the best of his abilities may earn +1 or +2, whereas one who tries to shirk his duties earns a similar penalty. One who is always in the thick of the fighting, charges machinegun nests or who has taken out a tank in every battle may earn as much as +4 on the promotion roll.

PROMOTION MODIFIERS

Mod	Circumstance
-2	Routine Mission
+2	Difficult Mission
-2	Character is Captain or higher
+1	Character is a Private
+1	Valhalla Graduate
+2	Character displays leadership or good judgment during the mission

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ADVENTURE GENERATOR

Aside from the changes below, Corporate characters can use the standard Adventure Generator presented in *Necropolis* and the additional and alternate tables presented in the adventure *Tales from the Frontline #1*.

In some cases, cosmetic changes not listed below may be required—such as changing the wording from “Church official” to “Corporate official.”

TABLE 3: ALLIES

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	Infantry (1 squad)
7	Infantry (2 squads)
8	Infantry (3 squads)
9	Infantry Support
10	Close Artillery Team
11	Psion and bodyguards
12	Vehicle: Roadrunner APC
13	Vehicle: Light Tank
14	Vehicle: Medium Tank
15	Vehicle: Heavy Tank

Close Artillery Team: Two soldiers (see *Necropolis*) equipped with a 50mm SBAC are attached to the unit.

Dog Team: Use Corporate soldier stats along with the dog stats from the *Savage Worlds* bestiary. A dog team comprises one man and one hound.

Fire Support: Two infantry support soldiers (see *Necropolis*). One is armed with a laser MG and the other with a Dove AT-1 and four warheads.

Infantry: A number of typical soldiers are attached to the players' unit. A sergeant leads each unit. Treat him as a soldier with d8 Vigor and Shooting and the Command Edge.

Psion: A single military psion (detailed in the *Necropolis 2351-5 Update*) with a bodyguard of four veteran soldiers is attached to the squad.

Vehicle: All crew are vehicle crew (see *Necropolis 2350*). The WM selects the exact vehicle to suit the type of mission.

Note that only Asgard uses Thor MBTs. Most other Corporations employ the Striker in this role.

TABLE 4A: CHURCH OPPOSITION

Modifiers: Capture or Destroy: +1; Rescue: +0; Scout: -1

d6	Result
1	Sergeant Lance
2	Scout/Sniper
3-4	Supported Lance
5	Vehicles
6+	Heavily Supported Lance

Heavily Supported Lance: A Lance of 1d3+3 Knights is operating in the area along with sizeable support. Roll three times on Table 3 in *Necropolis 2350* with a +3 modifier, to determine their support.

Scout/Sniper: A lone Knight Scout lurks in area. He is more interested in gathering intelligence on the group than taking potshots.

Sergeant Lance: A Lance of 10 Sergeant led by a Senior Knight is wandering through the region.

How the patrol—or indeed any other Church forces—reacts to the group depends on the nature of the mission and the location of the Church forces. If an alarm has been raised they are automatically hostile.

Supported Lance: A Lance of 1d3+3 Knight Infantry is operating in the area. Roll once on Table 3 in *Necropolis 2350* with no modifier to determine their support.

Vehicles: A Lance of 1d3+3 vehicles of the WM's choice is operating in the area. They are protected by an Infantry Lance.