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PREACHER HANDBOOK

NECROPOLIS

2350



Necropolis 2350

Preacher Handbook

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Table of Contents

CHAPTER ONE: ORDO VERBI BAENEDICTI.....	3
HISTORY.....	3
MOTTO.....	6
GRAND MASTERS.....	6
SENIOR OFFICERS.....	7
RECRUITMENT.....	8
TRAINING.....	9
KNIGHTLY JUSTICE.....	9
FINANCIAL STATUS.....	9
CHAPTERS.....	10
TYPICAL MISSIONS.....	13
CHAPTER TWO: FACILITIES.....	15
CHAPTER THREE: HARDWARE.....	17
MILITARY GEAR.....	18
MUNDANE GEAR.....	18
DRUGS.....	19
CHAPTER FOUR: PERSONNEL FILES.....	21
WILD CARDS.....	21
KNIGHT EXTRAS.....	24
CHAPLAIN EXTRAS.....	26
SERGEANT EXTRAS.....	26
MILITIA.....	27
FAMOUS UNITS.....	27
TYPICAL LANCES.....	28
CHAPTER FIVE: CHARACTER KNIGHTS.....	29
ORDO SPECIAL TRAINING.....	29
BRANCHES AND GEAR.....	29
EDGES.....	30
LEADERSHIP EDGES.....	30
ORDO EDGES.....	31
PROFESSIONAL EDGES.....	31
HINDRANCES.....	32

This supplement is designed to be used by player character Knight Preachers as much as War Masters. As well as providing players with additional background information, it is intended to supply all essential game mechanics a Templar player may need during play, thus cutting down on the need to consult the core rulebook. As such, some material from *Necropolis 2350* and the *Necropolis 2351-55 Update* is repeated for convenience and completeness.

Chapter One:

Ordo Verbi Baenedicti

And they departed, and went through the towns, preaching the gospel, and healing every where.

Luke 9:6

Formed last of the original five Ordines, the Ordo Verbi Baenedicti, more commonly referred to as the Preachers, rarely engages in large battles against the dreaded Rephaim. Their role is no less important to the war effort, though, for it is they who train the militias, ensure citizens far from the towering cathedrals do not fall from grace, and who deliver succor to those in need. This book delves behind the scenes of the Ordo, with specific attention paid to its non-combat duties.

For clarity, the use of “he” and “his” is purely down to tradition. Save for one Ordo, the Ordines are open to men and women equally.

HISTORY

The short history of Salus is littered with the exploits of the militant Ordines, but the Preachers have more than earned their metaphorical spurs.

THE KNIGHTS HOSPITALLER

Although the Preachers have no official existence before 2328, their responsibilities are loosely modeled on an early order of warrior monks, the Order of Knights of the Hospital of Saint John of Jerusalem.

Founded in 1113, a decade after the First Crusade had ended, the Knights Hospitaller, as they were better known, were initially charged with caring for pilgrims visiting the holy city of Jerusalem. Within a few years, that duty had expanded to providing armed escorts for the growing number of pilgrims.

By 1200, their charitable work had lessened and the order’s knights arrayed alongside their cousins, the Knights Templar, on the battlefield. When the Holy Land was abandoned by Christian forces, the Hospitallers reinvented themselves as the Knights of Malta, taking the fight to the sea.

Religious strife in Europe saw the order split and weaken. It continued to exist in various guises for centuries, but its days as a militant defender of Christianity were effectively over by the early 19th century.

A FIFTH ORDO IS FOUNDED

By 2325 the Pope had already created an Ordo to study the Rephaim and three Ordines to combat them. Turning his gaze from the immediate threat, Pope John looked to protect the common people, especially those in outlying territories.

Their forces stretched thin by the existence of three active Dead Zones, the Pope knew he could not call upon the four Ordines to adopt the new role in addition to their other duties. In January 2328, he announced the formation of a fifth Ordo—the Order of the Blessed Word. In order not to weaken the militant Or-

Necropolis 2350: Preacher Handbook

OPTIONAL RULE: ORDO REQUIREMENTS

As written, all branch requirements are identical regardless of the Ordo a player character Knight intends to join. Given that every Ordo has a specialty, it was an oversight not to present additional requirements representing Ordo-specific basic training. War Masters who wish to implement this rule will find additional requirements listed below.

IMPALERS

The Impalers specialize in melee combat. All Knights except Vehicle Crew must have Fighting d6.

INCINERATORS

In addition to using rifle-mounted grenades, Incinerators are expected to be competent in throwing them as well. All Knights except Scouts and Vehicle Crew must have Throwing d4.

LAZARITES

None. Their specialist ability is already covered under their Special Training.

PRAETORIANS

Serving as bodyguards and security details, Praetorians are expected to detect trouble before it arrives. All Knights must have Notice d4.

dines, the number of Knights who wished to transfer to the founding Preachers was heavily restricted.

FOUR MISSIONS

Whereas the other Ordines each had a single focused mission, the Preachers were assigned four related goals.

First, they were to spread the Word of God. As well as evangelizing in Union enclaves, their

reach extended to the remote settlements springing up outside the existing bishoprics.

Although not creating new bishoprics to cover these regions limited the direct reach of the Church, it would save it considerable sums of money. More importantly to the Pope, by assigning this duty to the Preachers, it gave him direct authority over the regions, rather than handing more power to bishops.

Second, the Preachers were directly responsible for protecting the remote settlements from Rephaim incursion. Although the Inquisition would remain the premier tool for rooting out heresy, their methods were ill-suited to tightly knit communities. In place of a hammer, the Preachers would wield velvet gloves in rooting out collaborators.

Third, since the Preachers could not permanently garrison every distant settlement in force, they were to train militias. Fearing that restless peasants might rebel, these units were to be restricted to flechette pistols and SMGs—heavier weapons would be deployed only by Preachers, and only then when defending the settlement against attack.

Finally, many rural communities had only quacks, barber-surgeons, and herbalists to administer to citizens' injuries and fight the spread of disease. The Preachers would now provide modern medical aid.

OPERATION STEEL RESOLVE

In 2331, a vast horde of Rephaim surged out of Dead Zone Beta, striking at Preceptories all along the border. Forced to defend in strength, the Ordines withdrew forces from their mountainous eastern flank, leaving it exposed. Unbeknownst to them, a second Rephaim force was waiting to take advantage of their complacency.

On 34.III.2331, the enemy emerged on the plains. Directly in their path was Ridley's Hope, a lightly defended town of 20,000 souls. To their credit, the militant Ordines reacted quickly. Dozens of Angel dropships transported a rapid reaction force straight into the oncoming juggernaut just as it reached the suburbs.

As the battle raged, the Preachers set up evacuation zones in whatever open spaces

could accommodate their dropships. While pilots flew constant missions to ferry civilians from harm, the Preachers Chapter Militant hurriedly formed blockades.

Outnumbered, the frontline troops fought hard but were forced to yield ground hour by hour. Before sunset, and with barely half the civilians extracted, the landing sites came under heavy bombardment.

Civilian casualties rose quickly, forcing the Preachers to set up field hospitals to treat those who could not be evacuated immediately. Throughout the night, the rapidly diminishing defenders, now mostly Preachers lacking any heavy firepower, put up a determined resistance. By dawn, only one landing site remained operational. It was here the Preachers drew the line and committed their souls to God.

As dawn broke on the fourth day, fleets of Angels carrying reinforcements from the other Ordines (who had by now broken the back of the other assaults) landed in Ridley's Hope. They found no survivors.

All told, the Preachers evacuated nearly 15,000 civilians, an impressively high number given the circumstances. The cost to the Ordo in manpower and materiel was high, but the sacrifice ensured the name of the Preachers was burned into the heart of the common man.

RESTRUCTURING THE ORDO

Operation Steel Resolve both proved that the Preachers could cope with a major emergency and exposed critical errors in their structure. Until this time, the Ordo lacked heavy firepower, believing that only Knights Artillery, Infantry, and Infantry Support were required to fulfill their goal of protecting civilians.

Accepting a report from Senior Knight Sergei Andreiovich (now the Marshal; see below), Grand Master Salvatore ordered the formation of Knight Assault Lances and an increase in heavy weapon support. Additional firepower was gained through the acquisition of light tanks to support ground evacuations and aid in the defense of civilian settlements and a fleet of Archangel gunships for air evacuations.

Until 2333, Preacher Knights Vehicle Crew

ORDO REQUIREMENTS CONTINUED

PREACHERS

The Preachers are concerned with winning the hearts and minds of civilians. All Knights must have *Healing or Persuasion* d4.

TEMPLARS

Every Templar is expected to know how to drive, as well as perform routine maintenance and basic repairs. All Knights except Vehicle crew must have *Driving or Repair* d4.

TEUTONICS

Charged with uncovering heretics, all Knights must have *Intimidation, Investigation, or Streetwise* d4.

were trained by Templars temporarily assigned to the Preachers. This was the forerunner to the later inter-Ordo cooperation scheme currently in effect.)

THE FALL OF NEW BUDAPEST

New Budapest was not some undefended village. The city had no defenses of note, but as the Church's second city it was surrounded by major Preceptories. In total, over 20,000 Knights and Sergeants stood ready to repel any attacks.

In their arrogance, the militant Ordines believed the Rephaim assault would soon break. No attempt was made to evacuate civilians, though those who saw the coming darkness fled, leaving behind everything they owned.

By the time the Ordines acknowledge the city was lost, it was too late to arrange a mass evacuation. The Preachers immediately put a plan into action, but it proved too little too late. The remaining military forces broke out

Necropolis 2350: Preacher Handbook

from the encirclement, leaving the population to its fate. Preacher dropships continued to run rescue missions, but growing losses forced them to abort.

It is said that Grand Master Boyle wept for two days after the true extent of the disaster became apparent, and that it was this that spurred him to take a more militant view. Despite rescuing several thousand people from an impossible situation, the Ordo considers the loss of New Budapest's two million souls its darkest hour.

OPERATION DRAWSTRING

Even within the Ordines, few know of Operation Drawstring. In 2349, a plague broke out in the New Territories agricultural town of New Preston. Whether it was natural or a produce of Rephaim science has yet to be determined. What is known for sure is that it was highly contagious and had a mortality rate in excess of 90%.

Despite attempts to suppress the news, word spread quickly as the number of infected persons grew. Panic set in, leading to civil unrest. Worse, people began leaving the town in droves. Although New Preston fell outside their jurisdiction, the Preachers were quick to respond when called upon for aid.

Their first task was to quarantine the city, preventing anyone from spreading the infection to other settlements. Those who attempted to run checkpoints were shot. Second, they erected emergency field hospitals to treat the sick, while a Lance of medical scientists desperately searched for a cure.

Once these were up and operational, the Preachers cracked down hard in a bid to halt its spread, imposing a total curfew. Those who broke it were subject to immediate execution.

Unable to find a cure, and with the population dying in droves, the Preachers sent word to the Grand Master. After much deliberation, it was decided there was no option but to purge the town. No Preacher left his post, with those not infected electing to remain behind to ensure the quarantine was not broken.

At dawn the next day, most of the remaining civilians and Preachers gathered in the central

park, summoned there by the bishop for Mass. As they sang hymns, squadrons of Incinerator Deliverance and Scourge bombers unleashed a monumental quantity of napalm.

Although cleansed, New Preston was placed under permanent quarantine in case the disease lingered. As far as the general populace is concerned, it was wiped out by a chemical leak caused by heretics.

Some good did come from the disaster. Following the incident, the Grand Master met in council to discuss the foundation of what would become the Hazardous Atmosphere, Radiation, and Disease branch.

MOTTO

Despite only a tenuous link between the Knights Hospitallers of old and the Ordo Verbi Baenedicti, the Preachers see themselves as fulfilling a similar role within the Third Reformation Church. To that end, they have adopted the Hospitallers' motto—*pro fide et utilitate hominum* ("For faith and the service of mankind")—as their own.

Although it is rarely uttered aloud and never officially acknowledged, Knights also adhere to the Templars' motto of "No retreat, no surrender" when defending civilians. Preachers are prepared to lay down their lives to protect civilians from the Rephaim and so long as innocents remain on the battlefield, the Preachers will not abandon them.

GRAND MASTERS

By the time one has reached the position of Grand Master, battle with sword and gun has been replaced with battle with word and thought. Based in their Ordo's administrative Preceptory in Vatican City, they engage in the brutal war of politics.

Preacher Grand Masters are more commonly found operating in the field, preferring to ignore the politicking played out by their rivals in Vatican City. Their humanitarian work is greatly admired by their subordinates, but, given the Ordo's short existence, ambushes and natural

events have resulted in a disproportionately high number of Preacher Grand Masters.

LUIGI SALVATORE (2328–35)

First to hold the title was Luigi Salvatore. An imposing man who never took “no” for an answer and who strived on stress, he had absolutely no military experience. What made him suitable for the post was his experience as a Cardinal in charge of the Vatican Relief Agency. It was he who created the Chapters Evangelist and Hospitaller.

Salvatore was killed in 2335, cut down by a vampire’s mortal puppet while visiting a Preceptory in New Carpathia.

MONTALBAN GREGORY (2335–39)

Chosen to fill Salvatore’s shoes was Montalban Gregory. At the time, he was a Church missionary in New Carpathia. His appointment came as a shock both to the Knights of the Ordo and the general populace.

Although an outsider, and another Grand Master with no military experience, the Ordo prospered under his short rule. Within days of his appointment, he ordered the foundation of new Preceptories and hospitals.

Gregory was killed when the troopship in which he was traveling was accidentally shot down by Corporate forces.

PATRICIA PRYCE (2339–44)

This time, the vacancy was filled internally, with the then Seneschal rising to Grand Master. She is best remembered for her tough stance on providing free medical care to the poor, a view that alienated many in the Curia. The ruling has since been overturned. She fell victim to typhus while treating an outbreak of the disease.

NICHOLAS BOYLE (2344–PRESENT)

Pryce’s replacement was serving as Marshal of the Ordo when he was promoted. Far more militant than any of his predecessors, he has increased the number of Preceptories and stepped up training of citizen militias.

Many Preachers see him as a radical, and

THE STEREOTYPICAL PREACHER

Church media portrays the Ordines in whatever light it feels suits its needs best. In the case of Preachers, that is of men of strong faith and defenders of the weak. This is mostly true—one joins the Preachers because one wants to help the common man keep both his faith and life in trying times.

While not as fanatically courageous as Impalers or Incinerators, it is a mistake to assume Preachers are in any way cowardly. They may combat the Rephaim less often and in smaller numbers than the militant Ordines, but whereas the aforementioned see civilians as a nuisance, Preachers are prepared to lay down their lives to protect them. Often a mere handful of Knights is required to defend a village against odds numbering dozens-to-one.

Being “people Knights” does not mean Preachers are gullible or a pushover, prepared to jump into danger to rescue every soul in need. Yes, they protect settlements, but Knights also expect citizens to help protect themselves by joining militia units.

The Preachers’ mentality to war is very much defensive, digging in and letting the enemy smash itself upon their defenses. Called upon to protect settlements, Senior Knights have become specialists in this method of warfare to the extent that they are called upon to instruct the other Ordines’ commanders.

accuse him of moving the Ordo to a more militant footing. In which direction the Ordo will turn under his rule is widely debated in barrack blocks across Salus.

SENIOR OFFICERS

Like the other Ordines, the Preachers have three senior dignitaries serving the Grand Master. The number in parentheses is the date the individual achieved their current station.

Necropolis 2350: Preacher Handbook

DEPUTY MASTER

A form Senior Knight in a Combat Medic Lance (see Chapter Five) and then Knight Commander in a Medevac Banner, William Burton (2340) was chosen by his predecessor before his retirement to monastic life.

Better known to his subordinates as the Lord Hospitaller, he strongly believes the Ordo should focus on its duty of care before protection. This has led to frequent disagreements with Grand Master Boyle.

SENESCHAL

Commanding the Chapter Clerical is Louise-Jane Hidalgo (2339). An accountant before she joined the Ordo, she served as a Preceptor Quartermaster, eventually working her way up to the position of Lord Preceptor Quartermaster, the Seneschal's lieutenant.

The Ordo's finances have grown under her guidance, but she is notorious for her tight control of the Preachers' coffers. Her decision to cut what she sees as waste has resulted in operational austerity.

MARSHAL

Heavily wounded and evacuated from the field during Operation Steel Resolve on the last flight out, then Senior Knight Sergei Andreiovich (2446) immediately began drafting proposals on how best to reorganize the Ordo to include artillery, heavy weapons, and light tanks for defensive purposes, something it had previously ignored in favor of just man-portable artillery and close support weapons.

His ideas worked their way up the chain of command until they landed on the Grand Master's desk. Accepted as new military doctrine, Andreiovich was promoted to Preceptor Master at Ordo's primary training facility and ordered to put them into immediate effect.

Andreiovich understands that the Ordo needs a strong Chapter Militant to carry out its mission, and he supports the Grand Master's vision in principle. He is firmly against it turning its back on its wider calling and becoming a fourth Ordo Militant, though.

RECRUITMENT

With most citizens wishing to become Knights and Sergeants opting for the "glamorous" militant Ordines, the Preachers must work harder than their rivals to attract new recruits.

MEDIA

Ordo television shows on the news channel are usually loud and flashy, comprising mostly of images or actual footage of brave Knights slaughtering Rephaim with gun, sword, or tank. Not so with the Preachers.

Working behind the lines, the Ordo rarely receives much outside media attention. When Knights are forced to protect a settlement, the action is almost always over by the time media crews arrive. Not that its own footage of battle is used much on the news, either.

The Ordo offers a life not of relentless battle and heroic deeds, but of faithful service to the common people, proclaiming it just as important in the war against the Rephaim. Given their training in social interaction, presenters are adept at tugging on the heartstrings of the average citizen as they voice over images of orphans being cared for, elderly citizens having broken limbs mended, Knights performing sentry duty in small communities, and even Knights playing sports with a gaggle of happy children.

Inevitably, the program ends with what has become a standard catchphrase—"The other Ordines fight because they know we're watching over their families." It's a gross overstatement, but it serves its purpose.

PUBLIC APPEARANCES

Wherever possible, Preachers attempt to recruit both Knights and Sergeants from the remote communities they serve. Not only does the populace already know and trust the Ordo (not to mention having much to thank them for), the Preachers like to lay on the personal touch.

Recruiting teams are typically made up of Knights and Sergeants with friends and contacts among the locals and, when it can be

arranged, those who were born and raised in the community. In towns and cities, recruiting staff play the friendly face card by recruiting in their old neighborhood.

Always the hearts and minds game is played, with potential recruits shown grisly images of ravaged settlements the Preachers could not reach in time to defend. “With more personnel, we could have made a difference. Don’t let this happen to your home,” is a popular recruiting slogan.

TRAINING

Between basic military training and advanced training of their chosen branch, Preachers attend a six-month course devoted to their Ordo’s special training. Here they learn how to deal with a range of social situations, from breaking down barriers and engaging ordinary citizens in conversation to calming gravely injured patients. Peaceful ending of confrontations forms a vital part of their training—citizens get angry and frightened sometimes, and a few well-chosen words or gestures can calm the potentially volatile situation far better than intimidation.

Given that they must train, and sometimes lead militia units in defending their homes, Preachers must be a mix of drill sergeant and officer. Militias rarely engage in complex tactics, and thus Squires learn only basic defensive maneuvers. Likewise, few militias have access to anything more powerful than flechette SMGs, meaning Squires need only know how to maintain and fire a very limited number of weapons.

As part of their training, Squires are expected to serve in the field with an Evangelical Lance, putting their theoretical training to practical use. Their final examination includes a mock battle, with a Squire leading a militia he has been training.

KNIGHTLY JUSTICE

Unless the case has attracted media attention or involves friends or family, few citizens bother attending a bishop’s courts as a spectator. They do, at least, know that justice is being

done. The Ordines, however, conduct their trials behind closed doors.

In order to demonstrate that they are not above the law and that transgressors are dealt with swiftly and harshly, Preachers sentenced to be flogged receive their punishment in public. If the offense occurred in a civilian settlement, then that is where the flogging takes place. Otherwise, the guilty Knight is taken outside the Preceptory gate to receive punishment.

INVESTIGATING HERESY

It is important to note that although Preachers defend remote settlements and investigate suspected heresy both inside and outside the Ordines, they are not a police force. Civilians and Ordines are responsible for policing themselves.

The only time the Preachers get involved in policing is investigating reports of suspected heresy. Even then, they must first report the suspicion to the Inquisition. In the majority of cases, the Inquisition allows the Knights to proceed unimpeded. If the Inquisition deems its presence necessary, it can request support from the Ordo—it cannot compel them to assist, though.

Where heresy among civilians is unearthed, Knights may have the legal authority to investigate and detain suspects as part of their Papal mandate. Unless there is an immediate threat to life or property, though, interrogation must wait until the Inquisition arrives.

Preachers are permitted to execute heretics who refuse to surrender, who engage the Knights in combat, or who pose an immediate threat, but they have no authority to conduct trials or impose punishments.

FINANCIAL STATUS

Providing weapons, protection, and medicines costs money. With Preachers often traveling great distances to perform their duties, the Ordo also has high fuel usage. Keeping the Ordo running effectively means raising money.

With fewer large estates from which to raise taxes, the Ordo invests heavily in stocks and shares both in Church companies and the major Corporations.

Necropolis 2350: Preacher Handbook

DONATIONS

The Ordo accepts donations from private citizens, rich Church officials (either being genuinely charitable or looking to appear that way), and companies. Some donations come with a request for publicity, while others are done with anonymity.

Pharmaceutical and medical companies are especially keen to support the Preachers with donations, turning their charity into good public relations. Naturally, the Church prefers the Preachers buy local, but they can do nothing to directly influence their decision—any attempt by the Pope to force any Ordo to spend its wealth in a specific manner would be met with stiff resistance.

HOSPITALS

As noted in the *Necropolis 2351-55 Update*, healthcare to citizens in major population centers is free but basic. Those with wealth attend private facilities, where the level of care is considerably higher.

Since its inception, the Ordo has constructed its own hospitals in towns and cities. These offer the same free basic care as Church-run facilities, but also offers a range of health insurance schemes. Prices begin low, ensuring that not only can the average employed citizen afford it, but he is actually prepared to pay. The higher the premiums, the better the service, of course.

Hospitals are expensive to run, but there is another aspect to them the Ordo has learned to exploit. Give the Preachers enough money, and it will name a clinic, ward, wing, or even an entire building in your honor.

MERCHANDISING

Merchandising is where the Preachers fall short of their rivals. Generally speaking, citizens prefer toys and memorabilia of heroic warriors, not missionaries and medics.

Popular merchandise includes small badges or amulets bearing images of saints who protect against maladies or watch over those with specific conditions. These are not magical

talismans or holy relics, but are worn out of religious faith (Union critics might say superstition). Fortunately for citizens and the Ordo alike, there is a saint for every ailment.

Examples include Saints Apollonia (toothache), Conrad of Piacenza (hernias), Deicolus (childhood illnesses), Fillan (mental illness), Guy of Anderlecht (rabies), Liborius of Le Mans (gallstones), Maximilian Kolbe (drug addiction), Regina (poverty), and Winnoc (fever).

PROTECTION

Protecting remote communities and training militia are free services—the Ordo cannot charge for these as they are part of its reason for existing. That said, many settlements raise an additional local taxes. This money is then donated to the Ordo. Partly this is done out of charity, and partly out of the belief that the Knights will respond faster to any emergency.

Since 2342, protecting shrines and other sites dedicated to female saints and convents has fallen to the Sisters of Bradamante. Security for the shrines of male saints is mostly handled by the Preachers, who are paid for their work. As well as protecting holy relics and staff, the Ordo protects pilgrims on the site.

In this modern age, most pilgrims elect to fly to distant holy sites for pilgrimage. Those who prefer overland trips can hire Preachers for protection. Typically, the money for this is raised through donations to the local church. The protection detail rides in Prophets, while the pilgrims use civilian transportation. Given the reliability of most vehicles in rural areas, the protection Lance always includes a qualified vehicle mechanic.

Long distance pilgrimages on foot are not unknown, but rarely can a citizen raise enough money to hire even a Sergeant for protection.

CHAPTERS

No Ordo is obliged to have more than the two default Chapters—the administrative Chapter Clerical and fighting Chapter Militant. The Preachers have two main Chapters and three subordinate Chapters.

CHAPTER CLERICAL

Smaller Preceptories and fewer estates have not resulted in a smaller Chapter Clerical. In terms of numbers, the Preachers actually run the most Preceptories of any Ordo. The Chapter Clerical has two sizeable sub-Chapters to run and maintain.

CHAPTER EVANGELICAL

Knights of the Chapter Evangelical serve to spread the Word in communities outside the Church's direct sphere of influence.

As well as operating in the Corporate sectors, they travel to remote communities within the Church's greater domain. Although often far from any major settlements, and rarely visited by any higher authority than a local priest, these rural enclaves receive visits from the Preachers to remind the populace they are not outside the Church's reach or control.

The Church and Union have never seen eye-to-eye. While one craves spiritual superiority, the other seeks material domination. Differences aside, the two factions must tolerate each other for the greater good.

Church and Ordo officials are governed by strict guidelines when evangelizing within the Union enclaves. Much of their work is handled through specific media channels, which broadcast religious programs day and night. Outside of Church-owned property, the Ordines are forbidden from actively recruiting Corporate citizens to their ranks.

Although no Preceptories exist outside of Church domains, the Preachers are expected to visit settlements in unclaimed lands and ensure the inhabitants hear the Word of God.

CHAPTER HOSPITALLER

Knight Combat Medics working in conjunction with Evangelists tend to the dispersed inhabitants' physical welfare, offering medical services beyond the scope of the resident barber-surgeon, herbalist, or quack, immunizing people against outbreaks of disease, and, on occasion, delivering essential foodstuffs.

It is important to note that only Combat

PRECEPTORIES

Citizens imagine all Preceptories as being huge military bases. In most instances they are correct, but the Preachers operate differently. For a start, they have very few large estates surrounding their distant centers of operation. Secondly, their Preceptories average on the small side.

TOWNS

In remote towns, a Preacher Preceptory is usually a single large building or cluster of smaller buildings operating independently of, but working with, civil authorities. Most are dedicated hospitals run by Combat Medics (who serve as doctors and surgeons) and Sergeants (trained as nurses).

A small office is set aside for citizens who wish to pass on information. The Preceptory also serves as the local militia headquarters and contains at least one armory packed with weapons approved for civilian use in emergencies.

VILLAGES

Far from hubs of humanity, Preceptories take one of two forms.

Widely scattered settlements are commonly looked after by a large Preceptory placed as centrally as possible. Smaller than those on or near the frontline, they are constructed on the same principals. Most of these are governed by the Chapter Hospitaller, albeit under the watchful eye of the Chapter Clerical.

Rural Preceptories may be responsible for covering many hundreds of thousands of square miles and dozens or hundreds of settlements ranging in size from lone farmsteads to small villages. As a result, some settlements receive only an annual visit.

Lucky villages have a small building permanently manned by Knights Combat Medics and Infantry supported by one or two Lances of Sergeants. At most, a settlement has two Lances of Knights protecting it and offering medical and fire fighting services.

Necropolis 2350: Preacher Handbook

Medics tending civilian communities fall under the auspices of the Chapter Hospitaller. Those serving on the frontline are members of the Chapter Militant.

CHAPTER MILITANT

The Preachers have never been a combat oriented Ordo, and yet their requirements to train militias and protect remote communities requires them to maintain a sizeable Chapter Militant. Knights are primarily Infantry backed by smaller numbers of Artillerists and Infantry Support.

Despite occasionally being mocked as second-rate soldiers by the other Ordines, no Preacher is permitted to serve in a civilian training capacity until he has served at least one tour on the frontline.

Knights from other Ordines who have actually served with the Preachers as part of the inter-Ordo cooperation scheme are more protective of their brethren, especially those who have witnessed handfuls of Knights defending innocent civilians against large numbers of Rephaim. In many cases, there is little hope of evacuating civilians. No Preacher worth his salt would abandon his charges to the enemy, thus resulting in a brutal win-or-die scenario.

CHAPTER INVESTIGATIVE

The Preachers' second goal is to protect rural areas from Rephaim threats. Part of that remit involves rooting out heretics. That duty falls to specialist Knights Investigator, a Knight found only in the Preachers.

Knights Investigator are rarely proactive in their duty. Whereas the Inquisition prefers to keep the citizens in line by making their presence felt and actively searching for heretics, Investigators are dispatched only when reports of dark deeds reach their ears.

For much of their time, Knights Investigative serve as part of a Preceptory's police force, operating in a role akin to civilian detectives.

As of 2351, the Chapter Investigative is gradually phased out, with Teutonic Knights taking over the role. Many Knights Investigative are commanded to join the new Ordo by

the Pope. The last Chapter Investigative of the Preaches is shut down in 2353.

CHAPLAINS

Knight Evangelists are trained to spread the Word of God, but have no authority to conduct religious ceremonies. Nor do most Knights have the doctrinal training necessary to ease crises of faith. Chaplains frequently work alongside Evangelical Lances, especially in areas where resident priests are few and far between. When working with Combat Medic Lances, Chaplains comfort the sick and act as medical orderlies.

SERGEANTS

As well as serving as administrators and soldiers, Sergeants can elect to serve the Ordo in a medical capacity.

Medical Sergeants are not Combat Medics—that title is reserved solely for Knights. On the battlefield, they assist their superiors and work as stretcher bearers. In hospitals, they perform the same duty as civilian nurses. With enough experience and skill, a Sergeant can earn the title Doctor. This does not permit them to run hospitals or Lances, however. Sergeants can also be found working as dentists, pharmacists, phlebotomists, and medical scientists. During hearts and minds missions, they administer vaccines and tend to minor injuries.

Within the Ordo, and to those of other Ordines who frequently interact with them, medical Sergeants are referred to as Hospitaller Sergeants.

TABARDS & EMBLEMS

In order to display their Ordo loyalty, all Preachers wear a green square marked with an appropriately colored cross on the left breast of their armor. Camouflaged armor is donned for battlefield duties. Off-white armor is preferred in hearts and minds operations as it is deemed non-threatening.

Chapter Clerical: Administrators, Evan-

gelists, and Investigators wear green tabards marked with a white square cross. A stylized heart is located at the center of the cross.

Chapter Militant: Save for having no heart, it as above.

Sergeants: All Sergeants wear green tabards emblazoned with a black square cross.

TYPICAL MISSIONS

Every Ordo is expected to be able to carry out a wide variety of mission types, but there are some specific Ordines favor over others. Similarly, while every Ordo possesses its own Combat Medics, those belonging to the Preachers are considered the best trained.

CIVILIAN DEFENSE

Stories of rampaging bands of Rephaim threatening remote communities helps with recruiting, but most Knights will never be called upon to undertake this duty.

When it does occur, the Preachers are usually outnumbered, outgunned, and unable to receive reinforcements with any haste. The commander on the ground may be able to call on a strong and well-trained militia, but even the best civilian lacks the Knights' superior training and weaponry.

Faced with an animated corpse, many militiamen naturally lose their resolve. Without discipline and a strong defensive line, the likely outcome is a short-lived fight followed by a brutal and bloody massacre of innocents.

HARD

The HARD Knight branch was created to deal with hazardous waste, radiation leaks, and outbreaks of disease in Preceptories and on their estates.

The civilian fire and health departments of large towns and cities are trained to deal with similar events, but their training is sorely lacking compared to that of the Ordines. Even so, the Ordines and Church are separate enti-

OPTIONAL RULE CHAPLAINS & SAINTS

All Chaplains answer to a higher authority but, at the War Master's discretion, those with Arcane Background (Miracles) can also call upon a saint for aid.

A Chaplain may only ever honor one saint, who must be chosen during character generation. Should the Chaplain decide to abandon his patron saint during play, he cannot select another.

Having a patron saint does not require the Chaplain to use up an Edge. Instead, he gains additional branch requirements. The two saints most favored by the Preachers are listed below.

ST COSMAS

Patron Saint of Medical Doctors

Additional Requirements: Healing d8

Benefit: +1 bonus to cast *greater healing* and *healing*.

ST THÉRÈSE OF LISIEUX

Patron Saint of Missionaries

Additional Requirements: Persuasion d6

Benefit: +2 to cast *boost/lower* (*Persuasion* and *Streetwise*).

ties, and HARD Knights may not be sent into Church civilian areas unless their presence is specifically requested.

That the Ordo became heavily involved with HARD activities was purely down to the number of medically trained personnel at its disposal. Rarely found working together on the battlefield, Preachers and Templars assigned to HARD Lances form strong and lasting friendships that transcend Ordo politics.

HEARTS & MINDS

Hearts and minds missions are the commonest undertaken. Preaching, training civilians in firearms, and administering basic medical aid

INTELLIGENCE

Every Preceptory has an Intelligence Officer (always a Knight) supervising a number of staff. Within a Commanderie, Preceptory Intelligence Officers (PIO) meet regularly to exchange information. Higher up, Commanderie Intelligence Officers (CIO) gather for the same reason. In the other Ordines, they are concerned solely with military matters. Among the Preachers, they primarily gather and respond to civilian intelligence.

Decades of working with the common people have won the Preachers many ardent supporters. Citizens are prepared to inform the Preachers of matters they would not relate to other Ordines.

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.

are the core objectives of the Ordo and the reason why most citizens enlist. That said, the work is extremely dull and repetitive. About the only excitement a Knight can expect is helping deliver a baby (human or animal).

As part of their routine duties, Knights are expected to interact with the locals, listen to any reports of unusual activities, and perform a brief investigation. Much of the news is routine and mundane, with slaughtered livestock the work of predators rather than a cabal of cultists. When they can assist, Preachers are required to do so. In the unlikely event something truly odd is uncovered, they are expected to call for the appropriate backup.

HERESY HUNTING

Many young Knights find the thought of hunting heretics exciting, certainly more interesting than healing civilians and watching them learn to shoot.

Sadly, a heretic hunt is usually anything

but interesting. The great majority of reports turn out to be false, lengthy stake-outs and mountains of paperwork ultimately lead to boredom, and even those rare cases involving an actual heretic typically mean a crazed loner who is quickly apprehended.

Occasionally a true threat raises its ugly head, with Preachers unearthing a diabolical cult led by a Rephaim or rogue psion, or some profane horror unleashed by the enemy. Unless they stumble across them by accident, Preachers don't engage these deadly foes. Instead, they call the Inquisition, hand over the evidence, and move on to the next most-likely-boring case.

A Knight keen to help purge the Third Reformation Church of heresy might get lucky, if such is the word, and be asked to assist an Inquisitor in bringing down a true villain. Few who serve in this capacity are ever keen to volunteer for a second mission.

MEDICAL EVACUATION

A medical evacuation mission is rarely as exciting as it sounds. With their focus on aiding civilians, most evacuations involve nothing more than ferrying sick and wounded citizens living in remote communities to the nearest Preceptory hospital for treatment.

Times do arise when the Preachers are called upon to evacuate civilians from a war zone or help evacuate wounded Knights from the battlefield. In these circumstances, the Ordo calls upon its infantry to help establish and protect landing zones.

PILGRIM PROTECTION

Providing protection for pilgrims on their journey of faith or the shrines to which they flock may sound boring, but it is rarely uneventful. True, the odds of encountering Rephaim or a heretic looking to inflict mass casualties are few and far between. It is an opportunity to meet a varied range of "interesting" people, though, and there is inevitably violence fuelled by religious fervor. Pilgrim protection is also an ideal recruiting opportunity.

Chapter Two:

Facilities

Heal me, O LORD, and I shall be healed; save me, and I shall be saved: for thou art my praise.

Jeremiah 17:14

CENTER FOR INFECTIOUS DISEASES

Investigation into the origin, symptoms, treatments, and prevention of infectious diseases is not officially part of the Ordines' remit. Frustrated with having to liaise with Church officials and fight her way through the many layers of bureaucracy, Grand Master Pryce instructed her Ordo to construct a new scientific Preceptory dedicated to fighting disease. Opened in 2347, the Center for Infectious Diseases is a powerful tool in the Ordo's arsenal.

Even the most rigorous safety procedures cannot prevent accidents from occurring. In addition to airtight blast doors and a fire purge system, the CID can rely on its geographical location. It stands in the frozen realm of Aquilo, far from any populated area.

Scientists and administrators make up the bulk of the staff, but there are three Banners of HARD Knights with advanced training in containing infectious diseases stationed here, as well as ample security personnel.

Contrary to Corporate propaganda, the CID does not develop or stockpile bacteriological or viral weapons. The CID does have stockpiles of diseases and viruses for research purposes, of course. Security is stringent. Not only is the base disguised as a meteorological

research station (all the real work takes place deep underground), but intruders face the very real risk of being shot without warning.

JOINT ORDO HARD TRAINING PRECEPTORY

The foundation of the HARD branch necessitated a suitable training facility. As part of the remit, it was deemed essential that instruction was to be conducted under live conditions, with Squires facing low levels of radiation, noxious (but ultimately harmless) chemicals, nonlethal diseases, and chemical fires in order to prepare them for real world conditions. It was decided that a Preacher Preceptory far from any dense population centers would be modified for the new purpose.

Irrespective of their Ordo, Squires selected for HARD training are transferred to the JO-TRAP (colloquially the Playground) after completing their specialized Ordo training. Here they learn the basic skills vital to their future role—driving, healing, and repair—as well as how to operate and maintain the branch's range of specialized equipment. These are put to the test in a range of scenarios throughout training.

As noted above, conditions are designed to be realistic. During exercises, Knights may be required to use HARD Armor and shelters (see Chapter Three) for weeks on end.

Knights HARD are required to return to the Preceptory every two years for refresher courses and instruction in new techniques and equipment.

Necropolis 2350: Preacher Handbook

THE PHARMACY

Located in Vatican City, the Pharmacy is an Ordo-run pharmaceutical manufacturing and drug testing facility.

The Pharmacy manufacturers drugs for sale to the Ordines. This includes both common medicines (aspirin, antibiotics, and the like) and other drugs such as Boost, Kaff, and Surge (see Chapter Three).

The scientists who work there also create new medicines and drugs for civilians use. Forbidden by Church law to sell their products directly to citizens outside those living on Preceptory estates, the Preachers earn a return on their investments by selling patents to Church operated pharmaceutical companies, saving those companies both time and money.

PRAMAS MINE, TEMPORARY PRECEPTORY

With temperatures below freezing even during the height of a 382-day long summer and regularly swept by fierce winds, Aquilo is a harsh environment. And yet the Church exists in the inhospitable wastes, for the Aquilo Mountains are rich in minerals.

Due to the hostile ambient conditions, the settlements supporting the mines are built directly into the mountains. Owned and operated by the Church, the workers at the various centers are a mixture of paid miners and criminals sentenced to hard labor. Falling outside the Ordines' direct jurisdiction, the only time they are called upon is to contain chemical spillages or evacuate seriously wounded miners.

In the summer of 2349, a garbled message from Pramas Mine was received at Preceptory Zebra III, a small Incinerator base located several hundred miles from the remote outpost. Fearing an industrial accident, the Incinerators duly responded by dispatching a HARD Lance to investigate.

Within an hour of their arrival, the Lance sent out a call for reinforcements. Their use of the code phrase "Burnt Fingers" implied a major situation, but no more details were forthcoming. HARD Lances from across Aquilo were hastily formed into a temporary Banner.

Invoking their right to aid civilians, the Preachers set up a temporary Preceptory on site. For the last two seasons, Pramas Mine had been quarantined, the no-go zone extending for 100 miles. A beacon set on repeat warned all approaching vehicles about the lethal consequences of breaking the line. Nothing got in or out—supplies were dropped outside and collected by the Knights on the ground, and no new personnel were added to the roster.

Save for a brief weekly update sent directly to every Ordines' senior staff on a heavily encoded channel, no news of what occurred reached the outside world.

All that changed last week. A short message saying only "Destroy this place and leave us to our fate" was received on a general Ordines' open channel. Analysts studying the brief missive reported sounds of explosions and gunfire in the background, but could discern no specifics. The Ordines do not intend to leave comrades to an unknown fate and are hastily building up a Banner of veteran Knights to investigate.

For now, the Preachers and Incinerators have managed to block the Lazarites from leading the mission, although their black-clad Knights will be part of the task force.

VENTA

Neither the Church or Union saw any reason to bring the population of the upland wedge separating Tomaculum and the Drake Peninsula under their protection. All that changed in 2349 when geological surveys detected sizeable mineral deposits.

In order to prevent open warfare between the factions, the Church and Union agreed that the inhabitants should hold a referendum as to which side they would prefer to lie under. (Neither side is prepared to allow the region to remain independent.) A date of 01.IV.2355 was set for the vote.

The Knights of Venta, a major Preacher Preceptory, have been tasked with winning the hearts and minds of the civilians. In addition to winning over the inhabitants, who distrust the Church, they must cope with underhanded Union tactics.

Chapter Three:

Hardware

He healeth the broken in heart, and bindeth up their wounds.

Psalms 147:3

The Preachers operate a small number of armored vehicles and only light tanks, such as the Flagellant ISV and Nazareth. Prophets and Angels are as ubiquitous as ever, being essential for reaching remote locations. Detailed below are a selection of ground vehicles favored by Preachers.

GABRIEL MEDEVAC TRANSPORT

The Gabriel is a medevac variant of the Angel dropship. The passenger compartment has been heavily modified to accommodate eight stretchers and a small surgery station (treat as a field surgery kit). In addition to its two-man crew, it has seating for a Lance of Knights Combat Medic.

Acc/Top Speed: 30/300; **Toughness:** 40 (24);

Handling: +1; **Crew:** 2+5

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)

HARD PROPHET

The HARD Prophet, code-named the Hezekiah, is an emergency rescue vehicle. The front has been modified to allow six Knights in HARD armor to sit in three rows of two. The rear pas-

senger compartment has been replaced with a flatbed on which is stored a HARD shelter. A small crane lifts the shelter on and off.

The Prophet also carries a small supply of chemicals which when mixed with water produce foam. Decontamination fluid can be carried instead of water.

Issued: 2351; **Acc/Top Speed:** 5/20; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 2+4

Notes: Heavy Armor, Infrared Night Vision, Night Vision

Weapons: Water cannon (30 shots) (Treat as a vehicular flamethrower. Any creature in the template must make a Strength roll at -2 or be knocked prone and Shaken. Size acts as a modifier to the roll.)

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: Four Wheel Drive, Heavy Armor, Night Vision

Weapons: 30mm autocannon turret mounted (40 rounds)

Necropolis 2350: Preacher Handbook

MILITARY GEAR

GRENADE, BATON

Designed for riot suppression, baton grenades are a gel round and inflict nonlethal damage. They have a shorter range than other grenades.

Range: 10/20/40*, **Damage:** 2d6, *Weight:* 0.5 lbs, *ROF:* 1

* *Cannot be thrown. Range is from any grenade launcher.*

GRENADE, SCREAMER (2354)

Officially designated as a non-lethal weapon suitable for crowd dispersal, these sonic-based grenades have been known to trigger heart attacks on rare occasions. On impact, the grenade emits sonic frequencies designed to trigger the fear centers in the human brain. Anyone in the Burst Template must make a Guts roll at -2 or suffer the effects of Terror. These grenades have no effect on creatures immune to Fear.

Range: 5/10/20**, **Damage:** Special, *Weight:* 0.5 lbs, *ROF:* 1, Medium Burst Template

GRENADE, STUN (2351)

On impact, these grenades emit a bright flash and loud bang intended to disorient targets. Victims within the blast template must make a Vigor roll or be Shaken.

Range: 5/10/20**, **Damage:** Special, *Weight:* 0.5 lbs, *ROF:* 1, Medium Burst Template

** *Thrown range. Grenades fired from a grenade launcher use the GL range brackets.*

HARD ARMOR (2351)

Hazardous Atmosphere, Radiation, and Disease armor is an enclosed, full-body, servo-assisted suit. Air for 24 hours allows the wearer to operate in dangerous environments in near-total safety. The thick gloves make delicate work tricky, giving a -1 penalty to all skills involving touch (Fighting, Healing, Repair, Shooting, and so on).

Body waste is stripped of moisture and stored in small chemical bottles, which hold 24 hours worth of material. Modified MRE rations, with tubes of nutrients, can be inserted into a special slot in the helmet, whereupon the seal on the tube is broken in a clean environment, thus preventing contamination.

Wearers make a Vigor roll every day when in low radiation zones or every four hours if the radiation levels are high. Vigor rolls to resist the effects of radiation are made at +2, and rolls to resist heat and cold are at +4. The armor provides total protection against airborne diseases or poisons so long as suit integrity is maintained.

The bulky helmet has an emergency air tank (capacity one hour), a headset communicator, camera, flashlight, and both low light and thermal imaging visor filters (as per the Low Light and Infravision monstrous abilities). The suit weighs 200 pounds when carried and the equivalent of 30 pounds when in use thanks to the servos.

Armor Rating: +8; Protect full body

MUNDANE GEAR

COLLAPSIBLE STRETCHER

The basic form of a stretcher hasn't changed much in over a millennium. Those carried by Combat Medics and stowed in medical vehicles are both lightweight and collapsible, thus reduced the encumbrance for medics. Combat Medic Lances (see Chapter Five) carry two collapsible stretchers.

Weight: 8 lbs

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.

Weight: 20 lbs

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.

Weight: 8 lbs

SHELTER, HARD

A lightweight, prefabricated shelter (introduced in 2351) carried on the back of a HARD Prophet. The shelter has an airlock and a self-contained air system to prevent contamination and is shielded against radiation.

Occupants make a Vigor roll every day in a low radiation zone (at +2) or every four hours in high radiation areas (also at +2). It is also armored (Armor +8). There are facilities for a Lance of troops in HARD armor to survive up to a week, though conditions are far from comfortable.

Weight: 8,000 lbs

DRUGS

As well as illegal drugs, there is a range of legal or sanctioned drugs available to characters. Some are addictive, others have nasty side-effects, but all serve a purpose. The following drugs are those commonly available in the *Necropolis* universe. Whether drugs are available depends on the War Master's wishes. Knights may use appropriate Connections to acquire doses illegally, but some drugs are also issued by the Church

ADDICTION

Although Church pharmacists don't want to create an army of drug-crazed fighters and so try to make them as safe as possible, most drugs are addictive. Each time a user takes a dose of drugs, he must make a Vigor roll (in addition to any other rolls required). On a critical failure, the victim becomes addicted and gains the Major Habit Hindrance.

ANTIDOTES

Sometimes Combat Medics need to bring a Knight down quicker than the drug allows. Every medikit comes with 5 doses of Purge (which also doubles as a universal antitoxin). It is also referred to as Dump and Streak.

Taking a dose instantly induces violent vomiting and diarrhea and heavy sweating, which help cleanse the body of toxins. Patients are Shaken for 1d6 rounds and may only try to recover after this time.

A single dose removes any drug or poison. A patient Fatigued or physically wounded by poison remains in that state until he heals naturally, but he will not get worse. Poisons which induce paralysis or similar effects are immediately negated, leaving the patient free to move once he has finished expelling the contents of his stomach and bowels. The victim suffers a level of Fatigue for 24 hours due to the violent bodily functions.

DRUGS

Injecting oneself with any drug takes an action, assuming the dispenser is close to hand. Injecting an unwilling foe requires a Called Shot to avoid armor. Against unarmored foes, a Touch Attack is all that is required. Drug dispensers cannot be thrown. Drugs count as poison, and thus have no effect on Rephaim.

BOOST

Boost is a generic stimulant. It removes feelings of fatigue, but not the cause. It is used as a short term fix to help a Knight get himself out of any environment or predicament which may lead to death if not otherwise remedied.

Effects: One dose removes one level of Fatigue, regardless of the source. Although it cures the symptoms, it doesn't remove the cause. A hero who is suffering from dehydration is still thirsty, for instance. Likewise, a poisoned character may feel okay, but the poison is still in his system. A maximum of one dose per day may be imbibed—additional doses have no effect.

Necropolis 2350: Preacher Handbook

FAMINE

For the most part, Knights are well-fed, but it isn't always possible to supply the troops in the field. Knights may be operating behind enemy lines, making transport of supplies hazardous. Long range scouting patrols sometimes run out of provisions, or decide to move light and cut back their ration loads. When food is short, it's time to break out Famine.

Effect: A dose is equivalent to a whole day's calorific intake.

For every four days spent using nothing but Famine, the Knight suffers a one die reduction to his Vigor due to a lack of essential nutrients and vitamins. Vigor cannot drop below a d4. For each day after his Vigor reaches a d4, the Knight gains a Fatigue level instead (this can lead to Death if he is force fed more).

Lost dice and Fatigue recover at the rate of one die per day of rest and proper meals (both conditions must be met).

FERVOR

Talk around the barrack blocks is Fervor (known as Psyche in the Union) was created by the Templars, who legendary refusal to surrender is more drug-induced than religious in nature.

True or not, Fervor remains a popular combat drug among the Sacri Ordines, though its use is carefully monitored. Users gain a resistance to fear and minor injuries and distractions, though it does not focus their minds—it simply causes them to become single-minded.

Although the Ordines look the other way if Knights using this narcotic win the day, they come down heavily on those whose pharmaceutical zeal causes a military defeat or unacceptable losses.

Effects: Taking a dose of Fervor adds +2 to Spirit and Spirit-linked skill rolls for 10 minutes. Unfortunately, it also fills the user with intense zeal, preventing him from thinking straight. Victims gain the Overconfident Hindrance for the duration, lose any Cautious Hindrance, and cannot retreat from combat. Multiple doses extend the duration, but effects do not stack.

KAFF

Based on caffeine but hyped up beyond sensible limits, Kaff is the drug of choice for those who don't want to sleep. Sentries are often given doses, but only in situations where falling asleep could lead to loss of life. Those tormented by nightmares are frequent users, though neither the Church nor Union considers this acceptable usage.

Effects: Gives +2 to Vigor rolls to stay awake and lasts for 12 hours. Multiple doses extend the duration, but effects do not stack.

A user taking more than one dose in a 24 hour period gains the Mean Hindrance for the next 6 hours. Heroes who have already succumbed to lack of sleep gain no benefit if force fed the drug.

PATCH

Also known as "Third Day," Patch greatly increases the healing capabilities of the human body. The drug is very expensive to produce. It is only issued to Knights who mission is deemed so vital to the safety of humanity it cannot be allowed to fail, and even then only in limited doses. (It should not become a common item—death in *Necropolis* should always be a very real threat.)

Effects: The hero makes a natural Healing roll after 48 hours. Multiple doses within the same Salus week (8 days, remember) have no additional effect.

SURGE

The Church's combat drug of choice, Surge boosts the user's physical strength and stamina, though only for a short period. The side-effects force commanders to issue it only in life-and-death situations (where it gives the Knights at least a fighting chance) or during final pushes to break an enemy.

Effects: Users increase their Strength and Vigor by one type for the next 10 minutes (max d12+2). Once the drug wears off, the user suffers a similar drop in both Traits (to a d4 minimum) for the next hour. Taking multiple doses has no effect.

Chapter Four:

Personnel Files

And the people, when they knew it, followed him: and he received them, and spake unto them of the kingdom of God, and healed them that had need of healing.

Luke 9:11

WILD CARDS

The entries below are not generic Wild Cards. Each is a unique individual the War Master can add to his campaign as a senior officer, ally, or friend to the player character Knights. Unlike generic Wild Cards, once killed, they are out of the game.

CALVIN SHUMANN, COMMANDERIE INTELLIGENCE OFFICER

A former Senior Knight Infantry, Shumann transferred branch after being seriously wounded. Possessed of an easy-going personality and immense charisma, he has made it his duty to befriend civilians rather than see them as faceless entities. This has paid dividends, for the Knight is a font of knowledge regarding the local area and receives a constant flow of gossip from his many contacts.

Despite his current role, he spends as much time as possible in the field, maintaining and strengthening current friendships and forming new ones.

Shumann's Knowledge (Area), Connec-

tions, and Detailed Area Lore have deliberately been left blank, thus allowing the War Master to add him to any campaign.

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

Skills: Driving d6, Fighting d4, Guts d6, Healing d6, Investigation d6, Knowledge (Area) d10, Notice d6, Persuasion d8, Repair d4, Shooting d6, Streetwise d10

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

Hindrances: Anemic, Loyal, Old Injury, Vow (Major: sacred vows)

Edges: Charismatic, Command, Connections, Detailed Area Knowledge, Gossip Network

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, ID tag

CARL DARTINGTON, MEDICAL AUXILIARY SERGEANT

Dartington always wanted to help others. He didn't have the intelligence required to be a Combat Medic, so he opted to be a Medical Auxiliary Sergeant instead. While he repeatedly scored low on his exams, he did have one talent that has proved a true lifesaver and kept him from being transferred to an infantry role.

Built like an ox, seemingly possessed of in-

Necropolis 2350: Preacher Handbook

finite stamina, and having a reckless disregard for his own welfare, Dartington has repeatedly proved his usefulness in battle.

Whenever circumstances allow, wounded soldiers are extracted by vehicle. Vehicle shortages or the terrain mean this is not always possible. This is where Dartington comes into play. When wounded need help, he rushes through enemy fire, slings wounded soldiers over his broad shoulders, and delivers them to medical facilities away from the immediate danger.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d6, Guts d8, Healing d4, Notice d6, Shooting d6

Charisma: +0; **Pace:** 8; **Parry:** 6; **Toughness:** 12 (4)

Hindrances: Heroic, Loyal, Vow (Major: sacred vows)

Edges: Brawny, Fleet-Footed, Improved Dodge

Gear: Light armor (+4), flechette pistol, 2 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular dagger (Str+d4+2, AP 2), medpac, ID tag

ERIC GOODENOUGH, HARD CHAPLAIN

Times arise when even the best HARD Knight needs a little divine assistance. It is rare for Chaplains to serve in HARD Lances, and even rarer for them to be accepted to undergo full HARD training.

Goodenough is the sixth man in his Lance, but is accorded no special privileges because of his Chaplain status. Technically outside the official chain of command, he nevertheless obeys the commands of his Senior Knight and is prepared to undertake whatever is asked of him. Possessed of a sharp but dry wit, he maintains morale through humor rather than prayer.

A pacifist by nature, Goodenough carries a flechette pistol only when Rephaim may be present. Faced with hostile humans, he attempts to defuse situations with words. While he always advocates against his Lance committing acts of violence against humans, he understands that sometimes it cannot be avoided.

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

Skills: Driving d6, Fighting d4, Guts d8, Healing d8, Intimidation d6, Notice d6, Persuasion d8, Repair d6, Shooting d6, Survival d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 14 (8)

Hindrances: Cautious, Loyal, Pacifist (Major), Vow (Major: sacred vows)

Edges: Arcane Background (Miracles), Combat Reflexes, Holy Man, Improved Nerves of Steel

Powers: *Barrier, boost/lower trait, environmental protection, healing, light/obscure*, (20 Power Points)

Special Training: Blessed, Church Knowledge (+2 to Common Knowledge rolls involving Church or Ordines), Healers

Gear: HARD armor (+8; see Chapter Three), light armor (+4; when not in HARD armor), medikit, ID tag

GUDRUN TOMASSON, KNIGHT

INVESTIGATOR

As an Inquisitor, Gudrun Tomasson witnessed many terrible and profane acts. Arguably, she also performed many terrible acts, albeit for the greater good of humanity. When the nightmares began, she suffered a crisis of faith. When they continued night after night she looked for other employment.

A trained detective, she joined the Preachers as a Knight Investigator. Her work, which primarily involves investigating crimes committed on Preceptories and estates, has restored her faith, but it has done nothing to end her nocturnal torment. To dampen their effect, and give her the courage she needs to investigate cases of suspected heresy, she has turned to alcohol.

No one doubts her keenly-honed abilities, but her previous status means few Knights and civilians want to befriend her. Her only real friend is Cerberus, her faithful if elderly corpsehound (reduce its Strength, Vigor, and Fighting by one die type).

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

Skills: Fighting d6, Guts d8, Intimidation d8, Investigation d8, Notice d8, Shooting d6, Streetwise d8, Taunt d6, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: Bad Reputation (Minor: former Inquisitor), Loyal, Nightmares, Vow (Major: sacred vows)

Edges: Beast Bond, Investigator, Liquid Courage, Strong Willed

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, choice of 3 grenades, ID tag

SARAH NAKAHIMA, KNIGHT FIELD

SURGEON

A veteran of the fall of New Budapest, Nakahima, then a Combat Medic, worked 72 hours straight at a field hospital, keeping herself going through copious quantities of Kaff. Perhaps not surprisingly, she became an addict.

Now a Knight Field Surgeon, her work involves tending to wounded Knights and Sergeants at a large Preceptory hospital. Much of the time she can balance the stress of saving lives and her addiction by taking only a small dose daily. When the pressure mounts, though, she consumes multiple doses out of sheer habit, causing her to snap at her underlings and ignore their advice.

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

Skills: Driving d6, Fighting d8, Guts d6, Healing d10, Notice d6, Shooting d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Habit (Major: Kaff), Loyal, Vow (Major: sacred vows)

Edges: Field Surgeon (see Chapter Five), Martial Artist, Medic

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, choice of 3 grenades, medikit, ID tag

WINIFRED STEVENS, KNIGHT

COMMANDER

To date, the Preachers have defended civilian communities from Rephaim attacks a total of 107 times. Of those, 43 defenses were commanded by Senior Knight Stevens, the most of any Preacher.

Now in charge of a Banner, Stevens has transformed it into a rapid reaction force. With experience comes wisdom, and Stevens has learned lessons from every encounter with the enemy. Among her Banner are a number of Knights Artillerist and Combat Engineer.

Stevens lives by a personal code of honor. On no account will she withdraw from the field and leave civilians endangered, and she expects troops under her command to adopt the same mentality. Militia and Sergeants who leave their post are subject to instant execution (permitted in times of battle), while Knights are charged with cowardice. Fortunately, she is both an expert defensive tactician and an inspiring leader.

Her preferred tactic is to create multiple lines of defense, each smaller but more fortified than the last. This gives her the leeway to order a retreat to a position that can be more easily defended. More than one she has used this to lure unskilled Rephaim commanders into ambushes.

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

Skills: Fighting d8, Guts d10, Intimidation d8, Knowledge (Battle) d10, Notice d6, Shooting d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Code of Honor, Loyal, Vow (Major: sacred vows)

Edges: Command, Defensive Tactician, Fanaticism, Hold the Line, Inspire, Level Headed, Natural Leader, Tactician

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, ID tag



Necropolis 2350: Preacher Handbook

KNIGHT EXTRAS

The following statistics are for generic Knights Combat Medic, Evangelist, HARD, and Investigator. Given the focus of this supplement, all the Extras below are members of the Preachers All have their special training modifiers listed as a separate entry in the stat block as a reminder.

KNIGHT COMBAT MEDIC

It has oft been remarked that Knights Combat Medic are the second most frequently encountered Knights on the battlefield after Knight Infantry. That is an exaggeration, but Knights in the field are rarely far from at least basic medical aid.

Among the Preachers, Combat Medics form a vital part of Evangelical Lances, tending to minor injuries and medical problems. Within the Ordo, Combat Medics are commonly referred to as Hospitaliers.

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

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

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 10 (4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Dodge, Medic

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, choice of 3 grenades, medikit, ID tag

KNIGHT COMBAT MEDIC, VETERAN

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

Skills: Fighting d6, Guts d6, Healing d10, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: +2; **Pace:** 8; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Fleet-Footed, Improved Dodge, Medic

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, choice of 3 grenades, medikit, ID tag

KNIGHT EVANGELIST

Off the battlefield, Knight Evangelists spread the Word of God and train citizen militias. They work hard to win the hearts and minds of the general populace.

When called to the field of war (a rare occurrence), they are usually assigned to Command Lances. Rather than issuing orders, they serve as morale officers, urging those within range of their communication suite onto victory or bolstering their resolve and keeping them from routing.

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

Skills: Fighting d6, Guts d6, Intimidation d6, Persuasion d6, Shooting d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Command, Hold the Line

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, ID tag

KNIGHT EVANGELIST, VETERAN

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d8, Persuasion d8, Shooting d6, Streetwise d8

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Charismatic, Command, Command Presence, Hold the Line

Special Training: +2 Charisma; Command Edge with 15" radius with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, ID tag

KNIGHT HARD (MEDICAL)

The year 2351 sees the introduction of the first truly new Knight branch since the Sacri Ordines were founded—the Knight Hazardous Atmosphere, Radiation, and Disease (or HARD for short). These specialists are sent in when environmental conditions prevent the deployment of regular troops. Mostly they serve to contain chemical spills, plug radiation leaks, and quarantine infectious areas.

Unless there is something to gain by the Church, Knights HARD are unsung heroes—the Church prefers to bury bad news and mistakes in media silence.

Templars make up the bulk of HARD vehicle crew and repair teams, with the Preachers supplying Combat Medics and specialists in diseases and poisons.

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

Skills: Climbing d6, Driving d6, Fighting d6, Guts d8, Healing d8, Persuasion d6, Repair d4, Shooting d6, Survival d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 14 (8)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Combat Reflexes

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: HARD armor (+8; see Chapter Three), medium armor (+6; when not in HARD armor), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, medikit, ID tag

KNIGHT HARD (MEDICAL), VETERAN

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Climbing d6, Driving d8, Fighting d6, Guts d10, Healing d10, Persuasion d6, Repair d6, Shooting d6, Survival d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 15 (8)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Combat Reflexes, Medic

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: HARD armor (+8; see Chapter Three), medium armor (+6; when not in HARD armor), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, medikit, ID tag

KNIGHT INVESTIGATOR

When reports of heretical activity reach the ears of the Preachers, Knight Investigators are dispatched to investigate. Otherwise, they serve as part of the Preceptory police force.

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

Skills: Fighting d6, Guts d6, Investigation d6, Knowledge (Law) d6, Notice d6, Shooting d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Investigator

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, choice of 3 grenades, ID tag

KNIGHT INVESTIGATOR, VETERAN

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Investigation d8, Knowledge (Law) d8, Notice d8, Shooting d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Alertness, Investigator

Special Training: +2 Charisma; Command Edge with regard civilians and militia

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, choice of 3 grenades, ID tag

Necropolis 2350: Preacher Handbook

CHAPLAIN EXTRAS

Preacher Chaplains are expected to be evangelists, healers, and morale officers. Many choose to specialize. Although each example below has Arcane Background (Miracles), this does not mean every Chaplain has access to miracles—they are presented as typical abilities and miracles for those who do. For non-miracle wielding Chaplains, simply ignore the appropriate statistics.

CHAPLAIN EVANGELIST

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

Skills: Faith d8, Fighting d4, Guts d6, Healing d6, Persuasion d6, Shooting d4, Streetwise d6

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Arcane Background (Miracles)

Powers: Pick two from *blessing*, *boost/lower trait*, *charismatic aura*, *healing* (Power Points 10)

Special Training: Blessed, Church Knowledge (+2 to Common Knowledge rolls involving Church or Ordines), Healers

Gear: Light armor (+4), flechette pistol (Range 12/24/48, Damage 2d6, AP 2, Semi-Auto) with 3 magazines, medikit, Book of Common Prayer, ID tag

CHAPLAIN MEDIC

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

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

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Arcane Background (Miracles)

Powers: Pick two from *barrier*, *deflection*, *healing*, *succor* (Power Points 10)

Special Training: Blessed, Church Knowledge (+2 to Common Knowledge rolls involving Church or Ordines), Healers

Gear: Light armor (+4), flechette pistol (Range

12/24/48, Damage 2d6, AP 2, Semi-Auto) with 3 magazines, medikit, Book of Common Prayer, ID tag

SERGEANT EXTRAS

As in other Ordines, most Preacher Sergeants serve with the Chapter Militant. Few have much true experience in war, largely being assigned to help train militia and protect medical facilities.

Those serving with the Chapter Clerical operate as administrators, technicians, and medical auxiliaries in Preacher medical Preceptories and hospitals.

INFANTRY SERGEANT, PREACHER

Infantry Sergeants are rarely deployed on the main battle lines. Their primary duties are to provide security for Preceptories and remote settlements.

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

Skills: Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d4

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: —

Gear: Light armor (+4), flechette SMG, 2 magazines (Ranged: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), molecular dagger (Str+d4+2, AP 2), medpac, ID tag

MEDICAL AUXILIARY SERGEANT, PREACHER

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

Skills: Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d4

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: —

Gear: Light armor (+4), flechette SMG, 2 magazines (Ranged: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), molecular dagger (Str+d4+2, AP 2), medpac, ID tag

MILITIA EXTRAS

Large cities are protected by one or more Preceptories belonging to the militant Ordines. Towns and villages, especially those located far from major conurbations, must rely on militia trained by the Preachers to safeguard them from Rephaim attacks.

MILITIA

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

Skills: Fighting d4, Guts d4, Notice d4, Shooting d6

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

Hindrances/Edges: —

Gear: Flechette SMG, 2 magazines (Ranged: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), molecular dagger (Str+d4+2, AP 2)

FAMOUS UNITS

Below are a number of famous Preachers units player characters may cross paths with during missions. Although each has an official designation, War Masters should alter these to fit their campaigns.

THE BLOODHOUNDS

Commanding Officer: Knight Commander Rubin McLeish

Official Designation: Banner C, White Sand Preceptory

Lances: Six Infantry, two Scout.

Special Rule: All members have minimum Stealth d6 (d8 for veterans).

Notes: The Bloodhounds earned their name and reputation during the Battle of Monmouth in 2347. Three weeks after the town fell to the Rephaim a weak radio signal was received. Analysts pinpointed its origin to the supposedly vacant town but could not narrow it down further. Convinced there were still civilians alive, the Preachers launched a daring rescue mission.

Four Infantry Lances were dropped as close

to the ruins as the situation allowed and then proceeded in on foot. Fearful of having their broadcasts intercepted, the Lances went silent. For a week their comrades waited patiently, unsure as to whether the Knights had fallen.

Finally, their Preceptory received an emergency evacuation call. Lances of Angels supported by Archangels immediately took to the skies. Eight Knights had paid the ultimate price, but 39 civilians were rescued.

Expanded to a small Banner, the Bloodhounds are specialists in the extraction of civilians trapped behind enemy lines.

Using the Unit: Depending on the nature of the characters' Lance, they may be called upon to augment the Bloodhounds' strength in a rescue mission or set up and protect an extraction site while the Banner does its work.

THE REDOUBTABLE

Commanding Officer: Knight Commander Petra Kingdom

Official Designation: Banner E, Romanov Preceptory

Lances: Three Air Logistics (Medevac), six Air Support (Angels), one Anti-Tank Artillery, two Assault, six Infantry, two Infantry Artillery Support

Special Rule: Senior Knights Infantry have the Defensive Tactician Edge (see Chapter Five).

Notes: Formed in the aftermath of Operation Steel Resolve, the Redoubtable is officially designated an Air Logistics: Medevac Banner. As with similar Banners, its role is to create safe areas where civilians and/or wounded can be extracted by dropship, and prevent the site from being overrun at any cost.

The Banner earned its name and its reputation for steadfast defense during the fall of New Budapest. Having set up a defensive perimeter on open parkland, the Banner held out for three days in the face of determined Rephaim assaults before being forced to withdraw.

Using the Unit: Knights forced to retreat need somewhere safe to catch their ride. If large numbers of civilians or soldiers require extraction, player characters might be called upon to bolster the Banner's fighting strength.

Necropolis 2350: Preacher Handbook

THE WHITE HATS

Commanding Officer: Knight Commander Uthkarsh Mahajan

Official Designation: Banner J, Blasted Heath Squadron

Lances: Ten Combat Medic

Special Rule: None

Notes: In place of being assigned to the Penitents, criminals sentenced to short tours may be transferred to the White Hats. Formed in 2444 and part of the Ordo Verbi Baenedicti, the White Hats is a medical penal Banner. Fallen Knights may not have to face the Rephaim in battle, but their life is just as harsh and not without serious risk of injury or death.

Denied armor and weapons like their Penitent brethren, White Hats act as medical auxiliary (if trained medics) and stretcher bearers (if not qualified). In order that they might redeem their souls, they are always deployed where the fighting is thickest.

The unit's name stems from the distinctive white helmets worn by members.

Using the Unit: The easiest way to introduce the White Hats is to have a sinner attached to the characters' Lance as a medical auxiliary. Player characters Knights Combat Medics, Evangelists, and Investigators may be sentenced to serve with the unit in place of the Penitents.

TYPICAL LANCES

The structure of various Lances was introduced in the *Necropolis 2351-55 Update*. The Preachers operate every type of Lance, but there are a few in which they specialize. Not every Lance type is intended for player characters, and only those best suited to Knights or encountered as NPCs are detailed below.

EVANGELICAL

Found only in the Preachers, Evangelical Lances have three distinct roles. The first, as the name implies, is to bring the good word to Salus' citizens. The second is to provide medical care to populations in remote settle-

ments. Finally, they are responsible for training militias.

Personnel: 7 (three Evangelists, one of whom is a Senior Knight, two Combat Medics, and two Vehicle Crew)

Vehicles: 1 Prophet or Samaritan APC, or one Angel dropship or Gabriel medevac dropship, depending on the nature of the mission

FIELD HOSPITAL

Field Hospitals are kept in the rear and are usually protected by a minimum of three Infantry Lances. When casualties occur, the Samaritan APC is sent into the action along with two medics. Air Logistic (Medevac) Lances are usually assigned to Field Hospitals in major engagements. Preacher Field Hospital Lances are frequently sent to assist Evangelical Lances when dealing with major civil emergencies.

Personnel: 7 (three Combat Medics, one of whom is a Senior Knight, two Chaplains, and two Vehicle Crew with basic first aid training (Healing d4)).

Vehicles: 1 Samaritan APC.

HARD

HARD Lances are only used in hazardous environments, whether these are radioactive zones, areas of contagion, or chemically saturated locations. They are most often employed as emergency rescue crews. Preachers most commonly serve in a medical capacity.

Personnel: 5 (five HARD Knights, one of who is a Senior Knight. Three are technical specialists and two medics)

Vehicles: 1 HARD Prophet (but no crew)

INVESTIGATION

Investigation Lances are assembled only when the Preachers receive information that requires their involvement. Despite serving a similar role, they are reluctant to work with the brutal thugs of the Inquisition.

Personnel: 7 (three Knight Investigators, one of who is a Senior Knight, two Knight Infantry, and two Knight Vehicle Crew)

Vehicles: 1 Prophet APC

Chapter Five:

Character Knights

I said, LORD, be merciful unto me: heal my soul; for I have sinned against thee.

Psalms 41:4

Preacher player characters are not restricted in their choice of branch. That said, there are certain branches that are more suitable than others. This chapter is designed for Knights who want to interact with citizens, root out heresy, and heal their comrades.

In order to help players quickly design Preacher characters, we have duplicated the requirements and basic gear for Knights Combat Medic and Knight HARD (introduced in the *Necropolis 2351-55 Update*), as well as the Ordo's special training. There are also two new branches—Knight Evangelist and Knight Investigator. Finally, we present a selection of Edges best suited to these four Knight types.

Players who want to create other types of Preacher will have to consult *Necropolis 2350* for the branch and gear information.

ORDO 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.

BRANCHES AND GEAR

KNIGHT COMBAT MEDIC

Requirements: Smarts d6, Fighting d4, Guts d6, Healing d6, Shooting d4

Basic Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, choice of 3 grenades, medikit, ID tag

KNIGHT EVANGELIST

Requirements: Spirit d6, Fighting d4, Guts d4, Persuasion d6, Shooting d4, Streetwise d6

Basic Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, ID tag

KNIGHT HARD

Requirements: Smarts d6, Spirit d6, Vigor d6, Driving d6, Fighting d4, Guts d6, Healing d4*, Repair d4*, Shooting d4

OPTIONAL RULE: CIVILIAN CONTACTS

Individual Preachers inevitably make friends among the people. Each time he reaches a new Rank (or every 20 XPs after reaching Legendary), a player character Knight can create a new civilian contact.

Unlike Connections, a contact is a unique individual. The contact's gender, occupation, and how he knows the Knight are left to the player to devise, but the WM has final approval and may tweak a few facts to better fit the adventure and to prevent the Edge being abused.

Contacts are typically confined to a single settlement or region. Once a contact is created, he will only be found in the area he was first encountered.

As individuals, contacts lack the resources of organizations. The usual rules for Connections apply with regard making contact and eliciting help, but contacts are useful only for supplying local gossip, arranging a place to hide or a hot meal, or perhaps acquiring some small piece of equipment from his place of work. The player can ask his contact for whatever he wants, but whether or not it is available is up to the War Master.

Contacts never accompany their friend on missions, regardless of their profession—they supply information and basic help, not another body.

ALTERNATE VERSION

Necropolis 2350 may involve plenty of combat, but it is still a roleplaying game. To encourage player character Knights to develop friends with NPC Knights, Church or Corporate officials, or even civilians, all characters gain a free Contact with each new Rank (or 20 XPs after Legendary).

The War Master can veto these choices. For instance, Knights below the rank of Field Master are very unlikely to know a Grand Master personally, and only a tiny handful of Church officials include highly placed Corporate officials among their friends.

* *Either Healing or Repair must be at a d6 or higher, representing a specialty.*

Basic Gear: HARD armor (+8; see Chapter Three), medium armor (+6; when not in HARD armor), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, toolkit or medikit (as appropriate to specialty), ID tag

KNIGHT INVESTIGATOR

Requirements: Smarts d6, Fighting d4, Guts d4, Investigation d6, Notice d6, Shooting d4, Streetwise d4

Basic Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, choice of 3 grenades, ID tag

EDGES

The Edges listed below are either brand new (marked “*”) or reprinted from various *Necropolis 2350* products. Repeated Edges are very much people and medical oriented, and are collected here to make them easier for players to locate.

Two of these Edges are related to different geological areas of Salus. One gives broad knowledge, the other focus. The War Master should decide how far ranging his campaign will be before allowing one, both, or none into the game.

In addition to these, the following core Edges should be considered as preferred—Charismatic, Connections, Dig In!, Dodge, Healer (if allowed in your campaign), Investigator, Leadership Edges in general, Medic, and Nerves of Steel.

LEADERSHIP EDGES

*DEFENSIVE TACTICIAN

Requirements: Veteran, Smarts d6+, Knowledge (Battle) d8+, Command

The character has a strong defensive mental-

ity and understands how to make the most of terrain and fortifications, and where to place defenders. When he leads the army in a Mass Battle, the Knight always inflicts a -1 penalty due to terrain on the enemy. If there is already a terrain modification, it is increased one level, to a maximum of -4.

In skirmishes played out on the tabletop, all allies within his command radius gain the benefits of the Dig In! Edge. No bonus is gained if an ally already has the Edge.

*IMPROVED DEFENSIVE TACTICIAN

Requirements: Heroic, Smarts d8+, Knowledge (Battle) d10+, Defensive Tactician, Hold the Line

The Knight has become a master at defending against overwhelming odds.

In addition to the benefits above, a Knight who leads a defensive force in a Mass Battle offsets two points of penalties for his force being outnumbered. For example, if the enemy has 8 tokens and the heroes' side 4 tokens, the penalty is only -2.

In skirmishes played out on the tabletop, all allies (including Extras) within his command radius gain the benefits of the Improved Dig In! Edge. No bonus is gained if an ally already has the Edge.

*PICK YOUR TARGETS

Requirements: Veteran, Command, Spirit d8+

In the heat of battle, it is all too easy to hold down the trigger and waste ammunition. A good leader can keep his troops calm and fire for best effective. Those in the command radius add +1 to Shooting rolls.

ORDO EDGES

GOSSIP NETWORK

Requirements: Seasoned, Preacher, Persuasion d8+, Streetwise d8+

Preachers work closely with the citizens of

Salus, and in doing so have developed many contacts from all walks of life.

Given half an hour to talk to the local citizens, the Preacher has +1 his next Common Knowledge roll made during the same adventure. Bonuses don't stack up—the character cannot gain another bonus until the previous one is used.

Once per session, the hero may make a Smarts roll to remember some small but useful piece of information important to his current mission. For instance, if the heroes are attacking a captured village, the Knight may recall hearing of a drainage ditch running alongside the village, something which would allow the squad to sneak up close without being seen.

No citizen has any accurate knowledge of the Dead Zones, however, and Smarts rolls regarding the vast swathes of unoccupied territory are made at -4.

PROFESSIONAL EDGES

*DETAILED AREA KNOWLEDGE

Requirements: Novice, Smarts d8+

Everyone knows something about their home city or Preceptory and the region in which it is located, and anyone can learn common facts about the other realms by taking an appropriate Knowledge (Area). This hero knows one geographical area better than most natives.

When the Edge is taken, you must pick one of the Church regions of Salus, such as the Augustine Territories or Tomaculum. Corporate characters naturally pick from the Corporation enclaves. The character gains three benefits relating to his chosen region.

First, he gains +1 to all Common Knowledge or Knowledge (Area) rolls concerning his chosen city or region. Second, so long as his reputation has not been sullied amongst them, he has +1 to Charisma when dealing with the local populace. Third, the character gains the Connection Edge with regard one organization (Church or civilian) that operates within that region.

This Edge may be taken multiple times, but must apply to a different city or geographical region each time it is chosen.

Necropolis 2350: Preacher Handbook

A FREE EDGE?

Knights who take the Detailed Area Knowledge Edge gain three benefits, not least a free Connection Edge. Is this fair? Let's face it, while characters in *Necropolis 2350* can be assigned to all manner of missions, most will be combat operations. Few players are going to bother with the Connection Edge when Combat Edges are of more immediate and practical benefit.

In campaigns where the Knights remain in the same geographical area, giving a Connection Edge to a character who has chosen to devote an Edge to knowing more about the region is not going to break the game. If anything, it gives the War Master another hook for creating missions and encourages roleplaying. The latter is especially true if the contact between player character and Connection is played out rather than reduce to a pure die roll.

*FAR-TRAVELLED

Requirements: Novice, Smarts d8+

Few citizens have the need, or indeed the means, to travel far beyond their home settlement. Knights, however, are frequently transferred between Preceptorates across Salus, while Church and Corporate officials may be moved between different facilities.

The character has 5 extra skill points. These must be spent on a minimum of three different Knowledge (Area) skills. These can be broad (an entire region) or focused (one settlement). Remember, your home region is covered by Common Knowledge. Additionally, the character may make unskilled Knowledge (Area) rolls for areas for which he has no skill.

*FIELD SURGEON

Requirements: Novice, Smarts d8+, Healing d8+

A character with this Edge is expert at patching up the most severe wounds.

When using Healing on a Wild Card, the char-

acter ignores one point of the patient's wound penalties. After a battle, wounded Extras attached to the character's Lance have a +1 bonus to Vigor rolls to determine if they are dead or alive.

A Knight Combat Medic with this Edge is known as a Knight Field Surgeon. Although he has no official rank, he is considered equivalent to a Senior Knight.

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.

HINDRANCES

BAD REPUTATION (MINOR/MAJOR)

Whether it is deserved or not, the character has developed a bad reputation. No matter how far he travels, he cannot escape the tarnish to his name.

Pick the focus of the character's bad reputation. He might be a known liar, suspected of being a coward, rumored to have heretical beliefs, or considered self-important or arrogant. The Minor version gives the hero -2 Charisma, the Major version -4.

OLD INJURY (MINOR)

The character has an injury that never healed properly. Every now and then it flairs up, causing him pain and hampering his ability to perform his duties.

Whenever he is dealt a deuce as his first action card (regardless of what card he actually uses), his old injury flairs up. The character gains a level of Fatigue as if from Bumps and Bruises. This can lead to Exhaustion at worst. Alternately, the player can activate his old injury once per session to earn a benny.

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Strap on your armor, grab your medikit, and get ready to serve and protect!

Formed last of the original five Ordines, the Ordo Verbi Baenedicti, more commonly referred to as the Preachers, rarely engages in large battles against the dreaded Rephaim. Their role is no less important to the war effort, though, for it is they who train the militias, ensure citizens far from the towering cathedrals do not fall from grace, and deliver succor to those in need.

Inside you'll find: an expanded history, information on how the Ordo recruits new members and finances its scattered forces, details on the various Chapters, a tour of noted facilities, a range of hardware, sample Wild Card and Extra characters, background details on famous units, and plenty of new options for creating player character Preachers.

Necropolis 2350™ is a dark futuristic setting for the award-winning Savage Worlds RPG™



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