

30303

# INCINERATOR HANDBOOK

## NECROPOLIS

2350



OFFICIAL  
SAVAGE  
WORLDS  
LICENSED PRODUCT



# Necropolis 2350 Incinerator Handbook

BY PAUL “WIGGY” WADE-WILLIAMS

LINE EDITOR: HANS BOTHE

GRAPHIC DESIGN: ROBIN ELLIOTT

TYPESETTING: PAUL WADE-WILLIAMS

COVER IMAGE: DANIEL RUDNICKI



[WWW.TRIPLEACEGAMES.COM](http://WWW.TRIPLEACEGAMES.COM)

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at [www.pinnacleentertainment.com](http://www.pinnacleentertainment.com). Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

©2017 Triple Ace Games. Necropolis 2350 and all related marks and logos are trademarks of Triple Ace Games. All Rights Reserved.

# Table of Contents

CHAPTER ONE: ORDO SACRAE FLAMULAE.....	3
HISTORY.....	3
RECRUITMENT.....	8
TRAINING.....	9
KNIGHTLY JUSTICE.....	9
FINANCIAL STATUS.....	10
CHAPTERS.....	10
TYPICAL MISSIONS.....	12
CHAPTER TWO: FACILITIES.....	13
CHAPTER THREE: HARDWARE.....	15
VEHICULAR WEAPONS.....	16
AIR SUPPORT VEHICLES.....	17
MILITARY GEAR.....	17
ARTILLERY UPGRADES.....	20
MUNDANE GEAR.....	20
CHAPTER FOUR: PERSONNEL FILES.....	21
WILD CARDS.....	21
KNIGHT EXTRAS.....	24
CHAPLAIN EXTRAS.....	25
SERGEANT EXTRAS.....	26
FAMOUS UNITS.....	26
TYPICAL LANCES.....	28
CHAPTER FIVE: CHARACTER KNIGHTS.....	29
EDGES.....	30
BACKGROUND EDGES.....	30
COMBAT EDGES.....	30
LEADERSHIP EDGES.....	31
ORDO EDGES.....	31
POWER EDGES.....	32
PROFESSIONAL EDGE.....	32
HINDRANCES.....	32

This supplement is designed to be used by player character Knight Incinerators as much as War Masters. As well as providing players with additional background information, it is intended to supply all essential game mechanics an Incinerator 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 Sacrae Flamulae

*And if any man will hurt them, fire proceedeth out of their mouth, and devoureth their enemies: and if any man will hurt them, he must in this manner be killed.*

*Revelation 11:5*

Love them or hate them, few citizens or Church officials deny the Incinerators have played their part in helping rid Salus of the Rephaim. Time after time, the brave Knights of the Ordo have delivered cleansing holy fire to the enemy. To some, they are true heroes of the faith, prepared to wade into the heart of darkness to purify Salus. To others, they are nothing more than pyromaniacs given license to wield fire.

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

### A SECOND ORDO

For just under nine months, the Ordo Templi Novi was all that stood between humanity and the Rephaim. In June 2320, three weeks after the Templars’ first disastrous engagement

with mankind’s foe, the Pope approved the creation of a second Ordo Militant.

Based on the Templar model, the first incarnation of the Ordo was, save for its chosen colors and emblems, indistinguishable from its predecessor, being nothing more than a force of Knights and Sergeants prepared to lay down their lives for a just cause.

Its early ranks were quickly swelled by Knights and civilians who found the Templar credo too rigid. Learning from the Templar mistake, it would be a year before the Ordo declared itself combat ready.

### THE FLAME IGNITES

Although entitled the Ordo Sacrae Flamulae from its inception, the Ordo was essentially identical to the Templars in its choice of weapons. Which version of how they came to adopt incendiary weapons depends on one’s faith.

Pragmatists claim that unlike his rival, Grand Master Dalgleish quickly came to understand the enemy had a massive advantage. Whereas Knights and Sergeants took over a year to train, the Rephaim could replace losses and gather new strength far quicker. A zombie sliced in half or riddled with flechettes could be patched back together and reanimated to fight again, while the corpses of fallen mortals provided plentiful fresh bodies for Rephaim necromancers.

Incinerators tell a different story. The Ordo had taken its name from the belief God manifested himself, at least in Old Testament times,



# Necropolis 2350: Incinerator Handbook

as fire. In the heart of the first Preceptory's cathedral there burns an eternal flame, ignited on the day the cathedral was sanctified and fated to extinguish only when the war ended. While the Grand Master praying in front of the flickering flame, the pitiless archangel Uriel, wielder of the burning sword and guardian of the Gate of Eden, appeared to him. Stepping forth from the immense brazier, Uriel, in whose hand was cradled divine fire, laid his hand on the Grand Master's head and filled his soul with the holy fire.

Whatever the truth, Dagleish decreed that fire was a purifying force, and that if the Rephaim were to be beaten it would be through the sacred flame.

In place of flechette MGs, Infantry Support were issued flamethrowers. Knights ditched their monofilament grenades in favor of incendiaries. A call was put out for the Church's factories to adapt the Nazareth tank to wield a vehicular flamethrower.

A new creed was quickly issued to the ranks. Any Rephaim the Ordo discovered were put to the fire. Knights and Sergeants who fell in battle were to be cremated there and then. Any settlement thought to be housing cultists was to be razed to the ground.

The Incinerators, as they soon came to be known, took to the new command with a zeal bordering on fanaticism. Whenever and wherever they entered battle, the air was soon filled with greasy smoke of roasting flesh and burning buildings. Never officially approved, the Incinerators had adopted a scorched earth policy.

## DOUSING THE FLAMES

That the Incinerators saw their mission as divinely appointed meant nothing to innocent peasants whose crops and homes were razed. Within just a few short months the Incinerators were feared as witch-burning fanatics.

The peasants complained to their priests, who in turn cried out to their bishops. As the archbishops beseeched the Pope to rein in his new warriors, the Lazarite Grand Master threw her weight against the Incinerators, arguing that the Ordo was hampering her Ordo's good work by leaving no Rephaim corpses for study.

Under growing pressure, the Pope summoned Grand Master Dagleish in 2323 and forbade the burning of settlements unless they were proven strongholds of the Rephaim. Villagers accused of collaboration were to be handed over to the Inquisition and tried before an ecclesiastical court rather than summarily executed and the use of flamethrowers in inhabited areas was to be curbed. Above all, the Lazarites were to be given the opportunity to retrieve corpses for experimentation.

The Grand Master pleaded the divine nature of his Knights' calling, but the Pope refused to back down. His only concession was to grant Uriel the status of saint and appoint him as the Ordo's patron.

Having no wish to be removed from office, Dagleish reluctantly bought the Ordo to heel. It has taken time, but the Ordo's reputation is improving among the common people. That said, while their flamethrowers may ignite less often the burning fire within the Incinerators' hearts has not been dampened one iota.

## PURGING CAROMAGO

As dawn broke on 07.III.2325, the Incinerators stationed in western Nova Europa massed for an attack. Their target was not a Rephaim base, but the small city of Caromago.

Two weeks earlier, the city's civilian governor signed a decree seceding Caromago from the Church. In his missive, he announced that the Church was corrupt and that he and his people would seek salvation directly from God. The Curia promptly charged him and his followers with supporting the Pelagian heresy.

Ultimata threatening force to bring the rogue city to heel were issued and ignored. Backing down would be a sign of weakness, a possible spark igniting more heresies. Left with no option, the Pope ordered Grand Master Dagleish to assemble his Ordo for battle. Only a single command was issued—purge Caromago of the cancerous heresy.

Dagleish eschewed firebombing the city. He had no regard for civilians or property, but such action would prevent his troops from entering Caromago for days. More importantly, he wanted the governor alive so that he might



be publicly tried and punished for his sins. The signal was given for a ground attack.

Building by building, street by street, block by block, the main Incinerators force swept through the city like an avenging angel. To their credit, the city's militia units, although heavily outnumbered and outgunned, put up stiff resistance.

Frustrated in their advance, the Incinerators fell back on old habits. Targeted strikes against civil and militia buildings and the mass arrest of civilians were eschewed in favor of the deployment of flamethrowers and the immediate execution of any who crossed their path. The setting of the sun brought no darkness to Caromago that night as the fires spread.

The new day revealed the extent of the damage. Half the city was in flames, the other half, crowded with desperate citizens, was shrouded in dense smoke. The air was filled with the crackle of flames and the hymns of the inhabitants. Their fervor quelled, the Incinerators offered the remaining defenders a simple choice—surrender or die.

Within the hour, thousands of dejected citizens had lined up at the gates. Brief interrogations quickly revealed that while the people had paid the price for heresy, the governor had not acted with their support.

While the populace was being evacuated, Incinerator units surrounded the governor's palace. The last loyal militia units were exterminated after a short battle and the complex stormed. The lead Lances found the governor dead from a single gunshot wound to the head, his corpse surrounded by his personal confessor and several aides. It was assumed he had taken his own life rather than face up to his crime, though suspicions he was murdered to spare the city further destruction still circulate. The latter would have proven a forlorn hope.

Before the Incinerators could complete their work, the Pope, who had turned the "mass heresy" into a public relations exercise extolling the virtues of the Church and the dangers of heresy, issued a proclamation—*Caromago delenda est* ("Caromago must be destroyed").

As the remaining civilians fled in panic, wave after wave of Deliverance and Scourge bombers unleashed deadly cargoes of napalm.

## HONORING THE DEAD

As a rule, the corpses of Knight recovered from the field of battle are buried within the confines of the Preceptory. Incinerators favor cremation, the ashes being placed in urns stored in a special shrine in which burns an eternal flame.

Vexilli, the battle standards of the Ordines, are lowered to half mast when a Knight is slain as a token of respect. Other than that, they remain flying outside the unit's Preceptory headquarters.

When an entire Lance or Banner is killed in combat, Incinerator tradition decrees the standard is ritually cremated in the eternal flame that burns in each Preceptory. In this manner the deeds of the fallen are taken to Heaven, to be flown in Uriel's court. New standards are then issued to the reformed unit.

Caromago was cleansed from the earth and its name erased from all maps. Today, the city's name is a byword for mass destruction by fire.

## THE BETA-6 INCIDENT

On 19.VII.2337, an Incinerator listening post located on the border with the Aluum Pocket picked up a faint transmission from Beta-6, a West Star Mining mineral extraction facility. Later analysis would reveal it was broadcast from a short range communicator and that only extremely favorable atmospheric conditions allowed its reception.

A transcript of the communication was hastily encrypted and relayed up the chain of command until it reached the ears of the Grand Master. Dagleish reacted swiftly. In what was an act of open aggression against a Corporation, a strike force was assembled and ordered to enter and purge the WSM facility with all haste. Nothing was to be left alive.

Five Lances entered the mines of Beta-6. Just nine Knights, shaken and pale, were extracted the following day. Each was debriefed in secret by the Ordo's lords and sworn to utmost secrecy before being returned to their



# Necropolis 2350: Incinerator Handbook

Preceptory. Of those Knights, two later went insane and five committed suicide. The remaining four Knights have never broken their vow of silence on the matter.

What transpired in the dark tunnels has never been revealed, even to the Pope. The annals of the Ordo, in which all engagements and losses are recorded for posterity, are extremely vague, referring only to “an incident” on the border. No mention is made of the Incinerators operating aggressively behind Corporate lines. For their part, West Star Mining has remained equally silent about the affair.

Grand Master Dalgleish died in an automobile accident several days after the mission concluded.

## FERVOR IN RHODES TOWN

In the early days of the war, the Ordines fought as separate entities, with each trying to prove itself superior to its rivals. In 2340, rivalry between the Incinerators and Templars spilled over into open conflict.

Both Ordines had been assigned the task of liberating the ruins of Rhodes Town. Church media teams were covering the conflict, and both Ordines had much to gain by being seen to be the victors.

At first, everything went well, the Rephaim quickly falling to the combined might of the Ordines. Then things went bad very quickly.

Deducing that whoever planted their standard atop the main church’s towering steeple would receive intense media coverage and boosted recruitment, both sides rushed to be victorious.

For three days, Knight fought Knight in the burning rubble for the privilege of being the first to reach the church. Casualties ran into hundreds before the Templars hoisted their pennant on the church tower.

Who started the fighting is a moot point—both sides were duly punished and the ranks of the Penitents were bolstered for many years. Neither Ordo has forgotten, though, and the Incinerators still consider the “defeat” to be a stain on their Ordo’s reputation. Any Templar daring to remind an Incinerator of the incident is guaranteed to start a brawl.

## THE FALL OF NEW BUDAPEST

Every Ordo was presented at the fall of New Budapest in 2346. The battle numbers among the darkest days of the Incinerators.

Field Master Jacob Downes, the highest ranking Incinerator in the battle, having no wish to see the beautiful places of worshipped defiled and citizens corrupted into profane monstrosities, ordered a total scorched earth policy. As the Knights withdrew, they laid waste to the city around them. Such was the devastation they wrought that media commentators called it the “Pyre of New Budapest.”

The loss of buildings and priceless treasures could be forgiven, but Downes’ remarks at his trial that he had cleansed thousands of citizens of earthly sins and delivered them pure into God’s grace drew nothing but outrage and condemnation. Declared a mass murderer, Downes was excommunicated before being executed. Befitting his crime, he was burned alive at the stake. In a rare move, both the trial and execution were broadcast live across Church media.

## THE ANGEL OF BANNAVENTA

During the retreat from New Budapest, an Infantry Banner found itself surrounded in the small village of Bannaventa. The chaos of the withdrawal meant no hope of support or extraction. Heavily outnumbered, the Knights prepared themselves for death in battle and vowed to send as many Rephaim to hell as they could. Aware of what fate would befall them were they to be taken alive, the villagers, young and old alike, lined up alongside the Knights, their trembling hands clutching farming implements and a handful of flechette SMGs.

As the first rays of the sun broke the horizon, Knight and commoner alike gazed in awe at the image of St. Uriel that appeared in the eastern sky. Inspired by the vision, the defenders threw caution aside and charged the Rephaim ranks. The Pope would later declare that Uriel had laid his hand on each of the Knights, filling their souls with his righteous fury.

Whether through their training, blind luck, or the blessing of St. Uriel, the humans broke



through the Rephaim lines. Breaking through, the Knights promptly turned and charged back, sacrificing their lives in order that the civilians might have a hope of salvation.

By luck, the citizens ran into a column of mixed Knights. Learning of the Incinerators' plight, the Knights hurried to the battlefield. They arrived too late to save the Incinerators, but their numbers were sufficient to drive the enemy from the field and retrieve the corpses of their fallen comrades.

As news of the sighting of Uriel and sacrifice of the Incinerators spread, the Grand Master decreed that the bodies were to lie in state at the Ordo's Vatican City headquarters. In a rare move, the Pope personally blessed each fallen Knight, absolving them of their sins and delivering them into God's grace.

## MOTTO

The Incinerators belief that only flame can deliver mankind from the clutches of the Rephaim is clearly echoed in their motto—*ignis victoriam* ("through fire, victory").

Within the Ordo, the letters "I.V." can be found stamped, scratched, branded, burned, or painted on to everything from flesh to armor and personal weapons to armored vehicles.

## GRAND MASTERS

Two Grand Masters have led the Ordo Sacrae Flamulae since its foundation.

### HENRY DALGLEISH (2320-37)

The Ordo's first Grand Master was an Inquisitor-Bishop and already well-versed in the use of fire to purge sins and punish heretics. It was Dalglish who first promoted the use of fire as an effective weapon against the Rephaim.

On 27.VII.2327, Dalglish announced to his senior staff that he would be visiting the Pope the next morning to raise a most important matter. He died in an automobile accident while en route to the Pope's palace. No record of what he intended to say to the Pope

has been found and his personal diary, which Dalglish's aide swore he always carried and packed in his briefcase that day as normal, was not found at the scene.

The official verdict on the crash was that it was an unfortunate accident, but there are still some within and without the Ordo who insist Dalglish was assassinated.

Firmly believing that Dalglish was visited by the archangel Uriel, the Incinerators have pushed for Dalglish to be canonized. Thus far, the Pope has given no indication this will ever happen.

### CLAUDE BE BUSSEY (2337-PRESENT)

Deputy Master of the Ordo when Dalglish died, de Bussey was elevated to the position of Grand Master by his peers.

A devout pupil of his predecessor, he continued the Ordo's tradition of fighting evil with fire. He has never forgiven the Lazarite Grand Master for interfering in his Ordo's divine work, and has always seen it as a stain on his honor. It is well known he despises Grand Master O'Flaherty, and tensions between the two have carried down to their troops.

## SENIOR OFFICERS

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

### DEPUTY MASTER

The elderly Gerard Constanza (2337) was the only Seneschal to serve under Dalglish. When de Bussey inherited the position of Grand Master, Constanza was promoted to Deputy Master.

A moderate by Incinerator standards, while his peers have focused on fighting, Constanza worked hard to create a worthy portfolio that would see the Ordo financial secure for the future. Fooling the other Ordines into thinking the Incinerators were planning on acquiring all the land near the frontlines for their



# Necropolis 2350: Incinerator Handbook

Preceptories, he quietly funneled resources into geological surveys across the entirety of Church lands. Before their rivals knew what was happening, the Incinerators owned scores of rich mineral veins and oil wells.

## SENESCHAL

A recent appointee, Helena Ruthen (2349) previously served as Preceptor Estate Manager at the Ordo's richest oil field.

A former student of Gerard Constanza, she has picked up where he left off and is currently arranging for new surveys in remote parts of Salus. The Ordo can ill-afford to create isolated Preceptories, but by claiming land now, Ruthen is planning for the day when the war ends.

## MARSHAL

One of the first Knights to earn his sword in the new Ordo, Juan Martinez (2341) quickly rose up the ranks, earning praise for his leadership and devotion to the cause. As a young Senior Knight, Martinez was vocal in his disapproval of the Lazarites' demand the Incinerators curb their incendiary activities.

In 2326 he served a one-day tour with the Penitents after insulting Lazarite Grand Master O'Flaherty to her face. Complaints the tour was unduly short were politely ignored. The blemish on his record was deemed absolved in 2327, the year Martinez was promoted to Knight Commander.

The Marshal holds to the view that the curb on incendiary weapons is costing humanity victory. In 2350, he issues orders that fire is to be used whenever the commander on the ground deems necessary. In the eyes of his underlings, that is blanket approval to torch anything they want.

## RECRUITMENT

Attempts to recruit new blood have been something of a roller coaster for the Ordo. Civilians looking for a less suicidal credo than the Templars' one flocked to the new Ordo in droves, as did many Knights who had grown

despondent with the short-lived Templars and their attach to battle.

With the blackening of their reputation, enlistment figures dropped dramatically. In 2322, when their name was at its worst, recruitment was so poor it looked as if the Ordo might be disbanded entirely. Those who did wish to become Knights were mostly suitable candidates, people overly keen to set fire to things.

When the curb came into effect, the Ordo launched a massive public relations campaign, espousing its use of fire as a divine mission given the Knights by St Uriel.

## MEDIA

Explosions and balls of fire tap into something primal in the human mind, especially among young males. Hardly surprising, then, that Incinerator media shows feature these aplenty, along with images of lone Knights hosing scores of Rephaim with flame. Uriel invariably makes an appearance, his fiery sword held aloft like a torch as captions proclaiming "Serve with the Incinerators and stand in the Light of God" scroll across the bottom of the screen. Slogans such as "If the fire in your heart burns fierce, then we want you!" and "Igniting the fires of victory!" are commonplace.

## PUBLIC APPEARANCES

Every citizen knows that a public appearance by the Incinerators means a spectacular show. Like rock stars of old, media star Knights are introduced while pyrotechnics shoot fire high into the air and Infantry Support Knights let loose with their flamethrowers. As the speakers stir up the crowd's religious fervor, recruiting Sergeants stand ready to sign up potential Squires and Sergeants.

Despite the variety of roles Knights fill, people invariably want to talk to Knights Infantry Support. It is not uncommon to see children bent double by the raw weight of the weapon pretending to torch imaginary Rephaim.

The Incinerators have a secondary recruiting weapon up their sleeves. Masters of incendiary weapons, the Incinerators are also experts in extinguishing them. Bright red Kutiel



fire tenders are present at many recruitment drives. Children and adults alike can not only switch on the sirens and lights, but take a turn putting out a fire with water cannon (under the expert guidance of Firemen Sergeants, of course). Open days on a Preceptory always involve Sergeants battling a blazing building.

## TRAINING

Having passed basic training, Squires undergo four months of specialist Ordo training. Regardless of their intended branch, all Knights are expected to be competent in the use of incendiary weapons. Day after day they learn how to maintain, repair, and fire flamethrowers. In the same way that firemen are trained to recognize different types of fires and potential hidden dangers, Incinerators are instructed in how best to ignite fires.

Among the greatest weapons the Rephaim possess is fear. Squires are taught how to master their fears through aversion therapy and psychological counseling. Squires are not expected to be suicidal in their approach to warfare—there is always a time to fight and a time to run. Instead, Squires are taught to override their fight-or-flight instinct, allowing them to function when lesser men panic.

Fear can be highly contagious. A single panicked Knight can start a rout unless the situation is quickly brought under control. Squires selected to become Senior Knights are taught how to maintain morale, but only a rare few have what it takes to inspire other men to override their fear.

Whatever their branch, Knights are required to spend one week per year refreshing themselves in the use of incendiary weapons. Knights Infantry Support with recent battlefield experience are usually exempted.

## KNIGHTLY JUSTICE

Incinerators consider flogging, the most common punishment for minor and moderate transgressions, a barbaric practice that can leave a Knight unfit for active service for

## THE STEREOTYPICAL INCINERATOR

The Incinerators have worked hard to clean their tarnished image, presenting themselves as divinely appointed warriors scourging the unholy enemy with the fire of God.

Many people see them as a bunch of pyromaniacs whose tendencies to light fires are barely under control. It is certainly true that the use of fire remains the Ordo's weapon of choice, but given the dangers and temptations, the Ordo is adept at weeding out pyromaniacs before they can do any harm.

Whether Incinerators are touched in the head or immensely brave is arguable—a Knight Infantry Support is, after all, prepared to walk into combat carrying tanks of flammable liquid on his back. In battle, they must close the range to use their flamethrowers to best effect. That means squaring up to the Rephaim, a task few civilians envy. Outside of combat, most Incinerators are prepared to rush into burning buildings to save the civilians' lives.

Children drawing pictures of Incinerators without helmets never draw their heroes with hair. Given the dangers of fire, many Incinerators shave their heads as a matter of course.

days or weeks. Incinerators who transgress are more commonly branded with a hot iron. Not only does the scar remind the Knight of past sins, the searing pain is believed to purify the soul. As his punishment is being applied, the Knight must recite litanies of repentance.

Like his peers, Grand Master Dalgleish supported the formation of the Ordo Penitentia. When it became evident the lives of wayward Knights were being wasted unnecessarily, Dalgleish ordered the formation of penal units within the Ordo.

Knights sentenced to serve with the Penitents may instead opt to join the Red Shields (as the units are known). Punishment lasts twice as long as a Penitent tour, but once ser-



# Necropolis 2350: Incinerator Handbook

vice is ended the Knights' record is expunged, allowing him to receive promotions in the future. Although still forbidden any weapons other than a sword, Red Shields are permitted to wear light armor and may be assigned to standard Lances. Serving with the Red Shields is not considered a soft option—life outside combat is more brutal than with the Penitents.

## FINANCIAL STATUS

The Incinerators may not have to buy and maintain great numbers of armored vehicles or aircraft, but the Ordo burns through a lot of chemicals both in training and in war.

## FIRE DEPARTMENTS

Outside Preceptories, fire departments are civil agencies under Church authority. In the same way the Preachers offer additional for-pay medical services, the Incinerators operate private fire departments.

While regular firemen are required to attend any fire in their jurisdiction, Incinerator Kutiels only respond to alarms from customers who have taken out private fire insurance. The sole exception to this are places of worship, which take precedent over private clients in cases of conflict.

## INVESTMENTS

While the other Ordines rushed to create military bases, the Incinerators divested much of their initial funding in providing for the future. Thanks to the foresight of Deputy Master Constanza, the Ordo operates numerous mines, oil wells, chemical plants, and refineries. In an ironic twist, the biggest buyer of refined fuel is their long-term rivals, the Templars.

Most peasants of rival Ordines focus on the production of foodstuffs, with only limited heavy industry. At the lower end of the scale, peasants beholden to the Incinerators more likely work in mines, as roustabouts, or low-grade technicians. More educated workers can find employment as senior technicians, chemical scientists, and site supervisors.

## MERCHANDISING

With only limited vehicles commonly used, the Incinerators have had to add special features to Purifier light tank model kits. All come with flashing "Uriel's Grand Bomb," a Class 1 civil explosive weighing an impressive 20 pounds. The latter is supposed to be sold only to licensed event organizers, but there is a thriving black market. Fireworks are available in a wide range of colors and effects.

Forbidden from selling working flamethrowers and incendiary grenades to civilians, the Ordo has no restriction on manufacturing and selling fireworks. These range from hand-held sparklers that burn for a minute to the awe-inspiring "Uriel's Grand Bomb," a Class 1 civil explosive weighing an impressive 20 pounds. The latter is supposed to be sold only to licensed event organizers, but there is a thriving black market. Fireworks are available in a wide range of colors and effects.

Images of St. Florian, patron saint of firemen, sell well, with citizens placing them in their homes as protection against fire. The saint's name is also used to sell fire extinguishers for home and office use. This doesn't bring the Incinerators into direct competition with civilian manufacturers—the Ordo buys extinguishers for reduced prices, rebrands them, and adds a sizeable markup to the usual retail price.

## CHAPTERS

The Incinerators has never seen the need to expand its Chapters. Thus, it has just two—the Chapter Clerical and the Chapter Militant.

## CHAPTER CLERICAL

Outside of managing the smooth running of Preceptories, the primary role of the Chapter Clerical is to oversee the Ordo's many mining and refining estates.

Site managers are typically Knights whose injuries or age preclude them military actions, with Sergeants serving as their immediate underlings and department heads. Where possible, the Chapter prefers to recruit civilians to bolster its ranks. This not only keeps the people physically fit and earning a living, but it wins the Ordo much public support.



## CHAPTER MILITANT

Aggression is the watchword of the Ordo Sacrae Flamulae, and the Chapter Militant outnumbered its administrative brethren by four-to-one.

Many of the Ordo's estates lie far from the front line. Whether Knights like it or not, these vital facilities must be heavily protected. Competition to serve in a front line Preceptory is fierce, for only here can they unleash cleansing fire against the Church's foe. Knights who show any signs of wavering or combat stress are quickly rotated out to a backwater Preceptory to rest and recover, while eager replacements are hurriedly shipped to the front line.

Because of this, Lances frequently undergo personnel changes. Although it keeps the Lance at optimum efficiency in terms of physical and mental fitness, it does not allow Knights to develop strong bonds of friendship. As veterans often state, serving with the same men and women builds up more than camaraderie—Knights who have fought together for extended periods develop a form of silent communication, where each instinctively knows what the other is thinking.

## CHAPLAINS

It is oft remarked that Incinerator Chaplains enlisted only because they were rejected by the Inquisition. Few Chaplains hold any love for the Inquisition. While the Ordines face truly terrifying foes that are an affront to God, Inquisitors are little more than bullies, inflicting terror on innocents.

Miraculous healing is a secondary consideration among Chaplains. Dedicated to the service of St. Uriel and blessed with fiery damaging miracles, they walk alongside the Knights in battle, delivering holy fire to the Rephaim.

## SERGEANTS

An infantry Ordo with only limited vehicular support, Sergeants form a vital part of the Incinerator military machine. Forever lacking

## CHAPLAINS, POWERS, AND TRAPPINGS

Since *Necropolis 2350* was published, the core *Savage Worlds* rules have been updated. The rules below are an update to the rules for miraculous powers.

### POWERS

In addition to the new miracles introduced in *Necropolis 2350* and the *Necropolis 2351-55 Update*, characters with Arcane Background (Miracles) may select powers from the *Savage Worlds* rules. Which powers are available depends on whether the character is a Chaplain or another type of faithful.

**Chaplain:** *Armor, banish, barrier, best friend, blast, blind, bolt, boost/lower trait, burst, confusion, darksight, deflection, detect/conceal arcana, dispel, divination, entangle, environmental protection, greater healing, havoc, healing, light/obscure, pummel, quickness, slow, smite, speak language, speed, stun, warrior's gift*

**Other:** *Armor, barrier, boost/lower trait, deflection, detect/conceal arcana, environmental protection, healing, quickness, smite, speak language, speed*

### TRAPPINGS

When a Chaplain selects a power, it must be assigned a specific trapping and unique effects within that trapping from the *Savage Worlds* rules. This cannot be changed. Knights with Arcane Background (Miracles) receive no game mechanics for their trappings—they are merely for show.

Chaplains may only use the following trappings: fire/heat, light, or sound.

in Knights Vehicle Crew, the Ordo permits Sergeants to serve as drivers, pilots, and gunners. It is not uncommon for Sergeant Commanders to serve as tank commanders. In combat, Sergeant-Knights may be given command of multiple Armor Lances.



# Necropolis 2350: Incinerator Handbook

## 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 Incinerators are listed below.

### ST. FLORIAN

**Patron Saint of Firemen**

**Additional Requirements:** Agility d6+

**Benefit:** *Environmental protection (fire)* costs 1 Power Point to cast and has a base duration of 2 hours.

Additionally, the Chaplain may take the Fireproof Edge, ignoring the Incinerator requirement.

### ST. URIEL

**Patron Saint of the Ordo Sacrae Flammulae**

**Additional Requirements:** Vigor d8+

**Benefit:** The Chaplain does not need to specify the exact effects of miracles with fire trappings in advance. Instead, he may choose one of the four effects each time he casts a miracle.

## TABARDS & EMBLEMS

As part of the passing out ceremony, an Incinerator's armor is ritually scorched as an act of purification. Whatever camouflage pattern is adopted, Knights always wear a red chest plate emblazoned with a black cross.

Many Knights sport tattoos of their Ordo's insignia. Not only is it a display of fidelity and faith, it allows for quick identification of the

Knights Ordo should he fall in battle. The Incinerator's primary insignia is a fiery sword, the symbol of St Uriel. Among the latest generation of Incinerators, it has become fashionable to have the insignia branded into their flesh.

**Chapter Clerical:** Red tabard with a white cross.

**Chapter Militant:** Red tabard with a black cross on the chest and shoulders.

**Sergeants:** As above, except they lack crosses on their shoulders.

## 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.

### EMPLACEMENT ASSAULT

Sometimes heavy tanks aren't available to blow armored emplacements to rubble. Equally, some emplacements are merely surface structures protecting a network of subterranean tunnels. The most effective way to rid these buildings of enemy troops is with fire.

With years of experience under their belts, Incinerators always assign two Infantry Support to Lances and handfuls of incendiary grenades. Even so, clearing emplacements is dangerous work. Corridors are cramped, doorways and side passages must be checked before moving past them so as not to allow the enemy to attack from behind, and the Rephaim are not above setting booby traps.

### SCORCHED EARTH

Scorched earth missions involve utterly cleansing an area of Rephaim. Typically devoid of civilians in need of rescue and buildings the Church wants to reuse later, these missions allow the Incinerators to slip their leashes and ignore their flamethrowers. Invariably, the Ordo begins with dropping napalm and sitting back while the fires burn. Infantry is sent in to mop up any survivors.



# Chapter Two:

# Facilities

*For the cloud of the LORD was upon the tabernacle by day, and fire was on it by night, in the sight of all the house of Israel, throughout all their journeys.*

*Exodus 40:38*

## AQUILO PRECEPTORIES

The northern realm of Aquilo was claimed by the Church for no other reason than to keep an eye on neighboring Midgard. As it turned out, there were rich veins of minerals, ideal for extraction by convicts. There is also plentiful fishing to be had in the cold waters.

With summer temperatures above freezing only during the height of summer and winter temperatures well below freezing for months on end, it is a harsh environment. Charged with protecting the settlers, the Ordo Sacrae Flamulae has numerous small Preceptories. That the Ordo defends the realm is purely because they were the second militant Ordo and drew the short straw.

There is little chance of encountering Rephaim here, Asgard has no interest in provoking the Church just yet, and the local predatory species tends to avoid inhabited areas. Incinerators sent here have little to do but train and pray, which makes it an ideal location for sending Knights who have committed minor sins or persistent troublemakers whose crimes do not yet warrant a tour with the Penitents. About the most excitement a Knight can hope for is being sent to escort a scientific expedition heading

into the deep wastes of the frozen north. It may be dull watching over scientists, but at least it is a break from Preceptory routine.

Cold-weather training is near constant, with Knights engaging in mock battles and reconnaissance missions in all weathers. Were the Church ever to assault the southern extremes of Dead Zone Alpha, an area whose climate is not unlike that of Aquilo, the Incinerators would undoubtedly have the honor of leading the attack. Once returned from their tour, Knights trained in Aquilo are sometimes called upon to take part in covert scouting operations in the Dead Zone's lower region.

## THE FURNACE

Sixty miles outside Vatican City stands a small city. It has no name and it appears on no maps. There are civic and religious buildings, malls and parks, high-rise offices and apartment blocks, and yet no one lives here. Were one permitted to walk down the deserted streets, one would see that every building and abandoned vehicle has been blackened by fire at some point. It looks for all the world like a war zone where none should exist. Constructed in 2330, the city was never intended for human occupation. Rather, it is a key part of the Furnace, the major Incinerator training Preceptory.

All Knights of the Ordo Sacrae Flamulae pass through here during basic training, for it is in the deserted streets of the unnamed city that Incinerators learn to master flamethrow-





# Necropolis 2350: Incinerator Handbook

ers and incendiary grenades and hone their skills in clearing buildings.

Veteran Knights Assault, Infantry Support, and later Grenadiers come here for specialized training. Any player character Knight with Arching Fire, Fuel Efficient, Grenade Launcher King, Long Burn, or Wall of Flame has trained here at some point. Graduates of advanced training programs are awarded a badge in the shape of a flame-wreathed capital letter F to wear on their dress tabards.

The city is also used by Deliverance and Scourge bomber crews to practice their skills, as well as Firemen Sergeants, who extinguish the infernos once the Knights have finished training for the day.

## OUTPOST 14

Vast swathes of eastern Levant were claimed by the Incinerators during their early geological surveys. Devoid of mineral wealth, the area is forsaken save for a handful of scientific bases studying volcanism.

In 2348, an Incinerator Angel performing a routine sweep after a powerful earthquake swept across the region detected something unusual. The western side of Mount Constantine had collapsed. Rather than more stone, the huge slip revealed a black, polished surface. On hearing the report, the Grand Master ordered the site blockaded. A cover story about a potential catastrophic volcanic eruption barely made the evening news.

As Lances of Combat Engineers prepared a temporary Preceptory on the nearest flat ground, Grand Master O'Flaherty of the Lazarites caught wind of the discovery through her many spies. Demands the site be turned over to her Ordo were swiftly rebuffed. Much to their fury, the Lazarites were caught in a Catch-22 situation.

Until they could prove the structure beneath the mountain related to the Rephaim they were forbidden from entering the area, but the only way they could prove the structure was of Rephaim origin was to study it. The Pope refused to become embroiled in the politicking, wary of ordering the Incinerators to turn over part of their estates to another Ordo.

With the Preceptory completed, the Incinerators further infuriated their Lazarite cousins by allowing scientists from the Office of Scientific Research to form investigation teams. No doubt the Lazarites have planted at least one agent among the civilians, but the Incinerators are keeping a close eye on them.

Thus far, the only scientific research has been conducted from afar. Little has been revealed, save that the angle of the polished stone indicates the largely hidden structure is likely pyramidal in shape and that it is clearly of ancient origin.

With nothing to be gained from further remote study, Incinerator HARD Knights are preparing to escort the scientists on an inspection of the mysterious structure.

## SHRINE OF THE ETERNAL FLAME

Every Incinerator Preceptory has a large shrine located near its cathedral or church. Within each shrine burns an eternal flame, a symbol of the Ordo's undying support for the holy cause and a flickering representative of their patron saint. Whenever a new Preceptory is established, the last act before declaring it fully functional is to light the brazier. This act is carried out by the Grand Master, who bears with him a flame from the first eternal flame in the Incinerator's headquarter's Preceptory.

Knights are permitted to enter the shrine at any time to meditate, reflect on the loss of comrades, pledge holy vows, and such like. Every Knight who joins the Preceptory takes a holy oath to defend it while holding his molecular sword in the flame. Lance and Banner standards of fallen units are cremated in the fire. Traditionally, Infantry Support Knights hold the barrels of their flamethrowers through the eternal flame while offering prayers to Uriel before shipping out to battle.

Allowing an eternal flame to burn out is a matter serious enough to warrant a long tour with the Penitents. It is also a smear on the Preceptory's name and an affront to Uriel. To prevent sabotage, every eternal flame is guarded around the clock by at least one Lance of Knights. Tending the flame falls to Chaplains.



# Chapter Three:

## Hardware

*And the fourth angel poured out his vial upon the sun; and power was given unto him to scorch men with fire.*

*Revelation 16:8*

The Incinerators have always considered themselves an infantry Ordo. Support from heavy and medium tanks is always appreciated when the situation demands, but the Ordo uses only a handful of lightly armored vehicles (in addition to Prophets and Angels).

### ATTARIB POLAR APC

Assigned to patrol the frigid wastes of northern Aquilo, the Incinerators immediately demanded an APC to suit their needs. The result was the Attarib, a Prophet variant.

To cope with the rough and slippery terrain, the wheels were removed in favor of four independently powered and steered tracks. A new engine allows the vehicle to operate in temperatures as low as  $-40^{\circ}\text{F}$ , enough to cope in all but the most northerly region. A heads-up display tied into the vehicle's infrared and starlight sensors allows the crew to work in blizzards and during the long winter months, and aids in locating lost travelers.

Existing weapon systems were stripped and a flamethrower turret fitted. As well as deterring predators, the weapon provides the ability to rapidly melt icy obstructions.

With becoming stranded a real danger, the vehicle carries rations enough to last 100 man days, flares, digging tools, and insulated sur-

vival tents. Two spare flamethrowers and six fuel tanks are stored in an armored compartment located behind the crew area.

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

**Notes:** Heavy Armor, Infrared Night Vision, Night Vision, Tracked

**Weapons:** Heavy flamethrower (20 shots)

### CONFLAGRATOR ASSAULT SUPPORT TANK

The Purifier is ideal for close infantry support and napalm-carrying bombers can be called in against more distant targets, but there is little in the way of medium range incendiary support. Deciding they needed such a weapon to support their assaults, the Incinerators manufactured the Conflagrator.

Based on the Judea medium tank chassis, the turret-mounted autocannon was replaced with a short barrel howitzer. Being breech-loaded, the crew can remain safely ensconced within the tank during reloading. In place of conventional rounds, it launches a barrel of incendiary gel triggered to detonate on impact. The warhead has poor aerodynamics, which limits its effective range.

As is common practice with vehicles made exclusively for the Incinerators, there are no night vision sensors or stabilizers.

**Issued:** 2353; **Acc/Top Speed:** 5/20; **Toughness:** 74/64/54 (60/50/40); **Handling:** -1;

**Crew:** 3

**Notes:** Heavy Armor, Tracked

**Weapons:**



# Necropolis 2350: Incinerator Handbook

\* Short barrel howitzer (20 rounds) (Range: 40/80/160, Damage: 2d10, Large Burst Template, ignores armor)

## KUTIEL FIRE TENDER

Yet another of the seemingly endless Prophet variants, the Kutiel is the firefighting vehicle of the Sacri Ordines and most Church fire departments.

The entire rear compartment has been converted into a huge water tank. A smaller, secondary tank contains a chemical which when mixed with the water produces foam for fighting chemical fires. A switch allows the gunner to toggle between foam and water sprays as a free action.

Despite removing much of the armor and using a more powerful engine, the sheer weight of water makes the Kutiel rather slow and cumbersome to drive. Still, it is an extremely cheap vehicle, which pleases the accountants.

**Acc/Top Speed:** 3/24; **Toughness:** 25/15/15 (10/5/5); **Handling:** -1; **Crew:** 2

**Notes:** Heavy Armor, Improved Stabilizer, Infrared Night Vision

### Weapons:

\* Water cannon (75 shots) (Treat as a vehicular flamethrower. Any creature caught in the template must make a Strength roll at -2 or be knocked prone and Shaken. Size acts as a modifier to the roll.)

## PURIFIER LIGHT TANK

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

The flamethrower's fuel is premixed before it enters combat. Housed in an armored container, the blast is funneled upward and out of the vehicle in the event of an explosion.

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

**Notes:** Heavy Armor, Tracked

### Weapons:

\* Heavy flamethrower (30 shots)

\* 20mm autocannon coaxial (100 rounds)

\* Twin flechette MG pintle (2000 rounds)

## VEHICULAR WEAPONS

### ARMOR-PIERCING INCENDIARY ROUNDS

Available for all vehicular and short-barreled autocannons after 2351, API rounds are designed to penetrate light armor and then explode. As a hybrid, they are less effective than conventional autocannon rounds at punching through armor.

## ARMOR-PIERCING INCENDIARY ROUNDS

### VEHICULAR

Type	Range	Damage	Burst	Notes
20mm autocannon	50/100/200	3d6/2d10	—/Small	AP 4, HW
30mm autocannon	50/100/200	3d6/2d10	—/Small	AP 8, HW
40mm autocannon	75/150/300	4d6/2d10	—/Small	AP 12, HW

### SHORT-BARREL AUTOCANNON

Type	Range	Damage	Crew	Mag	Burst	Notes
25mm SBAC	30/60/120	3d6/2d10	2	5	—/Small	AP 6, HW
50mm SBAC	50/100/200	4d6+2/2d10	2	5	—/Small	AP 14, HW



The first damage entry is against armored vehicles, or emplacements. If a target vehicle suffers a wound, the crew automatically suffers 2d10 fire damage. If the round penetrates a building, place a Small Burst Template touching the point of entry. Used against infantry, the gun first inflicts its normal damage. Then place a Small Burst Template over the target and inflict 2d10 fire damage.

## HEAVY FLAMETHROWER

Only a small few vehicles carry heavy flamethrowers, also known as vehicular flamethrowers. Usually installed in a turret for maximum effectiveness, they may also be mounted as fixed, forward-firing weapons.

*Range: 40, Damage: 2d10, ROF: 1, Ignores armor*

## INCENDIARY AP PACKS

In place of conventional flechette-firing anti-personnel packs, the Incinerators have developed an incendiary version (issued 2354). Smaller than the standard weapon, they are strung along vehicles in linked sets.

When activated, all creatures in the same aspect of the vehicle as the pack suffer damage and have a chance of catching fire.

*Range: 2, Damage: 2d10, ROF: 1, Ignores armor*

## AIR SUPPORT VEHICLES

When being assigned air support, Incinerators are often given bombers capable of unleashing napalm.

Incinerators have taken to calling napalm strikes "Sodom and Gomorrah," a reference to the fire and brimstone that rained down on the Biblical cities. When the payload is to be dropped close to friendly units, they are referred to as being "in the cities."

## DELIVERANCE BOMBER

The Church's first bomber, the Deliverance can carry ten bombs or napalm canisters. A

high-altitude craft used for strategic bombing, it is primarily used to soften up targets in advance of infantry assaults and destroy buildings and soft cover that might house enemy forces. Deliverances assigned to Incinerator missions invariably carry a full payload of napalm.

## SCOURGE BOMBER

The Scourge light bomber exists because of Grand Master Dalgleish's insistence in his Ordo having a low-level bomber capable of delivering tactical napalm strikes.

Unlike its heavier cousin, the Scourge normally serves in a close support role, skimming the battlefield and unleashing its hellish payload close to friendly units in danger of being overwhelmed. Veteran Incinerators half-joke that if you can't feel the heat of a napalm strike wash over you then you've dropped it in the wrong place.

## MILITARY GEAR

### FLAMETHROWER

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

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

*Range: Cone, Damage: 2d10, Weight: 20 lbs, Shots: 20, ROF: 1, Ignores armor*

### FLAMETHROWER, STATIC DEFENSE

A heavier version of the man-portable flamethrower, the tripod-mounted static defense flamer is used to protect landing sites, field hospitals, and other static features. The weapon breaks down into multiple compo-



# Necropolis 2350: Incinerator Handbook

## NAPALM

Napalm is sticky, flaming goo that incinerates most targets. It has an AP value of 30, causes 3d10 damage, and burns for 10 rounds on objects or 1d10 rounds on “soft targets” such as Rephaim.

Each canister of napalm creates a chain of four Medium Burst Templates in a straight line. Roll for deviation as for bombs and move the entire chain the indicated direction and distance.

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

## INCINERATOR AIR SUPPORT TABLE

These tables replace the ones in the *Necropolis 2350* setting book. They should be used only when the player character Senior Knight is an Incinerator or when the heroes are assigned to support an Incinerator-led assault.

### AIR SUPPORT

d10	Type	Delay	Bingo
1	Archangel	d6	d10
2	Angel	d6	d6
3-5	Deliverance	d6	d10
7-9	Scourge	d4	d8
10	Crown	d8	d6

nents, allowing a single Lance to carry and configure the weapon.

Unlike a conventional flamethrower, the static version has two guns. When fired, place two Cone Templates side by side. Characters with the Wall of Flame Edge add a third template. Each use consumes two shots of fuel.

The weapon has four fuel tanks, each slightly smaller than a handheld flamethrower, containing pre-fixed gel (15 shots per tank). Empty tanks can be replaced individually, allowing for continuous fire.

The tanks have a Toughness of 8(4). If “wounded,” the cylinder explodes for 2d10 damage, covering everything in a Medium Burst Template with burning liquid. The wearer automatically catches fire. Apply the normal rules for the fire spreading for other characters.

*Range:* Double cone, *Damage:* 2d10, *Weight:* 60 lbs, *Shots:* 60, *ROF:* 1, Ignores armor

## GRENADE, FOAM

Foam grenades release fire suppressant foam on impact. Any conflagration in the square in which the grenade impacts is extinguished automatically. Roll a d6 for each adjacent square currently on fire. On a roll of 4+ that fire is also put out. The foam has no effect on creatures, other than covering them in foam.

*Issued:* 2352, *Range:* 20/40/80\*, *Damage:* 2d10, *Weight:* 0.5 lbs, *ROF:* 1, Medium Burst Template, ignores armor

\* *Range is from any grenade launcher. Thrown range is 5/10/20*

## GRENADE, INCENDIARY

Though renowned for causing “unnecessary collateral damage,” incendiary grenades remain popular for house clearance.

Each contains a glass canister of flammable liquid ignited on impact by a small thermite charge. A layer of weak explosive causes the outer casing and glass canister to fragment before the thermite ignites the fuel. As with flamethrowers, incendiary grenades ignore armor. Incendiary grenades explode as per flamethrowers if hit (–6 to attack rolls to hit one), though they only cover a Small Burst Template.

*Range:* 20/40/80\*, *Damage:* 2d10, *Weight:* 0.5 lbs, *ROF:* 1, MBT, ignores armor

## GRENADE, INCENDIARY II

The Incendiary II turns a grenade launcher into a single shot flamethrower, albeit one with less damage potential than a true flamer. The grenade uses the rules for flamethrowers.



*Issued:* 2352, *Range:* 20/40/80\*, *Damage:* 2d10, *Weight:* 0.5 lbs, *ROF:* 1, Cone Template, ignores armor

\* *Range is from any grenade launcher. Thrown range is 5/10/20*

## HAND FLAMER

The Incinerators are, naturally, leading research into new incendiary weapons. Their biggest coup to date has been perfecting smaller, more portable flamers. Though heavy and bulky, hand flamers carry their fuel in twin tanks mounted below the weapon, rather than on the soldier's back. They are issued to all Incinerator Infantry Support Knights, replacing the heavier backpack versions. Knights who prefer the heavier flamethrower due to its larger fuel capacity are permitted to keep using it.

Each tank holds enough fuel for 5 shots, and can be changed independently. Aiming for the fuel tank incurs a -6 penalty from the front or side, and it cannot be targeted from the rear. The tank has Toughness 8(4).

*Issued:* 2352, *Range:* Cone, *Damage:* 2d10, *Weight:* 10 lbs, *ROF:* 1, *Shots:* 5+5, *Min Strength:* d8, ignores armor

*Ammunition:* 2 lbs, holds 5 shots (each hand flamer mounts two tanks)

## MAXIMUS ROTARY GRENADE LAUNCHER

The Maximus RGL is simply a more advanced version of the standard grenade launcher. It is fed by a rotating drum, which holds 20 grenades. Assault Knights may take one in place of the Dove AT-1, though the Incinerators create a new Knight Grenadier trained exclusively to wield this weapon. Knights equipped with one receive 20 grenades of their choice.

It is important to note the order in which grenades are loaded into the drum. With both Maximus variants, a pull of the trigger releases the next grenade in sequence. Selecting a specific type of grenade in the drum takes an action.

*Issued:* 2351, *Range:* 20/40/80, *Damage:* as grenade type, *Weight:* 14 lbs, *Shots:* 20, *Min Strength:* d8, *ROF:* 1

## MICROFLARE GUN

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

Flares do not count as piercing weapons and burn for three rounds. So long as the flare causes a Shaken or wound on impact, it continues to inflict damage each round until it burns out. Roll the damage each round. Targets struck by a flare suffer terrible burns as the flare sears through their flesh.

A victim can spend an action to make an Agility roll to cut a burning flare from his flesh. This roll is made before damage is rolled.

Though incapable of causing human flesh to combust, dry materials (including mummies) ignite as normal.

*Range:* 10/20/40, *Damage:* 1d10, *Weight:* 5 lbs, *Shots:* 15, *ROF:* 1, Semi-Auto

*Ammunition:* 2 lbs, provides one full load of shots

## MINE, INCENDIARY

Traditionally, mines are explosive weapons designed to incapacitate or kill pedestrians and vehicles. Continuing their research into incendiary weapons, the Incinerators have developed a mine that burns victims.

When detonated, the mine first ejects a cloud of light incendiary gel. Moments later, a tiny thermite charge ignites, turning the surrounding area into an inferno.

*Issued:* 2353, *Notice roll to spot:* -1, *Damage:* 2d10, *Weight:* 10 lbs, Medium Burst Template, ignores armor

## NURIEL ROCKET-PROPELLED FLAMETHROWER

A variant of the LAW, the Nuriel is a single-shot, self-contained rocket launcher firing an incendiary warhead.

Virtually ineffective against armored vehicles, it is designed to be used against soft targets, such as infantry. Incinerator Assault Knights carry two Nuriels in addition to their



# Necropolis 2350: Incinerator Handbook

standard payload, doubling their effectiveness.

*Issued:* Pre-2350, *Range:* 24/48/96, *Damage:* 2d10, *Weight:* 9 lbs, Medium Burst Template, ignores armor

## ARTILLERY UPGRADES

### INCENDIARY (2351)

Capable of being fired from Armageddon and Goliath MRLS, incendiary rockets explode in mid-air, raining incendiary bomblets on the battlefield. Place a Large Burst Template over the battlefield and roll for deviation as normal. Everything under the template takes 2d10 damage and has a chance of catching fire.

As of 2353, incendiary rockets are Trajectory Correctable Munitions (see *Necropolis 2351-55 Update*).

## MUNDANE GEAR

### COLD WEATHER CLOTHING

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

*Weight:* 5 lbs

### FIRE EXTINGUISHER

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

*Weight:* 5 lbs

### FIRE-RETARDANT SUIT

This fully-sealed fireproof suit grants +8 Armor against fire and heat damage. The helmet comes with two small oxygen tanks, each good enough for 30 minutes continual use.

*Weight:* 12 lbs

### INCENDIARY GEL

Designed to allow easy ignition of fires and mark emergency landing strips, incendiary gel burns slowly (one hour) and at a comparatively low heat. Incinerators have been known to use the gel to cauterize wounds.

*Issued:* 2353, *Weight:* 1 lb

### SHELTER, INSULATED

A lightly armored (Armor +4), semirigid shelter capable of sleeping a six-man Lance. Typically carried on top of an APC or delivered by Angel dropships. It takes a five-man Lance around 15 minutes to fully erect.

With the heater running, it provides protection against cold as low as -36°F (-38°C). Without the heater, the insulation material resists temperatures only as low as -19°F (-28°C).

*Issued:* 2351, *Weight:* 2,000 lbs

### SKIS

Characters wearing skis ignore the difficult terrain penalty when walking or running on snow. On gentle downward slopes, a character who runs doubles his base Pace and adds his running die. On steeper slopes, the base Pace and running die are doubled.

On other terrain Pace is reduced to 1 and the character cannot run. It takes two actions per foot to don skis, but only one action per foot to remove them.

*Weight:* 4 lbs

### THERMAL SUITS (2355)

Thermal suits, known to

Knights as “chillers,” are thick catsuits of man-made fabrics interwoven with minute boron tubes designed to mask body heat. A canister worn at the hip pumps coolant fluid through the tubes. This negates a Rephaim’s Thermal Vision, as well as technology thermal sensors. A wound automatically breaches the suit, rendering it useless. They cannot be worn with full body armor, however. Each coolant canister lasts for just four hours.

*Issued:* 2355, *Weight:* 5 lbs



# Chapter Four:

## Personnel Files

*And whosoever was not found written in the book of life was cast into the lake of fire.*  
*Revelation 20:15*

### 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.

#### CASSANDRA ROGERS, KNIGHT

##### INFANTRY SUPPORT

Rogers once served as her Lance's pathfinder, blazing a way through enemy ranks and often operating dozens of yards ahead of her allies. She relished the opportunity to ignite the Church's foes and breathe in the acrid scent of their roasting profane flesh. She is now a very different woman.

In 2327, her Banner came under friendly fire when a Deliverance bombing run hit the wrong coordinates. The survivors hurriedly withdrew, leaving behind their dead and missing. Rogers was one of the latter. The bombs ripped open the street, dropping the Incinerator into the sewers. She survived for a week, a week in which she lived in constant fear of being found by the Rephaim. Convinced

she would die alone, something in her mind snapped—Rogers began talking to her flamethrower (she named it "Purity").

Eventually rescued and returned to her Preceptory, it soon became obvious she had deeper problems that conversing with a weapon. Rogers suffers from intense monophobia, fear of being alone. Surrounded by her comrades she remains as efficient as ever. When they are out of sight, though, she becomes a near-hysterical quivering wreck. She has undergone frequent counseling sessions with a psychotherapist, but so far she has been unable to face up to her fear.

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

**Skills:** Fighting d6, Guts d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d8, Throwing d4

**Charisma:** -1; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

**Hindrances:** Habit (Minor; talks to her flamethrower), Loyal, Phobia (Major; Monophobia), Vow (Major; sacred vows)

**Edges:** Improved Dodge, Trademark Weapon (Flamethrower), Wall of Flame

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flamers; +2 Throwing when using incendiary or foam grenades.

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, flamethrower (Range Cone, Damage 2d10, ROF 1, ignore armor), 3 incendiary grenades, medpac, ID tag



# Necropolis 2350: Incinerator Handbook

## JULIA “LADY URIEL” HERNANDEZ,

### KNIGHT INFANTRY

Although recently returned to the Incinerators after a short tour with the Penitents for beating up a fellow Knight, Hernandez has refused to take up firearms (although she wears the medium armor of her branch and carries grenades).

During her punishment tour, Hernandez began coating her molecular sword with incendiary gel supplied illegally by an Incinerator Warden, igniting it just before charging the enemy. Rephaim rarely feel emotions, but her fellow Penitents were roused into battle fury at the sight of the flickering blade. She quickly earned the nickname “Lady Uriel,” a moniker that has followed her back to her unit.

On questioning by her superiors, she revealed that Uriel appeared to her in a dream and forbade her from using any weapon other than a sword. For this reason alone, she has been allowed to retain her unorthodox stance.

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

**Skills:** Fighting d10, Guts d10, Intimidation d8, Notice d6, Shooting d6, Stealth d4, Survival d6, Throwing d6

**Charisma:** +0; **Pace:** 6; **Parry:** 9; **Toughness:** 13 (6)

**Hindrances:** Loyal, Vengeful (Minor), Vow (Major: sacred vows)

**Edges:** Block, Dodge, First Strike, Improved Frenzy, Sweep

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), medium shield (+1 Parry), molecular sword (Str+d8+2, AP 4), 5 incendiary grenades, incendiary gel, medpac, ID tag

#### **Special Abilities:**

\* **Burning Sword:** When her sword is on fire it deals +2 damage and has a chance of setting targets on fire. Due to being swished around the hacking through foes, the burning gel lasts for 30 minutes or until her first action card in any round is a deuce.

Additionally, she gains the benefits of the

Command and Hold the Line! Edges while the blade is alight.

## LAWRENCE ALBRIGHT, KNIGHT INFANTRY

### SUPPORT

A veteran Incinerator, Albright was a popular Knight. Never the life and soul of the party, he was steadfast and resolute, a man whose Lance mates could rely on to keep his head in battle and watch their backs. His personality underwent a radical shift in 2337.

Albright is one of the last four survivors of the Beta-6 Incident (see Chapter One). Such was the severity of his injuries that he died twice during the extraction flight, his life saved only by the swift work of a Combat Medic.

Time healed his physical wounds. Indeed, his body shows no trace of the life-threatening injuries. Thirteen years have passed, but the mental wounds he endured remain raw. Whatever Albright witnessed in those dark mines, it continues to haunt him.

Many mornings he wakes screaming in terror, babbling incoherently and attempting to claw out his eyes. Whatever he witnessed, it shattered his previously strong faith. Despite this, he is more devoted to the righteous cause than ever, fearlessly wading into battle with little regard for his own safety.

Albright is desperate to end the torment that threatens to drive him insane, but he has no plans to throw away his life, at least not until he restores his faith. So far, destroying Rephaim has done little to rekindle the once-bright flame. Albright has no doubts that talking about his experience would help. A man of honor, he has no intention of breaking the vow of silence he made to Grand Master Dagleish.

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

**Skills:** Fighting d6, Guts d8, Notice d6, Shooting d10, Survival d6

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

**Hindrances:** Death Wish (Restore faith), Lost Faith, Loyal, Nightmares, Vow (Major: sacred vows)



**Edges:** Dodge, Hard to Kill, Fuel Efficient, Long Burn, Wall of Flame

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, flamethrower (Range Cone, Damage 2d10, ROF 1, ignore armor), 3 incendiary grenades, medpac, ID tag

## SEAMUS VARANS, KNIGHT GRENADIER

Varans joined the Ordo a few months after its inception and has served with honor and bravery. A Knight Assault until 2351, Varans was the best shot in his Commanderie with the Dove AT-1. By the time he transferred to the new Grenadier branch, Varans had 37 confirmed tank kills to his name. A gifted soldier with an innate ability to quickly judge firing angles, he has taken to the Maximus rotary grenade launcher like a duck to water. Although no longer able to take out tanks with his chosen weapon, he has scores of Rephaim casualties under his belt.

Varans' religious fervor borders on mania. Quick to see fault in himself, Varans is convinced he must punish himself for even the slightest transgressions—real or imagined—or he will face God's wrath when he dies. Whenever he believes he has sinned, he burns part of his flesh as an act of repentance. Years of punishment have left his arms and legs covered in ugly burn scars.

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

**Skills:** Driving d4, Fighting d6, Guts d6, Intimidation d6, Notice d8, Shooting d8, Stealth d6, Survival d6

**Charisma:** -1; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

**Hindrances:** Habit (Minor; burns himself), Loyal, Vow (Major: sacred vows)

**Edges:** Alertness, Combat Reflexes, Dig In!, Grenade Launcher King, Marksman

**Special Training:** +2 Guts; +2 to Shooting

when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, Maximus RGL (Range 20/40/80, Damage as grenade, ROF 1), medpac, ID tag

## VIKTOR "LUCKY" PERESHENKO, KNIGHT INFANTRY

Pereshenko has earned his nickname at least a dozen times. He has been shot, stabbed, caught in grenade blasts, and burned multiple times, and has the scars to prove it. Whenever the fighting begins, he is almost guaranteed to return with a wound. Many of his comrades joke about him having a guardian angel watching over him. Others claim he has died more than one but it simply too stupid to realize.

To be fair, Pereshenko has brought many of his injuries on himself—he has a habit of storming enemy positions. At first it was overconfidence. Now he firmly believes he is protected by an angel.

Pereshenko's actions have not gone unnoticed by the upper echelons. Although the Pope does not wish to encourage foolhardiness, he knows he must create heroes to ensure the masses continue to support the war. Pereshenko is one of a handful of Knights who have received a papal blessing, and the only one in his Banner.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10

**Skills:** Fighting d6, Guts d8, Healing d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Survival d6, Throwing d8

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (6)

**Hindrances:** Bullet Magnet, Delusional (Major; has a guardian angel), Loyal, Vow (Major: sacred vows)

**Edges:** Assault, Harder to Kill, Improved Nerves of Steel, Papal Blessing, Rock and Roll!

**Special Training:** +2 Guts; +2 to Shooting





# Necropolis 2350: Incinerator Handbook

when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette rifle (Range: 24/48/98, Damage: 2d8, AP 2, Auto, 3RB), 3 mags, integral grenade launcher (Range: 20/40/80), 5 incendiary grenades, medpac, ID tag.

## KNIGHT EXTRAS

The following statistics are for generic Knights Assault, Grenadier, and Infantry Support. Given the focus of this supplement, all the Extras below are members of the Incinerators. All have their special training modifiers listed as a separate entry in the stat block as a reminder.

### KNIGHT ASSAULT

When the average citizen thinks of the Incinerators, he pictures a flamethrower-wielding Knight Infantry Support. With the Templars now vehicle-oriented and the Impalers turning more toward melee combat, the Incinerators pride themselves on being an assault Ordo. Flamethrowers are all well and good in the right circumstances, but when it comes to destroying enemy tanks and hardened emplacements at range, rockets remain the ideal weapon. As well as the standard Dove AT-1, Incinerators Assault Knights field disposable incendiary rocket launchers.

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

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

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

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

**Edges:** Combat Reflexes, Dodge

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Infantry battle suit (+8), molecular sword (Str+d8+2, AP 4), flechette rifle (Range: 24/48/98, Damage: 2d8, AP 2, Auto,

3RB), 3 mags, integral grenade launcher (Range: 20/40/80), choice of 5 grenades, Dove AT-1 launcher with three warheads (Range: 24/48/96, Damage: 3d8, AP 60, HW, MBT), two Nuriel RPGs (Range: 24/48/96, Damage: 2d10, MBT, ignores armor), sledgehammer (Str+d8), ID tag

### KNIGHT ASSAULT, VETERAN

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

**Skills:** Fighting d8, Guts d10, Notice d6, Shooting d10, Stealth d6, Survival d6

**Charisma:** +0; **Pace:** 6; **Parry:** 6; **Toughness:** 15 (8)

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

**Edges:** Combat Reflexes, Dodge, Tank Buster

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Infantry battle suit (+8), molecular sword (Str+d8+2, AP 4), flechette rifle (Range: 24/48/98, Damage: 2d8, AP 2, Auto, 3RB), 3 mags, integral grenade launcher (Range: 20/40/80), choice of 5 grenades, Dove AT-1 launcher with three warheads (Range: 24/48/96, Damage: 3d8, AP 60, HW, MBT), two Nuriel RPGs (Range: 24/48/96, Damage: 2d10, MBT, ignores armor), sledgehammer (Str+d8), ID tag

### KNIGHT GRENAДИER

As of 2351, the Incinerators separate Knights Assault into two separate types. Assault Knights continue to serve as tank and bunker busters, carrying the Dove AT-1 into battle.

Knights Grenadier carry the new Maximus RGL. Depending on the payload and the mission objectives, Grenadiers can serve in both assault and infantry support roles.

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

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

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

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



**Edges:** Dodge

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, Maximus RGL (Range 20/40/80, Damage as grenade, ROF 1), 2 magazines, medpac, ID tag

## KNIGHT GRENADEIER, VETERAN

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

**Skills:** Fighting d6, Guts d8, Notice d6, Shooting d10, Stealth d4, Survival d4

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

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

**Edges:** Combat Reflexes, Dodge, Grenade Launcher King

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, Maximus RGL (Range 20/40/80, Damage as grenade, ROF 1), medpac, ID tag

## KNIGHT INFANTRY SUPPORT

A Knight Infantry Support provides a Lance with heavy firepower. Except in rare circumstances, Incinerator Infantry Support Knights wield flamethrowers (later hand flammers), ideal for clearing trench lines or buildings, or burning massed ranks of Rephaim.

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

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

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

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

**Edges:** Combat Reflexes, Dodge

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, flamethrower\* (Range Cone, Damage 2d10, ROF 1, ignore armor), choice of 3 grenades, medpac, ID tag

## KNIGHT INFANTRY SUPPORT, VETERAN

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

**Skills:** Fighting d6, Guts d10, Notice d6, Shooting d10, Stealth d4, Survival d4

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 14 (6)

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

**Edges:** Brawny, Combat Reflexes, Dodge, Fuel Efficient, Wall of Flame

**Special Training:** +2 Guts; +2 to Shooting when using flamethrowers, microflare guns, or hand flammers; +2 Throwing when using incendiary or foam grenades

**Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, flamethrower\* (Range Cone, Damage 2d10, ROF 1, ignore armor), choice of 3 grenades, medpac, ID tag

## CHAPLAIN EXTRAS

As befits the Ordo they serve, Incinerator Chaplains are very much the fire-and-brimstone variety. Often possessed of fiery offensive miracles, they provide additional firepower in addition to their sacred roles as healers and morale officers.

## CHAPLAIN

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

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



# Necropolis 2350: Incinerator Handbook

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

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

**Edges:** Arcane Background (Miracles)

**Powers:** Pick two from *blast*, *bolt*, *boost/lower trait*, *burst*, *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

## SERGEANT EXTRAS

As an infantry Ordo, the great bulk of the Ordo's Sergeants serve as frontline combat troops. Those who serve as administrators and technicians are never looked down upon by their militant peers, for ultimate victory against the Rephaim requires more than just being able to use a gun. Indeed, given the Incinerators' preferred method of waging war, many Sergeants wish they were sat in a comfortable office back at the Preceptory.

### FIREMAN SERGEANT, INCINERATOR

Whether it is a single building or a sprawling base, every Preceptory has some sort of firefighting equipment.

Smaller Preceptories usually boast nothing more than fire extinguishers and maybe a fire hose. On large Preceptories, where there are vehicles, fuel depots, and large stores of explosives, there is always a dedicated fire department. The Ordines are also responsible for providing firefighting services on their estates. Most firemen serving the Ordines are specialist non-combatant Sergeants.

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

**Skills:** Driving d6, Fighting d4, Guts d6, Notice d6, Shooting d6, Throwing d6

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

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

**Edges:** —

**Gear:** Fire-retardant suit, molecular dagger (Str+d4+2, AP 2), medpac, fire extinguisher, five foam grenades, ID tag

### INFANTRY SERGEANT, INCINERATOR

The Sacri Ordo is unusual in that it permits Sergeants to carry and use grenades. Most opt for incendiary grenades.

Sergeant Lances assigned to Knight Lances equipped with one or more flamethrowers or hand flamers carry two extra fuel tanks per incendiary weapon between them. When the Grenadier branch forms, each Lance of Sergeants assigned to work with a Grenadier carries two drums of reloads per Maximus RGL. The drums' payload are preselected by the Grenadiers.

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

**Skills:** Fighting d6, Guts d6, Notice d6, Shooting d6, Throwing d6

**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), 2 incendiary grenades, medpac, ID tag

## FAMOUS UNITS

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

### FIRST AMONG EQUALS

**Commanding Officer:** Knight Commander Gary Womack

**Official Designation:** Banner A, Uriel's Castle

**Lances:** Fifteen Infantry

**Special Rule:** All Knights receive a bonus Benny. All Knights are veterans.



**Notes:** While the physical remains of the Knights who fell at Bannaventa were cremated in accordance with Incinerator custom, their standard was spared its usual fate.

Speaking to the masses over Church media, the Pope declared that St. Uriel had appeared to him while praying for the Knights' souls. The saint revealed that he had seen the bravery of the fallen and had no need for their standard to hang in his court. Instead, it would remain in the mortal realm, a reminder to all Incinerators that the saint watched over them.

The Pope declared that a new Banner would be formed to carry the standard, a banner touched by the flaming hand of Uriel. Except among the most devoted citizens, few accept the view that Uriel appeared in person—such miracles simply do not occur. The Knights serving with the Banner have no doubts concerning the miracle.

Only the most devout Knights are assigned to the Banner. Each Knight selected to join the unit receives a blessing from the Lord Chaplain of the Ordo. He is then branded with the Banner's symbol, crossed flaming swords, the brand being heated in the Preceptory's sacred flame. As blessed Knights, no transgression is permitted. Those who commit even minor sins are expelled and their brand erased.

**Using the Unit:** Aside from their extreme devotion and reputation for fanatical loyalty, the First Among Equals have no special role. They can thus be encountered in any battle in which the Incinerators are participating.

## ROOM SERVICE

**Commanding Officer:** Knight Commander Farhad Madani

**Official Designation:** Banner D, Falcon's Ridge Squadron

**Lances:** Three Assault, five Infantry, ten Infantry Support

**Special Rule:** All Knights have the Dig In! Edge and Stealth d6

**Notes:** Knights on offensive operations dread hearing the battlefield is an urban environment. Rubble obstructs the path of armored vehicles, infantry advances are

slowed by debris, and buildings provide cover for enemy troops. The interiors of buildings, especially multi-story ones, contain numerous stairwells and rooms that must be cleared. When a commander needs a building cleared swiftly and thoroughly, he can only hope that Room Service is available.

Their tactic of choice is to rush to the top floor and then work their way down, incinerating anything in their path with flamethrowers and incendiary grenades. (Setting fire to the ground floor and allowing the building to burn while troops advanced past it is unwise—unintelligent Rephaim will remain at their post and pose a continued threat until the flames consume them.)

**Using the Unit:** Knights ordered to storm and clear a large building may find themselves joined by elements of Room Service. Alternatively, Knights pinned down while clearing a building may find Room Service coming to their rescue. The characters' Lance may be ordered to escort Room Service Lances to various structures, maintaining security outside while the Incinerators go to work.

## THE SCORCHED EARTH

**Commanding Officer:** Knight Commander Lucille Primrose

**Official Designation:** Banner A, Warrior Field Squadron

**Lances:** 20 Infantry, each with two Knights Infantry Support

**Special Rule:** Knight Infantry Support have the Long Burn and Wall of Fire Edges.

**Notes:** In battle, the Scorched Earth is typically held in reserve. Only when Incinerator forces are forced to withdraw does the Scorched Earth step to the forefront. Laying down withering streams of flame in broad arcs and throwing incendiary grenades, they set fire to everything around them, denying the enemy cover and preventing them from digging in to snipe at their retreating comrades.

They may be unleashed earlier, but usually only to blaze a path to trapped units. Once in position, they create a semi-circle of fire, buying time for their allies to withdraw to safety.





# Necropolis 2350: Incinerator Handbook

**Using the Unit:** Player character Lances encircled by Rephaim may find their saviors are the Scorched Earth.

## URIEL'S BREATH

**Commanding Officer:** Knight Commander Nicolai Helmann

**Official Designation:** Banner E, Eden's Gate Squadron

**Lances:** Ten Air Support (Scourge)

**Special Rule:** Napalm dropped by the Crater Makers deviate just 1d6-1 x 2" from their intended target, rather than the usual 1d10-1 x 3".

**Notes:** A Banner who developed their special knack in the heat of battle, Uriel's Breath flew round the clock sorties during the fall of New Budapest. Hundreds of Knights cut off by Rephaim forces or pinned down by snipers concealed in buildings were saved by the precision low-altitude napalm drops.

Since then, the Lance has worked hard to perfect its art. When a unit is pinned down and in danger of being overrun, there is no sweeter sound than hearing that Uriel's Breath is commencing a bombing run.

**Using the Unit:** The easiest way to introduce the unit is to have one of their Scourge bombers assigned to the characters' Lance.

## TYPICAL LANCES

The structure of various Lances was introduced in the *Necropolis 2351-55 Update*. The Incinerators 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.

### ASSAULT

When the Church faces enemy armor or hardpoints it must take intact, or when fighting against armored infantry, it can call upon Assault Lances. Well-armored and equipped, Assault Knights rank among the toughest

soldiers of the Sacri Ordines. While many members consider themselves part of an elite force, their comrades routinely label them "the Crazy Gang," for they go where other Knights fear to tread.

**Personnel:** 5 (five Assault Knights, one of whom is a Senior Knight, though sometimes a Knight Artillerist or Infantry Support replaces one soldier to allow added firepower).

**Vehicles:** None

### FIREFIGHTING

Firefighting Lances are highly unusual in that they rarely comprise a full complement of Knights—fires requiring that level of trained personnel fall under the remit of HARD Lances after 2350. Instead, a conventional Firefighting Lance has just a single Knight supported by Sergeants trained as firemen and vehicle operators. As of 2353, the Knight is always a Grenadier.

**Personnel:** 7 (one Knight, seven Fireman Sergeants)

**Vehicles:** 1 Kutiel fire tender

### GRENADIER

Normally, individual Knights Grenadier are attached to Infantry Lances in a support role. When gathered together into a single Lance, they wield formidable firepower, and are able to tackle threats ranging from mass civil unrest to raging infernos and infantry to armored vehicles.

**Personnel:** 5 (5 Grenadiers, one of whom is a Senior Knight)

**Vehicles:** None as standard

### INFANTRY SUPPORT

As with Knights Grenadier, it is rare for Infantry Support Lances to operate as a unique entity. They are commonly deployed only when enemy trenches, buildings, or emplacements must be cleared, or to burn a swathe through large numbers of Rephaim.

**Personnel:** 5 (5 Infantry Support, one of whom is a Senior Knight)

**Vehicles:** None as standard



# Chapter Five:

# Character Knights

*But the fearful, and unbelieving, and the abominable, and murderers, and whoremongers, and sorcerers, and idolaters, and all liars, shall have their part in the lake which burneth with fire and brimstone: which is the second death.*

*Revelation 21:8*

Incinerator player characters are not restricted in their choice of branch, though given their Ordo's special training many likely gravitate toward Infantry Support. No matter how you want to deliver flame to the Rephaim, this chapter has something for any Incinerator.

In order to help players quickly design Incinerator characters, we have duplicated the requirements and basic gear for Knight Assault and Infantry Support, as well as the Ordo's special training. There is also a new branch for players who like explosions—Knight Grenadier. Finally, we present a selection of Edges best suited to these four Knight types.

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

## ORDO SPECIAL TRAINING

### BRAVE

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

### CLEANSE BY FIRE

Members of the Ordo gain +2 to Shooting rolls when using flamethrowers, microflare guns, or firing foam or incendiary grenades from any grenade launcher. In addition, they gain +2 to Throwing rolls when chucking foam and incendiary grenades.

## BRANCHES AND GEAR

### KNIGHT ASSAULT

**Requirements:** Strength d8+, Spirit d6+, Vigor d8+, Fighting d8+, Guts d8+, Shooting d8+

**Basic Gear:** Infantry battle suit (+8), molecular sword (Str+d8+2, AP 4), flechette rifle (Range: 24/48/98, Damage: 2d8, AP 2, Auto, 3RB), 3 mags, integral grenade launcher (Range: 20/40/80), choice of 5 grenades, Dove AT-1 launcher with three warheads (Range: 24/48/96, Damage: 3d8, AP 60, HW, MBT), two Nuriel RPGs (Range: 24/48/96, Damage: 2d10, MBT, ignores armor), sledgehammer, ID tag

### KNIGHT GRENADIER

**Requirements:** Strength d8+, Spirit d6+, Vigor d6+, Fighting d4+, Guts d8+, Shooting d8+

**Basic Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2,



# Necropolis 2350: Incinerator Handbook

Semi-auto) with 3 magazines, Maximus RGL (Range 20/40/80, Damage as grenade, ROF 1), medpac, ID tag

## KNIGHT INFANTRY SUPPORT

**Requirements:** Strength d8+, Vigor d6+, Fighting d4+, Guts d6+, Shooting d8+

**Basic Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, flamethrower\* (Range Cone, Damage 2d10, ROF 1, ignore armor), choice of 3 grenades, medpac, ID tag

\* *Hand flamer from 2352.*

## 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. In addition to these, the following core Edges should be considered as preferred—Brawny, Combat Reflexes, Dead Shot, Dodge, Extraction, Marksman, No Mercy, Quick, and Steady Hands.

## BACKGROUND EDGES

### \*ACCLIMATED

**Requirements:** Novice, Vigor d8+

The hero is adapted to coping with extremes of temperature. He has +2 to Vigor rolls to resist the effects of hot and cold weather. The character cannot take the Heat Prone Hindrance.

## COMBAT EDGES

### GRENADE LAUNCHER KING

**Requirements:** Novice, Shooting d8+

A soldier with this Edge has an uncanny

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

## GRENADE LAUNCHER GOD

**Requirements:** Seasoned, Marksman, Grenade Launcher King

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

### \*STRONG ARM

**Requirements:** Novice, Strength d8+, Throwing d6+

Whether it’s technique or raw ability, the character has a powerful throwing arm. He increases the range of thrown weapons by 1/2/4.

## TANK BUSTER

**Requirements:** Seasoned, Shooting d10+  
Being able to disable a tank quickly by hitting its weak spot takes a steady hand and keen eye, not to mention a fair amount of courage.

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

## TANK HUNTER

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

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

When attacking armored vehicles, your character knows how to hit the weaker points of the vehicle and adds +4 to the AP value of his weapon. This bonus applies to attacks with



ranged anti-tank weapons or close-up weapons like mines, as well as vehicular weapons. The weapon the hero uses must still be able to affect armored vehicles.

## WALL OF FLAME

**Requirements:** Seasoned, Shooting d8+

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

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

## LEADERSHIP EDGES

### \*FORCED MARCH

**Requirements:** Seasoned, Agility d6+, Vigor d6+, Command

Speed matters in battle, and the character knows how to keep his allies a cohesive fighting force when advancing. When the character runs, all allies within his command radius acting on his action card may use his Running die result.

## ORDO EDGES

### \*ARCHING FIRE

**Requirements:** Veteran, Incinerator, Smarts d8+, Shooting d6+

In place of unleashing a burning stream of fuel directly from a flamethrower's nozzle, the character has learned how to saturate a wide area with fuel vapor before igniting it. This allows the soldier to fire over intervening cover.

Instead of using the Cone Template, the character places a Medium Burst Template within 10" and makes a Shooting roll. This is

an area effect attack. Everything under the template takes 2d10 fire damage, ignoring armor, as the fuel ignites.

## FIREPROOF

**Requirements:** Seasoned, Incinerator, Spirit d8+, Vigor d8+

A small number of Incinerators regularly purge their sins by scorching their flesh. Some burn just a small area, while others prefer to scar their entire body as a sign of their devotion. A few of the latter have found this practice has more benefits than just cleansing their soul.

The hero has developed a limited resistance to fire. He has +2 Toughness against fire attacks (including fiery area effect attacks) and background sources of intense heat (walking through a burning building, for example), and gains +2 to resist the effects of Heat.

He gains no benefit against most explosions—only sources of actual heat or fire. An exploding flamethrower tank counts as a fire attack for these purposes.

### \*FUEL EFFICIENT

**Requirements:** Veteran, Incinerator, Smarts d8+, Shooting d8+

Constant practice has allowed the character to use less fuel when wielding a flamethrower but with no reduction in lethality.

The character treats the shots available as double the normal when using a flamethrower, hand flamer, or heavy flamethrower.

### \*LONG BURN

**Requirements:** Seasoned, Incinerator, Strength d8+

Armed with a flamethrower, the character can block narrow passageways with a constant stream of scorching fire.

If the character does not move during his turn, he can keep the trigger of his flamethrower or hand flamer held down. He makes an attack roll as normal. The Cone template stays in play until the start of his next turn. Any creature in or who enters the template must roll to avoid the attack as normal, using the



# Necropolis 2350: Incinerator Handbook

original Shooting result. Using a flamethrower or hand flamer in this manner consumes five shots of fuel.

## POWER EDGES

### \*FIRESTORM

**Requirements:** Heroic, Incinerator Chaplain, Arcane Background (Miracles), Faith d10+

The Chaplain's damaging spells with a fire or heat trapping are far hotter than normal. Damage dice are increased one die type. For instance, *bolt* and *blast* inflict 2d8 damage, while *burst* causes 2d12 damage.

### \*RIGHTEOUS FLAME

**Requirements:** Veteran, Incinerator Chaplain, Spirit d8+, Faith d8+

Incinerator Chaplains are renowned for their fire-based miracles. This particular Chaplain is truly blessed, for he can summon a righteous flame.

A Chaplain casting a miracle with a fire/heat trapping can spend an additional Power Point to activate a second trapping effect. Both effects are applied to the miracle. The extra Power Point must be spent before the Faith roll is made. For instance, a Chaplain whose *bolt* miracle has been assigned the Armor Piercing effect could also inflict the Flammable effect.

## PROFESSIONAL EDGE

### SPOTTER

**Requirements:** Novice, Smarts d8+

Incinerators have a habit of calling down incendiary artillery and air support close to their lines. Having a good spotter is essential to avoid friendly fire. A character with this edge can shift the target point of artillery up to 20" per round without delay (instead of the usual 10"). In addition, the deviation for any air strikes this character calls in are halved (rounding down).

## HINDRANCES

### HEAT PRONE (MINOR)

The character suffers badly from dehydration and cannot cope with high extremes of temperature. Given that temperatures in much of Dead Zones Beta and Gamma regularly rise over 95°F (34°C) and summer lasts nearly 400 days, this can be a serious hindrance.

The character has -2 to Vigor rolls to resist the effects of heat and needs to drink an extra 2 quarts of water a day.

### INEPT (MINOR/MAJOR)

For some reason the character isn't as skilled as others. He might be lazy, stupid, a slow learner, or just raised in isolation. The hero receives 2 fewer Skill points with the Minor version and 4 fewer with the Major version. Points earned from taking this Hindrance cannot be spent on Skills.

### PYROPHOBIA

This Hindrance is a specific version of Phobia and uses those rules.

Many people are cautious around fire, but the character has a primordial terror. Non-fire sources of heat, and small flames such as candles, cause him no problems. He is paranoid of flamethrowers and incendiary grenades, fearing they might explode when used. He suffers the Hindrance penalty when wielding such weapons.

### SHORT-LIVED MIRACLES (MINOR/MAJOR)

**Requirements:** Arcane Background (Miracles)

Whether due to his inability to concentrate, a flaw in his training, or a weakness of faith, the character is unable to maintain miracles properly. With the Minor version, the Power Point cost to maintain a miracle is doubled. With the Major version, no miracle can be maintained beyond its base duration.



\$9.99

30303

# Who doesn't love the smell of napalm in the morning?

Love them or hate them, few citizens or Church officials deny the Incinerators have played their part in helping rid Salus of the Rephaim. Time after time, the brave Knights of the Ordo have delivered cleansing holy fire to the enemy. To some, they are true heroes of the faith, prepared to wade into the heart of darkness to purify Salus. To others, they are nothing more than pyromaniacs given license to wield fire.

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 Incinerators.

*Necropolis 2350* is a sci-fi horror roleplaying game from Triple Ace Games.



TRIPLE ACE  
GAMES

WWW.TRIPLEACEGAMES.COM