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IMPALER HANDBOOK

NECROPOLIS

2350



Necropolis 2350 Impalers Handbook

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

The horseman lifteth up both the bright sword and the glittering spear: and there is a multitude of slain, and a great number of carcases; and there is none end of their corpses; they stumble upon their corpses:

Nabum 3:3

Formed last among the frontline Ordines, the Impalers have left an indelible mark on the psyche of Salus' citizens. Where others tread with fire and flechettes, or the grinding of vehicle tracks, Impalers engage in face-to-face combat with the dreaded Rephaim. Some call them fools or reckless for relying on primitive weapons, but all admire them for their steadfast courage.

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

While some Knights consider the Impalers to be young pups in the struggle to safeguard Salus, Impalers are quick to remind their peers that not only have they earned their worth a hundred times over, but only they have charge over a sacred relic.

A HOLY CHARGE

Founded in March 2325, the Order of the Sacred Lance took its name from the spear used to pierce Christ while on the cross. Known as

the Spear of Longinus (also as the Holy Lance and the Spear of Destiny) the ancient relic was brought to Salus a matter of months before the Earth was destroyed.

Until the formation of the Ordo, the Spear was kept in the Pope's private museum, where it was revered as a holy artifact possessing great but unknown powers. Once a year, it was brought out and placed on the high altar of the great cathedral in Vatican City, where the faithful would come from far and wide to see it.

Initial protection of the relic fell to the Swiss Guard, the Pope's bodyguards at the time. According to the Ordo's preferred origin story, Colonel Ivan Dmitrovich received a vision while praying before it. His mind opened to the wisdom of God, Dmitrovich's chroniclers claim the archangel Michael handed him the Spear (which was bathed in a brilliant radiance) and ordered him to wield it against mankind's enemies. The story goes that it was Dmitrovich who persuaded the Pope, a close friend, to create a new Ordo and give them possession of the sacred artifact.

The tale has many critics both in the Ordines and the Church. Most point to the fact that the story only began to circulate a year ago, by which time Dmitrovich's illness had become public knowledge. Further scorn was poured on because the story is almost identical to the story told by Incinerators about their origin. Many suspect the Ordo's senior officers are trying to have their Grand Master sainted in order to increase their prestige, and by default recruitment numbers and financial status.

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True or not, the Pope did create a fourth Ordo and he did charge them with the Holy Lance's protection.

A SPECIALTY CHOSEN

As with their Templar and Incinerator counterparts, the Knights and Sergeants of the Ordo chose a combat specialty. In this case, it was melee combat.

For the most part, this stemmed from their guardianship of the Spear of Destiny and their belief it possessed power over evil. However, there are many in the Ordo who believe Vlad the Impaler was the first vampire and it is with a certain irony they impale Rephaim on spears in the manner of this infamous and blood-thirsty Romanian warlord.

Among the other Ordines, the Impalers' preference was mocked as a gimmick, a marketing tool to help recruitment. After all, who would voluntarily elect to engage in melee with the Rephaim when they could be dispatched from a safe distance?

The media, always looking for an interesting angle, gave the new Ordo—which they dubbed the Lancers—plenty of coverage during its initial recruitment phase.

FIRST BLOOD

Keen to show the worth of his new Ordo and silence its critics, Grand Master Dmitrovich sent the fledgling Knights into battle within weeks. As a gray May morning dawned over Dead Zone Alpha, a wave of Angel dropships descended from the clouds to disgorge the first Impalers. The foray was to be both a disaster and a stunning victory.

Intelligence reports indicated the selected target, the remnants of a small mining colony overrun two years ago, contained few Rephaim. Seeking a swift military and public relations victory against minimal opposition, Dmitrovich had multiple reporters embedded with his troops.

The Knights quickly found themselves vastly outnumbered. Calls for support were denied due to an approaching storm, leaving the defenders to survive until it cleared. For three

days they held out against wave after wave of undead. When the ammunition ran out, the Impalers resorted to swords and spears.

Of the 100 Knights sent into battle, 59 were dead or wounded by the time reinforcements arrived. Scores of Sergeants lay dead in the field. Media footage portrayed the attack as a great victory, with images of Knights hacking and stabbing their foes in bloody hand-to-hand combat running almost continually for the next week.

Seeing the Knights in action, the public quickly began to call them the Impalers, a nickname officially adopted soon afterward.

THE DEFENSE OF DAINOME

The Impalers' first major battle was the defense of the industrial town of Dainome in Tomaculum (2327). Playing up to their new name and growing reputation, this time the Knights fell back to using melee weapons long before the ammunition ran dry.

Live feeds ensured record viewing figures at the time as citizens sat in front of their televisions to watch the carnage unfold. Whether it was bravery or stupidity to resort straight to melee became a moot point—the Impalers saw their financial and manpower assets rise by 2% in a single quarter following their victory.

ONWARD AND DOWNWARD

Bolstered by previous successes, the Ordo was soon able to expand its influence in the Curia and among the civilian population, and fund new Preceptories.

By 2336, a poll conducted by Church media saw the Ordo exceed any of its peers in terms of available manpower, come a close second to the Templars in return of popularity among the masses, and score a modest fourth for perceived wealth. Arguably the latter was considered a boon, as many citizens saw ostentatious building schemes and the acquisition of vast tracts of land as a waste of resources that should have been funneled directly into the war effort.

Pride swelled Impaler hearts, but it also brought with it arrogance and overconfidence.

What should have been victories became defeats as the Ordo sent fewer Knights into action than were actually required, believing that nothing could stand against it. As the defeats mounted, so public opinion turned against the Impalers. Recruitment dropped and its finances plummeted. By 2347, the Impalers were at their lowest ebb. Rumors in the Curia suggested the Pope might well disband the Ordo if things didn't change.

THE FALL OF NEW BUDAPEST

The Fall of New Budapest, although a major blow to the Church and its militant arm, restored the Ordo's fortunes.

Although they suffered heavy losses in the process, the Impalers held strong at several key points, thus allowing the other Ordines to evacuate key personnel and the wounded. The last Knights in the city were isolated Lances of Impalers.

With the various commands in chaos as Banners and Lances lost all cohesion, and many commanders dead, missing, or wounded, the stragglers had no hope of extraction. The last messages commended their souls to God, reaffirmed their support of the Pope, and declared that every Knight and Sergeant would do their duty to the last.

REBUILDING FOR THE FUTURE

Grand Master Dmitrovich made a public announcement three days after the last broadcast was received from New Budapest.

With tears in his eyes, he spoke of the valiant defense and told how losses could have been higher without the sacrifice of so many Impalers. Furthermore, Dmitrovich admitted that his Ordo was not without its flaws. As an act of contrition, the Grand Master offered his resignation to the Pope and removed all of his senior officers from their posts. The Ordo, he ended, would be reborn stronger and more faithful than ever before.

It was all intended to show his Ordo in the best light and tug on heartstrings, of course, and it worked exactly as planned. With the Pope vocally supportive of the Grand Master

remaining in post as the "best person for the task," public opinion swung in favor of the Ordo once more and countless citizens flocked to recruitment stations.

MOTTO

The Ordo's official motto is *cum fidem et basta* (with faith and spear), an affirmation of their chosen weapons.

It has a secondary motto—*audaces fortuna iuvat* (fortune favors the bold). When a Knight receives his sword and spear, the motto is etched into the weapon as a constant reminder of the path the Knight has chosen to follow.

GRAND MASTERS

Only one Grand Master—Ivan Dmitrovich (2325) has commanded the Ordo.

Now in his late seventies, Dmitrovich began his career as part of the bodyguard retinue of the cardinal who would one day become Pope John XXIV. Enlisting as a second lieutenant at the start of the Third Reformation War, he retired from active service as a major and returned to his duties with the cardinal.

When the newly elected pope reestablished the Swiss Guard, he transferred Dmitrovich to Guard at the rank of lieutenant-colonel. Dmitrovich was a full colonel before accepting the post of Grand Master of the new Ordo. He remains a close friend of the Pope, having served him loyally for 20 years before taking his holy vows.

Since 2344 he has been suffering from a progressive wasting disease. In the last few years especially, he has taken a less active role in Ordo's running and turned to reading scripture. Many suspect he will soon step down from office and retire to a monastery to await his not-too-distant death.

SENIOR OFFICERS

Like the other Ordines, the Impalers have three senior dignitaries serving the Grand Mas-

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ter. The number in parentheses is the date the individual achieved their current station. As is commonplace elsewhere, senior officers may nominate their own successor in life. If the incumbent dies without appointing one, the other senior officers select his replacement.

DEPUTY MASTER

Simon LeNoir (2346) joined the Ordo at its inception in 2325. By 2345 he had risen to the rank of Field Master and been appointed successor for the post of Deputy Master.

The last few years have seen LeNoir elevated to higher positions. He became Deputy Master following the Fall of New Budapest and *de facto* head of the Ordo in 2348. The incumbent has yet to officially appoint LeNoir as his successor, but few doubt he will when the time comes.

LeNoir is popular with the common membership, especially those who have served under him. Even today, with 25 years under his belt and numerous promotions and transfers, he recalls almost every person he has previously served with. Many Knights are lucky if their current Field Master knows who they are, yet a Deputy Marshal who fought alongside them more than two decades ago.

SENESCHAL

Caitlin Moore (2346), a former Commanderie Quartermaster, received her promotion from the Grand Master, although she was nominated by LeNoir, her former Field Master. In her short tenure, she has been responsible for military innovations currently in progress, such as the Sebastian Close Support Aircraft and Heartbreaker II.

MARSHAL

A graduate of the Valhalla Military Academy, Lars Peterssen (2346) was an Asgard Einherjar (elite corporate soldiers) before he found faith and transferred to Church estates.

Accepted into the Ordo in 2335, he has a remarkable service record. Despite his background as an infantryman, he initially trained

as a Knight Vehicle (Ground) and saw service as a Flagellant ISV commander. Several years later, he retrained as Knight Vehicle Crew (Air), flying numerous sorties as a fighter pilot. Eight years ago he switched again, this time to Knight Infantry. He was a Preceptor Master when he was promoted to Marshal.

Peterssen's experience makes him an ideal Marshal—he has an understanding how each branch functions singularly and collectively.

RECRUITMENT

Media coverage has swelled the Impalers' ranks several times, but for the most part they struggle to recruit. The public is quite content to cheer Knights wielding melee weapons against terrible foes on television, but when it comes to becoming that Knight most balk. Only when patriotic fervor is fueled do they flock to recruitment centers.

COMPETITIONS

It is not every day that a civilian gets chance to pit themselves against a Knight in combat, but Impalers provide that opportunity.

From rural fairs to major religious events, recruiting Sergeants and Knights set up a makeshift arena. Big prizes are offered to anyone who can last a minute against a Knight in a staff fight. Much of the spectacle is pure pantomime—few civilians of any hope of defeating even a rookie Knight. However, it is a great means of engaging the crowd and enticing others to come watch.

Most times the contender gets their ass whooped, to the delight of their friends and the baying crowd, but sometimes the Knight allows their opponent to strike home a blow. Anyone who shows even modest potential is quickly met with by the Sergeants.

MEDIA

When it comes to the media, the Impalers can't rely on columns of tanks or showy pyrotechnics to tempt audiences to enlist. Nor can they espouse the virtues of selfless service

in the name of the common people. As noted above, people love watching the Impalers at work, but few want to be one.

Rather than being dedicated to showing heroic, lone Knights being swarmed by Rephaim as the soldier slashes with his sword and stabs with his spear, stock footage depicts groups of Knights working in unison.

Meanwhile, the voice-over espouses the deep brotherhood shared by Knights and how each man is part of a family that watches his back. A common tactic is to single out orphans (Church orphanages are prime recruiting grounds for all the Ordines) and children from broken homes, with the Ordo offering to become the loving family they lack.

Few citizens are aware that a popular television game show, *Have-A-Go-Heroes*, in which citizens have to complete obstacle courses and batter “gladiators” with padded staffs, is funded by the Impalers. Those who perform well not only earn prizes, they receive a visit from recruiters.

PUBLIC APPEARANCES

Given a choice, most citizens would rather sit on a heavy tank or watch a flamethrower at work than talk about swords and spears. Knowing the odds are stacked against them, Impalers rarely make public appearances outside of visiting orphanages and staging competitions.

TRAINING

After completing basic training, all Squires are sent to the Arena (see Chapter Two). Here they undergo a grueling four-month course on hand-to-hand combat. The first month is dedicated to basic pugilism, the second month to swordplay, and the remaining months to handling a spear.

The courses are brutal. Squires begin with blunted weapons, suffering mainly bruises but occasional broken bones. As they progress, so actual weapons are employed. Fatalities are rare, but many Knights can boast of scars inflicted during training.

A Squire’s proficiency determines what

THE STEREOTYPICAL IMPALER

The stereotypical Impaler is seen as a mix of brutal thug, brave warrior, and deranged lunatic.

No matter their opinion of the Ordo, fellow Knights can be confident an Impaler will not panic and desert them in battle. This doesn’t mean they are suicidal, by any means—there is a time to stand your ground and hope for the best and a time to retreat to live and fight another day.

On the other hand, many Knights have a natural reluctance to draw their swords and start slashing when there are other options. This is hardly cowardice—many Rephaim are naturally stronger, faster, and tougher than humans. In mixed Lances, non-Impaler Senior Knights need to keep their subordinates on a tight leash.

Recent attempts to change attitudes within the Ordo means that many older Knights are still arrogant and overconfident in their abilities. These were once prized traits, but now they are a sign of the old guard, a relic of an early age.

branches are available to him. Honor students are sent to become Knight Assault or Spearman. Merit students are pressed to become Knight Combat Engineers, Infantry, or Infantry Support, though they are given a choice of other branches (other than those listed above) if they really want. Those who merely pass can only become Knight Artillerists, Combat Medics, Scouts, or Vehicle Crew. The few who fail are reduced down to Sergeant status. Only the most inept are kicked out of the Ordo back to civilian life.

In game terms, a Knight requires Fighting d8+ to be an honor student, Fighting d6 to earn a merit, and Fighting d4 to score a pass. If you’re using the optional Ordo Requirements rule from the *Preachers’ Handbook* note that only Knight Vehicle Crew may enter play with Fighting d4.

Physical courage is not only the choice to accept agony, danger, pain, and uncertainty,

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but the willingness to do so knowing the possible outcome. The sight of Rephaim can Knights running from a hundred years, but Impalers have to be able to stand toe-to-toe with the God-cursed creatures.

Whether they are Assault or Vehicle Crew, Impalers are taught to ignore their fears through aversion therapy, the inflicting of beatings, and accept their ultimate fate so they can focus on the job at hand.

GRADUATION CEREMONY

Graduating Squires are always knighted at the Ordo's headquarters in Vatican City in a two-part ceremony. They awarded their sword in the first part and given the title Knight.

They are then handed their first spear (known as a *primus pilus*, which literally means "first spear"). No ordinary weapon of war, the spear tip is plated with silver and engraved with the Knight's name and date of knighthood. (As one earns additional ranks or titles, so new data is added.)

The Knight is taken to stand before the Spear of Destiny. After touching their spear tip on the relic and swearing additional holy vows, the Knight is proclaimed a "brother/sister-in-arms in the eyes of his peers, the Pope, and God." Only now is the Knight considered to be an Impaler.

The spears are not imbued with any special powers from contact with the Holy Lance, but they are considered blessed. Few Knights ever take their spear into battle—to lose it results in eternal shame, not to mention a loss of all rank and, in many cases, a short tour with the Penitents. A Knight is never granted a second *primus pilus* under any circumstances.

KNIGHTLY JUSTICE

The Impalers can be somewhat lax when it comes to enforcing justice on Knights.

Brawling, a flogging offense, is considered acceptable so long as no one is seriously hurt, it involves a member of another Ordo, or it is witnessed by a member of a different Ordo. In most instances, brawling is a means of set-

ting personal minor grievances and letting off steam. Gambling on brawls is considered a serious offense (100+ lashes).

A Knight expelled from the Ordo for any reason has his *primus pilus* ritually broken and the tip melted down.

INTERNAL PENANCE

Reluctant to send wayward Knights guilty of major sins straight to the meat-grinder that is the Ordo Penitentia, and with hundreds of lashes likely to put the perpetrator out of action for several days, if not weeks, Knights may be sentenced to a punishment tour within the Ordo. Stripped not only of his armor but also his sword, the Knight must enter combat only with a single spear. The Ordo refers to this as "internal penance."

Given that he has now weakened the Lance and endangered his comrades by his lack of armor and armaments, he is also likely to receive a few beatings from his comrades. This is especially true for Knights reassigned to the Lance to serve out their punishment.

That said, older Impalers accept that they bear some responsibility for their comrade's sins. Murder of a fellow Knight could have been prevented (even if that means injuring or killing the aggressor) in many instances. Early signs of heresy should have been detected and reported to superiors before the taint grew deeper roots. Disobedience in the face of the enemy should have been prevented with morale raising cries or a hefty slap across the face. Younger Knights, however, tend to hold to the opinion that every Knight is responsible for his own actions and that to punish others as well serves no purpose.

Whereas Penitents serve tours measured in time, Impalers undergoing internal penance are required to kill a set number of Rephaim before their soul is consider cleansed. No distinction is made between lower order Rephaim, such as skeletons and zombies, and greater order fiends, such as vampires and liches. Every kill must be verified by at least two witnesses if common Knights or by a single Senior Knight or higher.

There are no penal Lances within the

Ordo—the Knight continues to serve with his regular comrades wherever possible. Knights Artillerist, Scout, Vehicle Crew, and the like may request a transfer to a frontline Infantry Lance to serve their penance. To be retained in their original Lance is an additional punishment, given the requirements for ending penance.

FINANCIAL STATUS

Money makes the war go round. Despite having few armored vehicles to maintain and replace, using the Templars for much of their air support needs, and limited heavy weapons, the Impalers still need vast sums to prosecute the war against the Rephaim.

Preceptories don't maintain themselves, soldiers need sustenance and personal equipment, and the Ordo's heavy reliance on support weapons means it burns through flechettes in truly astronomical quantities. Spears and heartbreakers are hardly the most expensive armaments, but many Impalers require several replacements after every engagement.

INVESTMENTS

Instead of squandering money when times were good, the senior officers had the prudence to invest the Ordo's wealth.

Some of that was in land, on which were developed agriculture and industry. Having no taxes to pay on their profits and no shareholders to appease with dividends, the profits could be funneled back to the center coffers for distribution as necessary. Being a late addition to the Church Militant, the various estates are smaller than their rivals (save perhaps those of the Preachers) and thus bring in less income.

Acting through middle-men extraneous to the Ordo, much of the initial wealth was invested in shares in the various Corporations. Preferring not to place all their nest-eggs in one basket, resources were shared between every major Corporation and scores of minor ones.

One should note that this practice is not proscribed by the Church, which also makes investments with Corporations.

OPTIONAL RULE CHAPLAINS & STARTING MIRACLES

Chaplains with Arcane Background (Miracles) receive two miracles of their choice. Given that the Ordines' specialties make certain miracles some more useful than others, the War Master may rule that a Chaplain receives a fixed miracle based on his Ordo. The second miracle is left to the plater to pick as normal.

Impalers: *Smite*

Incinerators: *Burst*

Lazarite: *Detect/conceal arcana*

Practorians: *Deflection*

Preachers: *Healing*

Templars: *Armor*

Teutonics: *Stun*

MERCHANDISING

In terms of merchandising, the Impalers sit between the mighty branding machines of the Incinerators and Templars and the weaker brands of the Lazarites and Preachers.

Attempts were made to sell replica spears and heartbreakers to civilians, with a focus on children, but there were few takers—a spear is pretty much the same another, and children were content to “play Knights” using sticks they could pick up off the ground.

Aside from shouting “bang!” there is little way of a child replicating a heartbreaker, though. A range of impact-detonated firecrackers marketed at children allows rudimentary stick spears to become rudimentary heartbreakers. The detonation is loud but harmless, resulting in a minor burn at the very worst.

Many Knights have adopted the firecrackers for use in the field. Scattered around a perimeter, their distinctive crack provides an early warning that someone or something is approaching.

PILGRIMS

Possession of the Holy Lance gives the

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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 Impalers are listed below.

ST. LONGINUS

Patron Saint of Spearmen

Additional Requirements: Fighting d6+, *smite*

Benefit: When casting *smite* on a spear or heartbreaker, the damage modifier is +4, or +6 with a raise.

ST. MICHAEL THE ARCHANGEL

Patron Saint of the Ordo Hastae Sanctae

Additional Requirements: Agility d6+

Benefit: +2 bonus to cast *bolt* and *smite*. *Bolt* always takes the form of spears with a light trapping.

Impales immense prestige. It also gives them something they can exploit for financial purposes. Every Prayday, the public is permitted to enter the Cathedral and pray before the Holy Lance. There is no admission fee—such a crass act would be met with cries of blasphemy. Instead, worshippers are pressured to make a donation to help maintain the Cathedral.

Numbers are strictly controlled for security purposes, with no more than ten worshippers permitted into the Great Chapel at any one time. Given the length of the queues, pilgrims are allowed just two minutes to perform their

acts of worship before a bell rings and they are escorted out.

Wealthier citizens may schedule an appointment to attend a private viewing (private except for ever-present Lancers, of course), but this requires both influence with the Curia, the Ordo's senior officers, or the Lord High Chaplain's office, and a sizeable donation.

CHAPTERS

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

CHAPTER CLERICAL

Even in a military organization, administrators are a necessary evil—someone has to manage the estates, arrange logistics, and fill out the paperwork.

The Chapter Clerical has a serious problem recruiting Knights. Recruits who want to become an Impaler do so because they want to fight the Rephaim, not sit behind a desk and wield letter openers. As a result, most posts are filled with Knights considered too old or too physically or mentally infirm (the latter usually post-traumatic stress) from frontline duty. In most cases, the appointees are vociferous in making their feelings about the transfer known.

These unfortunates are pitied by their brethren, for most would rather die in battle, spear in hand, than die of boredom in an office. Those few healthy Knights who actually volunteer for administrative duties are frequently mocked as moral cowards, lacking spiritual fortitude, or both, regardless of their actual duties or equivalent rank. Of course, to mock them to their faces is the mark of a fool—it is never wise to get on the wrong side of one's Preceptor Hospitaller, Intelligence Officer, or Quartermaster.

Outside of senior positions, which are always occupied by Knights, most administrative posts are held by Sergeants, with the lowest grades filled by civilians.

CHAPTER MILITANT

In terms of Knights, the Chapter Militant outnumbers the Chapter Clerical by over six-to-one, a ratio that impresses even the most conservative members of the combat-centric Incinerators.

The Chapter Militant has adopted a three-tier system similar to that of Roman Republic. The highest division, the *principes* (sing. *princeps*), contains only Knights Assault and HARD. Knights Infantry, Infantry Support, Spearmen, and Vehicle Crew form the *bastati* (sing. *bastatus*). Finally, there are the *triarii* (sing. *triarius*), which consists of Knights Artillerist, Combat Engineer, Combat Medic, and Scout.

The divisions are not an indication of worth or superiority. The *principes* are the Ordo's shock troops and are usually sent in first. The *bastati* form the bulk of the Ordo's fighting force. The *triarii* are technical specialists or serve in unique capacities.

For all its available manpower, the Chapter Militant is sorely lacking in heavy firepower. Its vehicle fleet consists only of personnel transports and lightly armored infantry support tanks, while its aerial Lances are primarily fighters and the ubiquitous Angel Dropship. Likewise, while it employs man-portable artillery such as mortars and SBACs in an infantry support role, it has very few heavy guns or self-propelled artillery pieces.

Unable to launch attacks against heavily armored targets without aid from the Incinerators or Templars, the Chapter Militant prides itself in urban warfare, where its Knights and Sergeants do not suffer from a lack of heavy tanks, and in holding defensive objectives.

KNIGHTS SPEARMAN

While every Knight is expected to possess some skill with melee weapons, Knights Spearman disdain ranged weapons entirely. That said, they are expected to have a basic grasp of firearms in case they are called upon to man a machine gun or take over a vehicular weapon in an emergency.

Among their brothers and sisters, Knights Spearman are accorded more respect than

any other branch. This is not because of their martial prowess, although only honor students from the Arena can elect to join their ranks and they are definitely among the cream of the crop, but because voluntarily fighting the Rephaim solely with melee weapons is regarded as a sign of strong faith and true devotion to the Impaler creed.

CHAPLAINS

Impalers place no requirements on their Chaplains to be proficient with weapons, but at the same time, they expect every man or woman to do their part in the fighting. To be fair, most Impaler Chaplains insist on undergoing the same martial training as Sergeants before entering the field.

Impalers distinguish between Faithful Chaplains based on their miracles. Chaplains Militum wield offensive miracles (such as *bolt* and *burst*). This includes powers that enhance weapons (*smite*) as well as ones intended to enhance Knights' combat efficiency (*boost/lower trait*). Chaplains Auxilia wield defensive spells (*armor* and *deflection*) as well as restorative ones (*healing*).

Regardless of what miracles they possess and their martial proficiency, Chaplains are accorded the same respect.

SERGEANTS

As an infantry Ordo, the Impalers make great use of Sergeants to bolster their combat strength. Although they lack the special training of Knights, Sergeants are expected to engage in melee when called upon.

Most Ordines have strict rules concerning Sergeants and weapons. The Impalers permit theirs to carry at least one heartbreaker. Sergeants assigned to Infantry and Spear Lances carry multiple spears and heartbreakers, both to wield in battle and to rearm Knights who have used theirs up.

Within the Ordo, Sergeants are known as *velites* (sing. *velites*), after the Roman Republic's light skirmishers.

HOLY RELICS

From fragments of bone to complete skulls and scraps of cloth to entire items of clothing, almost every church and cathedral claim to possess a relic brought from Earth.

As far back as the Council of Trent (1563), the Church declared that veneration of relics bestowed benefits from God to men. Thus, relics attract pilgrims seeking the saint's blessing or protection. In temporal terms, pilgrims bring donations beyond their regular tithes.

Few citizens doubt that relics are holy objects that once belonged to saints and martyrs. Even skeptics acknowledge that belief is far more important than convenience.

The selling or purchase of holy relics, or fraudulently selling items as holy relics, is considered a major sin by the Third Reformation Church and is punishable by 3-12 years hard labor, plus confiscation of any relics in the perpetrator's possession. Selling holy relics to a heretic (or even just giving them away) carries a sentence of death by burning. When Inquisitors are involved, a trial is considered optional and pleas of, "I didn't know he was a heretic" carry no weight.

Citizens who discover a relic, or an item which could be classified a relic, are rewarded by the Church, but only with absolution of past temporal sins (it doesn't grant the citizen a guaranteed place in Heaven). Relics fall under the jurisdiction of the Office of Relics, a sub-office of the Office of Antiquities (see *The Long Sleep* in the *Necropolis 2350 Adventure Compendium* for details).

Shrines are allowed to sell replicas of relics to raise income, but must clearly state their mundane nature.

Relics have no game mechanics—they are not tools to be wielded by player characters. They can be a source of adventure, though. Knights may be ordered to recover a relic lost when the Rephaim overrun a town, retrieve one stolen from a shrine, or provide protection for one. The adventure *The Last Word* (see *Necropolis 2350 Adventure Compendium*) involves the head of Saint Malachy.

TABARDS & EMBLEMS

Regardless of their Chapter or branch, Knights and Sergeants wear white tabards with a square cross in the center as a symbol of their spiritual purity.

When in armor, the cross is placed on the shoulder plates. Camouflaged armor is donned for battlefield duties.

Chapter Clerical: A black cross.

Chapter Militant: A black cross. Unlike those of the Chapter Clerical, the top of the cross is pointed, resembling the spear they wield in combat (see the front cover).

Sergeants: A red cross with a pointed top.

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.

POINT DEFENSE

Point defense missions come in two varieties. In the first, a safe zone must be established in advance of further operations. A standard example of this is securing a landing zone. The second mission involves protecting an already established but temporary location, such as a field hospital. In either case, establishing a perimeter is essential, and the modular Palisade system (see p. 18) allows Knights to do this with ease.

Two lines of defense are formed. The outer line is intended to keep the enemy at a distance from the safe zone. Infantry support vehicles and machine guns stationed along the perimeter allow the defenders to create withering fields of fire against massed infantry, while mortars provide additional support from within the inner defenses. The second line of defenses is established close to the objective being defended. In the event the first line is overrun, the defenders can regroup and continue their defense. To lose the inner perimeter spells doom, for nothing now stands between the enemy and his objective. It is usually at this time that firearms are discarded in favor of melee.

Chapter Two:

Facilities

So we laboured in the work: and half of them held the spears from the rising of the morning till the stars appeared.

Nehemiah 4:21

CATHEDRAL OF ST. LONGINUS

At the heart of the Holy Lance Preceptory, the Ordo's headquarters in Vatican City, stands the Cathedral of St. Longinus, a truly monumental edifice intended to showcase the Impalers' piety. Its many lofty spires are tipped with huge spears from which hang white banners marked with the Chapters' crosses.

It is the seat of the Lord High Chaplain of the Ordo Hastae Sanctae, the highest-ranking cleric in the Ordo and spiritual advisor to the four senior officers.

THE GREAT CHAPEL

One of the many side chapels (the Great Chapel) holds the Church's most sacred relic—the Spear of Destiny.

For all its importance, the Spear is not housed behind armored glass or kept stocked away inside an ornately carved case. It sits on plain view, resting on a plain altar cloth embroidered with the Ordo's spear-tipped cross.

This is not to say it is unguarded—an entire Banner of Knights, the Lancers, is charged with maintaining a constant vigil over the precious relic. A line of gold engraved into the granite flagstones delineates the closest point a sup-

plicant may stand to the Spear. Any attempts to cross the line are met with swift and brutal action.

Any Knight or Chaplain may enter the Great Chapel at any time, but must do so without armor or weapons. Only the Pope, Grand Master of the Ordo Hastae Sanctae, and the Lord High Chaplain are permitted to touch the Spear, and even they are kept under close watch by the Lancers.

HALL OF THE FALLEN

Separate to the cathedral but still within its precincts, the building is dedicated to the memory of fallen Knights.

When an Impaler dies of natural causes, his *primus pilus* is placed here as a mark of respect for his years of service. The first spears of those who fall in battle are coated in gold before being deposited here. No distinction is made between ranks or branches—all were servants of the Ordo in life and all are equal in the eyes of God in death.

CLOSE QUARTERS COMBAT TRAINING SCHOOL

Better known as the Arena, this training Preceptory is located 80 miles southwest of Vatican City. Whether he wants to be a Knight or a Sergeant, a frontline soldier or an administrator, a ground soldier or vehicle crew, every

THE HOLY LANCE ON TOUR

The Spear leaves the Great Chapel only twice a year. On the anniversary of the Pope's ascension, the relic is taken from the Cathedral and carried through the streets to the Papal Palace, where the pontiff blesses it. Thousands throng the streets in the hope of catching a glimpse of the Spear.

Once a year, an Impaler Preceptory is chosen to house the Spear for one week. This allows not only the Knights an opportunity to pray before it, but also civilians unable to travel to Vatican City. When the Spear moves, the entire Lancer Banner goes with it.

Rumors abound that the Spear on display or sent to other Preceptoriums is actually a replica, and that the original is housed in a secret vault protected by advanced electronics, as well as Lancers, somewhere deep beneath the cathedral. Those who profess such beliefs in front of an Impaler may be cautioned for their blasphemy.

member of the Ordo spends at least a month here undergoing basic hand-to-hand training.

Unless stationed here as an instructor or garrison duty, most Impalers never return after graduating—what skills they have learned here are honed on the battlefield. A select few are picked for more advanced training in the use of spears and heartbreakers.

Knights from other Ordines may apply to take courses here. Every Knight will be required to use his sword at some point during his career and most would like to be comfortable wielding it in anger.

THE HARDWARE STORE

An open secret, the existence of the Hardware Store is common knowledge, but its location is known to only a small few individuals. Given that the Corporations are just in the dark

as to its location, it is probably a subterranean facility with concealed surface landing pads.

More properly entitled Research Facility Alpha, it is the site of the Ordo's research and development center. Here, scientists and technicians develop and test new weapons. It was here that the bolt rifle and heartbreaker were developed.

In order that any new weapons are effective against the Rephaim, the facility holds a number of skeleton and zombie test subjects. Were the Lazarites to discover this they would not hesitate to ask the Pope to close the facility down immediately and transfer all research to one of their facilities.

Even with test subjects to hand, at some point new weapons must be tested in the field. Few Knights look forward to being awarded this "honor"—weapons still in the prototype phase are prone to numerous faults. (The first heartbreakers, for instance, had a nasty habit of detonating if dropped.)

THE SWEAT BOX

The northern tip of the Augustine Territories sits 17° south of the equator. Temperatures average 37 °C (100 °F) in summer, with heights touching 50 °C (122 °F) for months on end. Add in the humidity, not to mention the biting, disease-laden insects, and it's a tropical hell.

A season-long tour here might be bearable on Earth, but seasons on Salus last for 384 days. It has long been said that a man ages four years for every calendar year spent living in the northern Territories.

Saint Lucia of Syracuse Preceptory (aka The Sweat Box) sits a mere six miles from the accepted border between the Territories and Dead Zone Gamma. The Preceptory buildings have air-conditioning, but that's little comfort to the Knights and Sergeants forced to undergo regular foot patrols through the vehicle-impeding jungle for weeks at a time.

It's about a bad posting as one can get with the Impalers (only the Incinerators seem comfortable here). Someone has to be stationed here, of course, but many Knights consider it a form of punishment for basic transgressions.

Chapter Three:

Hardware

Beat your plowsbares into swords, and your pruningbooks into spears: let the weak say, I am strong.

Joel 3:10

Created as an infantry Ordo, the Impalers have never bothered investing in a wide range of armored vehicles. When troops head into battle, they are typically carried by Angel dropships and Prophet APCs, thus enabling them to reach the battlefield quickly and without expending energy on lengthy marches. Protecting the troops once they disembark falls to light vehicles capable of serving in an infantry support and suppression role. When heavy armored support is required, they call upon the Templars.

ANGEL DROPSHIP

The Angel is the airborne equivalent of the Prophet. Capable of carrying three Knight Lances (or one Lance plus supporting Sergeants) straight into the heart of battle, providing fire support, and then airlifting the troops to safety, the Angel is deserving of its name. Its armor is capable of deflecting autocannon rounds, but is no match for railguns or Dove-2 rockets.

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

Handling: +1; **Crew:** 2+18

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

Weapons:

* Flechette chain gun, nose (2,000 rounds)

* 2 x Passover 9cm missiles (no reloads)

FLAGELLANT INFANTRY SUPPORT VEHICLE

The Flagellant ISV is one of many light vehicles modeled on the Prophet chassis. The passenger bay has been replaced with four flechette chain guns mounted on an extendable arm. Weapon control is mounted inside the cab and the gunner aims using cameras mounted on the platform.

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

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

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

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

NAZARETH III HEAVY APC

Although based on the existing Nazareth chassis, the Nazareth III (to be renamed the "Dominion Heavy APC" when it goes into full production) trades weaponry and armor for a small, very cramped passenger bay. Whereas the Prophet APC is designed to deliver troops into relatively quiet areas, the Nazareth III is intended to drop Knights straight into the heart of a raging battle and then remain with them to provide fire support and a quick means of escape.

Unfortunately, the rear ramp has a ten-

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IMPALER AIR SUPPORT TABLES

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

AIR SUPPORT (2350-2352)

d10	Type	Delay	Bingo
1	Archangel	d6	d10
2-4	Angel	d6	d8
5	Deliverance	d6	d6
6	Scourge	d4	d6
7-10	Crown	d8	d8

AIR SUPPORT (2353+)

d10	Type	Delay	Bingo
1	Archangel	d6	d10
2-3	Angel	d6	d8
4	Deliverance	d6	d6
5	Scourge	d4	d6
6-7	Crown	d8	d8
8-10	Sebastian	d4	d10

dency to jam, which has resulted in troops being unable to enter or exit the vehicle. The designers claim the bug will be fixed before it enters active service.

The Nazareth IIIC Command APC has an onboard mobile command center.

Issued: 2354; **Acc/Top Speed:** 6/30; **Toughness:** 42/37/32 (30/25/20); **Handling:** +0; **Crew:** 3+6

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

Weapons:

- * 40mm autocannon (35 rounds)
- * Twin Flechette MG coaxial (2000 rounds)
- * Six AP packs (2 each side and rear)

PROPHET APC

Variants include the Eloï mobile command unit (three passengers and an improved com-

munication array), the Ezekiel repair truck (two passengers and adds +2 to Repair rolls), and the Job supply truck (no passenger seats but holds 2 tons of cargo).

Out of all the Ordines, the Impalers maintain the greatest number of standard Prophets, their fleet exceeding even the vehicle-dependent Templars. In comparison, they operate the fewest number of Ezekiel repair trucks.

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

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

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

XENOPHON MCSAV

The Crusader SBACs and Jericho cannon have proven reliable close support weapons, but they are hampered by their inability to move and fire simultaneously.

In order to provide continuing support for advancing troops and allow soldiers to shift heavy support weapons quickly during defensive operations, Church designers mounted these weapons on a small tracked vehicle. The result was the Xenophon Mobile Close Support Artillery Vehicle.

Just about fast enough to keep pace with troops moving at a run over flat ground, the Xenophon carries two crew—a driver/gunner and the loader/target spotter. It lacks any frills, including heavy armor for the operators.

In the event the vehicle breaks down or is damaged, the gun can be dismantled from the chassis in a matter of seconds (two rounds with two persons or four rounds with a single person) and set up as a static weapon with a collapsible tripod mounted on the chassis.

Given their lack of armored vehicles, the Impalers make frequent use of Xenophons. Not only are the guns capable of taking out lightly armored vehicles and emplacements, they are ideal for blasting chunks from large varieties of Rephaim.

Plans are afoot to mount a Megiddo on the

same chassis to provide mobile indirect fire support.

Issued: 2352; **Acc/Top Speed:** 5/10; **Toughness:** 10 (2); **Handling:** +0; **Crew:** 2

Notes: Fixed Weapon (Front), Improved Stabilizer, Tracked

Weapons:

- * Crusader 25mm SBAC (40 rounds) or
- * Crusader 50mm SBAC (30 rounds) or
- * Jericho cannon (20 rounds)

AIR SUPPORT

While there is a time and place for saturation bombing of enemy positions and blasting massed ranks of advancing Rephaim apart with salvos of rockets, Impalers much prefer precision strikes when calling in tactical air support. Much of their fleet consists of the ubiquitous Angel dropship and Crown fights fitted with missiles.

SEBASTIAN CLOSE SUPPORT AIRCRAFT (2353)

Named after the patron saint of archers, the Sebastian entered development shortly after the fall of New Budapest. During the bloody battle, the Ordo suffered heavy casualties when a flight of Scourges unleashed their napalm on the wrong target. In order to provide his troops with the accurate support their tactics demanded, the Grand Master ordered the construction of a new aircraft.

The resultant fighter, the Sebastian, is unusual in that it is fitted only with guns. More unusually, the guns are movable in flight and can be configured in two attack modes.

The first is a wide dispersal pattern. This allows the Sebastian to pepper a wider area with shells. If this configuration is selected, place two Strafe Templates side by side. Aside from the extra template, the guns function as per *Necropolis 2350*.

The second configuration allows for concentrated fire along a narrow path. Only a single Strafe Template is used, but anything caught in the template suffers a -2 penalty to their Spirit roll to avoid being hit due to the high volume of shells.

The commander on the ground selects the gun configuration each round the aircraft makes a firing run.

MILITARY GEAR

BOLT RIFLE

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

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

Despite its drawbacks, the bolt rifle remains popular with Impalers. The Ordo has requested a heavier version fitted with an armored shield for static defense purposes, though it will be at least 2356 before the model enters full service.

Range: 8/16/32, *Damage:* 2d10, *Weight:* 14 lbs, *Shots:* 10, *ROF:* 1, Minimum Strength d8, AP 4

CESTUS

Hand-to-hand combat is commonplace on the battlefields of Necropolis, and sometimes a Knight doesn't have a melee weapon to hand. To help deliver a better punch, from 2351 all combat gloves for Knights are modified to include rows of metal studs and a more solid knuckle plate.

Issued: 2351; *Damage:* Str+d4, *Weight:* — lbs, Cannot be Disarmed

HEARTBREAKER

Favored by the Impalers, the heartbreaker is a spear with an explosive charge fitted at the base of the point. If the spear successfully strikes a target the wielder may activate the explosive as a free action. The small explosive charge drives the spear point through the tar-

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get, inflicting 2d6 damage and ignoring Armor. Detonation ruins the weapon. The Church has outlawed their use against living targets.

Damage: Str+d6/2d6, *Weight:* 1 lb, Reach 1

HEARTBREAKER II

The heartbreaker has served the Impalers well since its inception, but the Ordo has always sought to improve its effectiveness.

The new heartbreaker, known in the Ordo as the “heartburner,” replaces the standard spear tip with a molecularly sharpened one and the explosive head with a small incendiary device. As with the original weapon, detonating the warhead ruins the weapon.

Issued: 2353; *Damage:* Str+d6/2d10, *Weight:* 1.5 lbs, AP 2, Reach 1

PALISADE PORTABLE FORTIFICATION SYSTEM

Designed to allow the rapid construction of redoubts and fortified lines, the Palisade is made up of large, heavily armored plates designed to lock together. Each part is 1” (2 yards) in width. Four persons can carry a single Palisade at their full Pace, though they cannot run. Two or three persons can move a Palisade at half their normal Pace and again cannot run.

Standing behind a Palisade and firing grants Medium Cover (-2). A lockable slit allows for firing from a kneeling position. The defender gains the advantage of Near Total Cover (-6) when firing in this stance.

Weight: 200 lbs, +20 Heavy Armor

SPEAR, ADVANCED

This weapon benefits from a molecularly sharp edge identical to those on the Ordines’ knives and swords.

Issued: 2351; *Damage:* Str+d6, *Weight:* 5 lbs, AP 2, Parry +1, Reach 1, requires two hands

TOWER SHIELD

With their bias toward melee combat, Impalers are more likely to carry shields into battle than any other Knights. Units that favor hand-to-hand combat have ditched their stan-

dard shields in favor of a larger and heavier shield that offers greater protection.

Weight: 20 lbs, +2 Parry, +2 Armor vs. ranged shots that hit (see *Savage Worlds Deluxe*)

DRUGS

The rules for using drugs and the dangers therein, along with a variety of other narcotics, are presented in the *Preacher Handbook*.

RED MIST

Knights often have to resort to their swords to win the day, either because the Rephaim they face is resistant to their weapons, ammunition supplies are exhausted, or because an ambush prohibits using firearms. Melee combat is a bloody affair, and to help tip the balance, the Church designed Red Mist.

Not without its side-effects, it has nonetheless proven its worth time and time again. Of all the Sacri Ordines, the Impalers, famed for the use of melee weapons, are most likely to issue it on a regular basis.

Effects: The user *automatically* goes berserk, as per the Edge of that name. He remains in this state for 10 minutes, during which time he cannot try to calm down. The drug can cause psychotic episodes. Psychotic characters attack the nearest creature, whether friend or foe (roll randomly to determine the target if multiple foes are equally close).

Deal a card to every user, one at a time. Shuffle the deck after each user is dealt his card. A black deuce indicates the character is uncontrollably berserk.

Taking multiple doses without allowing previous doses to vacate the body greatly increases the risk of the red mist truly descending. The hero draws a number of cards equal to the number doses he has taken. For instance, a Knight taking a second dose receives two cards, a third dose means he must draw three cards, and so on. Only by not using the drug for a whole 24 hours after the last injection wears off does the user go back to drawing a single card.

Chapter Four:

Personnel Files

And there was war in heaven: Michael and his angels fought against the dragon; and the dragon fought and his angels,

Revelation 12:7

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.

ABISOYE OLAJUMOKE, KNIGHT INFANTRY SUPPORT

Born in Nigeria, Olajumoke arrived on Salus on the last colonist ship to reach Salus from Earth (2318) as a child. Having spent everything they had securing a berth to Salus, they survived the first years only with help from the local church and civilian aid charities.

Olajumoke's parents were delighted when he was awarded a scholarship to university for academic excellence. Although staunch supporters of the Third Reformation Church, they were appalled when, a few months later, Olajumoke announced he was quitting school and enlisting in the Ordines.

His parents hoped he might become a doctor or join the Church in some capacity, any

role that would allow him to repay the kindness shown to his family when they arrived on Salus. When they could not persuade him otherwise, they disowned their only child. They never had the opportunity to see him graduate as a Knight—they died in an automobile accident the week before.

Olajumoke has used only one flechette MG since joining the Impalers. He has christened it Ebunoluwa ("God's gift") because it has never failed him and, while using it, has never been injured in the line of duty.

His peers don't have any problem with that—it's not unusual for Knights to name their weapons in memory of loved ones, lost comrades, for good luck, or as a form of boast. Very few of them talk to their weapon, though, and even fewer hold conversations with them.

Olajumoke has undergone several psychological examinations and his Knight Commander even demanded Chaplains check the gun in case it was possessed. Olajumoke has passed every test with flying colors and his weapon has been deemed. So far as the psychiatrists are concerned, the Knight is simply an oddball, but a sane one.

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

Skills: Fighting d6, Guts d6+2, Notice d6, Repair d4, Shooting d8, Stealth d8, Survival d4

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

Hindrances: Habit (Minor; talks to his machine gun), Loyal, Vow (Major: sacred vows)

Edges: Clipping the Grass, Dig In, Hose 'Em

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Down, Improved Trademark Weapon (flechette MG), Rock and Roll!

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette MG (Range: 30/60/120, Damage: 2d8+1, ROF 4, AP 2 3RB), 3 magazines, 3 grenades, 3 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

ATHENA WOODRUFF, SENIOR KNIGHT

Standing a fraction under five feet, Woodruff takes jokes about her height in her stride. Initially turned down due to her short stature, Woodruff challenged the recruiting Knight visiting her village to a duel with spears. Should she win, the Impalers would accept her for training and judge her on her merits. Lose, and she would never bother the Ordo again.

Exactly 25 seconds later, the Knight was lying on his back, Woodruff's spear tip an inch from his throat. With a hearty roar of laughter, the Knight regained his footing and signed Woodruff up to become a Squire without delay. Now retired, he proudly boasts that it was the best decision he ever made.

A determined warrior and the top spear fighter in her Preceptory, Woodruff earned promotion within a year of joining the Ordo. Her reckless behavior and arrogance mean she is unlikely to climb much higher through the ranks.

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

Skills: Fighting d12, Guts d8+2, Intimidation d8, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Survival d4

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

Hindrances: Arrogant, Loyal, Small, Vow (Major: sacred vows)

Edges: Command, Counterattack, Fervor, Mighty Blow, Quick, Rank: Senior Knight, Spear Lord, Spear Mastery

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), tower shield (+2 Parry), molecular sword (Str+d8+2, AP 4), flechette SMG (Range: 12/24/48, Damage:

2d6, ROF 3, AP 2, Auto), 3 magazines, spear (Str+d6, Reach 1, +1 Parry), 3 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

FELIX VEY, KNIGHT SPEARMAN

Until six months ago, Vey was a Templar Knight Infantry, at least on paper. A man with a short temper and iron fists, Vey has spent over half his career serving with the Penitents.

As his sixth tour came to an end, he was approached by recruiting Knights from the Impalers. Impressed by the number of Rephaim kills with his bare hands, they offered the troubled Knight a transfer. Vey, who was never quite right in the head, accepted, but only on the condition he could continue crushing Rephaim with his hands.

Vey became a Knight Spearman, retaining his molecular blade but refusing to wield spears or heartbreakers. Despite his reduced weaponry, he has proven himself a worthy Impaler, never shirking from entering melee against superior odds and proving as deadly with his fists as many of his peers were with spears.

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

Skills: Driving d6+1, Fighting d10, Guts d10, Notice d8, Repair d4+1, Shooting d6, Stealth d6, Survival d4, Throwing d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 13 (6)

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

Edges: Brawler, Brawny, Bruiser, Combat Reflexes, First Strike, Frenzy, Wall of Steel

Special Training: +1 Driving, +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat

Gear: Medium armor (+6), cestus (Str+d4+2), molecular sword (Str+d8+2, AP 4), medpac, ID tag

MAY KAPLINSKI, KNIGHT SPEARMAN

As a young Knight Infantry, Kaplinski was on only her second operation when she was captured by Rephaim. She was their prisoner

for just two hours before being rescued, but in that time they had performed horrible acts of torture. Long slivers of flesh had been sloughed away and her hands were badly mangled. Her body had been broken, but her spirit remained strong. Indeed, her rescuers reported that she managed to crack jokes with them before she passed out while they were administered emergency first aid.

The surgeons did their best, but Kaplinski was left with vivid scars on almost every inch of her body and her fingers could only be partially rebuilt. With only limited manual dexterity, Kaplinski was in danger of being transferred to the Chapter Clerical.

Fortunately, her Knight Commander accepted her argument that she could still wield a sword and spear without hindrance. Sent to the Arena for assessment, she returned to her Preceptory and became a Knight Spearman.

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

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

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (6)

Hindrances: All Thumbs, Anemic, Loyal, Ugly, Vow (Major: sacred vows)

Edges: Block, Dodge

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), tower shield (Str+d8, +2 Parry, +2 Armor vs. ranged shots that hit), molecular sword (Str+d8+2, AP 4), spear (Str+d6, Reach 1, +1 Parry), 5 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

STEFANIE HAWKE, CHAPLAIN MILITUM

Even at a young age, Hawke knew she was destined to become a priest. A member of her local church choir as a child and an altar girl in her teens, she studied theology at a Church university before entering a seminary.

Returning home a month before taking her Rite of Ordination to attend a cousin's funeral, Hawke found herself caught up in events when the Rephaim attacked. It was a small force, but

ERRATA: RANK EDGES

In the core setting book, Senior Knights or Knight Commanders gain no benefit from taking those Edges. This sidebar addresses that issue. Note that the requirements have also been altered.

This errata should be added to all Senior Knight and Knight Commander statistics in the following books: *Necropolis 2350*, *Necropolis Update 2351-55*, *Necropolis Adventure Compendium*, *Incinerator Handbook*, *Preacher Handbook*, and *Templar Handbook*.

Future books will automatically include the necessary modifiers in the statistics.

RANK: SENIOR KNIGHT

Requirements: Novice, Knight, Smarts d6+, Guts d8+, Intimidation d6+, Knowledge (Battle) d6+, Command Promotions with the Ordines are few and far between. Only a quarter of Knights ever rise to this rank during their long service career. As a result of his bravery, piety, and obedience, the character begins the game as a Senior Knight. Having survived numerous engagements before achieving their promotion, a Senior Knight has +2 Toughness.

RANK: KNIGHT COMMANDER

Requirements: Novice, Guts d8+, Intimidation d8+, Knowledge (Battle) d8+, Senior Knight, War Master approval The highest regular service rank is reserved for the cream of the Ordines' soldiers. The character is promoted to Knight Commander. Knight Commanders ignore one level of wound penalties. For clarification, this stacks with Nerves of Steel.

it was more than enough to overpower the local militia. Frozen in terror at the sight of the hellish fiends, she watched helplessly as her friends and family were cruelly butchered in front of her eyes. Then something inside of her snapped.

She remembers a brilliant light, glorious but

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terrifying, a comforting voice in her head, and a sudden surge of energy coursing through her body. The thing she knew, she was surrounded by a half-dozen Rephaim and holding a wood axe in her hand. The Lance that responded to the mayday could add nothing to aid her—they had arrived to find the battle already over.

Hawke returned to the seminary, but the memory of the recent massacre constantly plagued her dreams. Each morning, she awoke at the instant that strange light flared her vision. Hawke spoke to the senior priest. After hearing her tale, he smiled warmly and informed her that the evidence pointed to only one thing—she was one of the Faithful, those blessed with the ability to wield divine power in God's name.

The priest suggested that her recalling of the terrible events was not some form of mental torture, but her soul struggling to understand the divine touch that had graced it. Embrace it, he added, rather than shy away, and the light will fall away to reveal the truth behind it.

At first reticent, Hawke eventually came to understand God's plan for her—she was to serve God not through the Church, but through the Militia Dei!

Enlisting with the Ordo Hastae Sanctae was a major test of her faith. Had she misunderstood the signs? Was she truly worthy? Hawke had little to fear—she proved an adept student in matters theological and martial.

In her six years of service, Hawke has embraced her calling with both hands. Softly-spoken, non-judgemental, and with an easy-going nature, she has succored countless comrades with their spiritual problems. Hawke may not be a Knight, but the divine power she wields has sent a goodly number of Rephaim to the next world.

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

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

Charisma: +0; **Pace:** 5 (d4); **Parry:** 6; **Toughness:** 10 (4)

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

Edges: Arcane Background (Miracles), Champion, Combat Reflexes, Frenzy

Powers: *Deflection, entangle, light/obscure, smite* (25 Power Points)

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, spear (Str+d6, Reach 1, +1 Parry), medikit, Book of Common Prayer, ID tag

WEDNESDAY "THE BULL" SMITHSON, KNIGHT SPEARMAN

When Smithson's parents ran out of names for their ever-growing brood of children, they started christening them after the day of the week on which they were born.

A gentle (for the most part, anyway) giant of a man standing close to 7' tall, with biceps that make most people's thighs look like sticks and a chest like an oil drum, Smithson has a wry sense of humor and a sharp wit. He can a joke with the best of them, even one at his expense, but it's best not to mention his name in a derogatory fashion or insult his parents. Those topics are like a red rag to a bull to Smithson and he becomes a raging force of nature he's riled.

Smithson's brute strength and ferocious rages have served him well in battle. His favored tactic is to charge an opponent, deliver a bone-breaking shield bash with his tower shield, and then follow up with repeated shield blows until his enemy is a bloody mess of crushed bone and pulped flesh.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8

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

Charisma: +0; **Pace:** 8; **Parry:** 9; **Toughness:** 13 (6)

Hindrances: Loyal, Phobia (Minor: spiders), Vow (Major: sacred vows)

Edges: Berserk, Brawny, Charge, Fleet-Footed, Forced March, Shield Strike

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), tower shield (Str+d8, +2 Parry, +2 Armor vs. ranged shots that hit), molecular sword (Str+d8+2, AP 4), spear (Str+d6, Reach 1, +1 Parry), 5 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

KNIGHT EXTRAS

The following statistics are for generic Knights Infantry, Infantry Support, Penitents, and Spearman. Given the focus of this supplement, all the Extras below are members of the Impalers. All have their special training modifiers listed as a separate entry in the stat block as a reminder and for easy reference during play.

KNIGHT INFANTRY

Forming the bulk of the Ordo's Knights, Knight Infantry are renowned for their general bravery, martial prowess, and willingness to enter melee with terrors that would induce heart attacks in lesser men.

While most Knights of any of the Sacri Ordines quickly learn how to make themselves a smaller target and weave when moving in the open to keep an enemy from keeping them in his sights, most Impalers soon become proficient in how best to use their melee weapons (and shields, of course) to defend themselves.

By the time they are veterans, even Knight Infantry Impalers are experts with spears.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (6)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Block, Dodge

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

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 grenades, 3 heartbreakers (Str+d6/2d6, Reach 1), spear (Str+d6, Reach 1, +1 Parry), medpac, ID tag

KNIGHT INFANTRY, VETERAN

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

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

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 13 (6)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Block, Combat Reflexes, Dodge, Spear Mastery

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

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 grenades, 3 heartbreakers (Str+d6/2d6, Reach 1), spear (Str+d6, Reach 1, +1 Parry), medpac, ID tag

KNIGHT INFANTRY SUPPORT

Most every Impaler Infantry Lance includes a Knight Infantry Support equipped with a flechette machine gun. Although rarely as proficient in melee combat as their Knight Infantry comrades, each carries three heartbreakers, either for personal use or as spares for the regular infantry.

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

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

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Clipping the Grass, Dodge, Rock and Roll!

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette MG (Range: 30/60/120, Damage: 2d8+1, ROF 4, AP 2 3RB), 3 magazines, 3 grenades, 3 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

KNIGHT INFANTRY SUPPORT, VETERAN

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

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

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Clipping the Grass, Hose 'Em Down, Rock and Roll!

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette MG (Range: 30/60/120, Damage: 2d8+1, ROF 4, AP 2 3RB), 3 magazines, 3 grenades, 3 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

KNIGHT PENITENT

Penitents are fallen Knights. Though allowed to retain their sword, they are stripped of armor and other weapons until they have cleansed their sins from their soul. Whereas civilian criminals always carry the stigma of their crimes. Penitents who survive their tour are welcomed back into the fold with open arms, their sins purged.

In the eyes of many commanders, Penitents are disposable assets, sinners whose lives were forfeit the instant they were sentenced to the Ordo. Impalers, though, know when best to unleash troops into hand-to-hand combat, and thus prefer to keep them in reserve rather than waste lives on foolish heroics.

Such "kindness" has resulted in Penitents serving with Impaler units having the highest rehabilitation rate among the Sacri Ordines.

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

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

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

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

Edges: Combat Reflexes, Dodge

Gear: Molecular sword (Str+d8+2, AP 4), ID

KNIGHT SPEARMAN

Most Knights find the idea of forsaking firearms in favor of their sword an act of desperation, something to be done only when all their

ammunition is expended or their position has been overrun. For Knights Spearman, it is an act of faith. These elite warriors invariably use heartbreakers until their stores are depleted and then swap to their spear. Even raw recruits are expected to be able to wield a spear in one hand.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 12 (6)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Block, Spear Mastery

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), tower shield (+2 Parry, +2 Armor vs. ranged shots), molecular sword (Str+d8+2, AP 4), spear (Str+d6, Reach 1, +1 Parry), 5 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

KNIGHT SPEARMAN, VETERAN

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

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

Charisma: +0; **Pace:** 6; **Parry:** 11; **Toughness:** 13 (6)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Combat Reflexes, First Strike, Frenzy, Improved Block, Spear Mastery

Special Training: +2 Guts; +2 to Fighting rolls when using spears and heartbreakers

Gear: Medium armor (+6), tower shield (+2 Parry, +2 Armor vs. ranged shots), molecular sword (Str+d8+2, AP 4), spear (Str+d6, Reach 1, +1 Parry), 5 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

CHAPLAIN EXTRAS

Impaler Chaplains have always taken pride in marching into battle alongside Knights. Most elect to carry a single spear, either to use against the Rephaim or hand to a Knight who has lost or broken theirs.

CHAPLAIN

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

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

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Block, Dodge

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, spear (Str+d6, Reach 1, +1 Parry), medikit, Book of Common Prayer, ID tag

CHAPLAIN, FAITHFUL

A Faithful Chaplain's available miracles depend on whether he is a Chaplain Auxilia or Chaplain Militum. His is choice becomes his primary aspect and the other defaults to his secondary aspect.

The statistics below are for relatively inexperienced Chaplains, who tend to focus entirely on their primary aspect. As they mature, so they learn that it is wise to pick a few from their secondary aspect. As a rule of thumb, we suggest that an experienced Chaplain has one miracle based on their secondary aspect for each three in their primary aspect.

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

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

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Arcane Background (Miracles), Block, Dodge

Powers (Auxilia): Pick two from *bolt*, *boost/lower trait*, *pummel*, *quickness*, *smite* (Power Points 15)

Powers (Militum): Pick two from *armor*, *barrier*, *deflection*, *healing*, *light/obscure* (Power Points 15)

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, spear (Str+d6, Reach 1, +1 Parry), medikit, Book of Common Prayer, ID tag

SERGEANT EXTRAS

INFANTRY SERGEANT, IMPALER

When the Impalers go to war, they march and fight side-by-side with Sergeants. Neither as brave nor as martially aware as the Knights, they are nevertheless an important part of the Ordo's Chapter Militant.

Infantry Sergeants are permitted to carry and use heartbreakers as a sign of their membership of the Ordo. Most carry just a single spear, though those who have proven their mettle in combat are permitted more. When supporting Lance Spear, Sergeants are often deployed solely with melee weapons.

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), spear (Str+d6, Reach 1, +1 Parry), heartbreaker (Str+d6/2d6, Reach 1) medpac, ID tag

FAMOUS UNITS

Below are a number of famous Impaler units player characters may cross paths with during missions. Although each has an official designation (their Preceptories' locations are not given), War Masters should alter these to fit their campaigns.

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THE FORLORN HOPE

Commanding Officer: Knight Commander Wilhemina Schmidt

Official Designation: Banner D, Tharbata Squadron

Lances: Six Assault, four Infantry, six Infantry Support, four Spear

Special Rule: All Knights have minimum Guts d8.

Notes: Church media works hard to portray the Rephaim as mindless fiends, superior to mankind only in weight of numbers. Those tasked with combating them know full well their commanders are as tactically and strategically astute as their mortal peers. The Forlorn Hope is tasked with tracking down and eliminating Rephaim commanders. These fiends are always well protected and the Forlorn Hope suffers greater casualties than most units.

Using the Unit: Sometimes the Forlorn Hope lacks the strength to commit to a new mission because of current operations. When that occurs, it has little option to but to temporarily draft in Lances from other Banners or even other Preceptories.

THE HEDGEHOGS

Commanding Officer: Knight Commander Charles Whateley

Official Designation: Banner B, Crociatonum Squadron

Lances: Seventeen Spear

Special Rule: The Knight Commander and all Senior Knights have the Hold the Line! Edge. All Knights have the Fighting Withdrawal and Shield Strike Edges. Every other Sergeant Lance is equipped with tower shields.

Notes: Armed only with spears, heartbreakers, and tower shields, the Hedgehogs are an elite rapid reaction force.

Whether acting offensively or defensively, Knights form up in two ranks in an attempt to block the enemy's route or protect valuable assets. While the front rank locks shields to form a wall and wields molecular swords in their right hand, the second rank thrusts their spears over the shield wall.

Regularly deployed as a rearguard to cover retreats, they are not expected to stand their ground. Once their objectives have been met, the Knights begin a staged withdrawal while maintaining their wall.

Using the Unit: Knights forced to retreat or being treated at a makeshift medical station in the field may find the Hedgehogs providing a living shield to support them. Alternatively, the heroes might be ordered to help rescue a stranded group of Hedgehogs sheltering behind a square formed from their shields.

THE LANCERS

Commanding Officer: Knight Commander Iphigenia Anastasopoulos

Official Designation: Banner A, Holy Lance Squadron

Lances: Twenty Spear

Special Rule: All Knights have the Spear Lord and Spear Mastery Edges.

Notes: Ceremonial guard duty is rarely a favored mission. While it means a break from the horrors and dangers of the battlefield, standing at attention all day in ceremonial uniform is extremely dull. For some, though, it is a sacred calling.

Garrisoned at the Impaler's headquarters in Vatican City, the Lancers are the trusted guardians of the Spear of Destiny, maintaining a round-the-clock vigil. Only those with strong faith and who possess mastery of spear fighting are permitted into their hallowed ranks.

For much of the time, the Knights on duty stand watch in the chapel where the Spear is housed, silent sentinels of the holy relic ever alert for attempts to steal or destroy it.

Whenever the Spear is transferred to another Preceptory or paraded through the streets of the capital, the entire Banner accompanies it. Religious fervor leads many citizens to try and touch the sacred object, a mistake few make twice—the Lancers have standing orders permitting them to use whatever force is deemed necessary to protect the relic.

Using the Unit: The Lancers never take to the battlefield. Knights who visit the Ordo's headquarters, undertake a pilgrimage to see

the Spear, or who are fortunate enough to have the relic visit their Preceptory may have a chance to interact with the Spear's guardians.

THE LAST IN LINE

Commanding Officer: Knight Commander Germania Dragusha

Official Designation: Banner F, Mountain Ash Squadron

Lances: Three Artillerist, four Assault, seven Infantry, four Knight Support

Special Rule: All Knights have the Rock and Roll! Edge.

Notes: Whenever any Squadron or Battle musters for battle, at least one Banner is always kept in reserve. One or more Lances may be sent to the frontline to replace fallen Knights or bolster a section of the line. Unleashed *en masse*, their sudden presence and added firepower can turn the tide of battle.

Commonly known as the *Rorarii* (taken from the Roman army), these Knights are not the weakest or least inexperienced—they are usually hardened veterans.

The Last in Line has a formidable reputation for throwing itself into the thickest part of the action at the optimum time. Born in blood at the Battle of Dainome, they have served in every major Impaler campaign since. Although not present at New Budapest when it fell, and stationed too far away to come to their brothers' aid, they took place in the first attempt to liberate the city. Despite the Last in Line's best efforts, the Ordines were forced to retreat.

The Banner considers its inability to break the Rephaim at New Budapest a major stain on its honor. The bitter taste of failure remains, even after glorious victories during the Iron Belt campaign in 2348.

Using the Unit: Knights in dangers of being overrun during a major battle may find elements of the Banner coming to their support.

THE NEEDLE

Commanding Officer: Knight Commander Ulysses Alamicyeseigha

Official Designation: Banner G, Malaeus Squadron

Lances: (2350-52) Sixteen Air Support: Crown; (2353+) Ten Air Support: Crown and six Air Support: Sebastian

Special Rule: Place two Strafe Templates touching each other in a straight line.

Notes: The Fall of New Budapest was a chaotic and bloody street battle on an epic scale, the front lines ebbing and flowing in a state of constant flux and key positions changing hands almost hourly. By the time air support arrived, the Rephaim had typically moved on, leaving the bombers to waste their payloads. Mistakes resulted in thousands of friendly casualties.

Amid the carnage, one unit distinguished itself. Flying low through narrow streets at velocities barely above stall speed, Banner G, Malaeus Squadron quickly learned how to make extended attack runs. It was this ability that earned the unit its nickname, "The Eye of the Needle" (usually shortened to "The Needle").

Since then, the Banner has worked tirelessly to master its specialty. Time after time, they have weaved through streets to unleash deadly accurate volleys of gunfire.

Using the Unit: At the War Master's discretion, The Needle answers a call for air support when the table results in Crown or Sebastian aircraft.

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.

INFANTRY

The most common Lance found in the Ordo, Infantry Lances always include a Knight Infantry Support for added firepower.

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

Vehicles: None

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INFANTRY SUPPORT

Impaler Infantry Support Lances are assigned to groups of other Lances to provide withering fire. Knight Infantry provide protection for the gunners and lend extra support with their grenade launchers.

Personnel: 5 (three Infantry Support, one of whom is a Senior Knight, and two Infantry)

Vehicles: None

SPEAR

Fielded only by the Impalers, Spear Lances comprise only Knights Spearman. They are commonly deployed on battlefields in which friendly units are already being overrun, when opening fire with guns risks friendly fire casualties. Equipped with heavy tower shields, they are sometimes used to clear buildings.

Personnel: 5 (five Spearmen, one of whom is a Senior Knight)

Vehicles: None

RANDOM COMMANDERS

Except in rare circumstances, the Knights will ultimately be under the authority of a more senior officer, but he is likely to be elsewhere on the battlefield. In most campaigns, player character Lances will be led by a player character Senior Knight. Thus, the Knights are most commonly bolstered only by their Senior Knight's Leadership Edges.

When the Senior Knight is an NPC, a more senior officer is present on the tabletop, or a commander is required for a mass battle, the War Master can either assign Leadership Edges and Knowledge (Battle) die ratings himself or draw a card to randomly determine the commanders' important abilities.

For Senior Knights, draw a single card and consult the table below. For Knight Commanders, draw two cards and take the best. Preceptor Masters and Field Masters draw three cards and use the best.

RANDOM COMMANDER ABILITIES

Card	Personality	Spirit	Battle	Edges
Deuce	Inexperienced	d6	d4	Command
Three	Disciplinarian	d6	d6	Command, Born Leader, Forced March
Four	Fanatical	d8	d6	Command, Death Before Dishonor*, Fanaticism
Five	No Retreat!	d10	d8	Command, Death Before Dishonor*, Hold the Line
Six	Defensive	d10	d8	Command, Defensive Tactician**
Seven	Disciplined	d8	d8	Command, Pick Your Targets**
Eight	Tactician	d8	d10	Command, Cry Havoc*, Tactician***
Nine	Aggressive	d6	d10	Command, Cry Havoc*, Fervor
Ten	Cautious	d6	d8	Command, Hold the Line
Jack	Natural Leader	d8	d6	Art of War, Command, Command Presence, Inspire, Tactician***
Queen	Seasoned	d10	d10	As Jack, but add Cry Havoc*
King	Experienced	d10	d12	As Queen, but add Fanaticism & Fervor
Ace	Veteran	d12	d12	As King, but add Death Before Dishonor & Pick Your Targets*
Joker	Commander is a Wild Card. Draw a second card to determine his abilities. If this is a Joker, he has a d10 Wild Die for Knowledge (Battle) and you must draw a third card for his abilities.			

* Indicates an Edge usable only in mass battles.

** See Preacher Handbook

*** Only has the Edge if a Wild Card.

Chapter Five:

Character Knights

And to the captains over hundreds did the priest give king David's spears and shields, that were in the temple of the LORD.

2 Kings 11:10

Impaler player characters are not restricted in their choice of branch. Their Ordo's special training leads them toward Knight Infantry and Infantry Support, purely because these are the two branches most often found in the thick of the action. This chapter is primarily designed for Knights who want to wade into melee combat with sword or spear.

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

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

ORDO SPECIAL TRAINING

FACE-TO-FACE

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

TOTAL FAITH

Inspired by possession of the Holy Spear, Impalers stand firm against the Rephaim when others quail. Their bravery, total belief in their cause, and outright aggression toward the enemies of the Third Reformation Church give these Knights +2 to Guts rolls.

Errata: Impalers also subtract 2 from rolls on the Fear table.

BRANCHES AND GEAR

KNIGHT INFANTRY

Requirements: Strength d6+, Vigor d6+, Fighting d6+, Guts d6+, Shooting d6+

Basic Gear: 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 grenades, 3 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

KNIGHT INFANTRY SUPPORT

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

Basic Gear: Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette machine gun (Range: 30/60/120, Damage: 2d8+1, ROF 4, AP 2 3RB), 3 magazines, 3 grenades, 3 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

SETTING RULE IMPALING

Spears and heartbreakers are piercing weapons, which means they are less effective against Rephaim than a sword slash (or a grenade). Despite this, the Impalers refuse to abandon their beloved “pointy sticks.” Over the decades, they have become quite adept at impaling targets, and all new recruits are taught basic impaling techniques during training.

When a Knight using a spear or heartbreaker scores a raise on his Fighting roll, he has the option of impaling his foe (either to the ground or an inanimate solid object behind him, like a wall) rather than inflicting +1d6 damage. Victims are impaled even if they don’t suffer a wound (the spear may simply have impaled his clothing). Against lesser Rephaim this isn’t necessarily a useful tactic, but against stronger foes it can leave the victim at a disadvantage.

A Rephaim takes half damage from the spear as normal. While impaled, the creature cannot move, suffers a -2 penalty to all physical actions, as well as those which require concentration (like spellcasting), and has -2 Parry due to the loss of mobility. The impaler loses the use of his spear while it is keeping the victim pinned.

Each round thereafter, the victim may attempt to pull the spear free (or slide its body along the spear, snap the weapon, and so on). This requires a Strength roll at -2 as a free action. With success, the creature removes the spear but cannot take other actions, though it can move up to its Pace. On a raise, the foe may act as normal.

KNIGHT SPEARMAN

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

Basic Gear: Medium armor (+6), tower shield (+2 Parry), molecular sword (Str+d8+, AP 4), spear (Str+d6, Reach 1, +1 Parry), 5 heartbreakers (Str+d6/2d6, Reach 1), medpac, ID tag

EDGES

The Edges listed below are either brand new (marked “*”) or reprinted from various *Necropolis 2350* products. Repeated Edges are very much spear and machine gun 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—Block, Brawler, Brawny, Combat Reflexes, Command, Extraction, Fervor, Marksman, Martial Artist, No Mercy, Quick, Rock and Roll, and Steady Hands.

COMBAT EDGES

*CHARGE

Requirements: Seasoned, Vigor d8+, Fighting d8+

The character knows how to deliver a well-aimed blow at the end of a charge.

If the hero performs a run action and ends his movement for the round adjacent to an opponent, he may make a single Fighting roll as a free action. This cannot be combined with Frenzy or Sweep.

CLIPPING THE GRASS

Requirements: Seasoned, Rock and Roll

This machine-gunner can provide true grazing fire—just a few inches off the ground. The weapon may be either a flechette or laser MG but must be braced on a grounded bipod, window, or other solid surface. When using suppressive fire, those caught in the area of effect suffer damage on a Spirit roll of a 1 or 2 instead of just 1 (1-3 against Bullet Magnets).

*FIGHTING WITHDRAWAL

Requirements: Veteran, Agility d8+, Fighting d8+

The hero can defend himself even while running away. The character may run while using the Defend maneuver and move up to his Pace when using Full Defense.

HOSE 'EM DOWN

Requirements: Novice, Shooting d8+

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

IMPROVED HOSE 'EM DOWN

Requirements: Seasoned, Hose 'Em Down

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

*MIGHTY THROW

Requirements: Veteran, Strength d8+, Throwing d10+

The hero has learned special throwing techniques. He increases the range brackets of thrown weapons by 1/2/4. He also treats his Strength as being one die type higher (max d12+2) when using thrown weapons at targets within short range.

*SHIELD STRIKE

Requirements: Seasoned, Fighting d8+, Strength d8+

Shields are heavy objects and are deadly weapons in the right hands. When performing a shield bash, the character inflicts Strength+d6 with a medium shield and Strength+d8 with a tower shield, in addition to pushing his opponent. He can also throw a medium shield as a medium improvised weapon and a large shield as a large improvised weapon without the usual penalty to this Throwing roll.

*SUNDER

Requirements: Seasoned, Strength d8+

The character knows how and when to apply maximum force with melee and thrown weapons.

Any hand or thrown melee weapon in the hands of a character with this Edge ignores 1 point of armor (in addition to any AP the weapon has). This Edge applies against all forms of armor, whether natural or crafted.

IMPROVED SUNDER

Requirements: Veteran, Sunder

As above, except the character ignores 2 points of armor.

*WALL OF STEEL

Requirements: Veteran, Agility d8+, Fighting d8+, Notice d8+

The character has the perception, skill, and agility to handle multiple foes. Opponents gain no Gang Up bonus against the hero.

LEADERSHIP EDGES

FANATICISM

Requirements: Seasoned, Spirit d8+, Command

Some leaders have the ability to command fanatical loyalty from their followers. These fanatics march willingly into the lairs of the most fearsome Rephaim and expect their subordinates to follow in their footsteps.

Troops under command of a character with this Edge add +1 to their Guts rolls and have -1 when rolling on the Fear table.

*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.

Necropolis 2350: Impaler Handbook

SETTING RULE SWORDPLAY

Molecular swords are designed to be swung single-handed. Many Knights keep a pistol or SMG in their offhand when engaged in melee, just in case of emergencies. A Knight may, if he wishes, use his sword in both hands to increase the power of his blows.

Using a sword in this manner gives the wielder -1 Parry and, naturally, requires him to have both hands free. The upside is that the hero increases the weapon's damage die by one step. This one-die bonus ignores the minimum Strength rule. For example, a Knight with Strength d8 would normally inflict 2d8+2 damage, but d8+d10+2 when swinging his blade with both hands.

A hero with Strength d4 (an unlikely occurrence), would normally do just 2d4+2, but using two hands he would deal out d4+d6+2.

ORDO EDGES

*SPEAR LORD

Requirements: Veteran, Smarts d8+, Spirit d8+, Spear Mastery

Through training and direct confrontation with mankind's hated foe, the character has learned how to wield spears to great effect against the withered flesh of the usually pierce-resistant Rephaim. The character no longer treats spears or heartbreakers as piercing weapons.

SPEAR MASTERY

Requirements: Seasoned, Impaler, Strength d8+, Fighting d8+

The Impaler's skill with spears and heartbreakers is near legendary.

When using a spear or heartbreaker, he inflicts +1d8 damage with a raise on a Fighting roll. In addition, the hero may use either weap-

on one-handed, retaining all of its benefits. He may only use one spear or heartbreaker at a time in this manner, however.

*SPEAR TWIST

Requirements: Seasoned, Impaler, Agility d8+, Fighting d8+

The character knows how to twist a spear in order to cause a more grievous injury.

When wielding a spear, the hero treats his Strength die as being one die higher for the purposes of damage. This is applied *after* factoring in any Minimum Strength penalties.

HINDRANCES

ALOOF (MINOR)

All that matters to this character is getting the job done. She isn't here to make friends or smooth ruffled feathers, and she has no time for small talk or social niceties. Note that differs from the Overconfident Flaw—an Aloof character simply wants to get on with her work.

DEPRESSED (MINOR)

This hero suffers from depression. He is perpetually gloomy, has a low opinion of himself, takes the slightest criticism personally, and is prone to abject pessimism.

GLASS JAW (MAJOR)

Whether he's a scrawny kid or a hulking brute, the hero can't take a punch as well as others. He has a -1 penalty to Soak rolls.

SHY (MINOR)

Not every person has a loud mouth or wants to hog the glory. The character has no desire to be the center of attention and is uncomfortable in social situations. When he cannot avoid attention, he tries to deflect it onto someone else, even if it means missing out on a reward.

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They've got rocket launchers, flechette rifles, molecular swords, and sharp sticks!

For all the firepower available to the Sacri Ordines, they are times when you have to fight Rephaim toe-to-toe. This is when the Ordo Haste Sanctae, better known as the Impalers, rises to the front. Armed with spears, swords, and faith, they tread where others fear.

Designed for players and War Masters alike, this handbook explores the Impalers in detail.

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



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