

NECROPOLIS

2350

TALES FROM THE FRONTLINE #01



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TALES FROM THE FRONTLINE

#01

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INTRODUCTION

Welcome to *Tales from the Frontline*! This mission pack contains a complete adventure, a shorter mission, and three quick tales written for the *Necropolis 2350* campaign setting. If you intend to play in these missions, you should **stop reading now**. Advanced knowledge of the scenarios will only spoil your enjoyment of the game. There's also a quick set of rules for designing non-combat missions.

The WM should read each adventure before play begins. Knowing the basic flow and details in advance will greatly speed up play and make the game run smoother.

REQUIRED MATERIALS

You need a copy of the *Savage Worlds* rule book and the *Necropolis: 2350* Savage Setting. The *Necropolis* Figure Flats are highly recommended.

CHARACTERS

Each adventure is designed around a squad of four Knights of Seasoned Rank. For larger groups or more experienced characters, the WM should adjust the number and stats of opponents appropriately to create an exciting challenge. Use the archetypes from the *Necropolis 2350* setting book if you need pre-generated characters. Each archetype has been designed as a starting character, and thus should be awarded four advancements (to bring it to 20 XPs).

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SNATCH AND GRAB

This mission begins as a “simple” operation to grab Rephaim specimens, but quickly involves the Knights in an attempt to rescue civilians left behind in enemy territory for a decade.

WM Note: This mission introduces two new forms of Rephaim (Necroscope and SBACula) and two zombie variants (grenadier and sniper). The latter do not count as new forms of Rephaim for the purposes of successfully completing the mission—they’re just regular zombies with a defined role in the armies of darkness.

BRIEFING

Preceptories operate 24-hours a day every day of the year. The Lance receives orders to attend a briefing late one evening. Read the information in Player Handout #1 to the group, and then give them a copy of the briefing. Hand them Player Handout #2 at the same time.

The GM should ensure that no Knight has a backpack radio. The quartermaster refuses to issue one, as their mission doesn’t call for it. It’s also a heavy piece of kit, and the Knights are under orders to travel light.

In the briefing room are four other Knights—the Lance’s support team. Operating the APC are Knights Fitzroy Malhoon and Oskar Nuttall. The Nephilim pilot is Senior Knight Elisabeta Bogdanovich, head of her Lance. She is assisted by Knight Wayne Jennings. All the NPCs use stats for Knight Vehicle Crew (see page 23) and are Templars. Create Ally Sheets for the APC crew.

Once the briefing is over, the Knights are ordered to return to their barracks and get as much sleep as possible—they’ll be woken at 0400 hours the next morning.

TALL STORIES

As the Knights enter the barracks, their comrades probe them for information about their mission. Several Knights have been into Olisipo on similar raids, and most all know of someone who has gone there.

Heroes who mention the nature of their mission are rewarded with a few snippets of information. Regardless of whom they converse with, the Knights get the feeling there is more to their tales than the speaker is letting on.

The docklands’ streets are choked with abandoned vehicles and rubble. APCs don’t maneuver well in the debris, so most Lances preferred to set up a static base and hunt for Rephaim further afield on foot. There’s plenty of cover in the ruined buildings, and ambushes have proven successful in the past—any common Rephaim are gunned down quickly, leaving the target specimen isolated.

The Knights can make Streetwise rolls to pry a little more information about the city. With success, roll a d6 and read aloud one of the stories below. On a raise, they learn two random stories.

d6 Result

- 1 *“I was there a few years back. Man, it was creepy. I kept hearing these ghostly voices over my headset communicator, but no one else did. The Senior Knight reckoned it was a malfunction, but I’m not so sure. That place is full of ghosts.”*
- 2 *“A friend of mine went into the city back along. He swore blind something was watching them. He said it was humanoid and moved fast, but he never got a clear look. Could have been a shadow, I suppose, or a trick of the light.”*
- 3 *“Never again! We were on a night mission. It was black as pitch and we heard a baby crying. Man, it was freaky. We hunted around, but we didn’t find anything. Put the fear into my Lance for sure.”*
- 4 *“Hey, you guys remember Knight Artillerist Andropov? Big guy, bald as a coot. Yeah, well, he told me he saw something real big flying over the city during a thunderstorm. His Senior Knight radioed the Dropship, but there was nothing on its radar.”*
- 5 *“They send you in light on ammo to stop you getting the urge to go ballistic and start a fight. We had one kid, he’s dead now, got the jitters as soon as we left the APC. He blew through three magazines before we’d gone 20 yards. Idiot was shooting at shadows.”*

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- 6 *“I heard one Lance set up camp overnight in ruined buildings. Things kept vanishing or moving around when no one was looking. Got the entire Lance so scared they abandoned the mission.”*

ENTERING THE CITY

The morning drill is no different to any other mission—wash, dress, eat, grab weapons, and load up. By 0530 hours the Knights are strapped into the uncomfortable seats in the modified Prophet, which in turn is inside the Nephilim.

“Good morning,” chirps Bogdanovich in a voice far too lively for the time of day. “Weather radar shows low cloud and light showers over the drop zone, but nothing rough. Estimated touchdown is 0645 hours local time. We’ll be coming in fast and braking late. If you’ve had a big breakfast, grab a bag. You puke over my floor, you clean it up.”

“Senior Knight, please make sure the APC is ready to bail out the moment we hit dirt—we don’t want to be on the ground a second longer than necessary. Give us a second for final checks, and we’ll get you airborne.”

The journey is bumpy, but the turbulence is minimal. Bogdanovich continually updates the Senior Knight on their progress. After an hour, she informs the mission commander to get ready—the city is coming up fast.

Video feedback from the gun camera to the Senior Knight’s position shows the blackened, withered ground typical of a Dead Zone. Up ahead, you can just make out the shattered remains of the warehouses and buildings of the old docklands. Giant cranes, bent, buckled, and twisted, claw upward like skeletal fingers.

Stretching out from the city toward Tomaculum is the overgrown and cratered ruin of Highway 23D. Hundreds of burnt out vehicles litter the highway.

The Nephilim drops low, but doesn’t reduce speed. The Prophet driver starts the engine. Bogdanovich’s voice crackles over your headset communicators. “Touch down in 5, 4, 3...”

NEPHILIM DROPSHIP

The big brother of the ubiquitous Angel, the Nephilim is a vehicle transporter. Its cargo bay can hold one Prophet APC or one light tank (Flagellant, Nazareth, Proverb, or Purifier), three Sinai, or six Daniel quad bikes. No passenger seats are installed, so crews must sit inside their vehicles during the journey.

Its weapons are described in terms of air support. See *Necropolis 2350* for details on how these work. Nephilim rarely serve in a support role, though. Instead, they unleash their weapons as they come into land or take off, driving back enemy forces or clearing obstructions.

Acc/Top Speed: 30/250; **Toughness:** 40 (24); **Handling:** +0; **Crew:** 2

Notes: AMCM x 4, Fixed Gun, Heavy Armor, Night Vision

Weapons:

- * Flechette chain gun (nose)
- * Rockets x10 (30mm)
- * Rockets x2 (200mm)

MODIFIED JOB SUPPLY TRUCK

The four holding tanks have Toughness 17. Thus, only a creature with Strength d12+5 or higher can escape, and even then not easily.

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

Notes: Heavy Armor, Night Vision

Weapons:

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

The pilot kicks the thrusters into reverse as she wrestles the bulky Dropship to the ground. A sudden increase in gravity slams you into your seats, and everything starts to fade to black.

Have the Knights make Vigor rolls. Those who fail momentarily black out, leaving them Shaken. As is typical of the chain of command in the

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Ordines, the Prophet driver waits for orders to clear the landing ramp. Only when the order is given does the Prophet roar into life, its heavy tires squealing as they seek grip on the slick metal deck.

As soon as the Prophet is clear, the Nephilim's engines roar. Like a bloated bird, it blasts off into the sky, heading back north.

NOSING AROUND

Use the **Survivors** map from *Necropolis 2350* for the docklands, but litter the battlefield with rubble and wrecked vehicles. Resting against one of the wharves, tilted over to one side, is a damaged freighter. Stretching off to the east and north are more streets. The Prophet begins on the only crossroads. The Knights begin inside the Prophet.

No building has a roof, most have gaping holes in the walls, there isn't an intact pane of glass in sight, and most structures show signs of intense burning. Great piles of debris and deep craters block the roads, as do the remains of abandoned vehicles. The wrecked freighter is lying on its side, having suffered a hit from a bomb.

The characters are now free to explore their surroundings for an hour or so of game time. There's plenty of ruined buildings for them to nose around in, as well as the damaged freighter. No buildings contain anything of any great interest or value. The Knights don't know this, of course, and Rephaim could be lurking anywhere.

Before the Rephaim turn up (see below), one Knight picked at random begins to hear ghostly voices over his headset communicator. He can't make out any words (the signal is too weak) just the impression of voices. Have the Knight make a Guts roll as well. With failure, he suffers the effects of Fear until after Scene 3 is complete. No other Knight can hear the voices, even if the Knights lends a comrade his communicator.

CONTACT MADE

Whenever the group is suitably split between locales or is getting bored of searching empty ruins, have the Rephaim attack. A small patrol stumbles across the Knights during a routine sweep.

The Rephaim enter from the northern edge of the map. The unlimited possibilities for the dispersal of the Knights makes exact placement in the adventure impossible. Place them in whatever position the first Knight can see them. In some instances this might be at a great distance, while in others the Rephaim could be practically adjacent.

Deal action cards and let battle commence. Remind the heroes, if necessary, that they are seeking new specimens for capture—the Ordines want them alive, not shot to pieces.

As well as providing the Knights with two new forms of Rephaim to capture—a Necroscope and a SBACula—the attackers should try to deprive the Knights of their Prophet. The SBACula has the power to do this, but is likely to make itself a prime target for elimination. Should it be killed, the GM can bring a single exploding corpse into play. It emerges from the ruins somewhere within 10" of the APC and tries to get close. When it gets within blast range, it detonates! Don't panic if the APC remains intact—there's another way to destroy the vehicle coming up soon.

In the event the new Rephaim are gunned down, roll as you would any normal Extra to see if they are truly dead or whether they are just Incapacitated. So long as one is alive, the Knights can bag him and call their mission a success.

Should both be slain, repeat the attack a short while later—the sounds of the fight (flechettes are silent, but grenades and SBACs are not) alert other Rephaim. Don't repeat the process a third time, though. *Necropolis* isn't a setting where the heroes always win. No matter where in the docklands the Knights search, there just aren't any more Rephaim present. Sooner or later they'll call for evacuation.

- ♣ **Knight Vehicle Crew (2):** See page 23.
- ♣ **Necroscope:** See page 25.
- ♣ **SBACula:** See page 25.
- ♣ **Zombies (2 per hero):** See page 25.
- ♣ **Exploding Corpse:** See page 24.

RAIN OF FIRE

The Dropship is within radio range whenever the Knights require evacuation. In the event they are getting hammered, it can provide air support, but only for a single round. As the Dropship comes in, read aloud the following text.

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The Nephilim roars into view through the low cloud. Bogdanovich wiggles it from side to side to indicate she's spotted you. The thrusters scream into life as it begins its rapid descent.

A large shape, black, serpentine, and winged, drops through the cloud directly above the descending Dropship. With a sickening crash it slams into the Nephilim, its clawed legs tearing through the armored frame like it was made of butter. Bogdanovich reverses the thrusters, trying to gain altitude, but the creature attached to the Dropship has made it unstable and too heavy.

The beast opens its mouth and rips into the cockpit. As it does, it unleashes a blast of hell-fire directly into the crew compartment. The Dropship shudders, wobbles like a wounded bird, and begins to plummet earthward!

Give each hero one round to start running in whatever direction they want. Knights who want to guess the likely impact point must make a Notice roll. A multi action penalty applies as normal if the hero also wants to run in the same round.

The Nephilim is actually heading for the Prophet. No matter where it is or how fast it moves, the APC gets crushed by the spinning wreck as it careers through the debris, carrying its Rephaim load with it.

Roll a d12 and read it like a clockface. Then roll 3d10 and count this many inches in the indicated direction. This is where the mangled Nephilim comes to rest (it smashes through any buildings in its path). It then explodes for 5d10 damage in a Large Burst Template. The Rephaim, actually a hell beast, is destroyed in the explosion, as is the APC (and probably its crew).

WE NEED A RADIO

The nearest Preceptory is 75 miles away, far beyond the range of the headset communicators worn by the characters. Unless they fancy walking through Dead Zone Beta, they'll need to find a powerful radio transmitter. Fortunately, the city was large enough to have a media broadcast center for both television and radio. The Knights would know this, as Church cities tend to follow the same pattern. Unfortunately, it was located in the core city, which is five miles south of the docks.



The Knights have no idea exactly where the station was located, but such buildings tend to be in the administrative part of the city, and the telltale dishes should be visible once they get into the ruins.

The APC is beyond repair, but some of the abandoned vehicles might be in running order. Scavenging enough parts to get a single car working requires a Repair roll at -2. With success, the wreck runs long enough for them to reach the radio tower. A failure means the group is going to have to walk through enemy territory.

Should the party elect to start walking the 75 miles home, the GM should have them attacked by whatever Rephaim forces he feels is appropriate. At best, they Knights encounter 1d4 patrols each of 2d10 zombies or skeletons. At worst, they may face tanks or powerful Rephaim out hunting.

RADIO GAGA

Debris and abandoned cars make the going slow along the highway, but fortunately there are no Rephaim present. Once they enter the

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suburbs, the Knights quickly spot the radio mast. Despite the heavy damage all around, the facility looks largely undamaged.

One of the outer walls has been reduced to rubble. Behind it is a series of offices, the furniture destroyed and scattered. The transmitter machinery is in a room behind this. There's a communicator set almost identical in design to a backpack radio in the same room, used by technicians to broadcast test signals after repairs. However, several of the circuit boards are fried, and a few key elements have been struck by debris. It's not a major repair job, but it'll take a few minutes.

Place ten counters in front of the Knight making the repairs. Each raise removes one token, while a raise reduces the total by two. Multiple raises have no additional effect. When the last token is removed, the radio is ready to use. Each roll can be made in a single round, as it's really a matter of swapping circuit boards and some spot soldering to connect wires.

Time, though, is something the Knights don't currently have. Once the Knights have made their first successful Repair roll, a Rephaim patrol stumbles upon them, having been alerted by the sound of the car gunning through the city streets.

The front of the communication suite measures 24" long and is a low wall with a dense rubble field (8" long) in front. Treat moving through this as difficult ground. The office is 6" deep and filled with debris (difficult ground). All that separates the office from the electronics is a thin partition wall (Armor +3).

If the Knights posted sentries in the outer office, the Rephaim are spotted 24" away. Otherwise, check for Surprise when the Rephaim reach the rubble outside the offices.

Any shots fired *into* the building have a chance of damaging the electronics. A Shooting roll which comes up 1 and doesn't hit an Innocent Bystander instead penetrates the wall. Draw a single card from the action deck for regular firearms, and two cards if the weapon has a template effect (like a SBAC) or is a Heavy Weapon.

If any card comes up a black numbered one, the machinery is hit. Add a token to the repairer's pile. A black face card means 2 markers must be added. If the number of tokens exceeds 15, the machinery is too badly damaged to repair—the

characters will need to devise a new plan. For this reason, it may prove necessary for the technician to spend his time making Repair rolls.

♣ **SBACula:** See page 25.

♣ **Zombie Grenadier:** See page 26.

♣ **Zombies (2 per hero):** See page 25.

CALLING HOME

Once the radio transmitter is repaired, the Knights can call home and report on the situation. Once they've told their story, read the following text to the group.

"Roger. We confirm loss of Prophet and request for immediate evacuation. An Angel is on its way. Get yourselves to the top of the tallest building in the city. You'll be picked up from there. Repeat. The streets are deemed to unsafe. Get to high ground and await rendezvous. Wait just a second..."

"Command has ordered you to ensure your primary mission is complete. I repeat, your primary mission must be complete. Secure specimen for evacuation with you."

SURVIVORS

Whether the Knights are en route to the tallest building in the city or have lost the radio station and are simply moving on in search of new hunting grounds, the Knight who earlier heard voices over his headset communicator now hears the same voice again, only this time it's clearer.

"Hello? Is there anybody there? Please help us. We're under attack. Junction of Leo V and 11th."

Trying to respond is unsuccessful. It's up to the characters if they want to investigate or not. Using the remaining street signs, the Knights know they are on Lando and 14th.

Being of circular design, most cities use the same naming convention. Streets which follow the concentric shape of the city use numbers. The lower the number, the nearer it is to the center.

Avenues, known as spokes, radiate outward in straight lines. These are named after popes of old. Traditionally, all papal names used must correspond to the order the popes sat on the throne, and naming runs clockwise. Thus, if a city wants

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to use Pope Jean-Paul I as a spoke name, the clockwise spoke must be Jean-Paul II (his antecedent), while the one anti-clockwise (assuming Jean-Paul I isn't the first spoke used) would be Paul VI (his predecessor).

Since this city follows the traditional procedure, the group needs to head three streets toward the city center and three spokes across.

The Knights don't have to respond in order to complete their mission. They may believe the signal is a trap, or that it's an old recording. The survivors will eventually be rescued, though they'll be fewer in number, and the characters will have to live with the fact they didn't follow up the signals and help save lives.

FIREFIGHT

The voice belongs to one of a group of survivors. They've spent the last decade eking out a living, surviving on canned food well past its use by date, and sneaking around to avoid the Rephaim. Unfortunately, a roving Rephaim patrol has discovered one of their hideouts, one crammed with woman and children, and are launching an attack. Knowing they can't let the women and children be captured, the menfolk are prepared to sell their lives dearly.

As the heroes approach, they hear the distinctive sounds of SBAC fire echoing through the streets, as well as blasts from shotguns (the militia looted sporting goods stores).

Use the **Street by Street** map from *Necropolis 2350* (but without the tanks and enemy placement markers) to get the basic layout. Scatter copious amounts of rubble around. The citizens are sheltering behind a makeshift barricade of barrels and rubble (Armor +4) which have been placed to block off the lower crossroads and turn it into a fort.

The militia is inside the fort. Half the regular zombies and two grenadiers are approaching from the north, and begin 16" away. The remaining zombies are split between the east and west roads leading to the crossroads, and start 12" away. Two snipers have taken up position inside one of the buildings—it doesn't matter which one, so long as they have line of sight to the barricade. The Knights begin at the southern end of the map.

Because of the militia's very limited amount of ammunition, each player should keep a very careful track of the ammo level of the militia

he controls during the fight. Each pair begins at High ammo level. Afterward, the militia loot fallen zombies for their SMGs.

- ☛ **Militia (2 per hero):** See page 23.
- ☛ **Zombie Grenadiers (2):** See page 26.
- ☛ **Zombies (4 per hero):** See page 25.
- ☛ **Zombie Snipers (2):** See page 26.

THE SURVIVORS' STORY

After the rescue, the "headman," Jeff Koenig, approaches the Knights and introduces himself. There's no set way Koenig feels about the Knights. GMs can either pick his attitude, determine it randomly, or let the experience of the players (not the characters) determine his mood.

If the players are experienced gamers, Koenig should be hostile—this creates more opportunities for roleplaying. If they're new to gaming, have Koenig friendly—it encourages the players to roleplay, rather than forcing it on them by having a confrontation.

Alternately, roll on the Reaction Table to determine Koenig's initial feelings toward the group (and the Ordines in general). This should come across in his greeting—he's either going to be rude, apathetic, or friendly. The heroes get a single Persuasion roll to alter his mood, if they so wish. Once his final mood is determined, read the relevant section below.

HOSTILE/UNCOOPERATIVE

After introducing himself he invites the group to follow him down a manhole. Clambering down the ladder, the Knights find themselves in an old cistern. It's now a slum, the sides supporting makeshift shelters. The stench is sickening, as are the appalling conditions in which the citizens live. Woman, children, and babies huddle in the shadows, clutching their few meager possessions. Any Knight with Healing has the opportunity to treat some minor injuries and infections.

There's an air of resentment simmering in the air. The citizens aren't stupid enough to attack the Knights, but they may spit or curse at them for abandoning them.

"You see how we've had to live since the Ordines abandoned us here?" Koenig shouts. "We've lived like rats in these stinking tunnels! Disease and starvation have claimed God knows how many lives! Why didn't you come

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back? Why didn't you check there weren't any more survivors being you upped and left? Damn it, we've been sending out radio broadcasts every time we hear a Dropship, but no, you're too busy fighting your war to worry about the citizens! For the love of God, you abandoned us to the Rephaim!"

Koenig is willing to cooperate with the Knight only so far as being shown to the pickup point. He won't obey orders, nor will the citizens, and they don't benefit from any Leadership Edges in combat. Throughout the rest of the adventure Koenig snaps at any Knights who try to placate him, calling them cowards and traitors to humanity.

NEUTRAL

As above, except the citizens fall into two camps. The first are afraid of the Knights, sheltering in their ramshackle shelters and peering out through racks. The second camp is more open, but lacks any feelings toward the Knights—a decade of deprivation has less them shell-shocked and without much faith in the Ordines.

"So you finally turned up, eh?" Koenig says. "Took your time, but I guess we should be grateful. I guess those radio broadcasts finally got through to someone. I take it you've got a plan to get us out of here? My people have spent ten years in this hell hole living like rats just to stay alive. It's a damned miracle we survived at all!"

Koenig follows any orders, but only so long as he doesn't feel the Knight are placing his people in danger. None of the citizens are willing to risk their lives now they're so close to rescue, but they'll fight if there is no other option.

The citizens don't have a huge supply of drugs or bandages available, but they provide basic first aid to wounded heroes. Each Knight benefits from a single Healing d6 attempt (they have other sick and injured to attend to, so can't spare the time or resources for further rolls).

FRIENDLY/HELPFUL

As Hostile/Uncooperative, except the citizens are pleased to see the Knights. The wretches paw at them, thanking them profusely for rescuing them.

"You have no idea how good it is to see you guys!" Koenig beams. "We've been here since the evacuation. We got cut off and hid out

until the relief column came, but it never did. Before we knew it the city was abandoned and we were here to stay. A few groups tried to make it out on foot or in vehicles, but no one ever came back to rescue us. We figured they'd failed to reach the border. So we've lived like rats for ten years, scavenging canned food from wrecked shops, drinking rainwater, and trying to avoid detection.

"I tell you, had you arrived in the first year after we went underground we'd likely have killed you in anger. But time's a great healer. We realize now we had our chance to escape, and had you known we were here you'd have been back in force to rescue us. A few went bad and started heretical preaching. As much it shames me to say it, we dealt with them in accordance with the law. Still, I'm sure we'd all appreciate absolution for our sins if you've got a Chaplain to hand.

"We've got an old radio, but it hasn't got much range. Sometimes we hear Dropships overheard, so we try to call for help. So far everyone's ignored us. If you're getting pulled out, you've got to take the women and children at least. They can't stay here—it's too dangerous and too damned undignified.

If the heroes had to abandon the radio station before broadcasting a distress call, the citizens' radio set is a battered backpack radio. It needs repairs (Repair roll at -2) before it can communicate with the Preceptory. Otherwise, it's just a headset communicator they scavenged off a fallen Knight during the invasion.

Koenig works with the Knights to get the survivors ready to move out. If the Knights don't advise them to leave behind any non-essential goods, Koenig does so.

The citizens provide healing as above, except they roll a d8+2 Healing (they're willing to provide better aid, albeit at the expense of their own people). Any character succeeding in a Notice roll before he receives first aid detects civilians in need of dire medical aid, and can refuse to be treated.

A POTENTIAL DISASTER

Assuming the Knights contacted the Preceptory, they know there's a single Angel en route to rescue them. An Angel can hold 18 Knights in full combat gear, or 36 passengers for a short and very

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crowded flight. At a push, you can cram 50 into the hold, but that generates weight problems and makes the Angel extremely hard to handle—few pilots will fly with such a load.

The number of civilians comes to 18 children (all below the age of 14), 22 women, and 20 men (after any losses in the battle are accounted for), or 60 in total—far too many for a single Angel, even operating in emergency conditions.

Unless the Knights head back to the radio transmitter and summon a second Angel, folks are going to be left behind on the first run. Do **not** remind the heroes of this—the players have access to the Angel stats in the *Necropolis 2350* campaign guide, and they can always ask the GM (you should tell them the cold, hard facts) if unsure about the maximum load.

FIGHTING MEN

The count of 20 male survivors takes into account any slain in the previous battle. In later battles, there are always 2 militiamen per hero. Any casualties are replaced from the extra men, but only to a maximum of 20. For instance, if there are six Knights, the number of militia aiding them at any one time equals 12. This leaves 8 spare men to replace casualties.

LAST STAND

The tallest buildings left standing are in the inner residential district. Once the penthouses of the elite, they are now shattered ruins. Many have been gutted by fire or are so badly damaged they are in danger of collapse, but one has remained remarkably intact. By the time the Knights reach the foyer, the Dropship is only minutes away.

If you want detailed floorplans, look no further than **12 to Midnight's** *Modern Floorplans: High-Rise Building*.

FOYER

The only entrance to the tower not clogged by debris is the main foyer. The Rephaim use the building as a base, and there are a large number of them in the building. Fortunately, there is only a handful of zombies guarding the entrance.

The foyer measures 24" by 36". Like most foyers in 21st century high-rise buildings, it contains a reception desk, seating areas, snack machines (all empty), stairwells, and elevators. Spread the zombies out around the foyer, ensuring none are closer than 15" to the entrance. The Knights begin outside the main doors.

The militia only joins the battle without being ordered if Koenig was Friendly or Helpful. A Neutral reaction means they are content to let the Knights do the fighting unless given a direct order. Hostile or Uncooperative citizens lend support only if the Knights are in serious trouble or the woman and children are threatened.

With no power, the elevators don't work. The only way to reach the roof is to climb the 30 flights of stairs! Although the passage of so many feet alerts the Rephaim to the humans' presence, they are too slow to react. Unless the characters go looking for trouble, they can reach the rooftop without further incident.

- **Militia (2 per hero):** See page 23.
- **Zombie Grenadier:** See page 26.
- **Zombies (2 per hero):** See page 25.

ROOFTOP RESCUE

As the heroes reach the top of the high-rise, the Angel pilot contacts them to alert them to his imminent arrival. There isn't room for him to land on the roof, and he can't guarantee the structure will take his weight, so he plans to drop the ramp and hover just off to one side. All the Knights have to do is hop onboard. If a second Angel hasn't been summoned, the pilot calls for emergency support as soon as he learns there are citizens present.

The Rephaim, however, aren't going to let the humans escape that easily. A small force of zombies has managed to shamble up the stairwell and onto the roof. As the first Angel takes up position, they emerge from the stairwell and open fire. The Angel pilot won't depart to provide air support—he's focused on saving as many civilians as possible. Should the Knights have let the Preceptory know about the survivors, the second Angel provides air support using its guns (and only its guns) until the first one has picked up its cargo and bugged out.

At the end of each round, after all other actions are taken, the GM must roll 2d6 to determine how many citizens have climbed into the Angel.

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Remember, there are a total of 40 women and children. Once this number is reached, the pilot closes the ramp and departs. The Knights and the menfolk will have to hold out for another hour (if only one Dropship is present) or wait 1d6 rounds while the second Angel takes up position.

Regardless of Koenig's attitude, his men stand and fight while the women and children board the Angel. However, if the headman was Hostile or Uncooperative he and his men still don't benefit from Leadership Edges—they're not fighting with the Knights, they're fighting purely for their families.

The roof measures 24" by 36". The Angel's ramp touches down in the center of the northern edge of the map. Aside from a few vents and satellite dishes, there is little cover on the roof. The Rephaim begin 8" from the southern edge.

- ☛ **Militia (2 per hero):** See page 23.
- ☛ **Zombies (3 per hero):** See page 25.

AFTERMATH

Assuming the citizens are rescued, the Ordines launch a determined effort to locate any others. The GM can allow this task to fall to other Lances



and fall into the background, or he can create an adventure (or a mini-campaign) where the Knights get to go back to Olisipo, liberate more survivors, and combat more Rephaim.

Word of the survivors soon circulates to the media. Friendly citizens praise the Ordines, specifically the Knights, for coming to their rescue, and dismiss any claims that the decade long wait was excessive. Hostile citizens, on the other hand, use the opportunity to criticize the Ordines (but not the Church) for leaving them behind. Any Knight who offended the civilians gets a special mention. This may lead to repercussions, and possibly earn the Knight a place on a Preacher-run training course on handling civilians in stressful situations. Whatever the outcome, the media wants to speak with the Knights about their role in the affair.

EXPERIENCE POINTS

This adventure should take two sessions to play out. Knights who failed to grab a live specimen in the first session should earn no more than 2 Experience Points—they've failed their mission. If they don't manage to capture one in the second session *or* fail to rescue the survivors, they again shouldn't be given more than 2 XPs. Should they manage to fail the primary mission *and* screw up the rescue attempt, the GM should consider rewarding them with a single XP.

A CARDINAL ERROR

In this adventure, the Knights must rescue a cardinal from his captors. Although the mission briefing mentions separatist guerillas, the kidnapers are in fact Rephaim, seeking to convert the cardinal into a greater mummy.

BRIEFING

Begin by reading or paraphrasing the information in Handout #2 to the players. When you're done, give them a copy of the handout to use during the adventure.

WMs should ensure the Knights aren't issued with any heavy support or explosive weapons. As far as the Sacri Ordines are concerned, the mission is a rescue operation, not an assault. When

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things go badly wrong, as they will, the Knights will lack heavy firepower, forcing them to use whatever they have to hand to win the day.

The second Lance accompanying the Knights comprises as many members as there are player characters, with one notable exception—if you have more than six players, you're likely running two Lances anyway. In this instance, there is no support—the mission is for two Lances only. Ideally, each player has two characters—his Wild Card and an Extra.

The second Lance *must* include a Senior Knight, who is second-in-command of the operation, and a Combat Medic. Beyond that, the *players* should decide their comrade's specialties. In accordance with the mission briefing, only flechette SMGs and limited types of grenades are available to their support crew. Hand out Ally Sheets as appropriate.

REPLACEMENT CHARACTERS

Should a Wild Card character be Incapacitated or killed during the mission, the first player to lose his character promotes the second Senior Knight (an Extra) to Wild Card status (assuming he's alive, of course). Otherwise, a player can promote any Extra Knight to replace their fallen Wild Card.

The newly promoted character doesn't gain any advances, though—he just has a Wild Die and three wound levels. This means he's much weaker than the hero he is replacing.

Once all the Extras are used up in this manner, there are no more replacements or reinforcements available—the players are going to have to be more careful with their men in future.

When the mission ends, the player is free to generate a new character as normal. Any XPs the player earns during this adventure are carried forward to his replacement character so he doesn't lose out.

PLANS AND TACTICS

The Lances are carried to the forward base by Angel. As the heroes disembark, they are greeted by the local Preceptor Master, his Preceptor Intelligence Officer, and a Church bureaucrat—Nuncia Petra Chang of the Office of Corporate Liaison.

The Master greets welcomes the Knights to the base, introduces his two comrades, and ushers the Lances straight to the rooms set aside for them.

"We've set aside a tactical operation center and two barrack rooms for you," the Preceptor Master explains on the short journey across the air strip. "Our intelligence resources are at your disposal.

"Nuncia Chang," he continues, blatantly ignoring the woman, "has been appointed to ensure you don't stray over the border and create a diplomatic incident. Apparently your target is very close to Kobia, and the Union has forbidden flights over their territory. We'd like you to make our lives easier by remembering that."

Once in the tactical center, the PIO calls up a large aerial view of the monastery. The WM should use the information below to create a map of the monastery, which comprises six main buildings. The plateau on which the compound lies should measure no more than 24" long and 20" wide.

"Sorry we didn't have this information available earlier, but the monastery has been abandoned for some years and records were few and far between.

"Right, here's the general layout," he says, pointing to the map. "Every building is constructed from stone quarried on the site. All doors, interior and exterior, are wooden. There's no mains electricity to the site, though there's every chance the kidnapers have installed a generator.

"The large building in the lower right corner is the old church. It's been deconsecrated, so don't worry about spilling blood inside. Up from that are two linked buildings. The large is the old library, and the smaller one the scriptorium, where the monks copied out books by hand.

"In the far northeast is the elevator. It's the only regular way in and out of the compound. Left of the library is the main accommodation block and refectory, with a small kitchen attached. This is the only two-story building—accommodation downstairs, and the refectory on the upper floor. The last building was a storehouse for provisions. The short lengths of wall you can see are about three feet high."

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No interior blueprints are available, so the Knights have only limited tactical data.

The PIO then asks the Knights to apprise him of their plan. He'll offer tactical advice where necessary. The players should be given the opportunity to plan the rescue to suit their characters' strengths.

The WM should use the PIO to help the Knights only if they get stuck, or they devise a risky strategy—such as both Lances landing in the same place (creating a kill-zone for the enemy) or having the Knights search the buildings one at a time, rather than performing a blanket sweep as quickly as possible (thus allowing the kidnappers chance to eliminate their hostages).

THE MISSION

The defenders comprise a number of zombies and a greater mummy. Aside from the mummy, who is in the church completing the ritual to turn the cardinal into a greater mummy, and his bodyguard of four zombies, the location of the defenders is left to the WM.

No more than four zombies should be on guard duty outside the buildings—the mummy doesn't know his headquarters has been located by the Ordines, and he doesn't want to reveal his presence by having his minions shambling around in the open for too long.

Since flechette weapons are silent and zombies don't make a great deal of noise, the Knights alert the other defenders only if grenades are used or they make excessive noise (such as shouting and screaming). If they can keep quiet, they stand a very good chance of catching the Rephaim by surprise.

Of course, that's if they can approach the monastery without being spotted. Cherubs have stealth systems designed to fool sensors and visual observations, but they aren't foolproof. As the Cherubs approach, have the outside guards make a Group Notice roll at -4—the heat dampers on the Cherubs are just as effective against Rephaim thermal vision. With success, the zombies alert their master, who in turn gives his troops orders. The heroes are ambushed as they land. Check for Surprise as normal. On a failure, the zombies react to the presence of the Cherubs only once the Knights disembark.

COMPLICATIONS

Few *Necropolis 2350* missions don't have some sort of complication, and this one is no exception. First, Cardinal Vespasian is beyond saving—he's already dead and most of the way to becoming a Rephaim. Second, unless the Knights stop the greater mummy from completing his ritual, the cardinal will arise as a greater mummy himself (albeit one with no Stygian armor or rune blade).

The mummy requires 10 rounds to complete his ritual. Place ten tokens out of sight of the players. The countdown begins as soon as the Knights touch down in the compound. Subtract one token for each round in which the mummy takes no actions beyond chanting and engraving eldritch runes on the corpse. When the last token is gone, the cardinal awakens at the start of the next round as a greater mummy (without Stygian armor or a rune blade).

The mummy is not suicidal, though, and will defend himself to the best of his ability. After all, once the pesky Knights are dead, he can continue his work in peace. He'll also have new corpses to replace any losses to his forces.

The cardinal's retinue is also deceased. The mummy tortured them in front of the cardinal to assist in breaking his mind ready for his transformation. Their corpses are in the church.

☛ **Greater Mummy:** See page 24.

☛ **Zombies (3 per Knight):** See page 25.

☛ **Zombie Grenadiers (1 per 2 Knights):** See page 26.

AFTERMATH

The heroes had no hope of rescuing the cardinal—he died a long time ago. Although the populace is rightfully disgusted at the images beamed into their homes, the success of the Knights gives them courage, and reminds them there are men and women who have dedicated their lives to combating evil.

The Pope makes a rare televised appearance, in which he exhorts the citizens of Salus to be eternally vigilant against the horrors of the Rephaim, and to report any suspected heretical activity to the authorities immediately. Enlistment

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figures for the Sacri Ordines rise 4% over the next few months, as brave citizens sign up to fight the good fight.

SHORT TALES

The following adventures are less detailed and involved than those above. They could be used as mini-adventures, perhaps for when the group is missing a player, as additional scenes in a larger scenario, or when the GM doesn't have anything planned for the session.

HOLY ORDERS

The Knights are given a shot at TV fame—for two minutes, anyway. Due to a bureaucratic error, the Knights are ordered to sell memorabilia on the weekly Ordo Night show. This isn't a very long adventure, and is intended as a light-hearted break from the usual bloody carnage the heroes must endure most missions. Given its nature, the WM can reuse it over and over again.

BRIEFING

"Knights, some bureaucrat has boned and dumped you right in it. In exactly 20 minutes, the weekly Ordo Night where we get chance to sell Sacer Ordo memorabilia to the masses goes live. I don't know how it happened, but your Lance has been put down as the presenters for part of this week's show, which is being broadcast from this Preceptory.

"I only just found out myself, and we don't have time to correct the error. You're each going to have to go on live television for two minutes and sell something to the masses.

"While you might get the bright idea to kill me and get an instant transfer to the Penitents, it won't work—you'll still have to go on live television first."

Enemy Forces: *Only a few hundred million viewers whose money we want.*

Support: *Sorry, but you have to handle this on your own. I could try ordering an air strike on the studio, but the odds of that coming off are slim.*

Equipment: *You'll be issued a microphone by the sound crew and given makeup, but that's your lot.*

THE MISSION

Before you run this mission, gather as many props as there are players. Yes, even Chaplains have been roped into the mess.

The Sacri Ordines sell mugs and pens bearing their symbol, signed photos of heroic Knights, model tanks, and such like. Just think of a modern home shopping channel, only with a militant bent. Your house should have plenty of props.

Give each player an actual prop he can hold and wave around, describe it in terms of how it looks in the 24th century (which is pretty much as today, only with the markings of the Sacer Ordo), and give them some time to think about their sales jargon. Remind them this is live television, as well—swearing will not go down well!

When they're all ready, give each player *exactly* two minutes to "sell" his item to an audience of around 300 million eager shoppers. When the clock gets to 10 seconds, hold up your fingers and silently count down, to give the Knight chance to close his slot.

Every player who at least makes an effort to roleplay should be awarded an Experience Point. Anyone who really gets into the roleplaying should be awarded an extra XP. Very kind WM's may wish to increase a Knight's Charisma by +1 when dealing with Church civilians for the next few missions because of the momentary fame they gain.

A Knight who really gets into the swing of his sales pitch may be invited back again for another slot. This is a perfect excuse for him or her to take the Media Star Edge, and is well suited to Knights whose specialty is talking rather than killing.

WALKING THE BEAT

This is a hearts-and-minds mission and is centered more on roleplaying than combat. It's a chance for the Knights to meet common citizens and interact with them. It's also chance for the WM to be creative, and design his own encounters.

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BRIEFING

“A neighboring Preceptory has been ordered to send troops to the frontline. They’re pulling out their rearguard as well, so you lot have been assigned to perform policing duties in their local town. This is a hearts-and-minds operation, so we expect politeness and smiles at all times. Don’t get yourselves on the local news and don’t screw up relations with our neighbors!”

Enemy Forces: *Aside from potential cultists and criminal elements, the town is safe.*

Support: *You won’t need any support for this mission. If an old lady attacks you, I’m sure you’ll deal with her. You’ll be airlifted in and then left to patrol on foot. The boss wants face-to-face contact, not you lot buddled in a Prophet.*

Equipment: *Just your regular gear. Take your shields as well, though. Apparently there have been riots recently.*

THE MISSION

Rather than tell you how to roleplay this mission, we’ve provided a sample list of encounters. After the Knights have walked the beat and chatted with a few passing citizens, draw a card. Repeat this as often as you want. This mission can be used several times by replacing used encounters with the WM’s own ideas.

Only basic information has been given, leaving the WM and players to handle the actual social interaction in any way they see fit. There are a number of street maps in *Necropolis* the WM can use as needed.

- 2 **Bank Robbery:** The heroes blunder across a robbery in progress. There are four robbers and all begin rushing from the bank, firing as they leave. Stats are provided on page 24.
- 3 **Rescue My Cat:** A small child stops the Knights and asks them to rescue her cat, which is up a tree. The “cat” is in fact a Salusian bobcat, a notoriously vicious breed similar in size to a dog. It doesn’t want to be rescued. Treat as a dog (see *Savage Worlds*), but add Climbing d8 and swap Bite for Claws).

- 4 **Forgetful Old Lady:** An elderly lady asks the Knights for help. She’s a little senile and has forgotten where she lives. Investigation and Streetwise rolls may be handy here. She also thinks one of the Knights is her grandson. When they eventually find her apartment, she invites them in for tea and cake, and then proceeds to pull out the old family photo albums.
- 5 **Stop, Thief:** While passing through the local market, the Knights hear a hue and cry. A young urchin has stolen some fruit and is making a break for it. Use the Chase rules. The chase begins at Medium Range. As it is market day, the place is crowded and counts as Thick Obstacles. The youth, a starving lad with a sick mother and no father, has Agility d8. Otherwise treat him as a civilian.
- 6 **Old Veteran:** A one-legged, drunken man clad in foul-smelling rags bumps into the Knights. He immediately tells them how he is a wounded veteran and wants to swap war stories. Refusal leads to loud cries of how the Sacri Ordines neglect their wounded heroes which generates sneers and foul-looks from passersby. Acceptance leads to some rather dubious stories with lots of obvious contradictions. The man is, in fact, a fake—he’s just the town drunk.
- 7 **New Arrival:** A breathless man runs up to the Knights and explains his wife is having a baby but something is wrong. A Healing roll reveals the woman has internal bleeding and needs surgery immediately. Calling for an ambulance will take too long, so the man suggests the Knights commandeer a car. Time for some roleplaying as both parents-to-be ask if everything is going to be okay and if the Knights could drive a little faster. At the hospital, the baby is delivered, the mother saved, and the new child named after whichever character was the most friendly to the couple.
- 8 **I Want to Join:** A spotty-faced youth of around 17 years approaches the Knights and says he wants to enlist. It’s obvious from a glance the kid wouldn’t last a day as a Squire, but he’s ultra-keen. Can they talk him out of it or will they sign up obvious meat for the grinder?
- 9 **Broken Vow:** The local Preceptor Estate Manager contacts the squad via radio and asks them to raid a suspected brothel. All goes well, but when checking the id of the

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DANGEROUS SECRET: PROJECT LAZARUS

Mankind's mortal life has always been relatively short. Even during the height of Corporate power, when anti-aging treatments were popular with the rich and famous, life expectancy only crept up to around 150 years. Since the Corporate War ended, research into longevity has been all but ignored.

It doesn't take a prophet to work out that mankind is losing the numbers war. It takes 16 years for a baby to reach the age it can be trained for war (within acceptable moral guidelines), and in the time it takes an infant to reach adulthood, countless soldiers will have been killed or maimed in the fighting. On the other hand, every dead human is a potential recruit for the Rephaim.

While the Church has not advocated forced insemination (yet), the Lazarites have taken the first steps down a dark road into closing the numbers gap. Since there is no way to speed up human development, the answer is to create a better soldier, one more resistant to damage.

Twenty years ago, a Lazarite investigation team discovered the wreck of a starship, the *Demeter*, which crashed on Salus before the outbreak of World War III. Amid the corrupted data files in the ship's computer, they retrieved the transcribed fragments of a diary dating back to the turn of the 20th century.

The diary, written by one Xavier Jahrling, told of how, in ages past, a group of men and women battled fell creatures of the night. It told of a procedure for grafting body parts from these night fiends onto human flesh, which was used to strengthen their warriors. The diary was dismissed as nonsense, perhaps part of a novel kept in the ship's library system, until it eventually came to the attention of Lazarite Dr. Johannes Weissman.

For over a decade, Weissman studied the diary in untold depth, reading, rereading, analyzing, and hypothesizing. At last he reached a startling conclusion—the medical procedures the diary described were not fiction.

Using members of the Penitents deemed irredeemable and Rephaim captives, Weissman has performed his own experiments—Rephaim limbs, tissue, and organs have been surgically implanted into and onto human bodies. Initial tests have had mixed results. In a few rare cases the graft has taken, resulting in what Weissman calls a "super soldier." In most cases, however, the subjects go insane and commit suicide. A few become psychotic, and must be given, to use the Church euphemism, "the final rest."

Live-fire tests using the human subjects are conducted under close guard by Lazarite forces. As with many Lazarite projects public knowledge of the Lazarus experiments would result in a fierce backlash against the Church.

clients they discover a Knight Commander on leave from a neighboring Preceptory. Although he has broken the vow of celibacy, he outranks the heroes. Will they arrest him or use his predicament to earn future favors?

- 10 **Car Crash:** Two cars collide at a busy intersection. No one is hurt, but the drivers (treat as Citizens) begin arguing over who is to blame. While they stand and rant, traffic backs up in all directions and the drivers quickly start to honk their horns and demand the blockage is cleared. This could turn ugly.

Jack I'll Jump: A crowd has gathered at the base of a tall building. A lone figure can be seen on a window ledge ten stories up. The man,

an accountant whose wife has left him for a fitness instructor named Hans, is threatening to jump.

Queen Rats: Recent rains have flooded the sewers and storm drains, forcing a swarm of rats into the streets. Hungry and vicious, the swarm is treated as a Wild Card. There are 2d10 innocent citizens in the street when the rats surge forth, which may hamper attempts to use grenades. Of course, destruction of public property (such as parked cars) or injuring citizens gets very bad press.

King Angry Mob: An angry mob is protesting at recent tax increases. There are 30 citizens (see *Necropolis*), half of whom are armed with rocks (Range: 3/6/12, Str+d4) and

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makeshift clubs (Str+d4). Forceful behavior in breaking up the mob leads to a barrage of stones followed by a clubbing. Intimidation and Persuasion are useful, though getting the entire mob to calm down should involve a -4 penalty (better that it's roleplayed).

Ace Monster: A hysterical woman comes running out of an apartment block screaming blue murder. She claims, through her sobs, that some sort of Rephaim beast is in her apartment. Such talk quickly draws a large crowd. The monster is nothing more than a large, albino rat. Catching it without tearing up the apartment won't be easy.

Joker Double Trouble: Life is rarely kind. Two encounters occur simultaneously. Draw two cards. Each demands attention, possibly forcing the Knights to divide their forces.

WHAT PRICE VICTORY?

The heroes stumble across a secret Lazarite project while on a rescue mission. Hopefully, the revelation of the Lazarites' activities will cause a crisis of faith. Surely victory cannot come at any price?

BRIEFING

“Sorry to call you away from prayer, but we have an emergency situation just developed. An Angel pilot returning from a drop reported seeing fire from a small facility about 50 miles from here. By the will of God, he picked up a radio mayday from the base. We have no idea who they are or what is attacking them, but these are fellow Knights in need of help. We're the closest Preceptory, so we're going in.”

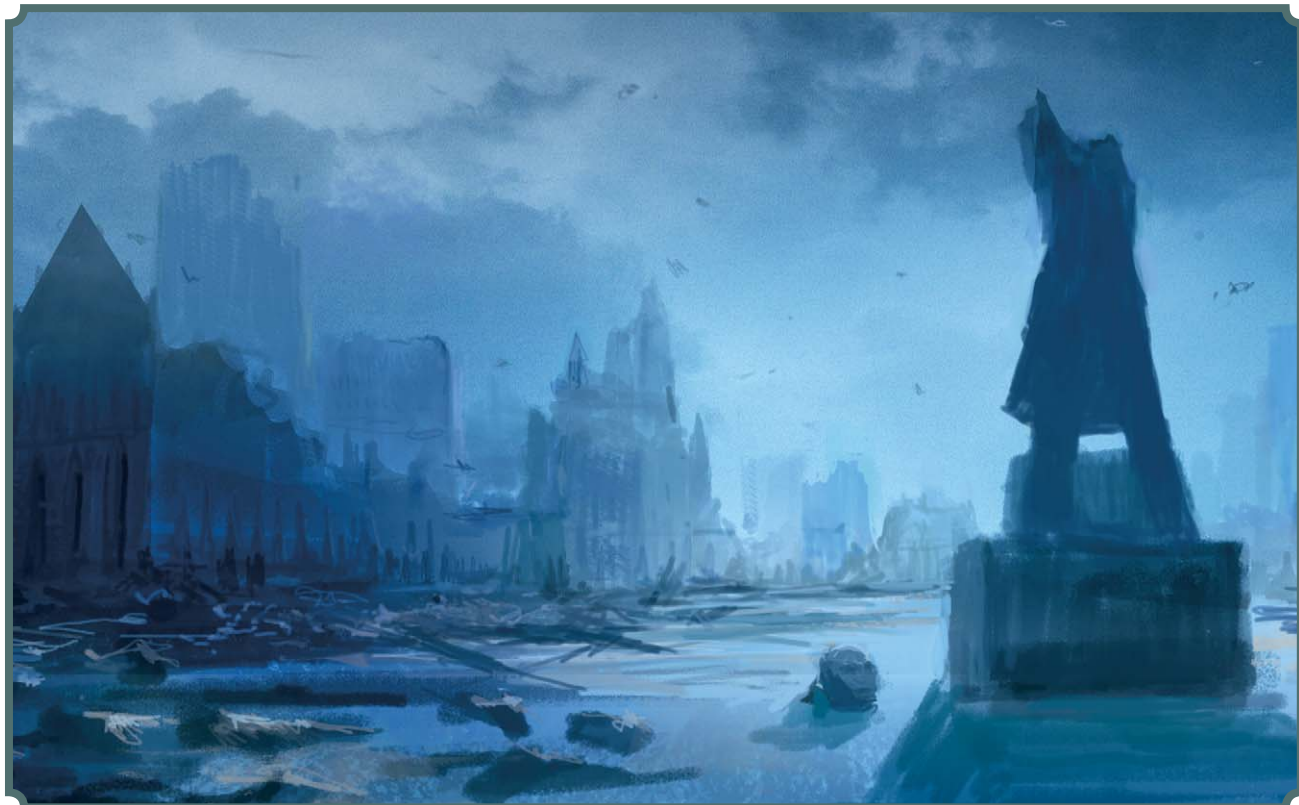
Enemy Forces: *We have no idea what you'll be facing, but we suspect a large number of hostiles must be involved.*

Support: *You'll be dropped in by Angel, along with a half-strength Lance of Sergeants and three Preacher Knight Combat Medics. If the situation is really hot, call for backup and we'll send what we can.*

Equipment: *Grab your regular gear and mount up—we've got friendlies in trouble!*

THE MISSION

Use the map from **Fliegerkopf** (see *Necropolis 2350*) for this mission.



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The facility is, in fact, a top secret Lazarite research base linked to the Crypt and Project Lazarus (p. 15). A Lance of Knights stationed there underwent alteration, being grafted with Rephaim tissue and organs. Unfortunately, the guinea pigs went insane and turned on their keepers, slaughtering them and accidentally starting the fire, which has, of course, destroyed all of the research notes.

As the dropship approaches the base, the heroes can clearly see the main building is completely alight. There are signs of movement on the ground, but the smoke makes it difficult to determine who or what, the figures are. Unwilling to land his bird in the smoke-filled compound, the dropship pilot touches down 30" off the eastern edge of the map. The Angel remains there until called.

No sooner have the heroes touched down than they come under fire from the insane Knights, who are gathered around the building. The Knights scream and bay continually, as the necromantic energy in their grafts destroys their minds. The heroes cannot communicate with them.

There is one insane Knight per hero and all are Wild Cards. Pick any from the list below, using duplicates if necessary. All of the enemy Knights are berserk, as per the Edge.

If the WM wishes to be cruel, he can have one of the Knights be a former comrade of at least one hero. The Knight was a regular petty rule-breaker, and was sentenced to a year in the Penitents to straighten him out. He was listed as missing in action 18 months ago. Seeing him requires a Guts check to avoid the effects of Fear.

- * **Insane Knight Infantryman #1:** His skin is covered in patches of zombie flesh, granting him +2 Toughness for Toughness 13 (6).
- * **Insane Knight Infantryman #2:** His hands end in the gnarled claws of a ghoul, giving him Str+d4 and the Paralysis special ability with a successful claw attack.
- * **Insane Knight Infantryman #3:** His internal organs have been replaced with those of a zombie. He has the Undead special ability.
- * **Insane Knight Infantryman #4:** Has the wings of a winged zombie attached to him (Flying Pace 6).
- * **Insane Knight Infantryman #5:** Has vampires' teeth, causing Str+d8 damage with a successful bite attack.
- * **Insane Knight Infantryman #6:** Has the wrappings of a mummy grafted to his flesh.

He has the Arcane Resistance Edge.

Knight Combat Medics (3): See page 23.

Sergeants (5): See page 24.

REMOVING THE EVIDENCE

After stopping the Knights, the heroes can examine the extent of their surgical alteration—this requires a Guts roll to avoid Fear. None of the Knights have any ID tags, nor do they wear any unit insignia. A number of other bodies lying outside the burning building, however, wear the distinctive black armor of Lazarites.

Suddenly, an aircraft screams overhead at just a few hundred feet. The heroes recognize it as a Scourge bomber, an aircraft loaded with napalm. As they watch, it commences a slow turn, setting itself up for an attack run. The heroes have just a few rounds to flee in whatever direction they want before the Scourge delivers its deadly load. Deal initiative cards as normal (including one to the aircraft).

Signaling the Scourge has no effect—the Lazarite pilot has strict orders to cleanse the area, regardless of who may be alive down there.

The Knights' dropship *won't* open fire on the bomber, but it is available to airlift the heroes to safety. It takes one round to lift off, one round to move over to the characters' location, and can begin loading on the third round (which might prove rather fatal). Alternately, the Knights can run to the dropship, but unless they are close to it, the odds of reaching it safely within 3 rounds are not good.

On the Scourge's third action card, it releases all four napalm canisters into the base simultaneously. Position the chains side by side to cover as much of the base as possible. Roll for deviation for each canister separately.

Moments after the Scourge delivers its deadly cargo, two Angel dropships with Lazarite markings supported by a pair of Archangel assault ships fly into view from the smoke and flame.

Should the heroes be hiding and the Angel well out of sight, they see a Lance of Lazarites in infantry battle suits climb out of the dropships (once they land) and begin examining the area. After about ten minutes, they withdraw to the dropships hauling the corpses with them. The dropships then leave. There is no evidence, other than the heroes' testimony, linking the Lazarites to the site.

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If the heroes are in the open (or later reveal themselves) or the Angel is nearby, the characters are ordered, over their headset radios, to drop their weapons and surrender or face the consequences. Having an Angel nearby is a clear sign someone is in the base! The Archangels attack the heroes with guns and rockets if they do not comply within 3 rounds, but cease fire once the Lance surrenders. They only attack the Angel if the characters start running toward it.

Assuming they value their lives and comply, both Angels land, each disgorging a Lance of Knights in full infantry battle suits and armed with hand flamers. They take up positions surrounding the characters.

A female Lazarite, wearing medium armor, then climbs out from one of the dropships and approaches the heroes. Any Lazarite heroes in the party can make a Common Knowledge roll. Other characters require the Knowledge (Sacri Ordines) skill to recognize her, and even then the roll is made at -2. With success, they recognize her as Field Master Amy Wheeler, the senior Lazarite in this sector and a close friend of Grand Master O'Flaherty.

She studies the heroes carefully for a few moments, memorizing their faces, before speaking.

"Whatever you thought happened here didn't. Whatever you think you saw, you were mistaken. This was an attack by Rephaim on a Lazarite holding facility, nothing more. By the time you got here, everyone was dead. Then we arrived to take care of our dead. If you fail to understand this and report otherwise, you will regret your foolishness. Don't speak, just nod if you understand."

She waits to see nods before she continues speaking.

"Good, now get out of here while I'm still feeling benevolent!"

She then departs back into the dropship, while her men check over the base as detailed above. Just in case the heroes think of getting itchy trigger fingers, the Lazarites only move away from the characters once Wheeler is safely in the air.

If they refuse to comply, they have signed their own death warrants. The Assault Knights open fire with their flamers! Run the combat as normal. Cleaning up the aftermath if the heroes win should make for interesting gaming, and

even if they lose the WM has an adventure hook to hand—a Lance is sent out to discover how the previous Knights died.

Should the heroes decide to tell anyone the truth of what happened here, they should come to regret it. They may find themselves on the receiving end of an artillery "miscalculation," being "accidentally" targeted by a Lazarite Lance during a joint mission, or even being temporarily re-assigned to serve alongside Lazarites, during which time they receive the most suicidal missions. No, it isn't fair, but the heroes were clearly warned to keep quiet and the Lazarites aren't all that nice, really. If they want to investigate further more covertly, the WM has a plot hook already lined up.

* **Lazarites (12):** As Knight Assault (page 22).

* **Field Master Wheeler:** See page 23

FURTHER ADVENTURES

This section provides a basic adventure generator for non-military missions, two alternate tables for the regular adventure generator, and a list of distractions the WM can use to make the Knights' lives more interesting.

NON-MILITARY MISSIONS

The Sacri Ordines of the Third Reformation Church are not just a military force. They own vast tracts of land, on which citizens live and work, and are responsible for policing their estates. All Knights are required to undertake regular police duties, both to give them a rest from battle and keep them in touch with the folk they are sworn to defend.

To create a non-military mission, simply roll 3d6 and consult the tables below. The WM assigns one die to each table as he desires to form the skeleton of the story. Once he knows the basics, he can begin designing scenes and encounters. WMs should also consider using the Complications and Distractions Tables (p. 21) to help develop the core idea.

Note that routine and petty crimes, such as burglaries, muggings, and assaults, are typically handled by Sergeants. Don't turn the game into a cop drama. Murder is a foul crime, but only when the victim is important or found in mysterious circumstances should the heroes become involved in the story.

TALES FROM THE FRONTLINE #01

TABLE 1: VILLAIN

This table determines the generic nature of the main villain. Additional details must be determined by the WM. Henchmen, soldiers, or fanatical followers can be added as the WM wishes—few villains work alone.

d6	Result
1	Bandits
2	Corporation
3	Criminals
4	Heretic
5	Psion
6	Rephaim

Bandits: Life on Salus is tough. Some bandits are nothing more than regular citizens driven to break the law to ensure their families are fed. Others choose a life of “freedom,” taking what they need to survive from those weaker than themselves.

Corporation: Corporate activities in Church territory may be covert military operations, propaganda teams, or even media crews reporting things the Church would rather keep quiet.

Criminals: Although petty criminals are commonplace, catching a mugger or burglar isn’t very heroic. This entry refers to organized criminals, whose activities include drug-running, smuggling, prostitution, selling blackmarket goods, and so on.

Heretics: Regardless of his heresy, the villain has turned his eyes away from the Church. He may be a “harmless” Pelagianist or a die-hard Necrolatrist.

Psion: A psion may be a rogue or, more rarely, a Corporate employee. For an extra twist, it may even be a Corporate deserter, which perhaps prompts a Corporate team to infiltrate Church territory in search of him.

Rephaim: Rephaim such mummies, vampires, changelings, wights, and other types capable of subversive activities are the best villains. Most often they lead a small cabal of lesser Rephaim or heretics.

TABLE 2: CRIMINAL ACTIVITY

This table highlights the general type of crime. Each category is deliberately wide in scope, so as to allow the WM greater freedom in picking the actual nature of the illegal activity.

Note that heresy is not a defined category. Depending on the adventure, heresy may fall into any category. For instance, an Immortalist may seek to sabotage or destroy Church property, whereas a Pelagianist might seek to corrupt others into following his creed.

d6	Result
1	Conquest
2	Corruption
3–4	Kidnapping/Theft
5	Sabotage/Destruction
6	Smuggling

Conquest: While conquest can refer to military activities (such as bandits seeking to capture a remote village), it can be used in other ways. Rival gangs seeking dominance of the local underworld through violence, using blackmail or threats to force someone into providing assistance, and even the rigging of elections all count as conquest crimes.

Corruption: The villain may be a drug-dealer, corrupting the flesh of his victims with narcotics, or a heretic corrupting the spirit with dangerous lies. It also covers crimes such as bribery and perjury. Alternately, the corruption may refer to anti-Church propaganda or attacks against a person’s social and moral standing.

Kidnapping/Theft: Kidnap involves the capture of a person or persons, whereas theft is directed against an inanimate object. Persons may include sacrifices for ghastly rituals, hostages, important civic figures, or celebrities. Objects might be food stores, the contents of a bank vault, or top-secret plans. Tax evasion also falls under theft, as does embezzlement, espionage, fraud, and identity theft.

Sabotage/Destruction: Villains who seek to sabotage something want to cause a temporary breakdown. While this might refer to equipment or a building, such as a power station, the rail network, or even a hospital, it can also refer to society in general. Destruction, on the other hand, involves the permanent removal of something (and includes arson and murder). While a serious crime in itself, sabotage is the lesser of the two evils.

Smuggling: Almost anything can be found on the blackmarket. Anti-smuggling operations might involve drug-dealers, food hoarders, holy relic traffickers, gunrunners, Rephaim smugglers (bringing Rephaim into Church territory), or people smugglers (such as an underground

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railroad for Faithful who don't want to serve the Church or moving rogue psions or citizens who want to defect to the Union).

TABLE 3: LOCATION

This determines the general focus of activities in the mission. The WM may use the result as the entire setting, or perhaps just as the scene of the climax.

d6	Result
1	Building
2	Business
3	Church
4	Residential
5	Underground
6	Wilderness

Building: This covers important or interesting buildings, such as power stations, libraries, hospitals, media studios, broadcasting towers, museums, docks/transport hubs, schools, and storehouses.

Business: This generic category covers shops, office blocks, malls, factories, and the like. Some business may be a front for the villain, whereas others are the target of his nefarious plans.

Church: A catch-all category covering actual shrines, monasteries, churches, and cathedrals, as well as Curia offices and Preceptories. Typically, these structures are located in an urban environment, though some can be found in the Wilderness.

Residential: Includes towns and districts within cities. The exact type of area can range from the luxurious estates of the rich and powerful down to crowded slums and tenements. Villages typically come under Wilderness results, though larger or important villages may fall under the Residential category.

Wilderness: Although the wilderness might refer to a forest, swamp, or desert, it can also refer to rural farming communities or a small Preceptory office, as well as a remote outpost (such as a meteorological station, observatory, or monastery).

Underground: This locale might be a subway station or train, the sewers, a basement, a cyst, or even a cave system. All that matters is that it is located beneath the surface, away from prying eyes.

EXAMPLES

Example 1: The dice come up 5, 5, and 5! The WM doesn't have any choice in assigning these. The results are Corporation, Sabotage/Destruction, and Wilderness. The WM decides a team of Corporate engineers and a few soldiers have captured and sabotaged a remote media relay station. Now, whenever the Church news comes on, the Corporates cut the feed and broadcast their own fake news stories.

Example 2: The dice are kinder this time and give us a 1, 2, and 4. The WM picks Psion (2), Corruption (1), and Church (4). The plot involves a rogue psion who uses puppet to dominate a local priest into giving heretical sermons. Although the priest appears initially to be the villain, the Knights must discover the true source of his corruption.

Example 3: Our final rolls are 2, 3, and 6. The WM selects Bandits (3), Smuggling (6), and Building (2). The WM decides to make this a moral issue for the Knights. The bandits, actually peasants, are workers at a Church granary complex, where they are involved smuggling much-needed food reserves to remote communities. They may be Robin Hood types, but they are still criminals in the eyes of Mother Church.

ADVENTURE GENERATOR ADDITIONS

Below are optional tables. They are numbered in accordance with the *Necropolis 2350* tables they replace. Likewise, any references to other tables refer to those in the core setting book. You can use either these tables or the originals from *Necropolis 2350* to throw obstacles at the heroes.

TABLE 1: MISSION

This alternate table gives a quick overview of the heroes' mission, leaving the GM to fill in the details as he wishes.

d20	Result
1	Battle! The Knights engage or are engaged by an enemy force.
2	Capture enemy fortification or settlement.

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- | | | | |
|----|---|----|---|
| 3 | Capture important person (enemy leader) or information (battle plans). | 8 | Mistaken identity (heroes misidentify objective, or allied troops attack them in error). |
| 4 | Capture important terrain (ford, bridge, pass, hill). | 9 | Natural obstacle (impassable terrain, river) causes heroes to detour through hostile territory. |
| 5 | Capture sentient prisoners for interrogation. | 10 | New orders received during mission. |
| 6 | Construct bridge or fortification (or guard engineers on such a project). | 11 | NPC commander, guide, or other support is incompetent. |
| 7 | Defend allied commanders or important information. | 12 | Objective is in bad terrain (dense forest, mountains, swamp) |
| 8 | Defend allied camp. | 13 | Rival allies on the same mission want the glory. |
| 9 | Defend allied fortification or settlement. | 14 | Support troops fail to materialize. |
| 10 | Defend important terrain (ford, bridge, pass, hill). | 15 | Support units desert at crucial moment. |
| 11 | Deliver orders to allied unit. | 16 | The heroes become lost and end up deep in enemy territory. |
| 12 | Deliver supplies to allied unit. | 17 | Trapped behind enemy lines by enemy troop movements. |
| 13 | Destroy enemy supplies. | 18 | Very bad weather (-1 to all trait rolls and half Pace due to weather). |
| 14 | Intercept enemy messengers. | 19 | None. Everything goes according to plan for a change. |
| 15 | Liberate prisoners/allied force (or individual) in trouble. | 20 | Disaster! Roll twice on this table (reroll further results of 20). |
| 16 | Patrol duty. | | |
| 17 | Reconnoiter enemy fortification or settlement. | | |
| 18 | Recruit and train militia. | | |
| 19 | Track down deserters or enemy spies. | | |
| 20 | Double duty. Roll twice on this table (ignoring further results of 20). | | |

TABLE 5: COMPLICATIONS

d20 Result

- 1 Allied troops retreat (to engage enemy or because of enemy numbers) without telling the heroes.
- 2 Allied support or other NPC is a traitor.
- 3 Allied unit nearby asks for aid in their own mission.
- 4 Ambushed by enemy force (Roll on Table 4A or 4B as appropriate).
- 5 Bad intelligence (the objective is not where it should be, is heavily guarded, doesn't exist).
- 6 Bad weather (-1 to all physical trait rolls due to weather).
- 7 Communication failure leads to erroneous orders.

DISTRACTIONS

Not every event in the heroes' lives revolves around warfare. This section lists a number of distractions you can use to add something unusual to your game sessions. You can either pick one, or roll a d20. If you roll a distraction you have already used, take the next unused entry.

- 1) Another Lance develops an intense rivalry with the characters'. Each is always trying to outdo the other.
- 2) One of the characters meets a girl in a local village or town. Whether a relationship develops, she pursues him against his wishes, or the pair form a Platonic friendship, the girl's family strongly disapproves, as does the hero's Knight Commander.

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- 3) Somehow the characters make an enemy in their Ordo. The enemy outranks the characters and decides to make their life a misery. This may have a detrimental effect on the Lance's morale.
- 4) One or more of the characters makes a very close friend in their Banner or an allied unit. If this friend is killed, the character(s) suffer -1 to Spirit rolls for the next mission.
- 5) The hero with the lowest Vigor catches a cold, leaving the character Fatigued for 1d4 days.
- 6) The characters hear rumors of some type of hideous creature inhabiting the local wilderness. The rumors are false and any investigation leads nowhere.
- 7) The Banner has taken heavy losses recently. Until the heroes secure a major victory over the Rephaim, they suffer -1 to all Spirit rolls.
- 8) The heroes' immediate superior is replaced with a political appointee who has no battlefield experience. Treat him as a Citizen with Knowledge (Battle) d4.
- 9) Disease sweeps the region. This not only affects the civilian population, but also the Preceptory's combat strength.
- 10) The local archbishop visits the Preceptory on a goodwill mission. If the heroes can impress him, he blesses them, granting each hero +1 to Spirit rolls for the next month.
- 11) A Penitent assigned to the unit is someone the heroes know (perhaps a former comrade). He wants their help in regaining his honor as quickly as possible.
- 12) One of the characters' comrades wants a Papal blessing and keeps on talking about it. He starts to take unnecessary risks.
- 13) Cutbacks because of the fight for New Budapest mean the Grand Master plans to close the heroes' Preceptory unless they achieve a major military victory in the near future.
- 14) A heat wave or cold snap strikes the region. Temperatures rise to over 110 (43° C) or drop to 12 (-11° C) or lower, whichever suits the region. This lasts for the next mission.
- 15) An important member of the unit suffers a crisis of faith. Until it is regained, he cannot use bennies and has his Spirit lowered one die step (min d4). If it is a leader, he loses his Leadership Edges as well.
- 16) A close friend of the heroes deserts. Can they find him before his absence is noticed by their Knight Commander?
- 17) The Preceptory has an ammo crisis. For the next mission, the Knights are issued just half the usual ammo load and have no artillery or air support. This can be reused in an alternate way, with fuel shortages grounding all vehicles.
- 18) A well-liked Sergeant is getting married and invites the Knights to attend. This may be an opportunity for social role-playing or a chance for heretics to take out the Knights while they are unarmed (except for swords).
- 19) The Lance receives letters from friends and loved ones, a rare but not unknown event. Recipients' Spirit rolls are boosted by +1 for the next month. Each character has a letter on a d6 roll of 1-3.
- 20) The Preceptory is having one of those days when everything seems to be going wrong. Roll for two Distractions.

THE CAST

All the stats used in the adventures are grouped here for convenience. Stat blocks are listed alphabetically, first by Church forces or allies, and then by Rephaim or other adversaries.

KNIGHT ASSAULT (LAZARITE)

Although the Lazarites refer to these soldiers as Assault Knights, they actually serve to clean up any "mistakes" involving Lazarite research into the Rephaim. They don't serve in the regular army, but work solely in the Lazarites' secret facilities.

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

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

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

Hindrances: Loyal, Vow (Major: sacred vows)

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Edges: Brawny, Combat Reflexes, Dodge
Training: Rephaim Knowledge, Specimen Collection

Gear: Infantry battle suit (+8), flamethrower (Range: Cone, Damage 2d10, ignores armor), molecular sword (Str+d8+2, AP 4), ID tag

KNIGHT COMBAT MEDIC (PREACHER)

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

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

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Healer, Improved Dodge, Medic

Training: Hearts & Minds, Training Cadre

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

KNIGHT INFANTRYMAN (NO ORDO)

Knight Infantryman can be used to bring the group up to five or six characters (the typical strength for a Lance). The special abilities are used only in the adventure **What Price Victory?**

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

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

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Combat Reflexes, Dodge

Gear: Medium armor (+6), flechette rifle with 3 mags (Range: 24/48/96, Damage: 2d8+1, AP2, Auto, 3RB), 5 grenades (Range: 3/6/12, Damage: 3d8, AP 4, MBT), molecular sword (Str+d8+2, AP 4), medpac, ID tag

Special Abilities:

- * **Paralysis:** Victims must make a Vigor roll or be paralyzed and incapable of any action—even speech—for 2d6 rounds.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Ignores wound penalties.

KNIGHT VEHICLE CREW (TEMPLAR)

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

Skills: Driving d8, Fighting d4, Guts d4, Notice d6, Repair d6, Shooting d8

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Ace, Combat Reflexes

Training: Vehicle Expertise (Driving)

Gear: Light armor (+4), flechette SMG, 3 magazines (Ranged: 12/24/48, Damage: 2d6+1, AP 2, Auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag



LAZARITE FIELD MASTER WHEELER

A close friend of Lazarite Grand Master O'Flaherty, Field Master Wheeler is privy to many of the Lazarites' darkest secrets. For this reason, she is always accompanied by at least one Lance of Assault Knights equipped with flamethrowers (with orders to prevent her capture using lethal force). She isn't the head of Project Lazarus, but she's fully aware of what the project entails. A true Lazarite, she can see no wrong in her work—mankind must win the war, and that means using “unconventional tactics.”

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

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

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

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

Edges: Attractive, Combat Reflexes, Command, Command Presence, Fervor, Hard to Kill, Hold the Line, Improved Dodge, Tactician

Training: Rephaim Knowledge, Specimen Collection

Gear: Medium armor (+6), flechette pistol (Range: 12/24/48, Damage: 2d6, Shots 30, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), ID scanner, ID tag.

MILITIA

These citizens aren't an organized militia—they're survivors who've learned to use guns and stay alive. Their weapons were scavenged from a sporting goods store. Despite ten years of preserving ammo and avoiding fights, they're down to their last few shells apiece.

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

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Skills: Fighting d6, Guts d6, Shooting d6, Stealth

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Gear: Shotgun (Range: 12/24/48, Damage: 1-3d6, +2 Shooting), no reloads, molecular dagger (Str+d4+2, AP 2)

SERGEANT

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

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

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9(4)
Hindrances: Loyal, Vow (Major: sacred vows)

Edges: —

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

BANK ROBBER

These criminals are ex-Corporate soldiers who've decided to supplement their regular income by robbing banks. They're trained, disciplined, and more importantly, well-armed.

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

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

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

Hindrances: Loyal, Mean

Edges: Combat Reflexes, Rock and Roll

Gear: Light armor (+4), 6mm SMG with 2 magazines (Range: 12/24/48, Damage: 2d6, ROF 3), molecular dagger (Str+d4+2, AP 2), headset comms, medpac, ID tag

EXPLODING CORPSE

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

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 5; **Parry:** 5; **Toughness:** 9

Special Abilities:

* **Bite or Claws:** Str+d4.

* **Explode:** When an exploding corpse is wounded it explodes for 4d10 damage in a Medium Burst Template. This may cause a chain reaction if other exploding corpses are caught in the template. This counts as a Heavy Weapon.

* **Firearm Absorption:** Exploding corpses ignore all piercing weapon damage. Heavy Weapons, other melee weapons, lasers, explosive weapons, and flamethrowers inflict

normal damage.

* **Stench:** Characters who make a successful Notice check may detect the smell up to 6" away (12" downwind). The putrid stench permeates everything except airtight vessels (most armored vehicles).

* **Thermal Vision:** Exploding corpses halve penalties for darkness against living targets (round down).

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots.

* **Weakness (Fire):** Fire is especially dangerous to exploding corpses. They automatically catch fire. After that they suffer 2d10 damage per round until they explode.



MUMMY, GREATER

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d10, Necromancy d10, Notice d8

Pace: 4 (d4 running die); **Parry:** 7; **Toughness:** 15(5)

Gear: Stygian armor (+5), rune sword (Str+d8+4, AP 4)

Special Abilities:

* **Arcane Background (Magic):** A mummy typically knows *barrier* (creates a wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscure* (area of darkness), and *zombie* (ritual preparation) (35 Power Points).

* **Crushing Grasp:** Str+d6. On a raise, the mummy automatically grapples its opponent.

* **Fear (-2):** Opponents must make a Guts roll at -2.

* **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons. Ignores Wound Penalties.

* **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.

* **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound. Victims who die as result of "mummy rot" may be brought back as guardian mummies.

* **Thermal Vision:** Rephaim halve all penalties

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for bad lighting when attacking living targets or vehicles with their engine running.

- * **Weakness (Fire):** Mummies take +4 damage from fire.

NECROSCOPE

Necroscopes are Rephaim bloodhounds, capable of sensing living creatures through even the thickest armor or shielding. Gray-skinned and hunched, with huge, bulging, black eyes and enlarged nostrils and ears, they lead Rephaim to hiding prey or serve as sentries. They have no mouth and are not capable of communicating beyond pointing to their targets with their withered arms.

Though they undoubtedly have superior eyesight, smell, and hearing to a human, they can also sense air currents, heat signatures, and, to a limited degree, pick up strong thoughts. This battery of senses gives them their ability to apparently “see” through objects.

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

Skills: Fighting d4, Notice d12, Tracking d10

Pace: 6; **Parry:** 4; **Toughness:** 6

Special Abilities:

- * **Battery of Senses:** Necroscopes can use their Notice to detect living creatures within 24”, even those concealed behind solid objects (or inside vehicles). This is opposed by Stealth as normal. They suffer no penalties for darkness or concealment and always count as alert sentries.
- * **Size -1:** Necroscopes are similar in size to small children.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to poison and disease. Half damage from piercing weapons.

SBACULA

SBACulas are hulking, Rephaim brutes, created by the liches to work in the mines and on other construction projects. Dumb and strong, they have proven very capable workers.

Lacking much in the way of mobile infantry support, the Dark Conclave came up with the idea of strapping captured SBACs to these brutes, known among the Rephaim as “mules,” and transforming them into walking gun platforms.

Though they are of little use against tanks, their weapons can penetrate APCs and other light support vehicles.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+4, Vigor d10

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

Pace: 6; **Parry:** 4; **Toughness:** 12

Gear: 25mm SBAC (Range: 30/60/120, Damage 3d8, AP 10, Small Burst Template), 3 full reloads

Special Abilities:

- * **Brawny:** +1 Toughness, carrying capacity of 8 x Str.
- * **Claws:** Str+d6.
- * **Hardy:** Multiple Shaken results do not cause a wound.
- * **Size +2:** SBACulas stand 9’ tall and weigh around 400 pounds.
- * **Thermal Vision:** Halves penalties for bad lighting when attacking living targets.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Immune to poison and disease. Piercing weapons do half damage.

SKELETON

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

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

Pace: 7; **Parry:** 5; **Toughness:** 7/11(4)

Gear: Typically a flechette rifle with 3 magazines (Range: 24/48/96, Damage: 2d8+1, AP 2, Auto, 3RB), 1d3 grenades (Range: 20/40/80, Damage: 3d8, AP 4, MBT); 50% have light armor (+4)

Special Abilities:

- * **Bony Claws:** Str+d4.
- * **Fearless:** Skeletons are immune to Fear and Intimidation.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half damage from piercing weapons.

ZOMBIE

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

Skills: Fighting d6, Intimidation d6, Notice d4,

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Shooting d6, Stealth d6

Pace: 4 **Parry:** 5 **Toughness:** 7

Gear: Flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1AP 2, Auto)

Special Abilities:

- * **Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

ZOMBIE GRENADIER

Zombie grenadiers provide support to Rephaim troops through a variety of grenades launched from a Brimstone. They aren't accurate marksmen, but Rephaim commanders are far less worried about friendly fire incidents than their human counterparts. GMs who want to use skeleton grenadiers need simply add the gear and Grenades special ability to the base skeleton stat block.

The italicized stat entries below allow for more experienced grenadiers. All entries are cumulative (so an elite grenadier gains the benefits of all three entries). From 2352 onward, zombie grenadiers begin making use of captured Maximus rotary grenade launchers (see 2351-55 *Update*).

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace: 4 **Parry:** 5 **Toughness:** 7/11(4)

Gear: Brimstone grenade launcher (Range: 20/40/80, Damage: as grenade, see below, no reloads); 50% have light armor (+4).

Special Abilities:

- * **Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Grenades:** Zombies aren't clever. Grenadiers load whatever grenades they can find, without caring about their type. Each time the zombie fires, roll a d10 to determine the type of grenade launched: 1-6 monofilament; 7-9 incendiary, 10 starshell.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.

- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

Skilled: Grenade Launcher King

Experienced: Shooting d8, Marksman

Elite: Grenade Launcher God

ZOMBIE SNIPER

Even with flechette weapons, which produce minimal noise and no muzzle flash, human snipers are trained to fire and move—staying stationary is a sure way to get yourself killed. Zombies don't have the same survival instincts as humans, nor do they possess cognitive abilities of any note. As such, once they find a good position they stay there and keep firing. This mentality only changes when a zombie has survived long enough to develop rudimentary tactics.

The italicized stat entries below allow for more experienced snipers. All entries are cumulative (so an elite sniper gains the benefits of all three entries).

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Pace: 4 **Parry:** 5 **Toughness:** 7

Gear: Flechette sniper rifle with 2 magazines (Range: 30/60/120, Damage: 2d8+1, AP 2, integral scope)

Special Abilities:

- * **Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Marksman:** +2 to Shooting rolls if it remains stationary.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. Immune to poison and disease. No additional damage from called shots. Half-damage from piercing weapons.

Skilled: Shooting d8

Experienced: Dig In, Steady Hands

Elite: Move and Fire

PLAYER HANDOUT #1: TACTICAL BRIEFING

Date: 32.VI.2050; 2030 Zulu.

Ten years ago, the Rephaim captured the city of Olisipo, south of what is now the border between Dead Zone Beta and Tomaculum. You'll be handed a small data file on the city after the briefing.

Much of the city was destroyed and we managed to evacuate the vast majority of citizens, so we have no immediate interest in recapturing it. The Rephaim seem to know this, because they haven't bothered fortifying it. What they have been doing is field testing new species, though. It seems they use the city as a sort of training ground, which has played right into our hands.

Over the last few years, the Ordines have conducted a number of covert missions into Olisipo for the purposes of grabbing specimens. We don't take many and we don't do it often—as far as we know, the Rephaim are none the wiser, and attribute any losses to their live-fire combat exercises. Your mission is to follow on from other missions and snatch living specimens for our Lazarite comrades to play with.

Technicians have modified a Job supply truck by adding a number of sturdy holding tanks and fitting seats for your Lance. It won't be a smooth ride, but she's perfect for the task. The tanks are rated 12D, which should suffice most regular Rephaim. If you get anything stronger, we can't guarantee how long they'll be contained.

A Nephilim Dropship will drop the APC in the docklands district just before dawn. We don't want the Rephaim alerted to your presence, so the Nephilim won't be available for air support. The pilot will circle around in the wastes between the city and the border, dropping into headset communication range every 30 minutes or so. Signal as soon as you've got a specimen and she'll land and pick you up. We want to minimize her presence, so work fast.

Enemy Forces: The bulk of the enemy forces are known to comprise skeletons and zombies. We're not interested in these, though, or in vampires or mummies. The Lazarites want new specimens. In essence, if you encounter something you've never seen before, grab it! Avoid engagements with regular Rephaim forces at all costs.

Support: Because this is a covert mission, you'll be going in alone. Sergeants just don't have the training for this sort of work. This is another reason for you to avoid contact where possible.

Equipment: This is a snatch-and-grab mission. Aside from your regular gear, the Lance will be issued with two tangle guns, each with two rounds. Everyone is to take a mancatcher as well.

OLISIPO

(CENSUS RECORD 2340)

Population: 1.32 million (currently abandoned).

Location: 75 miles south of current Tomaculum border and 22 miles inland. The city sits on the southern bank of the Tamesis River.

Purpose: Heavy industry and shipbuilding hub (nonfunctional).

Olisipo was divided into two distinct areas.

Located on the river banks were the docks, shipyards, and heavy industry plants. During the Rephaim invasion, the docks served as the stronghold for the Ordines. Almost the entire population was evacuated from here on heavily armed ships, or via convoys of Job supply trucks and Pedael cargo lifters. Before the final withdraw, the Ordines ordered an intense artillery and aerial bombardment to deny the Rephaim use of any facilities.

The residential and administrative districts were constructed five miles south of the city, along Highway 19R, in a series of four concentric circles. The outermost zone contained housing for the general populace. Next were light industrial and administrative businesses. Inside of this sat the housing of the elite, and well as an urban Preceptory. The core district served the Curia, and contained two notable buildings—the Cathedral of St. Thomas, and the Basilica of the Rose-Cross.

PLAYER HANDOUT #2: TACTICAL BRIEFING

Date: 05.VIII.2050; 0730 Zulu.

Sit down and shut up—this one is serious, and I want your full attention.

Two months ago, Cardinal David Vespasian of the Office of Agriculture was kidnapped along with his entourage. The kidnapers are members of the Independence Movement. Intelligence reports they're farmers living near the Kobia border who want to secede from the Church and join the Union. Until now they've been very low key and more a nuisance than a threat, but now they've crossed the line.

It's taken a while, but we've finally deduced the kidnapers have taken up refuge in the old monastery of St. Maximilian. It's not well-fortified, but its location makes it a bitch to reach without being seen. The monks lived a hermit lifestyle, and constructed their home on a rocky ledge high in the mountains.

The Grand Master received instructions a short while later from His Holiness to rescue the cardinal and his entourage through military force. Apparently the Curia wanted the Praetorians and Teutronics to handle the rescue, but the Pope felt we were better equipped.

The compound, you'll get a map soon so stow any questions about the layout right now, is inaccessible from the ground except by a treacherous climb or a winch lowered from the monastery. We doubt the kidnapers will be so kind as to invite you in, though. For that reason, we're going to rely on stealth to get you into the compound. You'll be dropped right into the monastery via Cherubs.

Once you're down, they'll take up holding positions nearby, along with a third Cherub for hostage extraction. Once you have secured the prisoners and are in the open, the Cherub will land to collect the hostages while the others provide fire support. Only when the hostages are safely in the air will you be permitted to leave.

The wind shear in the mountains can be lethal. For that reason, the senior Cherub pilot has the final go/no go decision on whether the insertion is possible. If he says he can't land safely you'll be climbing several hundred feet of vertical cliff, so make sure you take suitable equipment!

To ensure other enemies of the Church know kidnapping will not be tolerated, Papa John has ordered your camera feeds and audio signals to be broadcast live once the operation commences. The monastery has no communication equipment—it doesn't even have electricity—and it's too far from the transmitters to pick up stray signals on portable units. The Cherubs will forward your signals to the nearest relay station.

We rescue Vespasian successfully, and we get a major public relations boon. Screw up, and this will make us look very bad in front of millions of citizens. It'll also give separatists across Salus a major boost to their cause.

Okay, aside from Vespasian, the entourage includes First Secretary Pietr Damocles of the Office of Agriculture New Territories Province, Archpriest Maria Valence, the local priest, and three Knights from the Praetorians—Johnson, Irobi, and Zelwigger. Two other Knights were slain in the kidnapping.

Once you're tooled up, you'll be flown to a forward camp nearer the mountains to plan your operation. His Holiness wants this to be hard and fast, so don't dally making detailed plans.

Enemy Forces: A Cherub performed a flyby during the night, but the enemy wasn't playing ball. As best as we can tell, you'll be facing maybe a dozen or so citizens armed with shotguns and flechette SMGs. Chances are the militants are Preacher-trained, so they do know how to use their guns. They might have a few grenades at their disposal if the Cardinal's entourage were dumb enough to carry any.

Support: A second Lance of Knights, Lance XI Banner B, will be accompanying you on this one. You're the senior Lance, and your Senior Knight is the mission commander.

Equipment: The Curia has sanctioned extreme force for this mission, but they don't want the cardinal wasted by trigger-happy Knights. For that reason, you'll be restricted to smoke grenades only.

Since this is a rescue mission and not a raid, you'll all be issued with SMGs instead of your usual primary weapons. They're far more compact than rifles, and much better in a tight environment. No support weapons of any sort will be issued. Any Infantry Support Knights had better get used to being a grunt for a while.

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YOU'VE JOINED THE SACRI ORDINES, YOU'VE EARNED YOUR SWORD,
AND NOW YOU'RE WAITING EAGERLY FOR THE CALL TO BATTLE?
WAIT NO LONGER, BRAVE KNIGHTS!

Inside this adventure pack you'll find:

- **Snatch and Grab:** A full-length adventure in which the Knights are ordered to secure unusual Rephaim specimens for scientific study. Alone in a hostile city, the Knights need to act quickly and quietly.
- **A Cardinal Error:** Cardinal Vespasian, head of the Office of Agriculture, has been kidnapped by separatists seeking to join the Union of Corporations. To ensure a safe rescue, and make other kidnapers think twice about daring to use force against the Church and its officials, the Pope has personally ordered the Sacri Ordines to conduct a televised rescue mission. The orders for this short adventure are brutally simple—rescue the prisoners, kill the kidnapers.
- **Three Short Adventures:** When someone higher up the chain of command makes a mistake, it's left to the Knights to appear live on the Church's home-shopping channel to sell merchandize! Aiding another Preceptory, the Knights are assigned to walk the beat and police the streets. Have they got what it takes to deal with the public without resorting to violence? In the third adventure, a rescue mission leads to a terrifying discovery (this mission also details a new Dangerous Secret the WM can use in his own Necropolis 2350 adventures).
- **WM Appendix:** Contains a quick system for creating non-combat missions, and additional Mission Tables to give the WM more choice in the sorts of combat adventures he runs.
 - **Bestiary:** Every stat you need to run the adventures is included to reduce book-flipping during play! Includes two new forms of Rephaim and two variants on the zombie stat block—sniper and grenadier.



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