

NECROPOLIS

2350

2351-55 UPDATE



PAUL 'WIGGY' WADE-WILLIAMS & JEFFERY WOMACK

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SPECIAL THANKS: WILLIAM OGDEN**

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And out of the throne proceeded lightnings and thunders and voices: and there were seven lamps of fire burning before the throne, which are the seven Spirits of God.

Revelation 4:5

NEW SACRI ORDINES

During the early stages of the Battle of New Budapest, Pope John XXIV shocked the Papal state by announcing the formation of two new Sacri Ordines, bringing the total of seven. Due to the scale of the battle (current estimates put troop numbers involved in the campaign at 85% of the Sacri Ordines' entire fighting strength in the southern continent region), it was only as the fighting drew to a close that troops on the frontline heard the proclamation.

Four of the existing Grand Masters, who had not been informed of this decision in advance, objected vociferously, claiming their recruitment numbers would suffer as a result. Although this was the official line, many critics believe the Ordines feared for their financial status. Only the Lazarites gave their full support, but in that there was no real surprise.

On 17.I.2351, the Pope summoned the five main Grand Masters to the Vatican for a conclave. Although Church media duly reported the gathering, it said nothing of the tension in the relationships between the Pope and his most senior warriors. After three days behind the secure doors of the Pope's private apartments, the Grand Masters emerged.

Each spoke to the media in turn, but their messages were almost word-perfect identical—the five Sacri Ordines would support the new Ordines, granting them enough land and materiel to help the fledgling organizations find their feet.

Due to each Ordo's particular vows, it was felt to be spiritually damaging to force the transfer of Knights.

However, Knights would be allowed to apply for a transfer with no stigma attached.

The transfer of land and materiel commenced immediately, with official recruitment beginning on 01.II.2351. Despite the losses at New Budapest (not all of which were released to the media), citizens seemed keen to join, because within a month the new Ordines had reached a level where they could field a half strength Battle of Knights.

Given that training a Knight can't be completed that quickly, many questioned how this was possible. Were so many Knights disillusioned with their current Ordo? Was training reduced to allow a quicker intake?

The truth has never been revealed to the masses, but it quickly spread through the Ordines—the new Ordines had secretly been building up their military strength for years. Worse still, the core strength of the Ordo Paenitentia had been secretly siphoned off over a year ago to provide additional troops for one of the Ordines. Again the Grand Masters objected. Creating the new Ordines was one thing, but allowing fallen Knights and sinners, even repentant ones, into the ranks was almost blasphemous (though none used that exact word).

Pope John, with uncharacteristic fury, reminded the Ordines they existed solely on his whim. He made them, and he could disband them. Again, the Grand Masters backed down, but none in the Curia could doubt that, in humanity's darkest hour, the foundations of the Church were showing cracks. Maybe the final days have truly come.

ORDO PRAETORIO (PRAETORIANS)

HISTORY

The original Praetorians were the bodyguards of the ancient Roman emperors and served as Rome's garrison. Throughout their history, they served both honorably and dishonorably. In the latter cases, they were responsi-

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ble for removing and installing more than one emperor, even auctioning off the throne to the highest bidder at one point.

During the Renaissance, the Popes began using mercenaries, the Swiss Guard, as their bodyguards. Centuries have passed, but the Swiss Guard remained in place. At least they did.

The creation of two new Sacri Ordines was hard enough for the existing Grand Masters to swallow, but to hear the Swiss Guard were to be reformed as the Ordo Praetorio was a move none had expected. Upgraded from a private army to an official Sacer Ordo, the Praetorians are responsible for protecting the Pope, Vatican City, and high-ranking members of the Curia.

In order to bolster troop strength, the Pope has officially disbanded the Vatican City Police Department and transferred all policemen in the city to the new Ordo as Knights. From now on, the policing of Vatican City falls solely to the Praetorians.

Where once the five original Sacri Ordines partook equally in defending Vatican City, they have now been ordered to remove their military forces from the city limits by the start of 2353, though they are being allowed to maintain purely bureaucratic offices. Security for these structures will then fall under the auspices of the Praetorians. To most Knights, this is a betrayal of their holy duties to protect Mother Church.

Rumors that the Praetorians are being placed to spy on the Ordines are rife and four of the Grand Masters are doing nothing to curb such talk. Only the Lazarites welcome the move, but most other Knights agree they are the Pope's puppets anyway.

GRAND MASTER

The first Grand Master of the Praetorians is Adolphus Kesting, former Commandant-General of the Swiss Guard. While none doubt his dedication to the Pope, nor his grasp of security procedures, few believe he has what it takes to run something as complex as an entire Sacer Ordo.

TABARD

Knights wear a purple tabard with a gold cross. Sergeants wear a white tabard with a purple cross. Armor is colored for urban warfare, with crosses worn on the back of the helmet and on the shoulder pads.

TRAINING

- * **Bodyguard:** One of the Ordo's core roles is protecting VIPs. When adjacent to a person they are sworn to protect, attacks against the VIP are instead made against the Knight, as he throws himself in front of blows and bullets to form a human shield. Against area effect weapons, the Knight provides the VIP with +2 Armor (as if he were Medium Cover). If the Knight is wounded



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while performing this duty, he receives a free Soak roll at -2. He may not spend bennies to reroll this. However, he may spend them afterwards to Soak as normal (without the -2 penalty).

If multiple Knights are present, the nearest one to the direction of the attack becomes the target. Should two or more be equally close, roll randomly to determine who gets in the way.

* **Defensive Mentality:** The Praetorians are not an offensive force, and are unlikely to ever partake in offensive actions. They serve purely to defend structures and people. When within 5" of a structure or person they have been ordered to defend as part of their mission brief, they receive +1 to Spirit and Spirit-linked skill rolls.

ORDO THEUTONICORUM (TEUTONICS)

HISTORY

Originally founded in 1190 by a group of German merchants, the Ordo known as the Teutonic Knights (*Ordo domus Sanctæ Mariæ Theutonicorum Ierosolimitanorum*) first received official Papal recognition in 1199.

Virtually destroyed during a campaign in 1216, the Ordo never recovered its strength in the Holy Land and instead withdrew to Germany, to which it had a strong national tie. Following a campaign in Hungary against heathens from neighboring lands, the Ordo developed its own identity. Rather than wage war against unbelievers in the Holy Land, it would convert the pagans of Eastern Europe.

Through bogs, lakes, rivers, sand dunes, and dark forests, the knights slaughtered their way across the Baltic, filling the great void they left with German colonists.

Despite their successes, Eastern Europe was not considered a rich prize, and the Ordo never grew as large as its peers. Indeed, during several rebellions the Ordo had to be saved from extinction by outside intervention (the Pope issued 22 Papal bulls ordering others to support the Ordo in just 4 years).

By 1697, the Ordo was reduced to just 20 officers, who were always members of the German army. The Ordo was never officially disbanded, but it had ceased to be a military force. Some claim that members of the SS were indoctrinated into the Ordo during World War 2, but this has never been proven.

The latest incarnation of the Ordo Theutonicorum was created to serve as back up to the three main combat wings of the Church (Templars, Incinerators, and Impalers). Whereas the main Ordines are assigned to the frontline, the Teutonics are assigned to homeland security duties, being granted control of areas behind the frontlines. As a result, many smaller Preceptories in safe zones have changed hands, the former occupants reassigned to those closer to the war.



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Following their inception, the Teutronics spend much of their time engaged in operations against “heretics.” Many critics see them as little more than another branch of the Inquisition, only with more firepower at their disposal and increased immunity from prosecution (since they answer only to the Pope). The fact the Ordo works hand-in-hand with Inquisitors only fuels such speculation.

The Teutonic’s main force is made up of Penitents released from service early. Many are little better than thugs, though the Grand Master doesn’t seem to care.

GRAND MASTER

Although the Teutronics follow the same basic structure as the other Ordines, their Grand Master, Piotr Korysov, insists on using the archaic title of Hochmeister. Korysov’s appointment has led to accusations that the Curia is blatantly interfering in the affairs of the Sacri Ordines—he served as an Inquisitor-General until the Ordo was founded.

TABARD

Knights wear a red tabard with a square-ended black cross. Sergeants wear a red tabard with a black Tau (T-shaped) cross. Armor, regardless of camouflage scheme, has red shoulder plates bearing the appropriate cross.

TRAINING

- * **Homeland Security:** Teutonic Knights are trained to deal with internal threats. This gives them a +1 bonus to Intimidation, Investigation, and Streetwise rolls, as well as Notice rolls to uncover evidence. This does not stack with any Professional Edge.

AN EIGHTH ORDO

Although the creation of the Praetorians and Teutronics causes consternation among the Sacri Ordines in 2351, many hardliners and traditionalists saw it as a favorable omen. After all, the Book of Revelation, one of the few books of the old Bible kept by the Third Reformation Church, albeit with modifications, describes seven angels who would defeat the armies of the beast (supposedly a metaphor for the Rephaim). With seven Sacri Ordines at the Pope’s disposal, the Curia virtually declared the war won.

Events at the end of 2355, however, send shockwaves of alarm through both the Curia and military, for the Pope forms an eighth holy order, declaring it the fourth frontline fighting order.

Many in the Sacri Ordines see this as an affront to the once unified nature of the military machine, where sex was irrelevant, for the eighth Ordo is comprised solely of



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women. Traditionalist cardinals, on the other hand, see this as an affront to God's divine plan and claim it as an ill-omen for the future.

ORDO BRADAMANTE (BRADAMANTITES)

The Bradamantites were first introduced in the adventure *The Last Word*. At that time they were warrior nuns rather than part of the true Church Militant. The Bradamantites are now a full Sacer Ordo and part of the inter-Ordo cooperation program. Hence they can be used by player characters.

Any character wishing to play a female Knight belonging to an Ordo other than the Lazarites, Praetorians, or Teutonics *must* belong to this new Ordo from 2356 onward. Knights already in play are transferred to the new Ordo automatically.

HISTORY

The Sisters of Bradamante were created in 2342 by Papal Edict as a sisterhood of warrior nuns, though outside of the regular military structure. They served the Church as protectors of its female-oriented sacred places. Efforts were focused on guarding shrines of female saints and convents. Many female senior Church figures use them as bodyguards even today, a direct snub against the Praetorians.

In late 2355, the Pope elevated the Sisters to full Ordo status with immediate effect. Rather than being given any choice, female Knights serving with the Impalers, Incinerators, Preachers, and Templars were automatically transferred to the new Ordo. Naturally, this left the other Ordines with depleted ranks, which required drastic and rapid restructuring to fix without overtly affecting combat capabilities.

Many forward-situated Lazarite Preceptories were handed over to the new Ordo with their arsenals and vehicle pools intact. The main Lazarite forces withdrew closer to Vatican City, expanding their existing Preceptories and forming new ones as required.

The Lazarites, Praetorians, and Teutonics were unaffected by the ruling, though female Knights were not stopped from requesting transfers. Most, however, chose to stay where they were.

The Grand Masters of the other Ordines raised the matter of this selection process with the Pope, but to date he has not responded. All four Grand Masters (the Lazarites gave their usual support) are unhappy with the situation, but there is little they can do.

The previous Ordines were created with specific roles in mind. The Bradamantites, however, serve as a generic frontline Ordo, placing them alongside the Impalers, Incinerators, and Templars, but without a comparative specialization. Originally the Sisters of Bradamante were limited in their choice of profession, but all are now freely available.

The lowest-ranking Bradamantites are still known as



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USING THE NEW ORDINES

Neither of the two new Sacri Ordines are true frontline formations and thus are not considered part of the inter-Ordo cooperation program currently in operation.

They are designed for a different sort of *Necropolis* campaign—one where the Knights investigate cults and heresies, root out traitors, protect people and places against Corporate or Rephaim infiltration or sabotage, and so on. They also highlight growing tensions within the Church.

As such, if you want to change the focus of your campaign away from a purely military one, you can create characters from the new Ordines (who do work together in their own cooperative program). Characters can take special training from one of the new Ordines, or create a Knight as per *Necropolis 2350* and have transferred over to the Teutonics or Praetorians when they were formed.

If you really want a mixed group of new and old Ordines, then members of the new Ordines are temporarily seconded to the existing group to gain combat experience.

Otherwise, these Ordines remain background flavor, with the only contact coming through NPCs.

Sisters (though they hold the same rank, responsibilities, and privileges as Knights). Sister Superior has replaced the Senior Knight rank, and Sister Commander that of Knight Commander. All other ranks remain the same as the other Ordines (including the masculine titles).

GRAND MASTER

The Pope appointed former abbess Alicia Winters, leader of the sisterhood, to the post of Grand Master. A former Preacher, she lacks battlefield experience but is an expert organizer.

Her Marshal, a Templar promoted from Field Master, effectively handles all military matters, though major decisions must have the Grand Master's approval.

TABARD

Knights and Sergeants wear a white tabard with a blue cross. In battle, their armor is camouflaged to suit the local terrain, but a white square and blue cross can always be found on their left breasts.

SPECIAL TRAINING

The Sisters do not have their own specialized training regime, having yet to find a niche. Female Knights transferred to the Ordo or who previously served as with the

Sisters of Bradamante retain their existing special training. The Sister of Bradamante Edge (see *The Last Word*) is no longer available, the Ordo having severed all ties with the Praetorians as it looks to find a new battlefield specialty. Characters who have taken the Edge in previous play retain existing benefits.

Unless a player creating a new character wants to play a Knight with no special training, it is suggested she join the Ordo as a transferee.

Create the Knight as if she belonged to one of the other Ordines (or Sisters of Bradamante if you have the adventure). She transferred to the new Ordo at the end of 2355, shortly after finishing her training.

NEW KNIGHT BRANCH

The year 2351 sees the introduction of the first new type of Knight since the Sacri Ordines were founded—the Knight Hazardous Atmosphere, Radiation, and Disease (or HARD for short).

These specialists are sent in when environmental conditions prevent the deployment of regular troops. Mostly they serve to contain chemical spills, plug radiation leaks, and quarantine infectious areas.

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

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

Standard Gear: HARD armor (p. 14), medium armor (when not in HARD armor), molecular sword, flechette SMG with 3 mags, toolkit or medikit (as appropriate to specialty), ID tag.

KNOWLEDGE SKILLS

In *Necropolis 2350*, Knowledge skills are not replacements for Common Knowledge. Rather, the two work side by side. A character with an Artillerist background uses Common Knowledge to determine whether enemy mortars are in range, but he needs Knowledge (Artillery) if he wants to *use* mortar fire with any accuracy.

The following major Knowledge skills are useful in the *Necropolis* setting. Remember, if a hero buys a skill, the WM should make sure he has chance to use it regularly (at least once every two sessions).

Area: The study of a given region, its people, places, and customs. The larger the area covered by the skill, the higher the penalty a WM should impose for specific information.

For instance, a hero who has Knowledge (Nova Europa) should have at least a -4 penalty to know the name of a church in the poorer districts of the Vatican, whereas a character with Knowledge (Vatican City) should get no penalty.

NEW HINDRANCES

Knowledge of the region where the character is permanently based is covered by Common Knowledge.

Artillery: The Artillery skill covers the use of indirect fire weapons like mortars, SPA, and MRLS systems. Usually, a player character with this skill is operating a mortar, like a Levant or Megiddo. Direct fire artillery pieces, like SBACs, use Shooting.

Battle: The practical application of tactics and strategy, as well as battlefield logistics and movement. Also covers knowledge of famous battles, tactics, and commanders.

Church: An in-depth knowledge of the Church. Well-known facts are covered by a Knight's Common Knowledge. This skill covers obscure ceremonies, the nuances of Church law, lesser known public figures, location of religious buildings and Curia offices, taxation policies by diocese, and the like.

This skill grants absolutely no knowledge about the CIS or its workings, nor the existence of secret groups or projects.

Corporations: Like Knowledge (Area), this skill can be broad (The Union), general (one specific Corporation), or very specific (one aspect of a single Corporation). The wider the area of study, the more penalties a hero is likely to incur when seeking specific information.

The skill covers knowledge of major settlements, key personnel, products, military structure and senior officers, law, and so on. It grants no knowledge regarding secret installations, organizations, or projects.

Demolitions: This skill covers all aspects of demolitions and the use of high explosives. It can be used to set and defuse charges, and to estimate the amount of explosives necessary to demolish buildings and structures.

Engineering: A catchall technical skill covering civil engineering, electronics, and mechanics. Unlike Repair, this skill does not let you fix broken items or create new ones, but you do understand how they work and may even be able to design something useful from spare parts.

Rephaim: Covers knowledge of common Rephaim types and their strengths, weaknesses, abilities, and tactics. It does not provide any information on weird science gizmos, necromancy, their history, or types of Rephaim the character has yet to encounter, though in the latter case it may prove helpful when the Rephaim is similar to something the hero has run into before.

Sacri Ordines: For the most part, members of the Ordines use Common Knowledge to cover this topic, though penalties should apply when trying to recall facts about an Ordo other than one's own.

Taking a skill represents knowledge of every Ordo, including major Preceptory locations and strengths, notable Knights, call signs, preferred tactics, and the like. It doesn't cover secret Preceptoriums, like those used by the Lazarites for their experiments, or covert projects.

The following new Hindrances are available. As Hindrances, these are typically only accessible to starting characters. However, WMs may allow characters to trade Hindrances or even acquire these during play.

BROKEN SPIRIT (MAJOR)

The hero may have been captured and tortured by Rephaim or heretics or simply witnessed too much bloodshed and horror. Whatever the cause, his spirit is broken.

The hero's Spirit may never be higher than d6 (except temporarily through litanies), nor may he take the Combat Reflexes or Courageous Edges.

LOST FAITH (MINOR)

The Knight has lost his faith. He cannot take the Arcane Background (Miracles), Senses of the Faithful, or Saintry Litany Edges, nor do beneficial miracles work upon him. He is still subject to damaging attacks from miraculous powers, however.

NIGHTMARES (MINOR)

The character has seen so much horror that he can find no solace, even in sleep. At the start of each day, the character must draw a card from the action deck. On a black face card, he has suffered a nightmare during the night and is Fatigued for the rest of the next day. With a black deuce, he is Exhausted.

A character can become Exhausted by successive nightmares, but never Incapacitated. Fatigue from nightmares is removed only after six hours unbroken sleep without a nightmare.

NEW EDGES

These Edges can be added to your *Necropolis* game at any time during the campaign. They are grouped as per the core *Savage Worlds* rules, but with the addition of an Ordo Edges category.

COMBAT EDGES

COURAGEOUS

Requirements: Novice, Guts d8+

Against fearsome foes, a hero who can control his fear stands a better chance of survival than one who succumbs to panic.

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The hero adds +2 to all Guts rolls and subtracts 2 from rolls on the Fear Table.

MOVE & FIRE

Requirements: Veteran, Agility d8+, Smarts d6+, Shooting d10+, Marksman

Snipers understand the necessity to move to a new position immediately after firing. This character has taken that mentality to a new level.

He may move up to half his Pace in a round and still benefit from the Marksman Edge.

URBAN WARRIOR

Requirements: Seasoned, Agility d6+, Smarts d6+, Notice d8+, Stealth d8+

The Knight is a veteran of many urban battles and has learned tricks for staying alive.

He gains +2 to Notice rolls to detect traps or ambushes and +2 to Stealth rolls while within an urban environment. In addition, while moving through ruined buildings strewn with debris the Knight treats difficult ground as normal terrain.

ORDO EDGES

ARCANIST

Requirements: Seasoned, Lazarite, Smarts d8+, Knowledge (Rephaim) d8+

The Lazarites' continual research into the Rephaim and their necromantic devices is slowly yielding results. A new chapter within the Lazarites, the Arcanists, has been founded to use the fell devices of the Rephaim against their makers.

The hero receives the Weird Science skill at a d4 and may improve it as normal. He gains no other benefits of the Arcane Background (Weird Science) Edge, but he is one of a select few humans who can now wield all weird science gizmos. When studying new gizmos, a successful Weird Science roll allows the Lazarite to understand its purpose and how to operate it.

Lazarite Arcanists with the Arcane Background (Miracles) Edge do not suffer sin for using a necromantic gizmo, having been granted special dispensation by the Pope.

FIREPROOF

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

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

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

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

GOSSIP NETWORK

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

Preachers work closely with the citizens of Salus, and have developed many contacts from all walks of life.

Given half an hour to talk to the local citizens, the Preacher has +1 his next Common Knowledge roll made during the



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same adventure. Bonuses don't stack up—the character cannot gain another bonus until the previous one is used.

Once per session, the hero may make a Smarts roll to remember some small but useful piece of information important to his current mission. For instance, if the heroes are attacking a captured village, the Knight may recall hearing of a drainage ditch running alongside the village, something which would allow the squad to sneak up close without being seen. No citizen has any accurate knowledge of the Dead Zones, however, and Smarts rolls regarding the vast swathes of unoccupied territory are made at -4.

HOLY MAN

Requirements: Seasoned, Chaplain, Arcane Background (Miracles), Spirit d8+, Faith d8+

Chaplains aren't the only people who can work miracles, but they have a closer link to the source.

The Chaplain gains the benefits of the Wizard Edge with respect to his litanies.

SENSES OF THE FAITHFUL

Requirements: Seasoned, Teutonic, Spirit d8+, Notice d8+

Teutonics spend a great deal of time combating corrupt priests, crazed cultists, heretics, Rephaim infiltrators, and undercover Union psions. Through constant exposure, special training, and Papal blessings, the Knight has developed a limited ability to root out these vile enemies of the Church.

Knights with this Edge can use the *detect arcana* (but not *conceal*) power. The Edge otherwise functions as the Sainly Litany Edge (p. 12), which does not grant this power.

SERVE AND PROTECT

Requirements: Seasoned, Praetorian, Spirit d8+, Guts d8+

The Praetorians exist solely to protect the Pope, Curia, and important Church buildings. This Knight knows his duty all too well.

When ordered to protect an important person or place during a mission (only the WM can issue these orders), the Knight gains an extra benny (maximum of one extra benny per session, regardless of how many persons or places he is protecting). He may give any of his bennies to his charge, whether he is an Extra or Wild Card, as if he had the Common Bond Edge.

SPEAR MASTERY

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

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

When using a spear or heartbreaker, he inflicts +1d8 damage with a raise on a Fighting roll. In addition, the hero may use either weapon one handed, retaining all of its benefits. He may only use one spear or heartbreaker at a time in this manner, however.

TRADEMARK VEHICLE

Requirements: Seasoned, Templar, Driving d8+, Repair d8+, Shooting d8+

The Templars may be the elite tankers of the Sacri Ordines, but within their ranks are a small few who can work miracles when in a specific vehicle.

The hero must pick one specific vehicle, not a general type. When he commands the vehicle, it gains 2 bennies of its own. Having multiple characters with this Edge in the same vehicle provides no additional effect since only the commander provides the benefit.

Any crewmember in the vehicle may use these bennies to make Soak rolls for the vehicle (the driver makes a Driving roll at -2, just like the Ace Edge), reroll any Driving or Shooting roll made using the vehicle or its armaments, or reroll Repair rolls to fix the vehicle. If the driver has the Ace Edge, he can use his own bennies as normal or the vehicle's bennies to Soak damage. He still gains the +2 bonus from that Edge when using the vehicle's bennies.

Should the vehicle be destroyed, the Knight can transfer the Edge to a new vehicle after two weeks (16 days) adjusting to the new machine.

LEADERSHIP EDGES

HEROIC LEADERSHIP

Requirements: Heroic, Command, Natural Leader

The character can urge his men into performing far better than they thought possible.

Troops within the "command radius" of the hero may use one of his Combat Edges as if they had the Edge themselves. If the troops switch to a different leader (i.e. make use of a different character's Leadership Edges) or leave the heroes' command radius, they lose the benefits of Heroic Leadership. The Combat Edge the troops "learn" must be declared at the start of a mission and can be changed before each new mission.

LEGENDARY EDGES

FOLLOWERS

This Edge remains unchanged from the *Savage Worlds* rules, but requires some clarification for this setting.

Generally, support troops, including Lances of Sergeants, are assigned as needed. The support is usually different from mission to mission and tracking their experience is not required in *Necropolis 2350*—any gains

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from experience are assumed to be quickly lost through casualties and the subsequent intake of raw recruits diluting the skill base.

Once a character takes the Followers Edge, the Knights are automatically assigned the same Lance of Sergeants, vehicle, or other unit (as chosen by the character when he takes this Edge) every time the support is *available*. This allows the support unit to advance in experience as normal. It does *not* entitle the supporting allies to accompany the hero on every mission.

LEADER OF MEN

Requirements: Legendary, Wild Card, Command, Rank

The character is a true leader of men, and commands respect and obedience from those who serve under him. Wild Cards may benefit from his Leadership Edges.

SIDEKICK

This Edge remains unchanged from the *Savage Worlds* rules, but requires some clarification for this setting.

The exact nature of a Sidekick can be determined by the character's role in his Ordo. A Combat Medic or Chaplain might receive a young Knight as a bodyguard or be in charge of a Chorister (p. 71). A Senior Knight may be given a Sergeant adjutant to help with the paperwork or to act as quartermaster or liaison with other Sergeants), a radio operator, or a Chaplain who serves as personal confessor, while a Knight Vehicle Crewman may receive a Templar on secondment from his regular unit. The Sidekick need not be a combatant. Perhaps a Media Star has a permanent reporter who travels into battle with him to record his glories.

POWER EDGES

CONCENTRATION

Requirements: Seasoned, Arcane Background, Smarts d6+, Spirit d6+, Vigor d6+

The hero knows how to maintain concentration in adverse conditions. He has +2 to resist disruption from any source.

IMPROVED CONCENTRATION

Requirements: Veteran, Concentration
As above, except the bonus increases to +4.

PAPAL INDULGENCE

Requirements: Novice, Arcane Background (Miracles)

Sometimes even the most faithful stray and commit sins. The road to Hell is paved with good intentions,

after all. Indulgences are pardons which remove all existing sins from mortals.

Taking an indulgence allows a character who has committed a mortal sin to regain his powers without having to undergo a lengthy quest or task of atonement. It costs an advance to wipe the slate clean in this manner, but it may be a safer, and quicker, option.

You cannot take this in advance of committing a mortal sin, and each mortal sin requires one Papal Indulgence.

SAINTLY LITANY

Requirements: Novice, Spirit d6+, WM's permission

Instances of folk possessing miraculous powers are on the increase. While only a few show an ability to wield wide-ranging powers, a small number are developing a knack for a single power. The Pope has declared these to be blessings from the saints, a sure sign mankind is winning the war. Critics adopt the opposite view, seeing this as heavenly intervention to save mankind's collective butt. A small few secretly whisper that perhaps it isn't divine power at all.

The WM may use a version of this Edge (known as Dark Blessing) for heretics and Rephaim.

The character has been blessed by a saint and learns one power from the list below. Each power is its own skill, which is automatically learned at a d4 when the character takes this Edge. A hero taking the *armor* litany has Armor d4, for instance. The skill has no linked attribute, and is thus always considered higher than the attribute when increasing it.

A hero cannot learn new powers, for only one saint may bless a given person. The hero begins with 5 Power Points but may gain more as normal. Backlash works as for Arcane Background (Miracles).

Heroes with the Arcane Background (Miracles) Edge may not take this Edge—they are blessed by a higher power.

The following powers are available and the hero may pick any one, ignoring Rank requirements: *arcane resistance** (page 13), *armor**, *beast friend*, *blessing**, *boost trait** (must pick one specific trait, which cannot be changed), *champion of the faith** (page 14), *charismatic aura** (page 14), *deflection**, *dispel*, *environmental protection**, *healing*, *most blessed**, *quickness**, *smite** (only the hero benefits from using the weapon), *speed**, or *succor**.

* These spells have a range of Self. They cannot be cast on others, but otherwise work as normal.

TALISMAN CREATOR

Requirements: Veteran, Arcane Background (Miracles), Spirit d8+, Faith d8+

This is the spiritual equivalent of the Gadgeteer Edge. Rephaim necromancers may take a version of this Edge. See *Savage Worlds* for details of how the Edge works.

PROFESSIONAL EDGES

EXORCIST

Requirements: Novice, Chaplain, Arcane Background (Miracles), Spirit d8+, Faith d8+

The discovery of actual demons (see the free download entitled *Demons*) has led to a new branch of spiritual warrior being formed. The name is misleading, for exorcists are not restricted to driving out possessing demons. Instead, they focus on combating demons through their faith.

Whenever the character invokes a litany targeted against a demon, defined as any creature with the Demon monstrous ability (see the free handout), he adds +2 to his Faith roll. Arcane Resistance functions as normal against this, but that still gives the Chaplain an overall benefit.

For spells like *consecrate*, *fear*, or *stun*, which can affect Rephaim and demons simultaneously, the caster makes his Faith roll as normal. When a demon is allowed an opposed roll, the hero adds +2 to his total. For instance, a Chaplain invokes *stun* and rolls a 7 on his Faith roll. Within the template are a wight and a minor demon. The wight makes a Vigor roll as normal. The demon, however, rolls at -2, since the hero adds +2 to his roll with regard targeting the demon and therefore scores a raise.

MECHANICAL APTITUDE

Requirements: Novice, Driving d6+, Repair d8+

Armored vehicles are a fundamental part of the Sacri Ordines' war machine. This hero has the knack for keeping vehicles in the field despite serious damage to vital systems.

The hero can repair engine, locomotion, controls, and weapon Critical Hits. For a successful repair job, the mechanic must make a Repair roll, modified by the vehicle's wounds, and spend 1d20 x 20 minutes. Success removes one Critical Hit, while a raise removes two Critical Hits. Wounds are not removed through this Edge, just the effect of the Critical Hit. The repairs hold for just a short while—a number of hours equal to the final die roll.

The repairs and subsequent use of damaged systems wear down the vehicle, making the repaired system completely useless at the end of this extended operation. For instance, a repaired locomotion Critical results in the vehicle losing *all* speed when the repair fails. It is not possible to use this ability on the same vehicle system twice before the vehicle has been fully restored in the meantime.

STANDARD BEARER

Requirements: Novice, Knight, Command, Smarts d6+, Spirit d8+, Fighting d8+, Guts d8+

Every Lance, Banner, Squadron, and Battle formation is issued a standard (a vexillum) listing its victories and campaigns (see p. 25). The character is charged with carrying his Lance's vexillum into battle and, more importantly, keeping it safe.

The hero has +2 Charisma among his Lance and any Extras assigned to it, representing his honored position. When the vexillum is carried and raised (requires one hand), the hero gains the benefits of one Leadership Edge of his choice, though he must meet all the requirements. He doesn't have to buy the Edge, but he can only use one Edge per adventure.

Each time the hero gains a new character Rank, he may (at the WM's discretion) be appointed to carry the next higher flag. Note that he cannot carry the Commanderie's sole vexillum unless his Preceptory is the Commanderie headquarters.

As the level of vexillum increases, so does the number of troops the Charisma bonus affects. For instance, a standard bearer of a Squadron's vexillum has +2 Charisma with regard every member of the Preceptory, whether civilian, Squire, Chaplain, Sergeant, or Knight.

SOCIAL EDGES

PAPAL BLESSING

Requirements: Novice, Knight or Chaplain, WM's approval

The Pope does not hand out military commendations, but he has decided to personally bless Knights and Chaplains who prove their loyalty to the Church in battle. Because of this, the WM must arbitrate if the Pope singles out a hero for this special attention (allowing a character to take the Edge).

The character has received a blessing and receives an extra benny. This Edge may be taken once per Rank (and then every 20 XPs after reaching Legendary).

NEW LITANIES

The following litanies are available to heroes with the Arcane Background (Miracles) Edge and, in some instances, Sainly Litany. Rephaim may use the first four litanies.

ARCANE RESISTANCE

Rank: Seasoned
Power Points: 3
Range: Touch
Duration: 3 (1/round)

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Trappings: Prayer, gestures.

Arcane resistance is the bane of cultists, psions, and Rephaim necromancers, since it reduces their ability to inflict harm on the target. For the duration, the target has the benefits of the Arcane Resistance Edge, or the Improved version if the caster scores a raise. Note that Rephaim necromantic weapons are Weird Science devices and thus are affected.

The benefits do not stack if the target already has either Edge. In such cases, the highest modifier applies. Thus, a hero with Arcane Resistance who is granted the Improved version through this spell gains only a +4 modifier to resist magic, not +6.

BATTLE HYMN

Rank: Seasoned

Power Points: 3/6

Range: Special

Duration: 3 (1/round)

Trappings: Singing

This litany, beloved of militant Chaplains, causes those affected to fly into a battle frenzy. Many consider it the litany of last resort, invoking it only when things are bleak and in danger of getting worse.

Every allied creature within a Medium Burst Template centered on the caster is granted the Berserk Edge for the duration of the spell. On a raise, those affected immediately go berserk, as per the Edge. Unwilling recipients are allowed a Spirit roll opposed by the caster's arcane skill to resist. The caster is not affected by this litany. For 6 Power Points, the template increases to a Large Burst Template.

CHAMPION OF THE FAITH

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: 3 (2/round)

Trappings: Holy aura.

This litany grants the hero divine favor. For the duration, the target gains the benefits of the Champion Edge, ignoring the requirements. Benefits do not stack if the target already has the Edge.

CHARISMATIC AURA

Rank: Novice

Power Points: 2 + target's Charisma

Range: Touch

Duration: 3 (1/round)

Trappings: Commanding voice, intense looks, charming personality.

This litany, favored by Preachers and by Knights having to quell the growing number of riots, increases the Charisma of the target, altering not just appearance but also demeanor. For the duration of the spell, the target gains +1 Charisma with success and +2 on a raise.

WEAKEN REPHAIM

Rank: Heroic

Power Points: 5

Range: Spirit

Duration: 3 (1/round)

Trappings: Chanting, prayers, hymns, symbols of faith.

Rephaim are fearsome creatures, but much of their power comes from their special abilities. A caster with this spell can strip a Rephaim of its link to the necromantic energy fields surrounding it, if only for a short while.

The caster makes an opposed arcane skill roll against the Spirit of one target within range. With success, the target's Undead or Greater Undead special ability is negated for the duration of the spell. This doesn't make the target a non-Rephaim, it simply makes them more vulnerable to harm. Needless to say, this power only works on creatures with the Undead or Greater Undead special ability.

NEW GEAR

And I heard a great voice out of the temple saying to the seven angels, Go your ways, and pour out the vials of the wrath of God upon the earth.

Revelation 16:1

The following new gear comes into Church hands between 2351 and 2355. Suggested issue dates are given in parentheses, and these will be used in official products. Stats are provided on page 23.

In general, the Rephaim acquire sufficient stockpiles of these weapons to bring them common usage the year after the Church first issues them to its forces. For instance, the Flechette Assault Rifle Mk II enters Church service in 2353. By 2354, all Rephaim listed as having a flechette rifle are using the Mk II. Knights may encounter one or two Rephaim with these weapons before them, just to keep them on their toes.

ARMOR

Ablative Vest (2351): Laser weapons are still in their infancy, but already scientists are working on ways to negate them. The vest is worn under regular body armor (or clothes) and provides +10 Armor against laser weapons only.

Plans are in motion to seed ceramic armor with layers of ablative material, thus providing protection for Knights against a variety of weapons.

HARD Armor (2351): Hazardous Atmosphere, Radiation, and Disease armor is an enclosed, full-body, servo-assisted suit. Air for 24 hours allows the wearer to operate in dangerous environments in near-total safety. The thick gloves make delicate work tricky, giving a -1

penalty to all skills involving touch (Fighting, Healing, Shooting, and so on).

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

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

The bulky helmet has an emergency 1-hour air tank, a headset communicator, camera, flashlight, and both low light and thermal imaging visor filters (as per the Low Light and Infravision monstrous abilities). The suit weighs 200 pounds when carried and the equivalent of 30 pounds when in use thanks to the servos.

Improved Body Armor (2352): In a bid to curb rising casualties, the Ordines have upgraded light and medium armor. Small advances in technology have allowed for lighter armor plates, meaning more armor can be worn without increasing a Knight's encumbrance.

As a result, armor now provides 100% protection for the entire body due to the addition of full helmets, shoulder, forearm, and thigh plates, elbow and knee guards, and armored gauntlets.

However, there are still gaps between segments (so Called Shots can be made to circumvent armor) and the suit is not fully enclosed.

The new helmet design, the Paladin Combat Helm, comes with a built-in respirator, headset communicator, camera, and a low light vision filter. The latter halves darkness penalties for Dim and Dark Lighting and kicks in automatically when light levels fall. The Paladin replaces the standard helmet for infantry battle suits as well.

Tabernacle Power Armor (2354): Although conventional armor provides adequate protection, the Church's military scientists are continually looking for that something which will provide Knights with a vital edge over their foes.

Powered armor is a full body suit of servo-assisted

battle armor. When powered up, it has zero effective weight. Powered down, it weighs 150 pounds. It comes fitted with a standard headset communicator and integral respirator.

Each suit has a large battery mounted on the upper back, giving the wearer a "hunchback" appearance. The battery lasts for just 72 hours before requiring recharging, which must be done at a special recharging facility. As such, Tabernacle-fitted troops are never dropped far into enemy territory and their use has been confined to relatively minor engagements.

Tabernacle armor grants the wearer a two dice increase to Strength (after a d12, this becomes d12+1, d12+2, and so on), +2 to Pace, and allows him to jump 2d4" horizontally or 1d4" vertically. Unfortunately, the servos are not very finely tuned and the armored gloves are extremely bulky, making delicate work difficult—all Agility and Agility-linked skill rolls suffer a -2 penalty.

WEAPONS

Advanced Laser Rifle (2352): Although still continuing to use and develop flechette weapons, the Sacri Ordines have also pushed more research funds into laser weapons. The ALR, while requiring a large backpack, delivers a powerful punch over the same range as a flechette rifle. It is a single rate of fire weapon, unlike earlier models which allowed for automatic fire, but has more endurance and better penetration. Laser intensity is controlled by trigger pressure. On release, it is issued only to elite units.

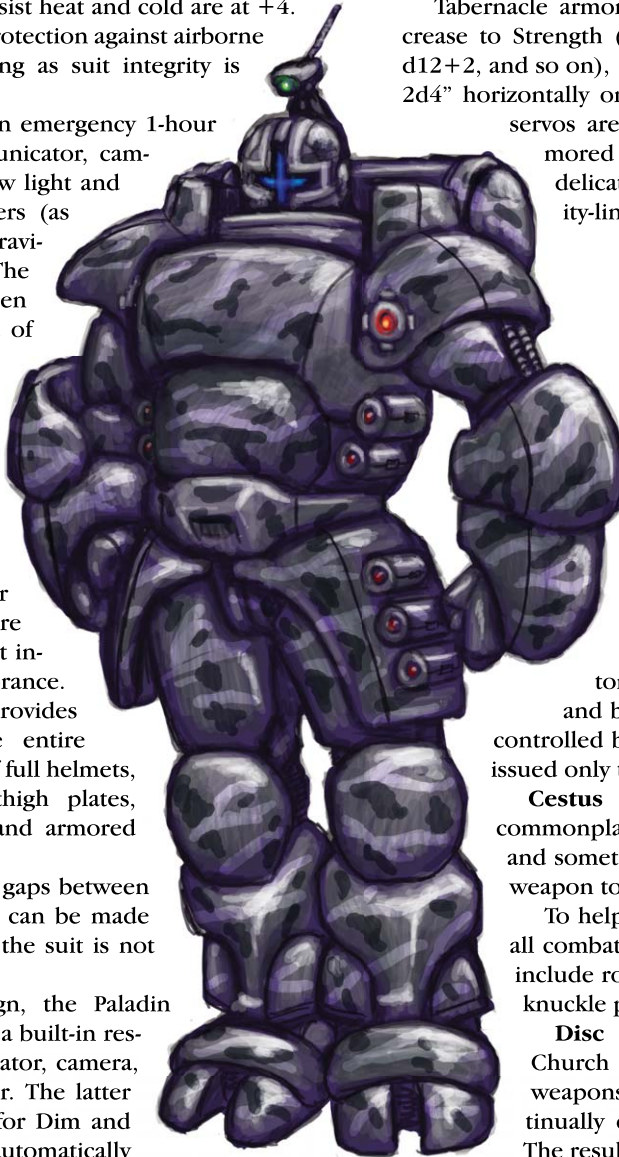
Cestus (2351): Hand-to-hand combat is commonplace on the battlefields of Necropolis, and sometimes a Knight doesn't have a melee weapon to hand.

To help deliver a better punch, from 2351 all combat gloves for Knights are modified to include rows of metal studs and a more solid knuckle plate.

Disc Thrower (2354): Although the Church has no plans to replace flechette weapons any time soon, scientists are continually experimenting with new weapons. The result of one such experiment is the disc thrower.

This unusual rifle has a wide, flat barrel and a cylindrical top loading magazine. When fired, it launches a ceramic, razor-edged, spinning disc, which slices through flesh and bone. Rephaim, in testing at least, have shown no innate resistance to the discs.

Unfortunately, the ceramic composition of the discs has not been fully perfected and they are prone to shat-



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CAMOUFLAGED ARMOR

Impalers, Incinerators, Preachers, Teutonics, and Templars wear camouflage-pattern armor as a matter of course when on the battlefield. There are a variety of patterns available designed to cover all Salus' major terrain types (jungle, forest, desert, arctic, urban, marsh, and so on).

When in the appropriate terrain, Knights receive +1 to Stealth rolls. This is actually of no use against the Rephaim's thermal vision, but it is effective against human troops and standard optical sensors (and provides some degree of comfort to the troops). This bonus doesn't stack with a scout's ghillie suit, which completely covers the armor.

Chaplains and Lazarites, who always wear black armor, receive the bonus when the lighting is Dim or worse and in other instances the WM deems to be appropriate. Praetorians benefit only in urban environments.

tering in the gun, ruining it. Any time a firer rolls a 1 on his Shooting die, regardless of Wild Die, the weapon is ruined and must be returned to the armory for repairs.

Dove AT-3 (2354): The Dove AT-3 is a multiple-shot rocket launcher fed by a cylindrical magazine which sits at the rear of the weapon. The warhead is lighter than that in the previous Dove models and lacks any anti-aircraft capability.

Although heavier than the Dove AT/AA-2, the AT-3's ability to fire multiple shots without the firer having to reload in between is considered adequate recompense to all its shortcomings.

Flechette Assault Rifle, Mark II (2353): The Mark II replaces the standard flechette rifle in 2353. It came about due to the popularity of the canister grenade (see page 24). The new rifle has three barrels arranged in an inverted triangle. The top barrels fire flechettes, the Church's ammunition of choice, while the third is the integral grenade launcher.

Instead of the older style magazines, the Mark II fires small shells packed with flechettes as its primary ammunition. A selector switch allows the firer to flick between standard fire and burst fire (changing is a free action). The flechette barrels cannot fire other forms of grenade.

Standard fire delivers a hail of flechettes. For game mechanics this functions like a double barrel shotgun except it doesn't have to be reloaded after each shot.

Burst fire launches a single round which breaks apart to fill a Small Burst Template. This is not a true area-effect weapon, and thus Armor protects normally. Only one burst shot can be fired per round.

Grenades: Church armorers have recently approved a new series of grenades, designed to be thrown or fired from a standard grenade launcher (Brimstone or Hell-fire) or the Maximus variants (p. 24).

Baton (pre-2350): Designed for riot suppression, baton grenades are a gel round and inflict nonlethal damage. They have a shorter range than other grenades.

Canister (2351): When fired, canister grenades release a hail of flechettes. They function exactly like shotguns. Despite having less range than old-fashioned shotguns, the round delivers a lot more punch. Many Assault Knights soon adopt these as their weapon of choice, ignoring the actual flechette rifle. They are treated as piercing weapons, though.

Defoliant (2353): Warfare isn't just confined to the cities of Salus. At the end of the round in which the grenade detonates, any plant matter under the Burst Template is stripped bare of foliage, eliminating any Cover protection. The chemicals the grenade uses have no effect on non-plant life. Black woods and other animated plants suffer 3d8 damage.

Foam (2352): Foam grenades release fire suppressant foam on impact. Any conflagration in the square in which the grenade impacts is extinguished automatically. Roll a d6 for each adjacent square currently on fire. On a roll of 4+ that fire is also put out. The foam has no effect on creatures, other than covering them in foam.

HEAP (2351): Stands for high explosive armor piercing. Although intended to give infantrymen a slim chance against lightly armored AFVs, the burst radius of these grenades has prompted many Knights to unleash them against armored Rephaim. Place the center of the template over the edge of the vehicle struck.

HEDP (2351): Stands for high explosive dual purpose. The armor piercing warhead is intended for use against lightly armored vehicles or troops. A secondary charge fills the area with monofilament wire, slicing through flesh and bone. When striking a vehicle (or other large obstacle), place the center of the template over the edge of the target, not the center.

The AP 8 (HW) rating of this grenade applies only to the target directly struck by the grenade. Other targets caught in the burst template suffer AP 4 (non-Heavy Weapon) as for a normal monofilament grenade. If the attack deviates and does not land on a target, only the secondary explosion stats are used.

For instance, a Knight fires an HEDP grenade at Rephaim-operated Prophet, around which are standing a handful of zombies. The grenade strikes the side of the APC. The APC suffers 3d8 (AP 8, HW) damage, while the zombies take 3d8 (AP 4) damage. If the grenade fell short of the APC and missed all the zombies, the explosion would be 3d8 (AP 4). As the monofilaments are not a-Heavy Armor, the Prophet will not be damaged.

Incendiary II (2352): The Incendiary II turns a grenade launcher into a single shot flamethrower, albeit one with less damage potential than a true flamer. The grenade uses the rules for flamethrowers.

Screamer (2354): Officially designated as a non-lethal weapon suitable for crowd dispersal, these sonic-based grenades have been known to trigger heart attacks on rare occasions. On impact, the grenade emits sonic frequencies designed to trigger the fear centers in the

human brain. Anyone in the Burst Template must make a Guts roll at -2 or suffer the effects of Terror. These grenades have no effect on creatures immune to Fear.

Smoke (pre-2350): When a smoke grenade lands it produces a Medium Burst Template of dense smoke for three rounds. Treat vision through the cloud as Pitch Black lighting. Various colors are available.

Stun (2351): On impact, these grenades emit a bright flash and loud bang intended to disorient targets. Victims within the blast template must make a Vigor roll or be Shaken.

Hand Flamer (2351): The Incinerators are, naturally, leading research into new incendiary weapons. Their biggest coup to date has been perfecting smaller, more portable flamers. Though heavy and bulky, hand flamers carry their fuel in twin tanks mounted below the weapon, rather than on the soldier's back. They are issued to all Incinerator Infantry Support Knights, replacing the heavier backpack versions.

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

Maximus Heavy Grenade Launcher (2352): The Maximus HGL is a heavier version of the Maximus RGL. It holds 100 grenades. It can be fitted to any ground vehicle in place of an existing pintle or turret mounted flechette MG and is popular with Daniel and Sinai vehicle crews. Vehicles with twin MGs lose both guns and gain a single Maximus.

Maximus Rotary Grenade Launcher (2351): The Maximus RGL is simply a more advanced version of the standard grenade launcher. It is fed by a rotating drum, which holds 20 grenades. Assault Knights may take one in place of the Dove AT-1. They receive 20 grenades of their choice.

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

ARTILLERY UPGRADES

Defoliant (2352): Defoliant rounds can be fired from MRLS or SPA batteries or dropped by aircraft as bombs (for precision hits) or instead of napalm (for carpet bombing). They function exactly like defoliant grenades (p. 16), affecting all plant matter in their Burst Template. Black woods and other animated plants suffer 4d10 damage.

FASCAM (2351): Stands for "Family of Scatterable Mines" and is fired from a MRLS or dropped by aircraft in place of conventional bombs.

Place a Large Burst Template over the battlefield and roll for deviation as normal. Everything under the template is now considered a mixed minefield. The density depends on the caliber of the missile—bombs deliver a light density field, 200mm rockets a medium density one,

and 300mm rockets or larger scatter a heavy minefield. Roll a d6 on the Mine Summary table if someone detects or activates a mine.

If a minefield overlaps another minefield template, the area increases in density by one step per additional template covering the same part of the battlefield, to a maximum of very heavy.

Proximity Fused (2351): Proximity shells can be fired by an MRLS or SPA. Instead of exploding on impact, they detonate in the air, showering the area with shrapnel. Only overhead cover offers any Armor bonus against such explosions. Simply being prone or hiding behind an obstacle offers no protection from these deadly explosions. These types of warheads are normally only used when allied troops have adequate overhead cover.

SADARM (2352): Stands for "Sense and Destroy Armor Munitions." SADARM is a smart SPA shell which actively seeks out vehicles using sensors and alters its stabilizing fins to target their weak deck armor.

Warheads come in two varieties—Corporate Recognition (COREC) and Freelance. COREC rounds are programmed to recognize and home in only on Corporate vehicles, ignoring Church designs. However, since the Rephaim use captured Church vehicles, Freelance rounds were invented. These target *any* vehicle, and thus are used sparingly when actual Church armored units are present. The Union has its own variation of these rounds programmed to destroy Church armor (Heresy round).

Roll for deviation as normal and place a Large Burst Template. If there are any vehicles of the appropriate type beneath the template, then the round automatically hits one (determined randomly). Vehicles inside buildings or beneath cover, such as trees, cannot be targeted. If no vehicle is present, the shell hits the ground and explodes in the center of the template.

SADARM rounds do normal damage for the artillery piece, but have AP 20 and explode in a Small Burst Template (these are AP rounds, not HE). Damage against a successfully targeted vehicle is applied against half the vehicle's weakest Armor rating.

Smoke (pre-2350): Smoke rounds can be fired from any artillery piece or dropped instead of bombs. When the

EASY OPTION ARTILLERY

The artillery rules in *Necropolis 2350* aren't overly complex, but they involve several dice rolls. Additionally, for those groups not using minis, the results of deviation can be problematic.

If you want to speed things up a notch, reduce artillery and air support to a single d6 roll. On a 4+, it hits exactly where the players called it. On a failure, it whistles overhead and explodes harmlessly away from the action. Trajectory Correctable Munitions (TCM) rounds and laser guided bombs (p. 22) hit on a 2+ using these rules, as do rounds fired on preset coordinates (p. 22).

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warhead explodes, a Large Burst Template of smoke is immediately produced. Treat vision through the cloud as Pitch Black lighting. The smoke dissipates after five rounds.

TCM (2353): From 2353 onward, all SPA high explosive, FASCAM, proximity fused, and smoke rounds (Church or Union) are Trajectory Correctable Munitions. These function as regular munitions, save for their improved accuracy through GPS and adjustable fins. Initial SPA deviation rolls are 2d10-2" rather than 2d10-1 x 2".

MUNDANE GEAR

Comm Relay (2351): Satellite radios are expensive pieces of kit, and the Church is loathe to issue them unless absolutely necessary. With backpack radios being limited to 500 mile range, scientists have come up with a way to boost transmission ranges.

A comm relay is a 6' tall radio mast with a spike at the bottom. The circuitry is contained in the mast itself. They are typically dropped by aircraft from low altitude, imbedding themselves in the ground. The impact of landing activates the circuitry, which then functions for a full week on battery power.

Each relay has a range of 500 miles, and automatically links to other relays within range. They are usually seeded about 400 miles apart, forming either a chain or web across the landscape, depending on the nature of the mission. Any radio within range of a chain or web of relays can communicate with other radios in the pattern. There is no effective maximum range, but if a relay is damaged or runs out of power, the link is broken.

Cutter/Welder (2351): Contains enough fuel to cut or weld shut four man-sized holes through a bulkhead of up to Armor +20. It takes four rounds to open or seal the hole (one round per side). They are issued to Combat Engineers as standard gear.

HARD Air Tank (2351): Contains six hours of air. HARD armor supports four such tanks. Changing a tank takes two actions, but cannot be done by a HARD armor wearer.

Jammer (2351): Jamming radio transmission denies the enemy communication between his troops. A jammer has a range of just 10 miles, but blocks all electronic communication in that area. Getting a clear signal requires a Smarts roll at -4. The roll may be made once per four hours. Jammers have enough battery power to run for 24 hours continuously.

Portable Aide (2353): This slim computer fitted with a weatherproof case allows a commander to store mission maps in 3D. He can input other details onto the maps, such as known enemy forces, and ask the computer to provide a tactical analysis. This provides +2 to Knowledge (Battle) rolls. (It also allows the WM to suggest ideas to players who aren't tactically minded.) Can be linked via a communicator to other portable aides, such as those used by artillery positions.

Shelter (2351): A lightly armored (Armor +4), semi-rigid shelter capable of sleeping a six-man Lance. Typi-

cally carried on top of a Prophet or delivered by Angel dropships. Takes 10 minutes to erect.

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

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

Thermal Suits (2355): Thermal suits, known to Knights as "chillers," are thick cat suits of manmade fabrics interwoven with minute boron tubes designed to mask body heat. A canister worn at the hip pumps coolant fluid through the tubes. This negates a Rephaim's Thermal Vision. A wound automatically breaches the suit, rendering it useless. They cannot be worn with full body armor, however. Each coolant canister lasts for just four hours.

NEW VEHICLES

Having proven its value in combat, the Calvary Heavy Tank goes into mass production. Each year from 2351 to 2355, one-fifth of the total number of Templar Golgothas are replaced with Calvaries. Other Ordines' tanks are replaced at the rate of 10% per year.

NEW VEHICULAR MODIFICATION

Exposed Crew: Some or all of the crew are exposed to enemy fire. They do not benefit from the vehicle's armor on a Crew Critical Hit.

ANAKIM COMBAT WALKER

The Church's first tentative steps toward a bipedal combat machine produced the Anakim. Essentially a large, metal, servo-assisted skeleton into which the pilot straps himself, the Anakim is more an extension of the pilot than a true vehicle. Each movement the pilot makes with his arms or feet is magnified through the servos, making the stride much longer than that of an infantryman, but leaving the machine hard to steer.

Although the Anakim has arms, it does not have grasping or lifting appendages. The right arm ends in a flechette chain gun. An ammo bin in the "hip" allows rapid reloading, but only outside the vehicle. The left arm is a Maximus rotary grenade launcher, adapted from the handheld version.

Because the pilot aims using his own limbs, the penalties for off-hand weapons and using two weapons are used. Until these flaws are ironed out, only Ambidextrous and Two Fisted Vehicle Knights are permitted to pilot the Anakim. The first models are handed to the Templars for live field testing in 2354.

Crawling into an Anakim's cockpit takes one action,

as does fastening all the safety harnesses and control mechanisms (the walker won't move or fire without these being activated).

Combat walkers are a unique vehicle category with regard Templar special training, despite using Driving as the controlling skill. At the WM's discretion, existing player characters can switch to the Walker speciality after a month. They lose their previous training, however.

Issued: 2354; **Acc/Top Speed:** pilot's Pace and running die; **Toughness:** 12 (2); **Handling:** -1; **Crew:** 1

Notes: Exposed Crew, Night Vision, Stabilizer; the pilot benefits from Medium Cover

Weapons:

- * Flechette chain gun (1,000 rounds)
- * Maximus RGL (no reloads)

ANAKIM II COMBAT WALKER

The Anakim II is an improvement on the original in several key areas. The flechette chain gun ammo bin has been enlarged to allow greater sustained fire, the Maximus RGL replaced with the HGL variant, the movement controls were refined to allow more precision, the stabilizer improved, and the cockpit encased in ceramic armor to provide the pilot with full protection.

Enhanced fire controls remove the need for the pilot to be Ambidextrous, but he still requires the Two Fisted Edge to use the vehicle effectively.

Issued: 2355; **Acc/Top Speed:** pilot's Pace and running die; **Toughness:** 14 (4); **Handling:** +0; **Crew:** 1

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

- * Flechette chain gun (2,000 rounds)
- * Maximus HGL (no reloads)

ANGEL II DROPSHIP

Except for a few adjustment the Angel II is essentially the same as its predecessor. Infrared sensors have been installed for use in night operations against Corporate forces and two chain guns have been added, one on each door. These are manned by door gunners, which has increased the crew compliment to four.

The Angel II is not intended to replace the Angel. Rather, the two are designed to work in tandem. The Angel II is a vanguard craft, dropping off pathfinders and assault troops while simultaneously laying down withering fire to clear landing zones. The Angel Is then bring in the bulk of the ground forces.

Issued: 2353; **Acc/Top Speed:** 30/300; **Toughness:** 40 (24); **Handling:** +1; **Crew:** 4+16

Notes: AMCM x 8, Fixed Gun, Heavy Armor, Improved Stabilizer, Infrared Night Vision, Night Vision

Weapons:

- * Flechette chain gun, nose (2000 rounds)
- * 2 x Flechette chain guns, door gunners (2000 rounds)
- * 2 x Passover 9cm missiles (no reloads)

BEHEMOTH ARMORED TANK TRANSPORTER

This large 8x8 vehicle forms a key part of the Church's logistics chain. Capable of carrying up to 80 tons of equipment, it is commonly seen transporting tanks, APCs, and artillery guns to the battlefield, as well as pre-constructed bunkers, buildings, and engineering equipment.

The crew compartment has two forward facing seats for the driver and gunner with two benches behind it. The turret is mounted above the rear quarter. Inside are four small lockers for personal equipment. A winch is installed to the front of the vehicle and a small crane is mounted behind the crew compartment. Additional equipment such as cutting torches, shovels, and the like, is stored in a armored box next to the crane.

Common trailers include vehicle transporters (can carry one MBT or 2 light tanks/APCs), water/fuel tanks, and cargo containers. The cargo containers are commonly converted to other uses, such as mobile command centers, temporary housing, machine shops (Ordo Templi Novi), or schools or medical clinics (Ordo Verbi Baenedicti.)

A similar vehicle is produced by Outremer for civilian use. The Church has codenamed it the Whale. It has no heavy armor or weapons, has a cargo capacity of 65 tons, and seats 1+1.

Acc/Top Speed: 5/40; **Toughness:** 22 (8); **Handling:** -1; **Crew:** 2+4

Notes: Four Wheel Drive, Heavy Armor, Night Vision

Weapons: 2 x Flechette MGs in remote controlled turret. (2000 rounds)

DROP POD

Until 2352, troops were flown onto the battlefield by Angel. (Grav belts are still far from perfected, and most Knights prefer not to become impact craters.) This was all well and good in friendly territory on in lightly contested landing zones, but with the rise of the skull spawners loses began to mount when attempting drops behind enemy lines. The result of this dilemma was the drop pod.

Mounted on the wings of Deliverance bombers (three per wing), each drop pod holds a single Knight in conditions beyond cramped. Knights quickly dub the pods "flying coffins."

Flying at high altitude, the drop pods are released and automatically guided to their landing site; the Knight is a helpless passenger during the high-speed descent. Advanced stealth technology shields the pod from doom skulls and observers on the ground. Once the pod impacts, the sides blow outward, giving the occupant a clear field of fire and escape route. The AST is also supposed to self-destruct.

The pods are withdrawn from service in 2354, after it became clear a significant number had failed to self-destruct—the Ordines feared the Rephaim would use the technology to create their own version of AST, thus gaining another advantage.

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Issued: 2352; **Acc/Top Speed:** —; **Toughness:** 10 (4);
Handling: —; **Crew:** 0+1
Notes: Advanced Stealth Technology, Heavy Armor
Weapons: —

GETHSEMANE SRV

The Gethsemane Specimen Recovery Vehicle has been custom-built for Lazarite snatch and grab operations. Though based on a long-wheel base Sinai, the vehicle has been heavily modified.

The rear seating has gone, replaced with a sturdy, solid metal cage (Toughness 16) capable of holding two human-sized Rephaim, a single specimen of Size +1 or +2, or up to four creatures with negative Size. Access is via a hatchback door.

The front passenger seat and side armor have been modified to allow the armor to fold back and the seat to extend out from the vehicle on hydraulic pistons. Sliding in or out takes an entire round and is usually controlled by the passenger (there are overrides in the cab for safety reasons). The passenger normally uses a tangle gun to capture specimens. When outside the vehicle, he gains no benefits from the vehicle's armor. Typically he wears an infantry battle suit for protection.

Armor has been greatly strengthened and a bigger engine installed, perfect for quick strikes through enemy lines and then rapid escapes to safety.

Issued: 2352; **Acc/Top Speed:** 6/30; **Toughness:** 16 (4);
Handling: +1; **Crew:** 2+1 captive
Notes: Advanced Stealth Technology, Exposed Crew (passenger), Four Wheel Drive, Heavy Armor, Night Vision
Weapons: —

HARD PROPHET

The HARD Prophet, code-named the Hezekiah, is an emergency rescue vehicle. The front has been modified to allow six Knights in HARD armor to sit in three rows of two. The rear passenger compartment has been replaced with a flatbed on which is stored a HARD shelter. A small crane lifts the shelter on and off.

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

Issued: 2351; **Acc/Top Speed:** 5/20; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 2+4
Notes: Heavy Armor, Infrared Night Vision, Night Vision
Weapons:

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

JUDEA II MEDIUM TANK

Although the main battles tanks are the Ordines' most potent weapons, they are expensive to produce. With the Judea already several decades old, the decision was made to use upgrade the model.

The stabilization system was improved, the armor lightened by using steeper sloping panels, and the engine given a minor tweak. The rocket pack was discarded in favor of mounting a heavier main gun with a larger ammo bin.

Issued: 2353; **Acc/Top Speed:** 6/24; **Toughness:** 69/59/49 (55/45/35); **Handling:** -1; **Crew:** 3

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

Weapons:

- * 60mm railgun (60 rounds)
- * Flechette MG coaxial (2000 rounds)
- * Six AP packs (2 each side and rear)

KUTIEL FIRE TENDER

Yet another of the seemingly endless Prophet variants, the Kutiel is the firefighting vehicle of the Sacri Ordines and most Church fire departments. The entire rear compartment has been converted into a huge water tank. A smaller, secondary tank contains a chemical which when mixed with the water produces foam for fighting fuel fires. A switch allows the gunner to toggle between foam and water sprays.

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

Issued: pre-2350; **Acc/Top Speed:** 3/24; **Toughness:** 25/15/15 (10/5/5); **Handling:** -1; **Crew:** 2

Notes: Heavy Armor, Improved Stabilizer, Infrared Night Vision

Weapons:

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

NAZARETH III HEAVY APC

Although based on the existing Nazareth chassis, the Nazareth III (to be renamed the "Dominion Heavy APC" when it goes into full production) trades weaponry and armor for a small, very cramped passenger bay.

Whereas the Prophet APC is designed to deliver troops into relatively quiet areas, the Nazareth III is intended to drop Knights straight into the heart of a raging battle and then remain with them to provide fire support and a quick means of escape.

Unfortunately, the rear ramp has a tendency to jam, which has resulted in troops being unable to enter or

exit the vehicle. The designers claim the bug will be fixed before it enters active service.

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

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

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

Weapons:

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

PEACEMAKER RCV

A modified Prophet, the Peacemaker Riot Control Vehicle has entered service with the Teutronics as a riot control wagon. Its weapons are designed to dispel crowds and break up disturbances with nonlethal intensity.

It usually carries four riot police (one of the roles of the Teutronics). A holding cage (Toughness 12) is capable of holding a dozen suspects. The cage can be removed in about ten minutes, with the right tools, to provide seating for another 8 Knights in full battle dress.

Issued: 2351; **Acc/Top Speed:** 6/25; **Toughness:** 25/20/20 (15/10/10); **Handling:** -1; **Crew:** 2+4 (+12 prisoners)

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

- * Megiddo mortar, roof mounted (no reloads; fires tear gas—any living creature in the template not wearing a respirator must make a Vigor roll or be Shaken for 1d6 rounds due to retching and streaming eyes)
- * Water cannon (30 shots) (Treat as a vehicular flamethrower. Any creature caught in the template must make a Strength roll at -2 or be knocked prone and Shaken. Size acts as a modifier to the roll.)

XENOPHON MCSAV

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

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

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

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

Plans are afoot to mount a Megiddo on the same chassis to provide mobile indirect fire support.

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

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

Weapons:

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

NEW SETTING RULES

The first two setting rules are available in 2350. The others become available anytime after 2350. As always, using them is optional, but they may be used in future official products.

IMPALING

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

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

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

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

WORDPLAY

Molecular swords are designed to be swung single-handed. Many Knights keep a pistol or SMG in their offhand when engaged in melee, just in case of emergen-

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cies. A Knight may, however, use his sword in both hands to increase the power of his blows.

Using a sword in this manner gives the wielder -1 Parry and, naturally, requires him to have both hands free. The upside is that the hero increases the weapon's damage die by one step.

This one-dice bonus ignores the minimum Strength rule. Thus, a Knight with Strength d8 would inflict 2d8+2 damage normally, but d8+d10+2 when swinging his blade with both hands. A hero with Strength d4 (an unlikely occurrence), would normally do just 2d4+2, but using two hands he would deal out d4+d6+2 damage.

PRESET ARTILLERY COORDINATES

Preset coordinates allow Knights to call in artillery on predetermined targets. These must be static features, such as a hill, section of wood, or a set of coordinates. Only dedicated artillery support can be used in this manner. Due to the practicalities of forewarning an enemy by firing test shots, and because dedicated support is more common on defensive missions, it is rarely used during offensive actions.

In order to set this up, the artillery battery fires warheads which the forward observer continually adjusts until he is happy with their accuracy. The coordinates are then stored in the artillery system's onboard computer, allowing the artillery to automatically zero in when needed.

Unless time is an issue, the WM should assume dedicated artillery support type available to the Knights on a defensive mission can be given up to four preset coordinates before the battle begins, thus allowing the Knights a choice of targets.

When called on to provide fire support, SPA rounds fired on preset coordinates roll a d6-1 inches each turn for deviation using a d12 to determine the direction. Roll d10-1 for rockets.

Indirect fire close support artillery, such as Levant and Megiddo mortars, can use the same system if the Knights had time to zero in on the coordinates. Deviation for missed rounds launched in this manner is d6-1".

LASER GUIDED BOMBS

Laser guided bombs (LGBs) aren't a new innovation to mankind, though they are new to the Third Reformation Church. The Battle of New Budapest convinced the Ordines that precision bombing rather than the traditional near-as-damn drops would ensure a higher enemy mortality rate and reduce friendly-fire incidents and collateral damage. The higher monetary cost involved in manufacturing new ordnance and modifying aircraft is countered by the need to drop fewer warheads to ensure a direct hit.

As of 2352, all aircraft dropping bombs use LGBs. Deviation is 2d8-2". Napalm, which tumbles through

the air unguided, retains the standard deviation rules of 1d10-1 x 3".

NEW ARTILLERY PIECE

In early 2351 military scientists of the Church unveiled a new artillery piece—the Armageddon MRLS. Existing rocket launcher systems fired a handful of large caliber rockets, often with mixed results due to their inherent inaccuracy. The new weapon fires sixty smaller rockets, saturating a much larger area though with less destructive force.

When unveiled, the Armageddon only fires HE rounds. Within the year, it can fire any type of artillery shells supported by standard MRLS artillery. In either mode, deviation is as per a rocket barrage in *Necropolis 2350*. An Armageddon has two firing modes.

The first is saturation fire. All the missiles are launched simultaneously, exploding in a square template measuring 12" to a side. Everything under the template takes 3d6 damage (HW) with no Agility roll allowed to escape harm.

The second is known as hollow fire. Instead of saturating the entire area, a hollow zone is left in the center (by firing selected rockets). Within the template is a second square, this one measuring 6" to a side and located in the dead centre of the larger template. No rockets impact on this point and shrapnel is negligible due to the placement of the warheads. The designers hope this will allow Knights in danger of being overrun to call in artillery right on their preset coordinates and yet remain safe. Who will be the first to test this dangerous theory in the field remains to be seen.

When launching saturation fire, the MRLS empties its entire load in a single volley—its Bingo die is automatically considered a 1 as it must reload (a lengthy process). Using hollow fire allows two volleys to be fired, but both must be hollow fire.

The Artillery Support Table has been modified to account for the new weapon.

MODIFIED ARTILLERY SUPPORT TABLE

d10	Type	Delay Die	Bingo Die
1	Judea Medium Tank	d4	d6
2-3	Constantine SPA	d6	d10
4-6	Basilica SPA	d6	d10
7-8	Goliath 200mm MRLS	d4	d4
9	Goliath 300mm MRLS	d4	d4
10	Armageddon MRLS	d6	d4

UNCHAINED ANGEL

For all the media reports, the Sacri Ordines are not indestructible or all-conquering. Inevitably, there comes a time when a large unit is in danger of being overrun

MARTYRDOM

and requires immediate assistance from every source available.

The code phrase “Unchained Angel” is usable only by Knight Commanders and above whose Banner or Battle faces *imminent and total destruction* without outside assistance. Few Knights below that rank even know the phrase exists. Every aircraft within range is diverted to the caller’s position and placed under his command.

In game terms, the Knight rolls on the Air Support Table. The aircraft indicated by the result arrives after its Delay Die as normal. Each round for the next 2d6–1 consecutive rounds another aircraft arrives, one at a time (don’t roll a Delay Die for these). Roll a d10 on the Air Support Table at the start of each round to determine the type of asset that answers the call. This represents the aircraft being stacked over the battlefield awaiting a clear run against a designated target.

Each aircraft makes one attack run and then departs (as if the Bingo Die came up a 1). This gives a wide-range of support for an average of 7 consecutive rounds, but the commander must use it wisely, as sustained fire is not possible (due to aircraft being low on fuel once they arrive or having used weapons on other missions already).

Unchained Angel can be used just once per day by a unit. It can be used even if other support has previously been requested or the unit has no dedicated support assigned.

Misusing the Unchained Angel signal is punishable by a minimum of four years in the Penitents, followed by loss of rank back to Knight and little hope of promotion ever again.

Replacement characters in *Savage Worlds* normally begin at half the Experience of the previous hero.

In *Necropolis 2350*, a hero who reaches Veteran or Heroic and dies a noteworthy death against the Rephaim may be labeled a Martyr of the Church by the Pope. In this instance, a noteworthy death means fighting a horde of Rephaim in vicious hand-to-hand combat, not being blown up in an artillery barrage or minefield, shot while hiding in cover, or gunned down by a lowly zombie from 48” away.

The martyr’s replacement begins at 75% of his Experience. A Legendary character who meets a similar death is replaced by a hero with exactly the same Experience as the Martyr.

Awarding martyrdom is the WM’s decision, but it should not be over used. It should be given out as a reward to players who have immersed themselves in the campaign and added greatly to the game. As such, it should be something players strive toward, not expect to receive by default. As the Pope said in a speech before the Battle of New Budapest, “A glorious death must be earned, not sought.”

Martyrs, when the body can be recovered, are buried with full honors, either in their Preceptory cathedral or, if the Knight was deemed important enough, in the main cathedral in Vatican City. The Pope always attends, as do senior members of the Curia and the Martyr’s Sacer Ordo. A day of public mourning is declared, and media channels devote large chunks of programming to the deceased’s life and deeds. With typical Church pragmatism, multiple Martyrs are buried at once to ensure workers don’t get too many holidays.

ARMOR

Type	Armor	Weight	Notes
Ablative vest	+10	5	Covers torso; protects against lasers only, see notes
HARD armor	+8	30	Full body coverage, see notes
Improved light armor	+4	8	See notes
Improved medium armor	+6	12	See notes
Tabernacle powered armor	+10	0	See notes

MELEE WEAPONS

Type	Damage	Weight	Min Str.	Notes
Cestus	Str+d4	—	—	Cannot be Disarmed

RANGED WEAPONS

Type	Range	Damage	ROF	Weight	Shots	Min Str.	Notes
Rifles							
ALR	24/48/96	1-3d6*	1	20	120	d6	AP 2; see notes
Disc thrower	12/24/48	2d8	1	10	10	d6	AP 2; see notes
FAR Mk. II	20/40/80	1-3d6/2d8	1/2	12	30	d6	AP 2, integral grenade launcher; see notes

* Increasing the damage uses a like number of shots. A 3d6 attack, for instance, uses 3 shots.

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SPECIAL WEAPONS

Type	Range	Damage	Weight	ROF	Shots	Min Str.	Notes
Dove AT-3	30/60/120	3d8	22	1	6	d8	AP 40; HW; Medium Burst; see notes
Hand flamer	Cone	2d10	10	1	5+5	d8	Ignores armor
Maximus RGL	20/40/80	as grenade	14	1	20	d8	
Grenade							
Baton	10/20/40*	2d6	0.5	1	—	—	See notes
Canister	10/20/40*	1-3d8	0.5	1	—	—	See notes
Defoliant	5/10/20**	—	0.5	1	—	—	Small Burst, see notes
Foam	5/10/20**	—	0.5	1	—	—	See notes
HEAP	As GL	4d8	0.5	1	—	—	AP 12, Small Burst, HW
HEDP	As GL	3d8	0.5	1	—	—	AP 8 (HW) or AP 4, Medium Burst, see notes
Incendiary II	Cone*	2d8	0.5	1	—	—	Ignores armor
Screamer	5/10/20**	Special	0.5	1	—	—	Medium Burst; see notes
Smoke	5/10/20**	—	0.5	1	—	—	See notes
Stun	5/10/20**	Special	0.5	1	—	—	Medium Burst, see notes

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

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

VEHICULAR WEAPONS

Type	Range	Damage	Burst	ROF	Shots	Notes
Maximus HGL	20/40/80	as grenade	as grenade	1	100	See notes

AMMUNITION

Type	Weight	Notes
Discs, ceramic	5	Ten-round magazine
Dove AT-3 rocket	2	One rocket
FAR II	2	One magazine
Hand flamer tank	2	Holds 5 shots (each hand flamer mounts two tanks)

MUNDANE GEAR

Item	Weight	Notes
Comm relay	12	Boosts radio transmission range
Cutter/welder	1	See notes
HARD air tank	30	Contains 6 hours of air, see notes
Jammer	3	Blocks radio communication
Portable aide	6	See notes
Shelter	2000	Sleeps six
Shelter, HARD	8000	Sleeps six, environmentally shielded
Thermal suit	5	Negates Thermal Vision, cannot be worn with full armor
Coolant canister	2	Lasts for four hours

MILITIA DEI

For I also am a man set under authority, having under me soldiers, and I say unto one, Go, and he goeth; and to another, Come, and he cometh; and to my servant, Do this, and he doeth it.

Luke 7:8

This chapter takes a look at battle flags, the strength of the Sacri Ordines, and the various types of Lances, and details a typical mid-size Preceptory. The latter is ideal for the headquarters of the player Knights.

BATTLE FLAGS

Every Lance, Banner, Squadron, and Battle within each Sacer Ordo has a battle flag, known as a vexillum (but it can also be referred to as a standard).

A Battle's standard is marked solely with the Battle group's name, that being one of the many popes of history. A Squadron's flag has the addition of the Preceptory's name beneath that of the Battle group. A Banner's vexillum lists its designation letter, while a Lance has its designation number as well.

The Pope can grant each formation honors for service in campaigns, earning the unit the right to display them on their vexillum as well as memorabilia. The more engagements the unit fights in, the more honors it earns and the greater its reputation among the Sacri Ordines and populace in general.

Recruitment levels and merchandise sales for units with high honors are often as much as 33% higher than less-renowned units. In a bid to curb reckless expenditure of men and materiel, the Pope does not reward bravery, only victory.

Until the start of 2351, vexilli were displayed outside a Preceptory's headquarters building and only ever carried during parades. However, during the now-legendary Battle of New Budapest, several waves of reinforcements carried their standards into the heart of the conflict to

spur on the troops. The Pope has now decreed that combat units may carry their vexillum into battle.

This provides a great psychological boost to the men, but does come with a drawback—the Pope has personally sanctified each and every vexillum and losing it to enemy forces carries severe punishments.

Ten percent of the unit, drawn by random lot, is sent to the Penitents for a minimum two-year period. The standard bearer automatically receives this punishment and after serving his term is excommunicated and expelled from the Ordo. The other 90% receive 100 lashes each from their comrades in the Preceptory.

Worse still, in terms of future recruitment, every battle honor is stripped from the unit. This can also have a negative impact on profits from merchandising.

One Knight from each formation has sole responsibility for the vexillum. It is his job to ensure it remains in good order and to carry it on parade or in battle. Should he fall in action, it is the sworn duty of the nearest soldier, regardless of rank, status, or occupation, to pick it up and carry it forth.

On more than one occasion a Sergeant has retrieved a fallen standard. Such men, should they survive, are often knighted as reward for saving the honor and reputation of the unit.

When stored in the Preceptory, the Banner's battle flags form a processional path outside the headquarters building. The Squadron's vexilli hangs over the main doors and the Banners' standards form two ranks at ground level. All personnel approaching the doors are expected to walk between the rows with their heads bowed to honor those who have fallen in battle—crossing through them or raising one's head is a minor sin punishable by 20 lashes. The Lances' vexilli ring the parade ground, spaced equidistantly.

Typically, the appropriate standards are lowered to half mast after battles to honor the dead. For instance, if a single Knight fell, his Lance, Banner, and Squadron flags would be lowered as a mark of respect. By tradition, the lowering of every flag only occurs on the death of

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a Pope (which has yet to happen) or the Ordo's Grand Master. After massive engagements, there is always the chance that every Lance and Banner will have lost at least one member. To ensure one flag always remains flying, most Preceptories invent a Banner, officially designated Banner Z. The flag is always plain white and marked with a simple cross.

MILITARY STRENGTH

To date, there have been 299 accepted popes, including the current pontiff. Of these, 266 were used to name the original Battles (Benedict XVI was the last one used in this manner). Of the remaining 32, 10 have been assigned to the new Sacri Ordines and 22 held in reserve for future expansion. No Battles are currently named for Pope John XXIV.

With 276 working Commanderies, each with a maximum of 10 Preceptories, it falls to reason there are a maximum of 2760 Preceptories. At full strength, something no Sacer Ordo has yet achieved across its Commanderies, there would be around 6,600,000 Knights, with 90% of these being active combatants of one type of another. Adding to this are the Sergeants, who outnumber Knights by almost ten-to-one, for a total strength of some 70 million men. Given the entire Church population at the last census in 2350 was just shy of 460 million, this would mean one citizen in every seven is a soldier.

In truth, actual figures are closer to 2 million Knights and 18 million Sergeants, or approximately 4.4% of the population. For a comparison, the top 100 countries on Earth during the early 21st century, in terms of military strength, totaled just under 60 million troops including reservists and volunteers, or around 0.8% of the world's population.

However, these countries were not fighting a lengthy and bitter war for the survival of their species and many reservists were never called up to fight.

OTHER LANCES

As listed in *Necropolis 2350*, a standard Infantry Lance typically has 4-6 members. Of these, one is a Senior Knight, one Infantry Support, one Combat Medic, and one to three are Infantry. Most Lances are kept at five members, so-called "readiness strength."

Infantry Lances are, however, highly organic, and troops are added or removed as required for each mission. To support this flexibility, a range of other common Lance types exist. Again, numbers are based on five members for ease.

Most Lances are actually "paper Lances," in that they exist only on official records. During an operation, it is not unusual for an Armor Lance to be split between up to five Infantry Lances to provide individual vehicular support, or for an infantryman to be removed from an

Infantry Lance and replaced with a specialist, such as a Scout or Combat Engineer. When this occurs, all Lance members become part of the Lance they join and serve under its commander.

Thus, while on paper a Senior Knight controls just a single Lance, in the field he may actually command multiple Lance elements, such as his own Infantry Lance, a vehicle from an Armor Lance, elements of an Anti-Tank Lance, and perhaps part of a Scout Lance. Who is in overall command depends on the specific battle orders.

AIR SUPPORT

Air Support Lances are used to destroy or suppress enemy air and ground units, or to ferry troops into and out of battle. Air Support Lances never contain mixed aircraft on paper, though battlefield requirements mean that this is actually the most common type of Lance. Thus, in theory at least, there are five distinct types of Air Support Lance available to the Ordines.

Partly in a bid to keep crew numbers down, and partly due to budgetary constraints during the design phase, all Church combat aircraft require a crew of two, a pilot and gunner (or bombardier in bombers).

Personnel: 10 (all Vehicle Crew, one of whom, jokingly called the Choirmaster, is a Senior Knight).

Vehicles: 5 aircraft (Archangel, Angel, Crown, Deliverance, or Scourge).

ARMOR

Despite possessing devastating firepower, Armor Lances are rarely sent into action without infantry troops in support. Even the mightiest main battle tank can be destroyed or disabled by a well-placed demolition charge, and mines are a constant problem along the front line.

Armor Lances are designated as heavy, medium, or light, depending on the vehicles used. Armor Banners rarely comprise more than ten Lances in total, even in frontline Preceptories. Only the Templars regularly maintain Armor Banners of 20 Lances, but they have far fewer infantry Lances at their disposal.

While Armor Lances often work together, all vehicles with a given organizational Lance are of the same exact type. Thus, while the Nazareth and Purifiers are both light tanks, they are never found in the same paper Lance.

Personnel: 15 (Vehicle Crew, one of whom is a Senior Knight).

Vehicles: 5 ground vehicles.

ARTILLERY, ANTI-TANK

Anti-Tank Lances are made up of four close support artillery pieces with two Infantry Support Knights to provide protection from enemy infantry attacks.

They are deployed only against enemy fortifications or light armor, lacking the capability to deliver much damage against dispersed infantry formations.

Standard Church design has ensured every close

support artillery piece requires just two crewmembers, allowing great flexibility in terms of firepower.

Personnel: 10 (eight Artillerists, one of whom is a Senior Knight, and two Infantry Support Knights).

Guns: Four guns (SBAC 25mm, SBAC 50mm, or Jericho). These may be used in any combination. Typically a Preceptory stocks all three, allowing variation based on specific mission objectives.

Vehicles: None as standard. Guns are usually carried into battle attached to Prophets transporting infantry. As of 2352, the MCSAV replaces most guns (requiring Artillerists to have some Driving skill).

ARTILLERY, INFANTRY SUPPORT

ISA Lances are assigned to Infantry Lances to provide close range artillery support through Levant field mortars. Typically they are used to soften enemy infantry positions before an advance or conduct suppressive fire as the infantry moves to engage.

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

Vehicles: None as standard. When required for sustained or mobile fire support they are assigned a Prophet (with two Knight Vehicle Crew).

ARTILLERY, MOBILE

Mobile artillery comprises MRLS and SPA batteries. These are rarely seen on the frontline. It is not uncommon for them to be provided with an Infantry Support Lance for security.

In terms of manpower, Mobile Artillery Lances are the largest regular Lance formation.

Personnel: 20 (20 Artillerists, one of whom is a Senior Knight with the title Battery Commander).

Vehicles: 5 mobile artillery pieces (Basilica, Constantine, or Goliath).

ASSAULT

When the Church faces enemy armor or hardpoints it must take intact, or when fighting against armored infantry, it can call upon Assault

Lances. Well-armored and equipped, Assault Knights rank among the toughest soldiers of the Sacri Ordines. While many members consider themselves part of an elit force, their comrades routinely label them “the Crazy Gang,” for they go where other Knights fear to tread.

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

Vehicles: None.

COMBAT ENGINEER

Laying mines, clearing enemy minefields, communications, laying bridges and a host of other duties fall to the Combat Engineers. As with other Lances, mobility is provided by Prophet APCs when required.

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

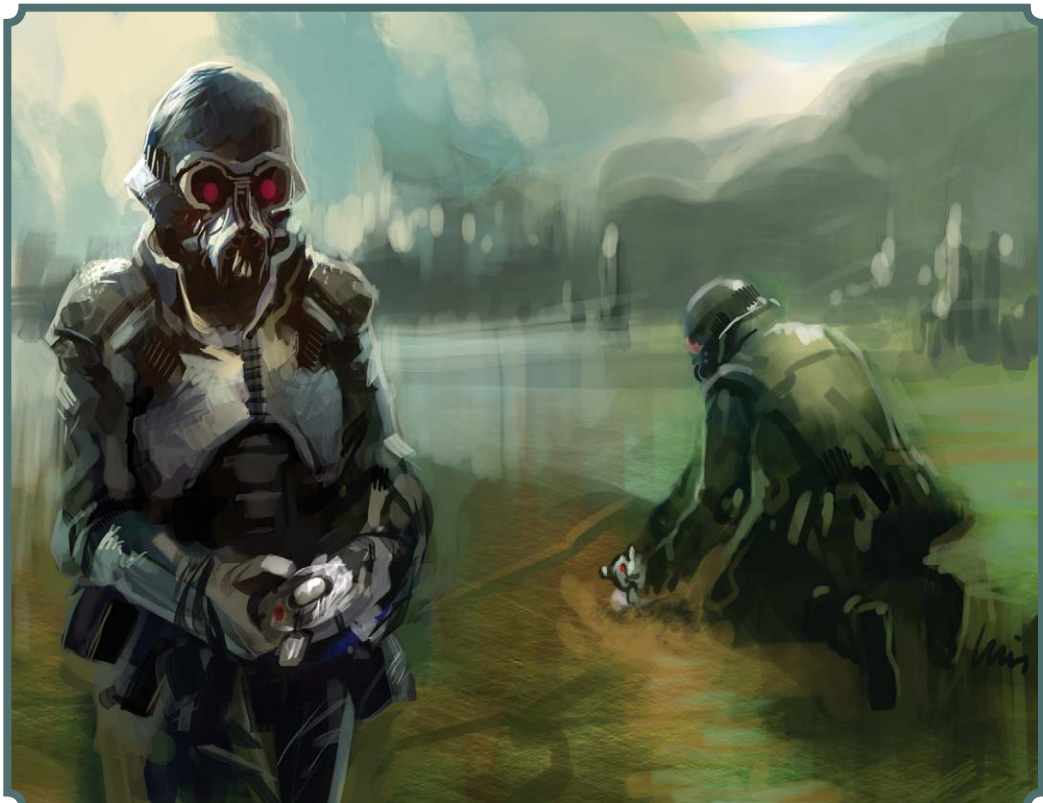
Vehicles: None as standard.

COMMAND

Command Lances rarely ever operate as a complete Lance. Instead, they divide their vehicles as necessary to provide command support for other Lances. Often, they serve in different Banners while in the field, the senior commanders using the EloI APCs as their headquarters.

Personnel: 10 (all Vehicle Crew, one of whom is a Senior Knight). Command staff are assigned as required.

Vehicles: 5 EloI command vehicles.



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FIELD HOSPITAL

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

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

Vehicles: 1 Samaritan APC.

HARD

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

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

Vehicles: 1 HARD Prophet (but no crew).

INQUISITORIAL

Only the Teutonics works closely enough with the Inquisition to field these Lances. Unlike regular Lances, they are commanded by an Inquisitor. They are universally despised by Impalers, Incinerators, Preachers, and Templars, who view them as little more than Inquisitorial lapdogs.

Personnel: 5 (one Inquisitor and four Knights of his choosing).

Vehicles: None as standard.

LOGISTICS, AIR

Air Logistics carry supplies to remote battlefields and provide emergency aid when the situation requires it. There are two specific Air Logistics Lances—Medevac and Cargo—and these are never mixed.

Personnel: 10 (Vehicle Crew, one of whom is a Senior Knight who carries the title Loadmaster)

Vehicles: 5 dropships. Medevac Lances use Gabriel variants while Cargo Lances fly the Pedael.

LOGISTICS, GROUND

Ground Logistics support infantry and armor assaults by delivering supplies and ammunition, as well as providing emergency repair facilities. Although not trained to fight as infantry, their duties require them to drive into the thick of the action to make their deliveries.

Personnel: 12 (ten Vehicle Crew, one of whom is a Senior Knight who carries the title Loadmaster, and two Combat Engineers).

Vehicles: 5 (one Ezekiel repair truck and four Job cargo transports).

LOGISTICS, TRANSPORT

The infantry may be the backbone of the Sacri Ordines, but they can't get very far without the support of the Transport Logistic Lances and their Prophet APCs.

There are calls for each Infantry Lance to be assigned a permanent Prophet and crew, so the two groups can develop their own tactics and more efficient ways of working. Critics who oppose the system point out that if a Prophet is suddenly forced to switch to a new Lance there is likely to be tactical blunders based on over familiarity with one Lance's methods of operating in the field. There is also, they add, the danger that with specific Prophet's appointed to a Lance there may be no vehicles available in emergencies.

Personnel: 10 (all Vehicle Crew, one of whom is a Senior Knight who carries the title Loadmaster)

Vehicles: 5 Prophet APCs.

MARITIME ASSAULT

Maritime Assault Lances are the rarest of the Sacri Ordines' Lances. Coastal Preceptories are usually close to (if not actually) busy ports. Despite the name, these Lances are usually for escort purposes and coastal defense, not assaulting enemy positions (although they have provided artillery support for amphibious assaults). Few coastal Preceptories actually maintain a full Lance of these vessels.

Personnel: 60 (all Vehicle Crew, one of whom is a Senior Knight).

Vehicles: 5 Jonah light destroyers.

MARITIME PATROL

Maritime Patrol Lances are actually found only in Preceptories on major rivers or areas of marsh and swamp—the shallow bottom of the PBR makes it unsuitable for sailing on open water. Although capable of conducting combat actions, maritime patrols are primarily concerned with border defense and thwarting enemy incursions.

Personnel: 30 (all Vehicle Crew, one of whom is a Senior Knight).

Vehicles: 5 Galilee PBRs.

SCOUT

Infiltration, assassination, reconnaissance, and artillery spotting are the duties of the Scouts. Although many younger Knights consider Scouts the elite of the Sacri Ordines, they quickly learn that every Knight has an equally important role to play. They are jokingly called Ghost Lances because they aren't meant to be seen.

Personnel: 5 (five Scouts, one of whom is a Senior Knight. When artillery spotting, one Scout is often swapped for an Artillerist.).

Vehicles: None as standard (may be issued Daniel or Sinai vehicles).

SAMPLE PRECEPTORY

The sample Preceptory hasn't been given a name, location, or affiliation, allowing the WM to use it as the base for his party of Knights regardless of their geographic position or Sacer Ordo. Given its total Knight combat strength, the Preceptory is likely to be located behind the frontline, though close enough to provide support to forward units.

MANPOWER

Commanders: The Preceptory is run by a Preceptor Master. Beneath him are 12 Knight Commanders (one per Banner) and 167 Senior Knights (one per Lance).

Knight Combat Strength: The Squadron has 1215 combat Knights. This number includes Senior Knights and Knight Commanders. They are broken down into Banners and Lances as detailed below.

Banners A through F (Infantry): Each Banner comprises 15 Infantry Lances.

Total strength: 450 (75 per Banner).

Banner G (Infantry Support): Three Assault Lances, five Combat Engineer Lances, three Scout Lances, and four Infantry Support Artillery Lances.

Total strength: 75.

Banner H (Artillery): While the infantry support artillery is placed in Banner G, anti-tank and mobile artillery are grouped together here. The Banner has 10 Anti-Tank Lances and two Mobile Artillery Lances.

Total strength: 140.

Banner I (Armor): One Golgotha Armor Lance, three Judea Armor Lances, five Nazareth Armor Lances, and one Flagellant Armor Lance.

Total strength: 150. If the WM elects to make this an Incinerator Preceptory, exchange three Nazareth Lances for Purifier Lances.

Banner J (Air Support): Eight Air Support Lances of Angel dropships, one Air Support Lance of Archangels, and one Air Support Lance of Deliverance bombers. If this is made an Incinerator Preceptory, exchange the Deliverances for Scourges.

Total strength: 100.

Banner K (Transport): Twenty Transport Logistics Lances.

Total strength: 200.

Banner L (Logistics): Two Field Hospital Lances, one Air Logistics (Medevac) Lance, three Air Logistics (Cargo) Lances, three Ground Logistics Lances, and one Command Lance.

Total strength: 100.

Knight Support Strength: There are 20 support Knights.

The Preceptor Master and his permanent bodyguard of four experienced Knight Infantry clad in infantry battle suits form the Primary Command Lance. In battle, these are attached to Banner A.

Senior Staff: Serving as the senior staff in the Preceptory are another 15 Knights, detailed below. As the Sacri Ordines only award actual ranks to combat personnel, none hold any official rank. However, due to their positions, they are accorded the same respect as Knight Commanders. Each has the honorific "Preceptor" before his occupation, highlighting him as the top dog in his chosen field.

The positions are Administrator*, Air Technician, Armorer (in charge of all armaments)*, Chaplain*, Communications Officer*, Estate Manager (in charge of the civilian population), Flight Controller*, Ground Technician, Hospitaller (in charge of medicine)*, Intelligence Officer*, Media and Merchandising Officer, Personnel Officer, Quartermaster*, Training Officer, and Treasurer.

Technically, individuals marked "*" are grouped under Banner L as a unique over-sized Command Lance, though it is rare for them to ever enter combat. In most campaigns they serve alongside the Preceptor Master at his headquarters.

Normally, their positions place them in command of large numbers of Sergeants, though Knights also fall under their auspices as required. For instance, all flight crews must answer to the Preceptor Flight Controller.

Chaplain Strength: In addition to the Preceptor Chaplains and Chaplains permanently assigned to the field hospital Lances, the Squadron has another 17 Chaplains at its disposal. These are assigned to Lances as required.

Sergeant Strength: Supporting the Knights are 10,000 Sergeants. Of these, 7000 form Infantry Lances. The remainder is divided into air maintenance and support (500), vehicle maintenance and support (500), and general support staff, such as quartermasters, cooks, firemen, admin workers, and permanent security guards (2000).

Sergeants are rarely assigned to the same Knight Lances on a permanent basis, but are instead rotated regularly between active duty and the garrison. While they are well-trained combatants, the Church feels Sergeants lack the strength of faith required to engage in constant warfare.

Sergeant Lances are maintained at 10 men, all performing the same basic role, but receive different unit designations to those of Knights. Lances are given the Squadron name but are labeled purely numerically and prefixed with an "S." Numbers go as high as needed. They do not possess vexilli.

Squires: A standard Preceptory has a number of Squires equal to about 50% of the Knights, usually spread over eight intakes. This one houses 600 Squires. Larger training Preceptoriums have Squires numbering far in excess of the Knights, who are there purely to bring the recruits up to scratch.

STRUCTURES

The Squadron has infantry, artillery pieces, ground vehicles, and aircraft at its disposal. With over 11,000

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inhabitants and a sizeable airfield, the Preceptory covers an area greater than that of many large towns.

Defenses: The outermost zone is the external perimeter, a line of defenses designed to keep the base occupants safe from enemy attack. As a near-frontline base, this Preceptory has razor wire fences, tank traps, medium-density mixed minefields, sentry guns, and constant guard patrols.

There are also watchtowers fitted with searchlights placed at regular intervals, and hardened bunkers containing SBACs and sentry flechette MGs.

Zones within the Preceptory are also warded with razor wire and guard patrols. A high-density mixed minefield surrounded with razor wire protects the airfield and tank laager.

Administration Zone: Typically there is one main entrance to the Preceptory, which leads to the central administration zone. Here can be found the Squadron's headquarters, the nerve center of all operations concerning the Preceptory.

Within this impressive structure are the tactical planning, intelligence, and central communications suites, as well as personnel, finance, administration, and other general bureaucratic offices, archives, and the central library. The Preceptor Master has an office and living quarters here.

Outside the main headquarters building, leading to the main parade ground, fly the Squadron and Banner vexilli. The parade ground, surrounded by the Lance vexilli, is large enough for 12,000 soldiers to parade

simultaneously. Corporal punishment is also meted out here, usually in front of the guilty party's comrades.

Airfield: Further out from the main camp is the airfield. Here are the runways (typically three arranged in an "A"), taxi routes, VTOL landing pads, control tower, hardened hangars, subterranean fuel tanks and armories, and the main fire department. In addition, there are half a dozen fortified hardpoints containing Flagellant tank turrets and stores of Dove-2 missile launchers to protect against air raids.

Cathedral Zone: Close to the administration center is the Preceptory's cathedral, an imposing Gothic structure capable of holding 15,000 souls.

The honored dead of the Preceptory are buried in subterranean vaults deep beneath the cathedral. Most dead Knights have their bones stored in the cathedral's subterranean ossuary. Only Preceptor Masters and above automatically have sepulchers inside the cathedral proper. Martyrs, those fallen Knights honored by the Pope for their services to the Church, are entombed nearest the altar as a mark of respect.

Tombs always take the form of a stone sarcophagus. An image of the fallen Knight clad in full armor and with his weapon ready adorns the top. Unit designations are carved at his feet and prayers for his soul are engraved around the edge of the lid.

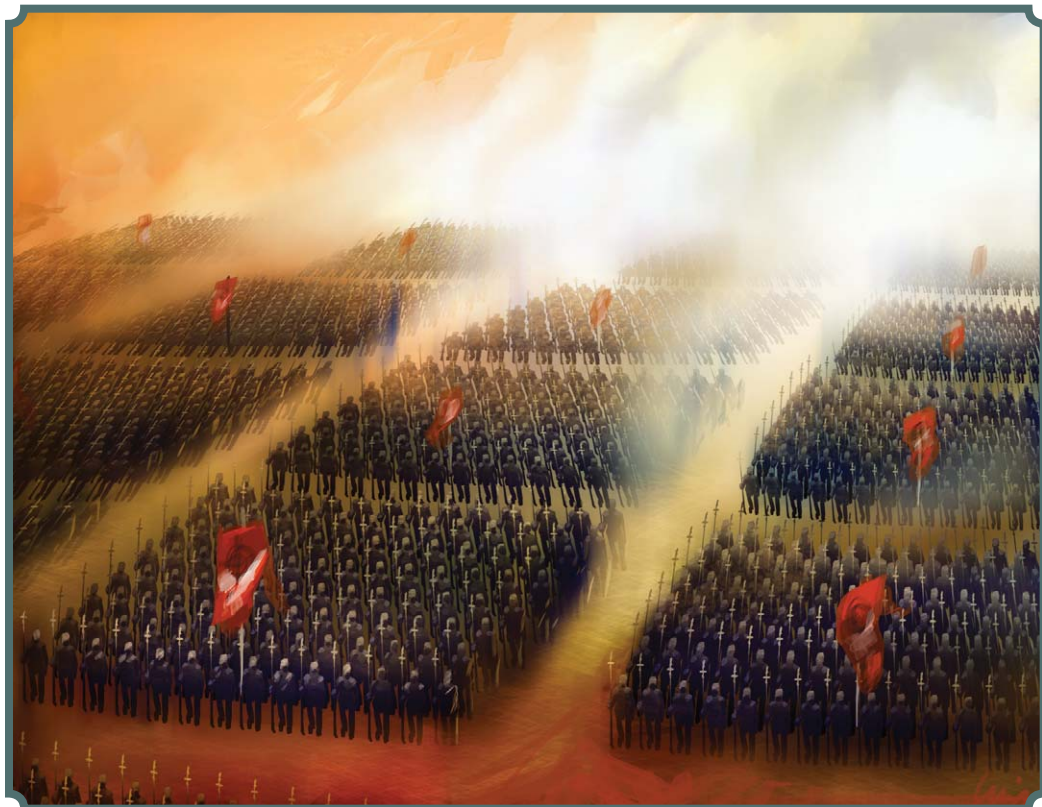
The main hospital, surgical theaters, biological containment and decontamination suites, and medical stores are located in this zone. Smaller medical centers are dotted around the Preceptory near potentially hazardous

areas, such as the fuel stores, armories, and training facilities.

Chaplains, regardless of Lance affiliation, have their own barracks block in this precinct, with each Chaplain having a single cell. Washrooms and other basic facilities are shared.

Common Training Facilities: Further out are the commonly shared facilities—the firing range, grenade firing range, main sports stadium, assault course, outdoor swimming pools, gymnasiums, and so on.

Estate: Preceptoreries never operate in isolation. Armies march on their stomachs and the Sacri Ordines need a regular



income and food supply. Surrounding the Preceptory for a distance of 50 miles in each direction are scattered 90 hamlets and villages. (Larger Preceptories may boast a local town.)

Here citizens farm the land or work in industries directly supporting the Preceptory. All are tenants of the Preceptory, owing them rent and allegiance. In return, the Knights provide military assistance, spiritual guidance, and humanitarian aid. Regular convoys visit the villages to collect supplies.

Knights' Compound: Each Banner has its own barracks block, clearly marked with its identification letter. Barracks blocks are two-story buildings of varying dimensions. On the ground floor are the sleeping quarters for the Lances.

Every Lance shares a small, Spartanly furnished room. A large, communal washroom-cum-laundry serves the entire Banner. Senior Knights sleep in private rooms adjoining those of their Lance, but again these are devoid of any luxuries.

The upper floor houses the Banner's recreational facilities (again, very basic), kitchen, mess hall, chapel, mission briefing rooms, and armory. Armories are key-coded to the appropriate Senior Knight's ID tag and voice pattern. These can be overridden by the Knight Commander in charge of the Banner, the Preceptor Master, or Preceptor Armorer. The Banner's Knight Commander has a bedroom and office suite on the upper floor. Outside each barracks is a small parade ground on which the Banner musters.

Logistics Zone: Most stores, except fuel and arms, are housed in a separate zone near the administration center. Within the great warehouses are stored everything the Preceptory needs to operate, from paperclips to spare parts for gunnery computers. Security is always tight, as saboteurs could inflict considerable damage to the Squadron's operating efficiency just in this zone.

Punishment Zone: Within a heavily-fortified building is the Preceptory's jail and barracks facilities for Penitents attached to the Squadron. Penitents sleep in small cells with a washbasin and small chemical toilet, which must be emptied daily by hand. Food is shoved through slots in their cell doors. A small parade ground-cum-exercise yard, surrounded by electrified razor wire and a medium density minefield, is their only link to the outside world when not fighting.

Sergeants' Compound: Neighboring the Knights' barracks is a separate compound for the Sergeants. Sergeants' barracks are more uniform and always two stories high.

Each houses 200 men on the ground floor, arranged in rooms occupied by a Lance of ten, along with washroom and laundry facilities. Recreational and dining areas, plus a chapel, are contained on the upper floor.

Sergeants do not have briefing rooms or armories. A small parade ground stands outside each block.

Small, locally situated bunkers, one per five barrack blocks, contains the Sergeants' armories. Only Knights of Senior Knight rank and above and the Preceptor Armorer

have access. During emergencies, command overrides are given to all Knights.

Squires' Compound: A small compound contains the barracks (which are similar to those of the Sergeants, only smaller) as well as admin buildings used by the Knights in charge of training new recruits. Each intake has its own barracks block, which houses a maximum of 100 Squires sharing a single room. Only Squires, Chaplains, or Knights are allowed into the compound except during emergencies. There are no recreational facilities—Squires have no time for such luxuries.

Tank Lager: Tanks are parked in a well-guarded laager, protected by a sloped concrete wall fitted with firing ports into which tanks can be driven should the base be attacked. Nearby are the armored maintenance sheds. Armored bunkers provide access to the subterranean armories and fuel tanks. The Preceptory also maintains a fleet of two dozen Daniel quad bikes and six Sinai scout vehicles, used both on missions and to get around the base in a hurry.

BASIC PRECEPTORY RULES

The full list of dos and don'ts fills several hefty volumes known collectively as the Rules. Most of these are common sense, such as no smoking near fuel, no discharging firearms except on the firing range or to stop an attack, uniforms and kit must be kept clean, and drive within the speed limits. However, there are a few basic rules the heroes need to know.

First, only troops on duty may carry firearms. Sentries are issued with firearms depending on their branch and status. Other workers are permitted to carry only pistols and with a single magazine. Naturally, Knights are always permitted to carry their swords. Knights in training are issued weapons and ammunition at the firing range.

All firearms are checked out of the armories at the start of a watch and handed back in at the end. Ammunition is also counted in and out with great precision. Possession of a firearm under any non-official circumstances (attack, drill, parade, and so on) is a moderate crime and quickly punished.

Second, numerous security checkpoints must be passed to get across the base. A soldier failing to produce his ID tags when asked is punished by flogging. In some high-security areas it can be fatal, as not possessing a valid ID tag means sentry guns consider the person a valid target.

Third, Knights and Sergeants do not mix socially. Knight Commanders and above, including Preceptor positions, have a club in the main headquarters building. Senior Knights (and Chaplains) are expected to socialize with their men, though may attend the club with an invite. Squires never socialize—when not training or cleaning their kit they are expected to pray, meditate, and study.

Fourth, there are no cleaners. All ranks must keep their own quarters clean. Inspections are held every morning and dirty kits or barracks is a minor sin. Clean-

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ing the mess hall and kitchens is the responsibility of the mess Sergeants. As with any military outfit, there are numerous guidelines on how beds must be made, how kit is presented, where personal items may be stored or displayed, and such like.

EXPANDED GLOSSARY

This expanded list provides more terms, generally slang, for Knights to use.

Battle Babes: Slang term for the Bradamantites, considered an insult by some.

Boned: With swearing frowned upon in the Sacri Ordines, Knights invented a new glossary. Slang for a mistake, as in, "You boned your fire support." Can also be used to mean "in serious trouble" (see below).

Brainburner: Slang for a psion.

Burning Bush: Slang for any voice on the other end of a radio, as in, "The burning bush says we're boned."

Carousel: Slang term for a Maximus rotary grenade launcher.

Catechist: Church teacher, usually from the Office of Education, but may be a parish priest.

Chiller: Slang for a thermal suit.

CATH: "Casualty about to happen." Derogatory term for a new guy who likely won't survive his first battle.

Crispy Convert: Slang for a heretic who tries to repent while being burned at the stake.

Dance: Slang for an engagement against enemy forces, as in, "We danced with some Rephaim."

Danger Close: Confirmation the caller wants artillery dropped on or very close to his position.

Danse Macabre: Slang for a hand-to-hand engagement against Rephaim.

Deus Vult: "God wills it." Former Templar battle cry, now used by the other Sacri Ordines.

Excommunicate: A citizen exiled from the Church, who instantly forfeits all rights and privileges. These unfortunates are often hunted down by the Inquisition as "dangers to the state." Only the Pope can excommunicate a citizen. Excommunicates cannot serve with the Sacri Ordines.

Genuflection: Bending of one knee in deference to a military or social superior. Bowing one's head is also acceptable. Other forms of salutes are rarely used.

Green and Mean: Signal given to troops in an Angel they are about to land (signified by the passenger bay lights turning green) and should prepare for combat.

Highlight: To drop napalm, as in, "Highlight that forest" or, "The sticks have been highlighted."

Homer: A serious injury requiring medevac to the nearest Preceptory, as in, "He took a homer."

Hot to Drop: Air support speak for "ready to commence an attack run."

Hovercraft: Slang for a grav vehicle, often used to insult the crew.

Last Rites: Slang for killing a human, usually in error,

as in, "We gave him the last rites," and rightfully unpopular with Chaplains.

Loadie: Slang for a Loadmaster, the Senior Knight in charge of a Logistics Lance.

Magisterium: Department within the Office of Education responsible for actually teaching citizens.

Martyr: The highest accolade a Knight can receive, but always given posthumously.

McSave: Nickname for the Xenophon MCSAV.

Meat Grinder: Slang for any battle zone.

Mine Detector: Insulting term for a Penitent. Originally based on rumors they were used to walk across minefields to save the Combat Engineers the task.

Nectech: Slang for Rephaim Weird Science gizmos. "Meattech" was popular for a while, but its use has been labeled a minor sin by all the Sacri Ordines.

Nut: Slang for a HARD trooper, so called because of his hard "shell" and his supposed lack of brains for volunteering to enter environmentally hazardous areas.

One-Step: Slang for an Arcanist, so called because many Knights believe they are one step from damnation due to messing with Rephaim technology.

Parochial School: A Church-run school.

Postulant: A citizen who has applied for entrance into a Sacer Ordo as a Squire but has yet to be accepted. During this time the Sacer Ordo may closely monitor his activities.

Prats: Derogatory term for Praetorians. Prat is an old English word meaning "idiot."

Pray: Slang for calling in fire support, as in, "Pray for the choir!"

Pyro/Pyromaniacs: Semi-derogatory term for Incinerators, though many in the Ordo accept the name with pride. The word "Burninator" has come into use recently (origin unknown).

Road to Salvation: Confirmation to artillery support their first salvo was on target and all subsequent fire should target that point, as in, "That was on the road to salvation."

Sacrament of Reconciliation: A service held when a Knight is released from the Penitents to rejoin his unit. Attendance is compulsory for Knights in his Banner.

Slip: Slang for a sin.

The Word: Slang for a military briefing or orders from someone higher up the chain of command, as in, "Here's the word" or "The word is at 0600."

Unchained Angel: Emergency broadcast warning a unit of Banner strength or greater is in danger of being overrun. All air support in the region is diverted to the commanding officer's control.

Undead: Perfunctory term for Rephaim.

Wife Beaters: Derogatory term for Teutonics, referring to their heavy-handed questioning of civilians while hunting heretics.

Yellow Brick Road: Slang for the flight path to a designated landing zone. Origin unknown, but may relate to an aircraft's instrument landing system, which projects a series of yellow squares to guide the pilot to the airstrip.

MOTHER CHURCH

Take heed therefore unto yourselves, and to all the flock, over which the Holy Ghost hath made you overseers, to feed the church of God, which he hath purchased with his own blood.

Acts 20:28

The material in *Necropolis 2350* provides a brief overview of life under the Church. Here we go into a little more detail.

TECH LEVELS

Technology levels across Salus vary immensely depending on one's location and status. This applies equally in Union and Church territories.

In general, technology varies between the advances of the 21st and 22nd centuries down to what was once called the Middle Ages. The true high-tech scientific achievements, such as the FC drive, were effectively lost during the devastation of World War III and the Corporate Wars or suppressed afterward.

Additionally, the great ark ships of the last influx of colonists were dismantled to provide new power plants and building materials for the rapidly expanding cities. These vast ships were dismantled on landing, reduced to literally nothing within a few short years. Even the prized FC drives were deliberately stripped down.

Most technological research goes into the military (though Union genetic and medicinal research is not far behind). Yet, aside from grav engines (a new breakthrough), military technology is not that far advanced from the battlefields of the 21st century. Combat vehicles have computerized systems and autoloaders, making the gunner's job much easier, drivers and gunners have access to nightvision and thermal imaging scopes, and computers manipulate hydraulic stabilizers. Even rail-guns, which propel a shaped solid metal slug through powerful magnets, are not exactly advanced science.

DAILY TECH

As for the common man, even the poorest citizens in the cities have access to a television, radio, microwave oven, dishwasher, and other conveniences. Citizens drive hydrogen-cell cars and motorbikes, or at least make use of public transport, have access to electricity and running water (most of the time), work on computers, and such like.

Audio-visual communication between citizens is handled by vidphones. One simply types in the number one wishes to connect to and waits for the user on the other end to press the "Accept Call" button. Vidphones share many features with 21st century telephones, such as withholding one's number, speed dialing, call waiting, and last number redial. Callers can withhold their video feed and mute the sound. They can also store up to five hours of old communications. However, the audio and visual feedback is identical to that when the call was live—so if the other operator withheld their image, the stored message shows no visuals.

As far as the general public is concerned, public vidphones lack these extra features—calls always feature a visual and audio feed. The CIS knows differently, however. Every public vidphone in Church territory has stored message capability, but it's encoded and cannot be retrieved with the proper algorithm. This allows the CIS to snoop on calls made through public vidphones, although the law requires them to acquire a warrant before any information can be retrieved.

Time delays between geographically separated regions are noticeable and are due to the limited number of satellites in orbit. Cynics prefer to claim the delay is caused by CIS monitoring activities.

Of course, the level of functionality depends on one's wealth. The elite of the Church have all the latest models loaded with extra features. Television sets have digital hard drives for recording programs, vidphones are connected via high-speed, low-usage satellite feeds, cars contain advanced safety and comfort features, and even

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their houses have such luxuries as “reality windows,” vast screens which project images of programmed vistas, such as mountain lakes, verdant forests, or endless deserts.

Out in the country, however, things are far more primitive. Horses are common transport, carts rather than trucks and vans carry goods to market, clothes are washed in streams or rivers, water is drawn from wells, plows hauled by oxen are more common than tractors, citizens burn wood and peat for light and heat, candles and oil lamps replace electric lights, radios (when they can be found) are clockwork (most citizens rely on the bishop’s newsheets and heralds for news).

City-folk can use coinage to buy goods and services. As well as shops, vending machines providing newspapers, transport tickets, and food and drink stand on most street corners. In the country, barter is the preferred method of conducting transactions, though hard currency is often accepted.

While employees of the Union enjoy access to a vast, unrestricted data network known as the Stream accessible from any computer terminal, Church citizens are

limited to a few hundred sites strictly controlled by the Offices of Education and Information. The CIS also monitors the Church equivalent of the Stream for subversive activities. It is half-jokingly said one in every ten users of chat forums is a CIS agent or informant.

MED TECH

Again, the medical attention one receives is directly related to location and status. The average city dweller has access to doctors, dentists, and hospitals. Here he can benefit from drugs, X-rays, CAT scans, blood tests, operating theaters, and so on. Basic medical services are free, but the level of care is mediocre at best. Many hospitals are severely under-funded—effective drugs are in short supply, hygiene is woeful, and the food is equivalent to that available in the state workhouse. Still, their services are cheap and, in the end, citizens get what they pay for.

For those with money, private doctors and visits to privately-funded hospitals are the norm. Here one receives far better care and attention, and many are more like hotels than houses of healing. A week’s stay in one of these places costs more than the average citizen earns in a year.

There are still no cures for cancer, diabetes, Alzheimer’s, genetic abnormalities, and other such ailments. Indeed, any form of genetic tampering is considered heretical. Still, drugs to treat these problems are more potent than in the 21st century and recovery rates are higher than in centuries past.

Prosthetic limbs exist, but these are not cybernetic improvements granting superhuman abilities. Replacement arms and legs are bulky and function no better than normal limbs. They are also expensive, which limits their use. Even the Sacri Ordines try to avoid prescribing them in favor of buying more guns or training replacement troops.

The Inquisition looks down on those with replacement limbs, though having one fitted is not (yet) a crime. To the hardcore Inquisitors, such augmentations are a travesty to God’s image of man and beneficiaries are virtually heretics.

It is worth noting that even the poorest Union citizens generally have access to decent medical care, especially if one works for BioGen or Pharmacom. This isn’t entirely a philanthropic gesture by the Corporations. They care about profits, but a healthy worker is a happy worker and happy workers work better.

Those who choose to live in the country are not so fortunate. Instead of doctors, one visits barber-surgeons, the local



wise-woman, herbalists, or superstitious quacks who believe disease is the work of the Rephaim.

Antibiotics and painkillers are replaced with herbal remedies and leeches, the humors are balanced, urine is sniffed and sometimes swilled around the mouth to detect infection, astrological charts are consulted, and diet, exercise, and prayer are common treatments. Should a citizen require amputation, he can look forward to biting onto a leather strap while the doctor saws off his limb and seals it with hot pitch or oil. Many citizens opt to use the alternative anesthetic—large quantities of alcohol. The nearest one finds to prosthetics are glass eyes and wooden legs.

True doctors, those with knowledge of modern techniques, are typically medics of the Sacri Ordines working hearts and mind operations or doctors from the city whose licenses have been revoked due to malpractice. It is little wonder peasants prefer to work for the Sacri Ordines than the Church proper.

HI TECH

There are oases of high-technology out there. Lazarite labs have medical technology far in advance of the best private hospitals. Union research labs, by comparison, make these look positively primitive. While a few Corporations are pushing the boundaries of day-to-day tech, the majority of research across Salus goes into creating better weapons of war. Dealing death remains humanity's biggest business.

SOCIETY

The Church is a feudal entity. Where once kings ruled dukes who governed counts who controlled barons, there is now the Pope, archbishops, and bishops on one side and the Sacri Ordines on the other. Salus has no nobles, though freehold landlords, often family members of the local bishop, run semi-independent estates.

TAXATION

Ultimately, everything outside the Sacri Ordines' control within a diocese answers to the bishop. Citizens and business are taxed annually anywhere from 35% to 65% of gross income or profit, the exact level varying by diocese. Since many buildings are owned by the Church, these taxes include things like rent and utility bills. In general, citizens within a larger diocese pay less tax than those in smaller ones. These annual taxes are in addition to the monthly 10% tithe demanded of all citizens. The Ordines, by comparison, charge a flat 25% tax.

As can be seen, taxation levels are extremely steep. A peasant earning 100 miters a month (as an example) loses 10% in tithing. His annual tax is also based on his gross income, so if his diocesan tax rate is 50%, another 50 miters disappears, leaving him with just 40 miters a

month for food, clothing, medical bills, advanced education for the children, and so on.

Taxation collection can be a brutal affair. Tax collectors are typically hard-asses, swayed not one iota by pleas for more time or excuses about poor harvests. Payment must be met without fail, even if that means emptying a household of its entire contents (which are then sold to meet the quota). Should there be a shortfall, it's a spell of unpaid hard labor until one has settled one's account with the Church.

Typically, the bishop keeps around a quarter of the annual tax revenue, a further quarter goes to the archbishop, and the remainder is sent to the central Church coffers. In theory, this money is to be reinvested back into the dioceses to provide for education, building and road maintenance, local security forces, and other public amenities. In practice, a sizeable portion is spent on luxuries for the bishop or archbishop and his court. The entire tithe goes to the Treasury—not even an archbishop has the temerity to dare withhold any monies.

WORKING DAY

A typical city worker spends 8–12 hours a day, seven days a week working (remember Salus has an eight day week). Whether one is a secretary or a foundry worker, life is hard. The Church does not tolerate slackers—workers who score too low in their annual evaluations are sent away, at the company's expense, for re-education in the core Church fundamentals of cooperation and social values.

Most cities run 24 hours a day, seven days a week, coming to a virtual shutdown only on Prayday (when only Curia offices and essential services remain open, though with reduced staff). When citizens are not at work, they can spend time with their families, go to the movies, watch television, dine out in a variety of restaurants, or even take a trip out to the country for a spot of fresh air.

In the country, peasants work from dawn until dusk in the fields. This is in addition to time spent making repairs to boundary fences or hedges, milking livestock, crafting wares for the family, and such like. Leisure time is a luxury few can afford. Crafters usually work only while there is natural light, for lighting lanterns or candles means extra expense.

The Sacri Ordines are just as severe with their taxation policies, but they at least do look after the peasants on their lands. Having a well-trained and well-equipped army on your doorstep, so to speak, allows the peasants to sleep relatively soundly at night, and advanced medical care is provided free of charge, though patients must often wait weeks for the next scheduled visit.

WORKHOUSES & INDUSTRIAL SCHOOLS

Those who cannot find work or pay their taxes can still serve the Church productively. In return for a roof over their head and three meals a day, citizens can join

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a workhouse. Little better than prisoners, workhouse inmates (that's the actual term) perform mindless, repetitive tasks 12 hours a day, seven days a week. Inmates are not paid, making them an ideal source of labor for industry.

A citizen may leave the workhouse at any time, but must prove he has a source of income waiting when he reenters the outside world. For many, the only option to escape the hellish depravity and soul-destroying work is to enlist with a Sacri Ordo or become a priest.

Orphans, children whose parents cannot cope financially, or troubled youths found guilty of crimes are sent to industrial schools. Here they learn a basic trade which will serve them, and Mother Church, when they leave, which is automatic at age 14, the legal minimum age of employment. Life is brutal and extremely regimented. This strict regimen serves the Sacri Ordines well.

Every year, Knights visit the schools looking for suitable recruits for squire training. Attendance at recruitment drives is not compulsory, but few choose not to attend—the chance to live a life free of the need for material goods is very tempting for young urchins, something the recruitment Sergeants know all too well. Of course, more than a few recruits see Knighthood as a chance to become a media star, though few Knights ever achieve this.

Usually the Ordines take candidates aged between 12 and 14 years, which allows them to be molded into shape over the years before they reach the age at which they can apply to become a Knight. It also allows the Knights to judge the youths' character and commitment to the cause before spending money and time on their basic training. Typically, around 85% of orphans recruited at a young age go on to become full Knights. Often the enlistment rules are bent so as to allow a child who shows promise to reach full Knighthood shortly after his 18th birthday.

A young candidate serves as a general gopher, cleaning weapons, armor, and vehicles, helping in the kitchen, cleaning barracks, mopping up blood in the operating theater, and other boring tasks.

MARRIAGE

While Knights and priests cannot marry, Sergeants and citizens can. All marriages must be sanctified by the Church and conducted in a church or cathedral (only the rich can afford the latter).

Technically, sex before marriage is a crime, but only couples stupid enough to have sex in a place where they are subject to Inquisitorial surveillance are prosecuted, and even then cases can drag on for years as the courts handle more serious matters. Often the only sentence is a slap on the wrists (with a wooden cane). Prostitution, however, is a serious crime. Cohabiting before marriage is legal, once a wedding date has been lodged with the local priest and Office of Census.

Marriage is not a free service, typically costing between 5–20% of the couple's joint annual income. This

covers the priest, choir, and rental of the church—it does not cover the reception. The practice of dowries has long been abolished.

Marriage is for life and the Church acknowledges no exceptions to this. At best, a husband and wife can ask for a "Decree of Separation." This separates the couple financially and may impose restrictions, such as banning one partner from seeing the kids or coming within 50 yards of the other, but does not end the marriage. The couple cannot remarry and even having sex with another partner is treated as adultery. Couples applying for a Decree of Separation must attend a compulsory six month period of marriage counseling first.

OFFICES OF THE CHURCH

In addition to the offices detailed in *Necropolis 2350*, the following Curia offices may be encountered by the heroes during missions.

OFFICE OF ANTIQUITIES

This information appeared first in The Long Sleep, and is included here for completeness.

The Office of Antiquities (OA) is a minor Curial office appointed to research and catalogue Salus' past. Its main office is located on the Street of Weeping Angels, Vatican City, close to the Office of Information. The serving head of the organization is Cardinal Jean-Luc Beevor.

Note that as far as the current regime is concerned, mankind's history before the advent of the Third Reformation Church is largely one of heretical beliefs and barbaric acts. Only when it suits the interests of the Church is history before 2318 recorded in a positive light (such as when potential relics come to light).

The Office of Antiquities is divided into several smaller offices.

THE OFFICE OF RELICS

This office (run by First Secretary Lawrence Gilsean) is concerned with the finding, preservation, and display of religious relics. They control the numerous shrines across Salus and, in part, fund the Sisters of Bradamante, who guard these holy places outside Vatican City (where the Praetorians fill that role).

In order to be labeled a holy relic, an object must have a proven history dating to a religious figure or event, be associated with a miracle, and be subjected to a battery of tests by the Office of the Divine Reckoning (a minor but important office).

THE OFFICE OF MUSEUMS

The Office of Museums (First Secretary Ruth Ruberto) is responsible for running the Church's museums and

raising funds to continue this work. They work closely with the Office of Information to ensure factual information about artifacts retains the necessary spiritual guidance and does not branch into wild speculation or heresy.

THE OFFICE OF ANTIQUITY SECURITY

Headed by First Secretary Frederick Johnson, the OAS performs two roles. Originally it hired security personnel for all its museums. Although it still performs this role in backwater areas, within Vatican City it serves as a liaison office with the Praetorians, who now perform this duty. Second, it works closely with law enforcement divisions and the CIS to investigate cases of stolen antiquities and forgeries. Investigators have no powers of arrest.

THE OFFICE OF ARCHAEOLOGY

Run by First Secretary Paolo Romero, the office forms the fieldwork division. It is divided into four sub-offices.

The Office of Ancient Archaeology (Second Secretary Joachin de Montfort) concerns itself with the history of Salus before human settlers. Their main role is to find fossil specimens and record Salus' natural history.

As such, they work with colleagues from the Offices of Geology and Natural History, divisions of the Office of Scientific Research, to piece together the complete picture of Salus' evolution.

The Office of First Settlement (Second Secretary Benedict Tad) has the responsibility of uncovering artifacts dating from 2132 to 2244. The Office of Second Settlement (Second Secretary Umberto Brudhanger) covers 2245 until 2318. The newest office, the Office of the Third Reformation (Second Secretary Daisy Love), works to record modern history.

OFFICE OF THE FAITHFUL

Citizens with unusual powers given them by God (or perhaps manifested by their devout faith) are rare but not unknown. Due to the Pope's mandate of 2330, most are found within the Sacri Ordines as Chaplains.

Until recently, there was no official record of individuals manifesting miraculous powers outside individual Sacri Ordines—those blessed who were discovered were simply forced to enlist in an Ordo of their choice. On 06.II.2351, the Pope issued a decree creating the Office of the Faithful, an office subservient to the

CIS and by default the Inquisition. Handing down administrative responsibilities to the Inquisitors, the CIS has ordered a full census to be carried out and detailed records kept going forwards.

Even the Sacri Ordines have fallen foul of the new law, for despite strong protests the Inquisitors have been granted rights to question and register all Knights, Chaplains, and Sergeants known to possess such powers. However, the Pope has not rescinded previous rulings, which deny CIS any real authority over the Sacri Ordines or the rights to enter a Preceptory and start making demands.

To this effect, the Sacri Ordines except the Lazarites and the two new Ordines are using the older laws to stall the Inquisitors. Appointments to question those who refuse to volunteer for registration (many have volunteered) are made through official channels as required by the new edict, the Inquisitors turn up on time, only to be told an emergency mission has led to the person being sent off base for an indefinite period. Inquisitors may be feared by the populace, but the Sacri Ordines are not so easily swayed by threats.



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Dark rumors of forced breeding programs to create an army of citizens with miraculous powers are vehemently denied by the Curia, which insists faith is a matter of the individual and God's will, not of genetics.

OFFICE OF PUBLIC RECORDS

The Church's vast bureaucracy generates a lot of paperwork and computer data. Much of this data is maintained and stored in the Office of Public Records and its subservient offices. Copies of birth, death, and marriage certificates, driving license details, census records, old newspaper and television shows, and anything else deemed non-sensitive data is kept in huge archives. They also publish the "Acta Apostolicae Sedis"—a record of all official documents and acts.

Public records can be accessed from any archive upon submitting a request in writing for specific information and providing proof of identity. Typically this takes from two to four weeks to clear.

Depending on the data being requested and whether the applicant has any security flags against his name, the CIS may be asked to investigate before permission is granted. Such investigations are carried out discretely, as it is sometimes in the CIS' best interests to let those on their wanted list gain access to specific documents, if only to entrap them.

Only the CIS and the two new Sacri Ordines have the authority to search the archives without prior permission (on the grounds of state security). Naturally, the CIS keeps its own records, and accessing them is all but impossible for anyone except CIS agents (who still need suitable security clearance).

Once a citizen enters a Sacer Ordo, his public information file is closed. Ordo records are not subject to regular Church laws, thus the Office of Records' last entry on a Sergeant or Knight is usually just, "Joined Sacer Ordo."

Not even the CIS can legally gain access to the records of a Sacer Ordo without a Papal warrant signed personally by the Pope. Even then, a warrant is required for each specific piece of information sought. While the Ordines would never openly refuse an order from the Pope, there has been a recent spate of lost paperwork.

Note that civilians living on Preceptory land are not exempt from filing records with the OPR. That privilege applies only to Sacri Ordines personnel.

OFFICE OF SCIENTIFIC RESEARCH

The Office of Scientific Research is broken down into numerous departments. One of these, the Office of Scientific Advancement, exists to push the boundaries of science in all fields in order to "counter any technological threat imposed on Mother Church from the Union of Corporations."

Comprising the Church's top scientific brains, it collects, collates, and advances research from other scien-

tific offices, often merging usually disparate fields in its quest for the betterment of mankind. Its research is considered beyond top secret, the names of its members are a closely guarded secret, and even its budget is exempt from scrutiny by the Office of the Treasury.

As such, it is often accused by critics of the Church of conducting research of a "dubious nature," a phrase used commonly to mean something heretical, immoral, or ungodly.

OFFICE OF SUPREME JUSTICE

The Office of Supreme Justice, officially entitled the Supreme Tribunal of the Apostolic Penitentiary, is responsible for overseeing judicial matters within Church land. It is divided into five key departments.

The first is the Office of the Pontifical Court. This is the supreme court of the land, though it has various circuits.

The First Circuit is responsible for delivering justice against cardinals who sin. This circuit consists of the Pope, the cardinal in charge of the OSJ (unless he is being tried), and three other cardinals of his choice. The Second Circuit judges archbishops, and comprises the cardinal and two other archbishops of his choice. The Third Circuit comprises the cardinal and two bishops of his choice, who judge bishops. Priests are tried by the local Bishop's Court, though serious cases can be handed over to the Third Circuit if the bishop feels the case requires special attention.

The second, the Office of the Bishops' Attorney, appoints legal staff to the bishops to serve in their courts.

The third, the Office of Captaincy Appointments, appoints police precinct captains. Once appointed these fall under the control of the local bishop. Note that all police departments are funded by the local bishop from tax revenues, which accounts for the great difference in the number of officers and the quality of law enforcement across Salus.

The fourth department, the Office of Judicial Records, collects and records all judicial verdicts before passing them onto the Office of Records. Inquisitorial records, while collected, are not subject to public scrutiny and are housed with this office's archives.

Finally there is the Office of Judicial Publication. Working closely with the Offices of Education, Information, and Records they produce Papal Bulls for public dissemination, ensure citizens receive suitable grounding in the basic laws of the land ("I didn't know" is not a valid defense), and issue legal amendments to the bishops.

As noted in *Necropolis 2350*, the Sacri Ordines have immunity from regular Church justice. As such, the Office of Justice has no sway over their legal proceedings, neither does it gather or collate their judicial records, nor appoint police captains on Preceptory estates. The same applies to the Inquisition, which answers solely to the cardinal in charge of the CIS.

CORPORATE UPDATE

For the love of money is the root of all evil: which while some coveted after, they have erred from the faith, and pierced themselves through with many sorrows.

1 Timothy 6:10

This chapter takes a look at the military machine of the Union of Corporations. It provides new rules for the WM to use for Union antagonists.

A brief guide to playing Corporate character will be released as a free web update available from the Triple Ace Games website.

ARTILLERY SUPPORT

Although Corporate forces use the same rules as the Church armies for calling in artillery and air support, the following tables and stats should be used in place of those in *Necropolis 2350*.

UNION ARTILLERY SUPPORT

d6	Type	Delay Die	Bingo Die
1–2	Howler	d4	d4
3–4	Pounder SPA	d8	d10
5–6	Bombard SPA	d6	d6

Bombard (SPA): 5d10 damage in a Large Burst Template. (Place four templates on the battlefield when artillery is delivered, rather than the usual two, to account for each vehicle's double howitzer.)

Howler (MRLS): Fires up to four 400mm rockets. Each covers a Large Burst Template, and causes 4d10 damage on impact.

Pounder (SPA): 4d10 damage in a Large Burst Template. Pounders don't have as much punch as Bombards, but they are fitted with large ammo bins, allowing for sustained fire support. Unfortunately, this very strength has

proven something if a drawback. Such is their demand that units must often wait longer before they receive the go ahead to supply target coordinates.

UNION AIR SUPPORT

d10	Type	Delay	Bingo
1–3	Nightwing Utility	d4	d6
4–5	Albatross Light Bomber	d8	d6
6	Valkyrie Assault Ship	d8	d4
7	Porcupine Anti-Tank Fighter	d6	d6
8–10	Gravedigger Fighter	d6	d8

Like the Church, the Union has standardized on two crew aircraft. Bombers use a pilot and bombardier, while smaller craft have a pilot and navigator/gunnery officer.

AIRCRAFT PAYLOADS

Aircraft	Munitions Available
Albatross	Bombs x 6
Gravedigger	Guns x 2 (place two Strafe Templates side by side)
Nightwing	Guns, Bombs x 4, Missiles x 4 (Passover 9cm)
Porcupine	Guns, Missiles x8 (Passover 6cm)
Valkyrie	Guns, Rockets x 4 (30cm), Missiles x 4 (Passover 6cm), or swap either rockets and/or missiles for Bombs x 4 or Napalm x 2

NEW ARCANE BACKGROUND

Whereas Church characters have access to the Arcane Background (Miracles) and Sainly Litany Edges, Corporate characters have access only to a different Arcane Background—Psion.

Psions are gifted with psionic powers. No one has

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been able to reproduce this power through selective breeding, genetic research, or drugs. As a result, psions are extremely rare. WMs should ensure there is a maximum of no more than one hero with this ability, and may choose to leave it entirely as an NPC ability.

The Edge differs slightly from the standard Arcane Background (Psionics) Edge, as detailed below. The standard Edge is not available in this setting.

ARCANE BACKGROUND (PSION)

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: 3

Available Powers: *Arcane resistance* (p. 13), *beast friend*, *bolt*, *boost/lower trait*, *burst*, *charismatic aura* (p. 14), *concentrate*, *deflection*, *entangle* (victims must use Smarts or Spirit to escape the mental web), *environmental protection*, *fear*, *healing*, *invisibility*, *puppet*, *quickness*, *smite*, *speak language*, *speed*, *stun*, *succor*, *telekinesis*.

Unlike other Arcane Backgrounds, psions cannot develop their ability once past puberty.

In game terms, a character is stuck with whatever Psionics die type he buys in character generation. For instance, a hero who buys Psionics d6 can never gain Psionics d8, even by using *boost/lower trait*.

Characters who meet the minimum requirements may take the Mentalist Edge as normal.

The hero can still take Power Points (representing

better use of mental resources) and New Powers (learning to use his mind in new ways).

Psions who are detected by a Corporation are given two choices—join up or be lobotomized. Most choose the former. Psions can be found working in the bureaucratic side of the Union, often as translators and mind readers, or in the military as intelligence officers. The latter hold the honorary rank of Captain, but never receive promotions or actual command responsibilities.

* **Brainburn:** When a psionic character rolls a 1 on his Psionics die (regardless of his Wild Die), he is automatically Shaken. On a critical failure, he suffers a level of Fatigue as well. This lasts for an hour.

NEW GEAR

The Corporations have had a few major breakthroughs in their research and development efforts since 2350. The successes they have achieved are detailed below.

NEW VEHICULAR WEAPON

Pulse Laser: Ravendell has pumped vast amounts of resources into laser research, focusing its main efforts on vehicular weaponry. Under a veil of absolute secrecy, engineers and scientists worked to give Ravendell an advantage in the competitive world of Union armaments.

In IV.2352 it unveils the Morningstar, a light tank fitted with a 20 megawatt rapid fire pulse laser. Later that year, in Matins, it launches the Lucifer, a main battle tank carrying a 100 megawatt pulse laser.

NEW VEHICLE MOD

Laser Battery: Vehicular laser weapons require a hefty powerplant and can only fire when the vehicle has an operational engine, much like railguns. To give vehicles the capacity to fire while powered down (to fool infrared sensors) or after an engine hit, a battery

contains enough charge for a handful of shots. This uses valuable space and results in vehicles with lighter armor than their conventionally armed counterparts.

The battery also provides power to smaller laser weapons mounted on the vehicle. Each laser battery “shot” provides 100 rounds of ammo for a laser MG when the engine is powered down or disabled.

A vehicular Critical Hit result of 2 destroys the battery, rendering all laser weapons useless if the vehicle loses power for any reason.

NEW VEHICLES

ARMORED LIMOUSINE (OUTREMER)

Designed to protect VIPs from small arms fire and tracking sensors, the armored limousine can carry 5 passengers in extravagant comfort. The addition of night vision allows the vehicle to be driven in darkness without using headlights in the event the chauffeur (nobody drives themselves about in one of these cars) is forced to take evasive action at night.

Within Church lands, armored limos are most often used by senior members of the Curia and a few rich bishops, and are rarely seen outside of cities. Among the Corporations, they are used by executives, media stars, sports stars, and such-like.

Issued: pre-2350; **Acc/Top Speed:** 20/60; **Toughness:** 12 (3); **Crew:** 1+5

Notes: Air Bags, Night Vision, Stealth Paint

CRATERMAKER I (ATLANTIS)

Atlantis has continued to mass produce cheap, effective, and reliable combat vehicles. Its recent range has focused on unmanned vehicles. Each of the range has a small camera which feeds back to a control panel, and a very basic control system.

The Cratermaker is not a subtle weapon, but it is ideal for destroying infantry, especially tightly packed formations. The suitcase sized, tracked vehicle is essentially a huge, mobile bomb operated remotely. When it reaches its destination, the operator flicks a switch, detonating the payload.

The monofilament warhead explodes in a Large Burst Template, inflicting 4d10, AP 4 damage. It is not a Heavy Weapon.

Originally designated the Widomaker, Atlantis changed the name after a test survey among its army formations responded overwhelming against the name.

Issued: 2352; **Acc/Top Speed:** 2/6; **Toughness:** 8(2); **Crew:** 0

Notes: Tracked

Weapons:

* Huge bomb (no reloads).

CRATERMAKER II (ATLANTIS)

Whereas the Cratermaker I was designed to decimate infantry, the Mark II is a cheap anti-tank weapon.

When detonated, it explodes in a Small Burst Template for 4d10 damage, AP 30, Heavy Weapon. It is designed to fit under any armored vehicle currently on the battlefield. The vehicle’s belly armor is equal to half that of its weakest side.

Issued: 2352; **Acc/Top Speed:** 2/6; **Toughness:** 8(2); **Crew:** 0

Notes: Tracked

Weapons:

* Huge bomb (no reloads).

GRENADIER (ATLANTIS)

The Grenadier is another of Atlantis’ unmanned vehicles. Although described as an anti-infantry vehicle, by switching payload its uses are far more versatile. About the same size as a large suitcase, the tracked vehicle is fitted with six single-shot grenade launchers. The remote operator can only fire these collectively (no single shot option), but he can toggle between short, medium, and long ranges. Again, all the grenades must fire at the same range.

The Grenadier is not designed for accuracy. Place the appropriate templates for the grenades (which do not have to be of the same type) as if on a clockface at the even positions (two, four, etc.) at 10, 20, or 40” and then roll for deviation.

Issued: 2352; **Acc/Top Speed:** 2/6; **Toughness:** 8(2); **Crew:** 0

Notes: Tracked

Weapons:

* Six grenade launchers (no reloads)

LUCIFER HEAVY TANK (RAVENDELL)

The Lucifer’s heavy pulse laser has the power to drill through the front armor of even the heavily armored Golgotha and Thor tanks. However, problems with the stabilizing system continue to plague the vehicle until late 2353, when the system is upgraded to an Improved

VEHICULAR LASER WEAPONS

Type	Range	Damage	Burst?	ROF	Shots	Notes
Pulse laser, 20MW	75/150/300	3d6+2	No	3	—	AP 10
Pulse laser, 100MW	150/300/600	4d10	No	1	—	AP 100

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CHURCH/CORPORATE WEAPONRY

The Corporations manufacture their own range of weapons. The major weapons are detailed in *Necropolis 2350*. For other weapons, look for the Church equivalent below and simply change the name. The stats remain unaltered.

Church Name	Corporate Name
Dove AT-1	Rearguard
Dove AA/AT-2	Twinguard
Heartbreaker	<i>No equivalent in use</i>
Levant Mortar	Birdstrike
Jericho Cannon	Boomer
Megiddo Mortar	Cratermaker
Passover	Backbreaker
SBAC (25mm)	Baby-T
SBAC (50mm)	Thumper

Stabilizer. Sloping armor helps keep the armor weight down while providing adequate protection.

Issued: 2352; **Acc/Top Speed:** 7/30; **Toughness:** 96/66/56 (80/50/40); **Crew:** 3

Notes: Heavy Armor, Laser Battery (3 shots), Night Vision, Sloped Armor (-2), Stabilizer, Tracked

Weapons:

- * 100MW pulse laser (unlimited ammo)
- * Laser MG pintle mounted on turret (unlimited ammo)

MJOLNIR GRAV TANK (ASGARD)

Asgard's first grav tank, and the Union's only one to date, packs a heavy punch, has good armor, and impressive speed. However, it is not yet manufactured in large numbers and is kept in reserve for the most important missions. It is larger than its Church counterpart, the Calvary.

The primary weapons share the same turret and firing controls, but the addition of a small turret beside the commander's hatch allows for a dedicated gunner controlling a flechette chain gun. The fifth crewmember is an engineer, vital for monitoring all the complex flight systems.

Issued: 2351; **Acc/Top Speed:** 15/50; **Toughness:** 120/100/80 (100/80/60); **Crew:** 5

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

Weapons:

- * 80mm railgun (45 rounds)
- * 40mm autocannon coaxial (100 rounds)
- * Flechette chain gun (turret) (1000 rounds)
- * Flechette MG pintle mount, turret (500 rounds)

MORNINGSTAR LIGHT TANK (RAVENDELL)

Although classed as a light tank, the Morningstar is ineffective in combat against most other vehicles of this class. Instead, it is used to support infantry, harass APCs and other lightly armored vehicles, and take out enemy gun emplacements.

Issued: 2352; **Acc/Top Speed:** 6/24; **Toughness:** 43/33/33 (30/20/20); **Crew:** 3

Notes: Heavy Armor, Improved Stabilizer, Laser Battery (5 shots), Night Vision, Sloped Armor (-1), Tracked

Weapons:

- * 20MW pulse laser (unlimited ammo)
- * Laser MG pintle mounted on turret (unlimited ammo)

NIFLEHEIM APC (ASGARD)

Asgard's primary holdings lie inside the Arctic Circle. Given that a season lasts nearly 400 days, its facilities are snow-choked for months at a time. With aircraft often grounded by blizzards, Asgard felt the need to develop a tracked APC suited to arctic conditions so as to be able to ferry troops and scientific personnel around in any conditions.

Technically designated a non-combat vehicle, the Nifleheim mounts a flamethrower for ice clearing and a chain gun to keep away the more fearsome of the arctic predators. Its amphibious capabilities are limited and are designed for emergency use only (such as if the vehicle falls through a frozen lake).

Inside are stored insulated survival tents, emergency rations, flares, spare parts, a compact tool kit, and winter survival suits. The vehicle's heavily modified engine can run in temperatures as low as -40F without difficulty.

Asgard currently has four versions in its fleet. The Niflheim is the basic troop transporter. As a non-combat vehicle, it has no commander, just a driver and navigator/gunner.

The Thrym is a scientific research vehicle. It carries only three passengers, but contains a basic chemistry, geology, and meteorology laboratory). The Ganglati variant is designed to carry four tons of cargo (three internally and one externally). Finally, there is the Elvidnir, an emergency rescue APC. It carries spare tents, rations, heating packs, medical kits, common spare parts, and such like. As well as its regular crew, it carries a medic and an engineer (often the same man when possible to cut down on the wage bill).

Issued: 2351; **Acc/Top Speed:** 8/24; **Toughness:** 20/18/18 (10/8/8); **Handling:** +0; **Crew:** 2+10

Notes: Amphibious, Heavy Armor, Night Vision, Tracked

Weapons:

- * Vehicular flamethrower in turret (20 shots)
- * Flechette chain gun in turret (500 rounds)

REPHAIM UPDATE

Let death seize upon them, and let them go down quick into hell: for wickedness is in their dwellings, and among them.

Psalms 55:15

Like the Church, the Rephaim have been engaged in continual research into weapons which will give them an advantage over their enemies in the ongoing war. Progress has been quite rapid (this is practically a miracle, as the Dark Conclave rarely agrees on anything without considerable deliberation and political maneuvering), with most Rephaim having now embraced weird science to the fullest extent. Only the “old guard” insists on using necromancy alone to win their dark war, and their days are numbered.

In a move similar to that of the Lazarites, they have created a number of secret laboratory complexes deep within the Dead Zones, where “scientists” work to improve existing designs and create new, more potent weapons of war.

CYSTS

In medical terminology, a cyst is a sac containing sickly matter. It can also mean a cell or cavity enclosing biological matter. In *Necropolis 2350*, the terms are merged to create a vile Rephaim sanctuary.

Cysts are small areas lined with decaying human tissue and organs which is cemented to the walls with blood and gore. Creating even a small cyst requires dozens or sacrifices followed by lengthy and complex rituals to “sanctify” the site for use.

Cysts provide certain Rephaim with extra necromantic energy. The creation of cysts is something of an irony, as it most benefits the few Rephaim who have stuck to the “traditional” arts of necromancy.

They allow any greater Rephaim who spends 24 hours in a cyst to make a natural Healing roll each day. Unlike a

regeneration tank, the Rephaim can remain mobile and perform other tasks, so long as he remains within the fleshy walls.

Cysts count as a place of death for Rephaim with the Necromancer special ability (p. 52), thus making spells cast within the cyst more potent.

Any Rephaim with the Necromancy skill can draw additional power from the cyst. A cyst stores 1 Power Points per 1” (2 yard) floor square it covers on the tabletop. Any Rephaim inside the cyst can access these points as if they were part of his own pool. One Power Point recharges each hour, though the process can be speeded up with sacrifices. A sentient sacrifice whose blood is spilled on the floor instantly recharges a number of Power Points equal to its Spirit die. Non-sentient sacrifices (such as animals) provide only half this amount.

Faithful who attempt to invoke miracles within a cyst have a –2 penalty to Faith rolls due to the powerful necromantic aura.

Most cysts are found within Stygian Towers, where they serve as inner sanctuaries and places of meditation for liches. Unbeknownst to mankind, smaller cysts exist in most major cities, located in dark sewers or the basements of abandoned buildings. From here, vampires and mummies work their evil on the blissfully ignorant citizens.

FANES

The Dark may fulfill the same role among the Rephaim as God does with humanity, but the “faith” does not possess a universal doctrine. All Rephaim accept the Dark as the supreme being, but that’s about as much as they agree on. Even before the Rephaim came to Salus, their faith was divided into a number of sects, known as fanes.

The Dark is not a corporeal entity, it cannot strike down those who misrepresent it with unholy fireballs, nor does it converse with the majority of its worship-

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pers directly. While oracles are in direct communication with the unholy entity, their visions are whispered only to the greater mummies, the dark's priesthood. How the mummies choose to interpret the messages is personal choice, and more often than not is twisted to fit a particular mummy's viewpoint.

Fanes aren't just spiritual organizations. Every liche is working toward the Rephaim's victory in its own way. Some seek domination through open warfare, while others favor more subtle approaches. Each liche's motives and methods are closely tied in to its particular fane's beliefs, and thus each fane is inseparable from the Machiavellian politics of the Dark Conclave.

Several of the major fanes on Salus are detailed below in alphabetical order. WMs can create their own fanes as required to fit their type of campaign.

FANE ABNORMIS

Members of Fane Abnormis believe the human god is very real, and an equal in power to the Dark. This alone is cause for them to be shunned by the other fanes, but their ideology doesn't end there.

The war on Salus is, in their eyes, not simply a war between Rephaim and humans. Rather, it is between the Dark and God. It's a battle which has raged since the universe began, and has been fought on many fronts and in many forms. The current conflict is a microcosm of the larger campaign.

However, the war is also endless. God cannot be destroyed any more than light can be destroyed. A star measured at 10 billion light years from Salus may well have ceased to exist, but its radiance continues, traveling through the cosmos until it enters the eyes of a distant observer. Thus, at best, one can destroy the ideology of God by eliminating all his sentient worshippers, but one can never destroy God, and so long as God exists, there will always be war in the universe and the Dark can never ascend to its rightful place.

Since destruction of humanity will, at best, be a trivial victory in terms of the larger picture, Fane Abnormis opposes open conflict. Instead, it seeks victory through corruption. Their philosophy holds that every star, every planet, every atom, every soul is a vital weapon in the war. For matter there is antimatter, for electrons there are protons, for good there is evil. God cannot be killed, but by transforming the universe from order into chaos, he can be weakened to such a state that the Dark can rise and gain supremacy (though not total victory).

Kill a human, and God ticks one from his troop total. Corrupt a human, and not only does God lose a supporter, but the Dark gains one—a two-point swing.

Thus, Fane Abnormis shuns slaying mortals, focusing instead of converting them to the Dark's cause. Drugs, sex, power, avoidance of death, wealth—humans have many craving, and the Dark can feed them all in abundance. The fane thus supports and actively encourages all forms of heresy among humans. They also encourage corruption of animal and plant life. Their necromancers

are working on ways to draw energy not just from humans, but from the very planet, as darkness generators do.

FANE COETUS

The Rephaim dominate three large areas of Salus, but in the eyes of Fane Coetus this is a huge mistake. Each time the Dark Conclave meets, at least one member raises the same two questions—"Should we not consolidate our forces and strike once with concentrated force, rather than pick away at our enemy?" and "Should we not stop our infighting and pool our resources?"

In the eyes of the fane, the divergence of military power, not to mention the political warfare that wracks the Conclave, weakens their righteous cause. The spread of the Rephaim across Salus was, so they say, an accident, a quirk of fate, and it opposes the Dark's will to remain this way. Victory will come only through strength and unity (an ideology the Church also espouses).

They accept that humans in the regions they abandon would stiffen their defenses and prosper, but a single, unified campaign could net many millions of new corpses to bolster the army.

Unfortunately, the majority of liches remain jealously protective of their pet projects and too ensconced in the belief that they will be the one to end the war to even consider sharing resources, especially knowledge.

As a result, the liches of the fane are making plans to abandon their disparate Stygian Towers and regroup their armies into a single, cohesive force. With or without the backing of their colleagues, they intend to stand united against the humans.

FANE DOCTRINA FATUM

Fane Doctrina Fatum consists of Rephaim whose chief motive is the research and creation of new necromantic weird science devices. They see those who still favor necromancy as throwbacks to a primitive age, little more than superstitious peasants fighting a war with weapons of yesterday. Only through continued development of weird science can the Rephaim conquer the heavens, as the Dark desires.

Liches, mummies, and vampires of this fane are prevalent users of weird science gizmos. Most no longer use traditional necromancy at all. Unlike other leaders, who rarely trust their minions with their creations, the masters of the fane are only too willing to let skeletons and zombies under their command go to war with necromantic weapons.

Each greater Rephaim belonging to fane maintains a well-stocked workshop in its lair. Whereas those of other fanes who dabble in weird science are jealous things, Doctrina Fatum's members are only too happy to share ideas in the hope of pushing the boundaries of weird science further and further.

Like the other fanes, members of Doctrina Fatum seek to release the Dark from its intra-dimensional prison.

Among their current plans is a weird science device capable of rending the walls of reality and creating inter-dimensional tunnels. This is similar to the functionality of FC Drives, though the Rephaim are unaware of this coincidence, having forgotten all knowledge of faster-than-light travel not long after the dinosaurs took a swan dive into extinction.

FANE OBSCURUS

In the beginning, so the Church's holy books say, there was darkness. The priests of Fane Obscurus believe that darkness was the Dark. They're actually extremely close to the truth, though religious doctrine and the passage of many eons has occulted the true facts.

Their doctrine holds that the battle between the Rephaim and other sentient life has been going on since time began. First the Dark ruled the universe, then other power expelled it to the Dark Dimension, and now the wheel is turning back in its favor.

Members of the fane are the true fanatics, viewing the current skirmish on Salus as a "holy" war, a battle for dominance not just of a single world, but of the entire universe. Once Salus falls, the Rephaim will somehow (the fane can't yet answer the question of how) spread into the wider cosmos, bringing destruction to every world. There will be no second place in this conflict—total extermination awaits the loser.

Fane Obscurus, unlike their counterparts in Fane Abnormis (who share a similar view of the universe), wastes no resources on corrupting mortals, diplomacy, trickery, or planning for the future—all investments go into their military might.

Members hold a strong dislike for Fane Abnormis, whom they believe are themselves heretics. Unfortunately, repeated calls for a crusade against their bitter rivals have gone unanswered.

FANE PERITUS

When the Rephaim arrived on Salus, they immediately made their presence felt by engaging in war. The result of this hasty action was not victory, but a prolonged and bloody war. Fane Peritus preaches patience and careful planning, and it has been gaining in power as the war drags on decade after decade. A full one-third of the Dark Conclave are now either members of the fane or prepared to listen carefully to its advice.

Rather than seizing the day and striking without thought, Fane Peritus teaches that one should first weigh up all the possibilities and look at a single action in terms of the ripples it will cause. Only when one understands how the ripples interact can one decide on a cause of action.

The fane isn't naive enough to think their plans will not be subject to occasional hiccups—the old human adage that no plan survives contact with the enemy holds just as true to the Rephaim. Still, if one has contingency plans, one will never be totally unprepared.

FANE SERVITUS

The Rephaim are more powerful than the humans, being typically stronger, more resilient to damage, and possessed of special abilities. This, the fane's priests insist, makes them natural leaders, not just over Salus, but the entire universe.

Rather than slaughtering humans like sheep, the Rephaim should enslave humanity, and force them into servitude, not as unthinking Rephaim, but as sentient beings of broken will. Although the Rephaim possess necromantic technology, Fane Servitus believes the species will only grasp true technology, and thus access other worlds, through using humans.

Fane Servitus' members refrain from killing where possible in preference to capturing foes, breaking their wills through torture and brainwashing, and forcing them into service. Live humans are either sent to join the armies or kept in colonies under the dutiful watch of Rephaim, where they toil for their masters or wait docilely to be harvested of blood to empower necromantic weird science devices.

Although Fane Abnormis shares similar views on keeping humans alive, those of Fane Servitus don't care about corrupting humans. That takes valuable resources and a great deal of time—they just want them servile as quickly as possible.

FANE TIMOR

Fear is a powerful weapon, and the Rephaim possess it in abundance. In human terms, Fane Timor specializes in psychological warfare. Their key motto, "An enemy who is afraid to fight has already lost the battle," sums up their preferred approach to the war.

Although they work to convert humans through Immortalism, specifically the promise of life eternal, their true specialty is demoralizing the masses. Captives are tortured in ways which would make the vilest human cringe, and fallen enemies are brutally mutilated and left behind for their comrades to discover them later.

Two camps exist within the fane, though their goals are not dissimilar. The first targets rural communities, believing that if citizens feel unsafe, they will flock to the cities. This reduces the spread of humanity and places all their enemies in a tightly-packed area. The second faction holds the opposite view—strike at the cities, where people feel safest, and panic will be the natural result.

Through human agents or by hijacking broadcast stations, footage of their atrocities is then beamed directly into the homes of millions of people along with propaganda speeches warning humans of the fate which awaits them if they continue to resist. The Church is quick to block rogue signals, but a few seconds of footage is often enough to cause widespread panic and force the Church's public relations officials into overdrive.

Fane Timor claims responsibility for spawning many new forms of Rephaim, especially those whose appearance causes fear in mortals. Death hunters and heart

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attackers, whose appearances aren't particularly fearsome but whose powers are, were created by their finest necromancers.

WEIRD SCIENCE

The following new weird science gizmos and necromantic devices appear from 2351 onward. The exact dates these devices are introduced is left to the WM and the needs of his campaign. As always with necromantic technology, never refer to it by name, only by its description.

NEW ARMOR

Advanced Stygian Armor: Advanced Stygian armor protects the wearer like conventional Stygian armor, but has additional runes of protection and destruction worked into it.

When struck by a melee or ranged weapon, the runes automatically activate, glowing a sickly green for a brief instant. The wearer makes a Necromancy roll (a free action) against the damage caused by the blow. With success, the weapon or round shatters, causing no damage to the Rephaim and ruining melee weapons. It has no effect on area effect attacks or laser weapons. On a failure, the weapon inflicts damage as normal. (The armor's standard protection rating counts as usual, however.) There is no limit to how many times advanced Stygian armor may activate in this manner.

Only liches and greater mummies wear this rare armor. When one of these fiends is encountered, draw a card from the action deck. On a black face card (Jack through Ace) or Joker, the creature is wearing advanced Stygian armor.

Golem Power Armor: Exactly how the Rephaim came to begin research on power armor is unknown. Very few suits have been issued to Knights and none have been reported missing. It may be that a puppet has leaked sensitive design information or perhaps it is simply a case of independent parallel thinking.

Golem power armor is a suit of bone plates crafted from a variety of sources (shattered skeletons and slain zombies being the most common) and powered by multiple layers of living tissue taken from captives.

Whereas Church power armor has a battery, golem

armor has a human heart and blood reservoir as the power source. Naturally, this means that golem armor is not always in active mode, for the current limitations of necromantic weird science prevent it from functioning for long.

As a suit of armor, golem power armor provides just +6 protection. Activating the heart pump requires a Smarts roll, which means skeletons and zombies have had little success using the item. Plans are afoot to create a battalion of golem armored wights or young vampires.

Once activated, the wearer benefits from both the *boost Strength* and *speed* spells. Both spells activate simultaneously and use the same arcane skill roll to determine success or raises.

This has an initial Power Point cost of 3 points and a duration of 3 rounds. Each round thereafter that the wearer wishes to maintain the power, he must spend 2 Power Points. A suit of golem power armor contains a reservoir of 35 Power Points.

The suit weighs 30 pounds when inactive, and effectively zero when activated.

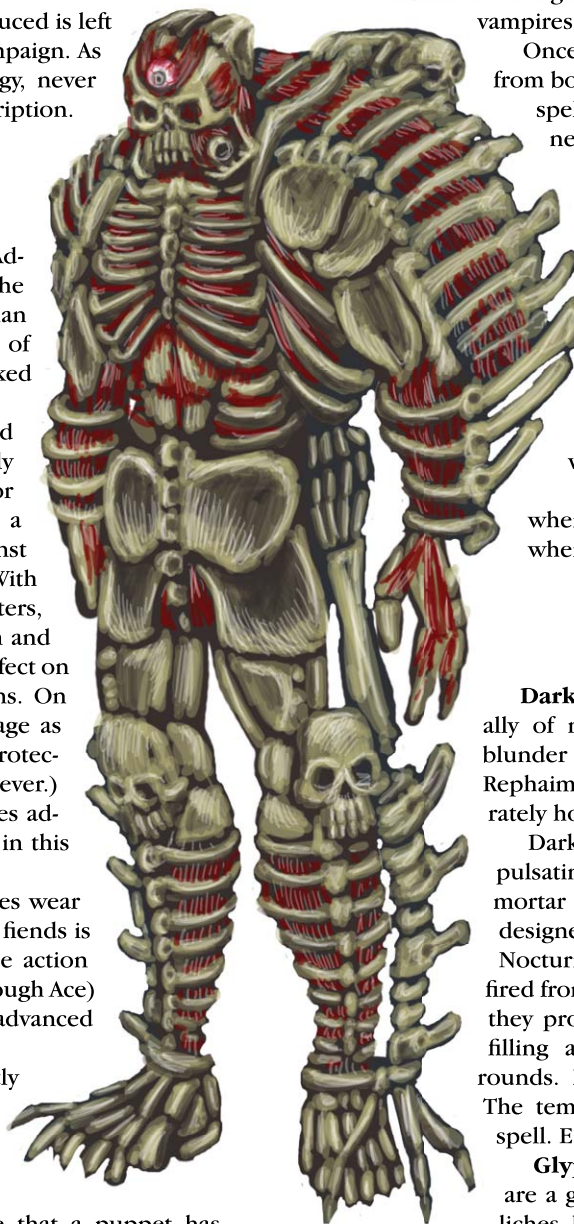
NEW WEAPONS

Darkness Rounds: Darkness is the ally of many Rephaim. While humans blunder around in the gloom, the Rephaim use their fell senses to accurately home in on living prey.

Darkness rounds are gelatinous, pulsating sacs fitted to conventional mortar and artillery rounds. They were designed following the success of the Nocturnis mortar and adapted to be fired from any artillery piece. On impact, they produce a cloud of inky darkness filling a Large Burst Template for 3 rounds. No explosive damage is dealt. The template is treated as an *obscure* spell. Each round is a one-use device.

Glyph Mines: While corpse mines are a great psychological weapon, the liches have been experimenting with other forms of mine designed to induce both physical injury and terror. One of their new creations is a glyph mine, an object imbued with an unholy rune of damaging.

Unlike regular mines, glyph mines can be made from any material, so long as the object has a maximum size of a large dinner plate (about 12" across). This means they



can be disguised as roof tiles, pieces of wood, helmets, or the breastplates of fallen Knights, and scattered amid the debris of a ruined city for some unfortunate human to encounter. Such devices are placed with the glyph facing down, to avoid easy detection.

Glyph mines are programmed to automatically detonate when a living creature of Size -1 or greater moves adjacent to them. The mines explode in a Medium Burst Template and inflict 3d6 damage. Each mine is a one-use device.

To introduce glyph mines randomly, you need to alter the Mine Summary Table (see *Necropolis 2350*). A roll of 7 indicates a corpse mine, while a roll of 8 means a glyph mine. Mine detectors provide no bonus against glyph mines due to their quasi-magical nature.

Jahannam Field Gun: The Jahannam is the Rephaim's first true attempt at a static anti-tank weapon. Formed from the thigh bone of a Dark Dimension beast of awesome size and coated with living tissue, the Jahannam unleashes a bolt of pure necromantic energy.

Although not yet capable of penetrating the front armor of a main battle tank, it is effective against the weaker side and rear armor of these brutes. It can scythe through the front armor of most other armored vehicles with relative ease.

The weapon is powered by an enormous heart (from the same beast) and uses 10 Power Points per shot. It can also be fed by a necromantic reservoir (p. 49), which connects to the rear of the weapon.

Legion Defense Web: The Legion comprises a mass of severed arms attached via tendons, muscles, and arteries to the central power core.

Buried beneath the ground, the device activates whenever a living creature of Size -1 or greater enters the area. The arms burst forth, grabbing and clutching wildly. The blood animates the arms for just a short while—those which fail to find prey quickly recede back into the soil, while those that are more successful lock in a rigor mortis like state shortly afterward, trapping their prey. The arms have the capacity to crawl a short distance beneath the ground. This prevents observers from watching where an arm emerged and avoiding the area.

A Legion covers a Medium Burst Template. This device uses *entangle* with an arcane skill of d10. A typical Legion has 12 Power Points.

Malebolge Quaker: The Malebolge is similar in appearance to the Jahannam, but smaller. Instead of spewing forth a blast of deadly energy, the Malebolge causes a tiny but powerful earthquake that can crush foes and level buildings. It only works on solid earth or rock—not sand, water, wood, floors, or any other substances.

The area of effect is a Large Burst Template centered within the weapon's Range. Activating the gun requires a Shooting roll, and the template is subject to deviation. Each shot uses 5 Power Points.

Victims within the template must make an Agility roll or fall into the hole the weapon creates, where they are crushed by earth and stone for 2d10 damage. Those who make the roll cling to the sides and may climb out on

CAPTURED VEHICLES

The Rephaim manufacture only one vehicle—the *fliengerkopf*—and it isn't exactly at the cutting edge of technology. However, they make use of captured Church and Corporate vehicles, using human slaves to make patchy repairs.

Whenever you decide to give the Rephaim a vehicle, draw a card from the action deck for each vehicle and consult the table below. Roll on the Critical Hit table for each wound. Treat any rolls of Crew and Wrecked as Chassis hits instead. Weapons hits are treated as Chassis Hits only if the vehicle has a single weapon—not even the Rephaim send out unarmed vehicles.

Value	Damage Taken
2-4	2 wounds
5-10	1 wound
Jack-Joker	Undamaged

their next action. Those who succeed with a raise jump free and may act normally on their next action.

The driver of a vehicle (except grav lift ones) caught in the template must make a Driving roll or crash his vehicle into the hole. Treat this as a collision with a stationary object. Maneuvering out of the hole requires a Driving roll at -4 and may be attempted each round.

Even the thickest walls crumble and are breached with this weapon, opening a gap as wide across as the portion of the template touching them.

Necrobiosis Defense Staves: These fell weapons are similar in appearance to the Banshee defense system, on which they were based. Contained within each staff is a *death field* (p. 52), which automatically activates whenever a living creature of Size -1 or larger comes within 6".

Power supply has proven a bugbear, though, and each effect lasts just 5 rounds with a standard source. In order to combat this limitation, Rephaim bury necromantic reservoirs in a field of staves, thus providing considerably longer effects.

Ose Skull Launcher: The Ose is similar in appearance to the Nocturnis mortar but has a much wider barrel. When a human skull is placed down the barrel, it is imbued with powerful necromantic energy and released as a doom skull (p. 78). Each doom skull created uses 5 Power Points.

Any Rephaim capable of stuffing a skull into the barrel can use the weapon. No roll is required, but each reload takes an action.

Screamer: Screammers are human skulls with lips, tongue, jaw muscles, and larynx attached, as well as a pair of lungs. They are inscribed with runes of fear and foreboding. The human heart sits inside the skull cavity. When a living creature of Size -1 or greater moves adja-



cent, the skull activates and begins emitting a terrifying wail or scream.

This functions as the *panic* power (see page 52) with an arcane skill of d10. It affects a Large Burst Template centered on the skull. The skull screams for 10 rounds (when its power runs out). A screamer has Toughness 8 but counts a small target (-4 to attackers attack rolls).

Screamers are rarely deployed in isolation. Rather, they are usually found scattered in and around Banshee defense systems. The Screamer reduces the Guts of attackers before the Banshee sends them fleeing.

Screamers can also be used as intruder alarms, for although it loses effectiveness beyond a few yards, the sound carries for miles.

Scourge Necrowhip: Formed from a length of human intestine with a thigh bone handle (to which the heart power source is attached), necrowhips can be used by any Rephaim.

A successful Touch Attack (+2 to Fighting) automatically activates the device and delivers a powerful necromantic discharge. Victims must make a Spirit roll, -2 if the attack was a raise, or be Shaken for 1d6 rounds. They cannot try to unShake until the rolled duration has expired. On a roll of 1 on the Fighting die, regardless of Wild Die, the user has whipped himself and must make a Spirit roll as above. Each successful hit uses 1 Power Point.

Wither Stick: Crafted from a mummified human forearm and fitted with a heart on the elbow joint. Wither sticks are melee weapons.

On a successful Touch Attack (+2 Fighting), the heart automatically activates. Victims must make a Vigor roll or suffer a level of Fatigue as their life force is drained. A wither stick uses 2 Power Points per successful hit.

NEW NECROMANTIC GIZMOS

BRAIN SLICE

Worn as a small backpack, this necromantic gizmo takes the form of a semi-translucent sac filled with milky fluid and thin slices of human brain. The power supply is internal to the sac, and refilled via a valve. Bundles of nerve tissue extend from the top of the spike and pass through a piece of sharpened, hollow bone. The bone needle must be inserted into the top of the wearer's spinal cord for the device to work.

The slices of brain act as the *boost trait* litany, but only ever provide a single, fixed skill (never an attribute). Once chosen this cannot be changed. While many wearers opt for brains containing knowledge of Fighting or Shooting, Knowledge (Battle) and Intimidation are also popular.

The heart provides 10 Power Points.

LIFE SENSOR

Rephaim have the advantage in night battles thanks to their unusual senses, but even they could not see through solid objects—at least not until very recently.

A life sensor comprises a pair of human eyes attached to a pulsating block of muscle and brain tissue and the heart power source. It is carried in the hand, much like an ID tag scanner. A thin membrane, crafted from the lenses of human eyes, displays the location of all living objects in a limited range, regardless of concealment or intervening obstacles.

The device uses the same basic stats as the *detect arcana* power, except it allows the Rephaim to detect any living creature within 12", even ones hidden behind solid objects, regardless of their thickness, or inside vehicles.

Note that the goggles don't allow the wearer to negate Cover, nor do they let him actually "see" through solid objects (they aren't "x-ray goggles"). Rather, the wearer receives an indication a living target is within sight. The goggles do not register gear, so any identified target could be armed to the teeth or stake naked.

NECROMANTIC RESERVOIR

The necromantic reservoir is perhaps the most insidious necromantic device ever created.

Crafted from three hollowed out human torsos grafted together, the device is bloated with stored blood. A number of hearts (1d4+1) are attached to the base, with long intestines snaking from them. These grisly tubes have small mouths with a ring of sharp teeth at the other end. When attached to a necromantic gizmo, the teeth bite into the heart, allowing blood to be transferred from the reservoir to the gizmo, thus providing it with more Power Points.

A typical necromantic reservoir contains 70-100



Power Points worth of blood (1d4+6 x 10) and can be used to fuel any necromantic gizmo requiring a power supply. Every device shares from a common source (which makes it easier for the WM to track Power Point expenditure). Larger or smaller reservoirs can be used as the WM wishes.

The intestines have a maximum length of 20", Toughness 8, and count as Small Targets (-4) for the purposes of attacking them. If they take a wound, they are destroyed, cutting off the gizmo from the reservoir. The main reservoir has Toughness 20 (2). The reservoir weighs 100 pounds, plus 1 pound per Power Point it contains.

Reservoirs are currently used only in gun emplacements, feeding into multiple Banshee defense systems, Abaddon and Gehenna blast cannons, Hellmouth tank killers, Judas hypnosis cannons, Nocturnis mortars, and Pentagram warding staves. As they become available, Jahannam field guns, Legion defense webs, Malebolge quakers, Necrobiosis staves, and Ose skull launchers are attached to reservoirs.

PITUITARY BRACELET

Worn around the arm, this bone bracelet appears quite mundane until it is examined closely. Protected beneath the bone are a series of small, pulsating sacs. Protruding from the sacs are thin tubes, each tipped with a sharp

sliver of bone. When the bracelet is snapped closed, the bones pierce the flesh of the wearer.

Each sac is, in fact, a human pituitary gland, and when activated, the gizmo delivers a powerful burst of chemicals straight into the wearer's body. The device does not work on fleshless Rephaim.

This functions as both the *boost Strength* and *boost Vigor* powers. The powers operate simultaneously with a single arcane skill roll, and thus the device costs double the usual Power Points to activate and maintain. Each bracelet contains just 10 Power Points, limiting their effectiveness.

PRIEST HUNTER GOGGLES

While the Rephaim hate all humans, those blessed with miraculous or psionic powers are especially detested. Miracle workers are hated because they wield powers considered anathema to Rephaim, while psionics represent a possible evolutionary step forward mankind cannot be allowed to take.

Priest hunter goggles (or psi hunter goggles, as the Union prefers to call them) are crafted from human eyes. Encased in a band of living muscle, they are worn above the wearer's eyes and are capable of independent movement. A long artery connects the headset to the power source, which is worn at the waist. Most have a single eye, but some sets have as many as four eyes spaced equidistantly along the muscle.

A priest hunter allows the wearer to use the *detect arcana* power (no *conceal*). The power supply contains 10 Power Points.

REGENERATION TANK

For all their power, the physical bodies of Rephaim are just as prone to injury as humans. In order to speed up a greater Rephaim's return to the dark cause, lichs invented regeneration tanks. Only lichs, greater mummies, and vampires have access to these devices.

Regenerators are around six feet long, 3 feet wide, and four feet high. They are usually made of stone or metal for durability (Toughness 20 (10)). Engraved on the surfaces, inside and out, are fell sigils and glyphs.

Concealed in the floor of each tank is a small necromantic reservoir, which can hold 30 pints of blood. When the lid is closed, bone needles attached to arteries push through the floor and into the Rephaim's flesh. Blood mixed with special necromantic fluid is then pumped into the occupant, greatly enhancing his ability to recover from injury. For each 12 hours enclosed in a regenerator tank, a Wild Card Rephaim makes a natural Healing roll. Starting in 2354, advanced versions grant a +2 bonus to this roll.

Each roll consumes 10 pints of blood. Recharging involves placing a live human inside the tank. The bone needles then drain his blood from his body and into the reservoir. This takes 6 minutes per pint (or roughly an hour per victim).

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When humans eventually discover these items, they are quickly given the nickname “coffins,” testimony to the fictional power of vampires pervasion of even 24th century minds.

SHADOW SUIT

An advancement on the shadow cloak, the shadow suit comprises a skintight, leathery garment with a beating heart sewn onto the hip.

Although the item produces the same game mechanic as the shadow cloak, it works in a different way. Rather than absorbing light, the wearer flickers in and out of the Dark Dimension, making him difficult to pinpoint.

Human wearers (such as Arcanists) are not mentally equipped to deal with the sights they see in brief flickers as they pass in and out of the Dark Dimension. Each round the suit is used, they must make a Guts roll at -2 or roll on the Fright table.

This functions as the *deflection* power. Each cloak contains 10 Power Points.

SOUL CLOAK

Unbeknownst to the Church, until a mortal receives burial rites his soul is trapped on Salus. This discovery by the dread liches has opened up a whole new avenue of necromantic research.

Soul cloaks are garments of flayed human skin soaked in blood which contain a trapped soul. To activate the device, the wearer simply fastens the cloak around his neck, which closes together the major veins, thus allowing the blood and soul to flow around like electricity in a circuit.

The wearer then gains the benefits of the *intangibility* power (see *Necropolis 2350*). Soul cloaks have 15 Power Points.

VOCAL CORDS

Comprising a human larynx and set of lungs, with a heart power supply worn at the waist and attached via a thick artery, vocal cords are worn strapped around the throat (and held in place by a band of living muscle). When activated, the lungs inflate and then expel air to produce a terrifying wail.

This grisly item contains the *fear* power. Unlike the regular power, this version fills a Cone Template. Place the thin end of the template next to the wearer and rotate it as required to cover his foes. The power supply contains 10 Power Points.

RANDOM GIZMOS

Several types of Rephaim make regular use of necromantic gizmos. Until now, their description has just listed the number of gizmos and left the WM to decide on their exact nature. While the WM is always free to pick

and chose devices as he wishes, the table below provides a quick way of arming Rephaim. Just roll a d20 as many times as required, ignoring duplicate entries except where noted.

RANDOM GIZMO TABLE

d20	Gizmo
1-2	Adrenal bracelet
3-5	Brain slice*
6	Flying pack
7-8	Life sensor
9-10	Pituitary bracelet
11	Priest hunter goggles
12	Scourge necrowhip
13-14	Shadow cloak
15	Shadow suit
16	Soul cloak
17	Translator
18-19	Vocal cords
20	Wither stick

* *May be taken multiple times. A different skill must be chosen each time.*

DIMENSIONAL RIFT GENERATOR (2355)

Dimensional rift generators have been separated from the other necromantic items for one reason—introducing them allows the Rephaim to send vast numbers of troops into the heart of any human city, completely bypassing all fortifications. By introducing these, you alter the campaign from one of Church aggression to one in which the Church is heavily on the defensive. Mankind is indeed facing Armageddon.

The necromantic device the Dark Conclave hopes will win them the war creates a dimensional rift. In days of yore, long before the dinosaurs walked the Earth, the Zal used similar technology to cross the vast distances between stars (a feat copied by humans with the invention of the FC Drive). Whereas humans never mastered personal teleporters, the Zal used them as commonly as a human would a car to travel across the surface of a world.

At long last, the Rephaim have managed to replicate these devices through their mastery of necromancy. The generators used to power the rifts are immense constructions of flesh and bone, and found only in Stygian Towers. Each use requires the sacrifice of many sentient creatures.

Once activated, the generator creates a tunnel between two points on Salus. Exact coordinates are required for the destination portal or travelers risk materializing in solid objects. Fortunately, their human agents have provided the Rephaim with accurate maps of Salus.

The Rephaim, somewhat fearful humans will use an open rift to launch an attack into the heart of a Stygian Tower, restrict the opening times as much as possible. Fortunately for them, and unfortunately for mankind,

humans have no idea where a rift will appear, making it extremely difficult to plan an assault against the Rephaim via a rift. The odds of catching a rift open and unguarded are extremely minute.

RIFT APPEARANCE

The portals are not physical objects—they are simply gaps in reality, appearing as shimmering, ink-black tears. They have no actual depth, being completely two dimensional (like a shadow), yet one can walk around a portal and always see the rip. Thus, despite being two-dimensional, travelers can enter and leave a rift from any direction.

Rifts vary in size. Small ones fill the equivalent of a Small Burst Template standing on end, while the largest, which can accommodate vehicles, are the same height and width as a Large Burst Template. Once set, the dimensions of the rift cannot be changed without first deactivating the rift, recalibrating the vile machinery, and sacrificing more sentient beings.

The inter-dimensional tunnel linking the portals actually passes through the Dark Dimension. However, no Rephaim can use one to actually enter the alternate dimension proper, nor can creatures in the dimension use one to escape. They are, in human terms, simple highways with no exit ramps.

TRAVELING THROUGH A RIFT

Sticking one's head into a rift "for a look" produces a feeling of total sensory deprivation—even the basic three dimensions seem not to exist, making the viewer extremely dizzy and feeling as if he is falling into a bottomless abyss.

Travel is instantaneous, but only once an entire object is inside the rift. The rift can accept multiple travelers at once, so long as they can fit inside. Linking objects together does not work—ropes and cables are severed and hands pulled apart by an irresistible force once the first person is completely inside.

Woe to a person partially in a rift when it closes. Body parts outside the rift become separated from those inside, appearing at the other end in a bloody pile. Losing an arm or leg counts as a permanent injury, while losing one's head or torso is instantly fatal (no Soak roll).

Despite potentially being separated by many thousands of miles, the start and end rifts are linked instantaneously. As soon as the generator is activated, two rifts appear within a fraction of a second of each other. The instant one closes, so does the other. Creatures inside a rift when it closes notice nothing unusual, being deposited at the far end before the rift seals.

Rephaim can use a rift without trouble. Mortals, however, do not get such an easy ride. The journey may take a fraction of a second in the real world, but the traveler experiences the passing of many hours while inside the rift, during which his senses are assailed.

Beyond the thin veil of energy formed by the tunnel

can be seen fleeting, shadowy glimpses of the Dark Dimension, and the briefing viewed sights are more than capable of sending a mortal insane or causing his heart to fail. Closing one's eyes is no defense against this, for the visions penetrate directly into the brain.

Any human using a dimensional rift must make a Guts roll with a penalty equal to the roll of 1d6. One d6 roll covers all travelers using the same rift. With failure, the hero rolls on the Fright Table using the same result as a positive modifier.

Within a rift tunnel the traveler is effectively helpless. He is capable of movement, but regardless of his actions he is carried along the tunnel along in one direction. One cannot exit a rift by the portal one used to enter until after reaching the destination and reentering. Objects leave a portal with zero momentum. If you run in, you arrive stationary at the other end.

LIMITS OF A RIFT

Radio communications do not function within a rift, nor do they work *through* a rift. For instance, a Knight carrying a backpack radio with a range of 500 miles cannot direct the signal to use the rift as a carrier. If no other radio is within 500 real world miles, he can't communicate with anyone. Of course, he could step back through the rift, travel 10,000 miles, and deliver a report in person in a heartbeat.

Likewise, firing guns through a portal doesn't work. Objects not attached to or containing organic tissue being simply pass through the area of the rift as if it never existed. Thus, you can drive a vehicle into a rift because it has a human inside, but you can't launch a rocket.

Discharging a weapon inside a rift is impossible—the appearance of time passing to travelers is illusory—the journey is instant as far as the real world is concerned.

WM Advice: It might be tempting to allow the Knights to use a rift early on in the campaign and enter a Stygian Tower. No mortal has seen the inside of one and made it out alive, so allowing your group the honor of being the first might seem natural. There's a very good reason why no mortal has escaped a Stygian Tower.

By all means feel free to design and populate one, but even a Legendary group should have a very difficult time surviving if you want to avoid an anti-climax. Make such a victory hard-earned and your group will enjoy it much more than stroll in the park encounter.

A raid on a Stygian Tower should mark the final part of a campaign, not be a simple Savage Tale, and the body count should be suitably impressive on all sides.

NEW SPELLS

These powers are available only to Rephaim spellcasters. They can be used by necromancers and Rephaim weird scientists alike.

While the Rephaim are NPCs and so don't use character Ranks, we've included the Rank so WMs know the

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sort of power level involved. If the heroes are all Novices, using a Veteran spell against them might be overkill.

DEATH FIELD

Rank: Veteran

Power Points: 8

Range: Touch

Duration: 3 (1/round)

Trappings: Necromantic energy field.

The target of this spell is swathed in a necromantic aura, which can damage foes.

At the end of his movement, all adjacent living targets suffer 2d6 necromantic damage. Only the *armor* litany is protection against this vile power (yes, it even penetrates fully-enclosed Heavy Armor, such as that on a main battle tank). The target of the spell is immune to the aura, as are any Rephaim.

PANIC

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: Glyphs, feeling of unease, horrible visions, horrible sounds.

Facing down a Rephaim is terrifying enough under normal circumstances, but a necromancer with this spell can cause even the stoutest heart to quiver. The caster places a Medium Burst Template anywhere within range. He then makes a single Necromancy roll opposed by a Spirit roll from every living creature within the template. If the caster beats a victim with a success, the victim suffers -2 to Guts rolls for the duration of the power. On a raise, the penalty increases to -4.

NEW MONSTROUS ABILITY

Rephaim don't really need new Edges only they can wield, so instead we present a new Monstrous Ability suitable for necromancers in *Necropolis 2350*.

NECROMANCER

Any Rephaim with the Necromancy skill can, at the WM's option, be given this ability. The Rephaim gains +2 to Necromancy rolls when casting *zombie* and *improved zombie*. In addition, he gains the benefits of the Wizard Edge when within the confines of a graveyard, ossuary, mausoleum, Stygian Tower, battlefield, or other place commonly associated with death.

ARMOR

Type	Armor	Weight	Notes
Advanced Stygian armor	+1 to +6	12	Full body; +2 to Stealth rolls when hiding; see notes
Golem power armor	+6	20/0	Full body; see notes

MELEE WEAPONS

Type	Damage	Weight	PP	Notes
Scourge necrowhip	Stun	3	10	Reach 1; see notes
Wither stick	Fatigue	3	10	See notes

SPECIAL WEAPONS

Type	Range	Damage	Weight	PP	Notes
Darkness rounds	Special	—	2	2	See notes
Glyph mines	Medium Burst	3d6	2	4	See notes
Jahannam field gun	75/150/300	3d10	500	100	AP 60; see notes
Legion defense web	Medium Burst	—	40	12	See notes
Malebolge quaker	100/200/400	Special	350	25	See notes
Necrobiosis defense staves	Adjacent foes	2d6	6	10	See notes
Ose skull launcher	—	Special	24	20	See notes
Screamer	Large Burst	—	2	10	See notes

DANGEROUS SECRETS UPDATE

And great fear came upon all the church, and upon as many as heard these things.

Acts 5:1

As with the dangerous secrets in the *Necropolis 2350* setting book, these ideas could spawn an entire campaign arc or be left as background flavor. Like much of the setting, the new ideas presented in this chapter are as official as the WM wishes them to be.

HERESIES

Despite the best efforts of the Holy Inquisition and the new Teutonic order, men and women across Salus continue to dabble in heretical practices.

INDULGENISM

Indulgenists hold the view that one cannot truly understand sin until one has experienced it first hand. Only then can one repent with true knowledge of what it means to be a sinner and a saved soul. Anything and everything is permissible behavior, so long as one goes and seeks absolution soon after. A sect within Indulgenism, the Repenters, holds that man can live as he wishes and sin to his heart is content without fear of damnation, so long as he earnestly repents on his death bed.

As always, the Church holds a different view. It claims willful indulgence in sin automatically promotes it to a mortal sin, which severs the tie to God's divine grace and prevents any form absolution. The Church preaches that knowingly committing a sin is to directly oppose God's will and his teachings.

Practitioners are labeled as a mixture of sadists, hedonists, perverts, anarchists, and psychopaths combined with a handful of old-fashioned misguided souls for good measure. Those found guilty of Indulgenism are typically burned at the stake without being offered absolution.

MANICHAISM

Manichaeism was founded in the third century of the current era by Mani, a member of the Mandaean faith. He taught that there are two powers in the universe, both of equal power. At their simplest, these could be referred to as good and evil. Though thought stamped out long before mankind reached the stars, the nature of the Rephaim has rekindled the last embers of the heresy.

Manichaeism does not refute the existence of God, but it does refute the Church's view of creation. According to current belief's God created the universe and everything in it. To Manichaeists, the material universe was created by the "dark" power, and thus the material world is inherently evil.

The human soul was created by God, but in order to earn salvation it must exist in and overcome the cravings for the physical world. Existence is, in the eyes of the creed's adherents, nothing more than a test. Those found wanting will remain bound to the material world in an endless cycle of reincarnation. Only those who shun materialism will be rewarded in what the Church refers to as "God's grace."

Sin, the heretics claim, does not stem from mankind directly, but from the physical flesh which houses the eternal, spiritual, pure soul. Only by denying the physical world can one save one's soul from corruption.

Manichaeists aren't a dangerous sect *per se*, though their creed does go against Church rhetoric. Most followers are simply extremely dull. They abstain from eating meat, taking drugs (legal or illegal), refrain from the physical carnality of sex, never dance, don't believe in owning material possessions, and so on. The hard core worshippers go so far as ignoring personal hygiene, so as not to be distracted from spiritual matters by what they view as trifling, physical affairs.

While the pursuit of spiritual purity is a noble goal, the Manichaeist philosophy isn't one the Church advocates. If clean living was enough to ensure eternal salvation, there would be no need for the Church.

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On a more practical note, citizens' basic physical needs and their desire to own "things," such as washing machines and automobiles, is what keeps the wheels of the Church's many industries turning.

Moreover, a citizen who doesn't need material goods has little need to work, and, as the Inquisition's posters proclaim, a bored citizen is only one step from sin.

NECROLATRY

Necrolatry (nek-rol-ah-tree) is the worship of or excessive reverence toward the dead. In the case of the heresy that goes by this name, it is the open worship of the Rephaim.

Necrolatry has its origins in the vile heresies of Immortalism and Poenatism, though it differs from both these creeds and has evolved into a unique heresy.

Necrolatrists (those who follow the heresy) believe the true Rephaim (as opposed to the mindless skeletons and zombies) are superior beings, far more advanced than humans. By worshipping them as gods, they believe their lives will be saved when the Rephaim inevitably defeat the armies of mankind. They don't want to become Rephaim (as do Immortalists)—they just want to serve as loyal subjects to living gods. Better to live like a slave than die like a dog, as the saying goes.

Most practitioners are simply misguided fools who have given up all hope of mankind winning the war. Some are just insane. A small but growing percentage comprises soldiers, Church and Corporate, who have faced the Rephaim in battle and witnessed their "invincibility" first hand. Stripped of their reason and sanity, these former combatants rank among the most dangerous heretics thanks to their martial prowess. As among the Immortalists, a number seek to prove their loyalty by attacking the Church.

Many necrolatrists, not unlike other cultists, have never seen a Rephaim in the flesh. Their only references are media images, which are often doctored. As such, cells of cultists tend to worship either a blown-up media image or an actual corpse. They chant and pray to their false idol, even going so far as to offer bloody sacrifices. Only a tiny handful of cells have actual contact with a Rephaim. Typically a vampire leads such congregations, accepting their worship and offerings, and encouraging them to conduct sabotage and subterfuge against their fellow men.

Of course, should the Rephaim win the war they intend to spare no mortals. All life is anathema to them and subservience for the span of a mortal life means nothing to the greater Rephaim when one can serve for eternity as a living corpse.

PELAGIANISM

Often called the "Corporate heresy," Pelagianism is the belief that salvation can be achieved without the need for the Church. It is important to note Pelagianists do not refute the existence of God.

The heresy stems from the teaching that man was created by God and blessed with free will. That free will extends from committing sins, and being responsible for them, to being able to control one's salvation by avoiding sins and doing good works. Rather than receiving absolution and confessing sins to a priest, a man can atone for bad deeds by performing good ones. God, followers of this creed insist, gave man the choice to be good or evil, to save or damn himself for eternity. In essence, virtue is its own reward.

Naturally, the Church sees things slightly differently. As far as the Pope and his followers are concerned, salvation can only be granted through the priesthood, God's appointed intermediaries, and obedience to God's teachings, which are passed on through the Church. Critics often call this the, "Do as we say, not as we do" rule.

Pelagianism is often confused with the Forsaker heresy, though in truth they are completely different. Forsakers believe the Church is unnecessary because God has forsaken man. Pelagianists hold the view that the Church is unnecessary because man can save his own soul through proper actions and direct dealings with God.

Whereas Forsakers tend not to be organized, Pelagianists have a group structure. Since man is responsible for his own salvation, which precludes help from other mortals, they are more akin to a self-help group, offering encouragement to members to walk the divinely inspired path and seek inner peace. However, the Inquisition portrays Pelagianists as crazed cultists who murder priests and burn holy places. Ironically, it is this very persecution which has caused some Pelagianists to perform those actions.

CHURCH SECRETS

For all its protestations of purity and offering salvation to mankind, the Church has its fair share of dark secrets.

PROJECT LAZARUS

This black project first appeared in Tales from the Frontline #1. It is repeated here for completeness.

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.

DANGEROUS SECRETS UPDATE

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, but valid surgical methods.

Using members of the Penitents deemed irredeemable and Rephaim captives, Weissman has performed his own

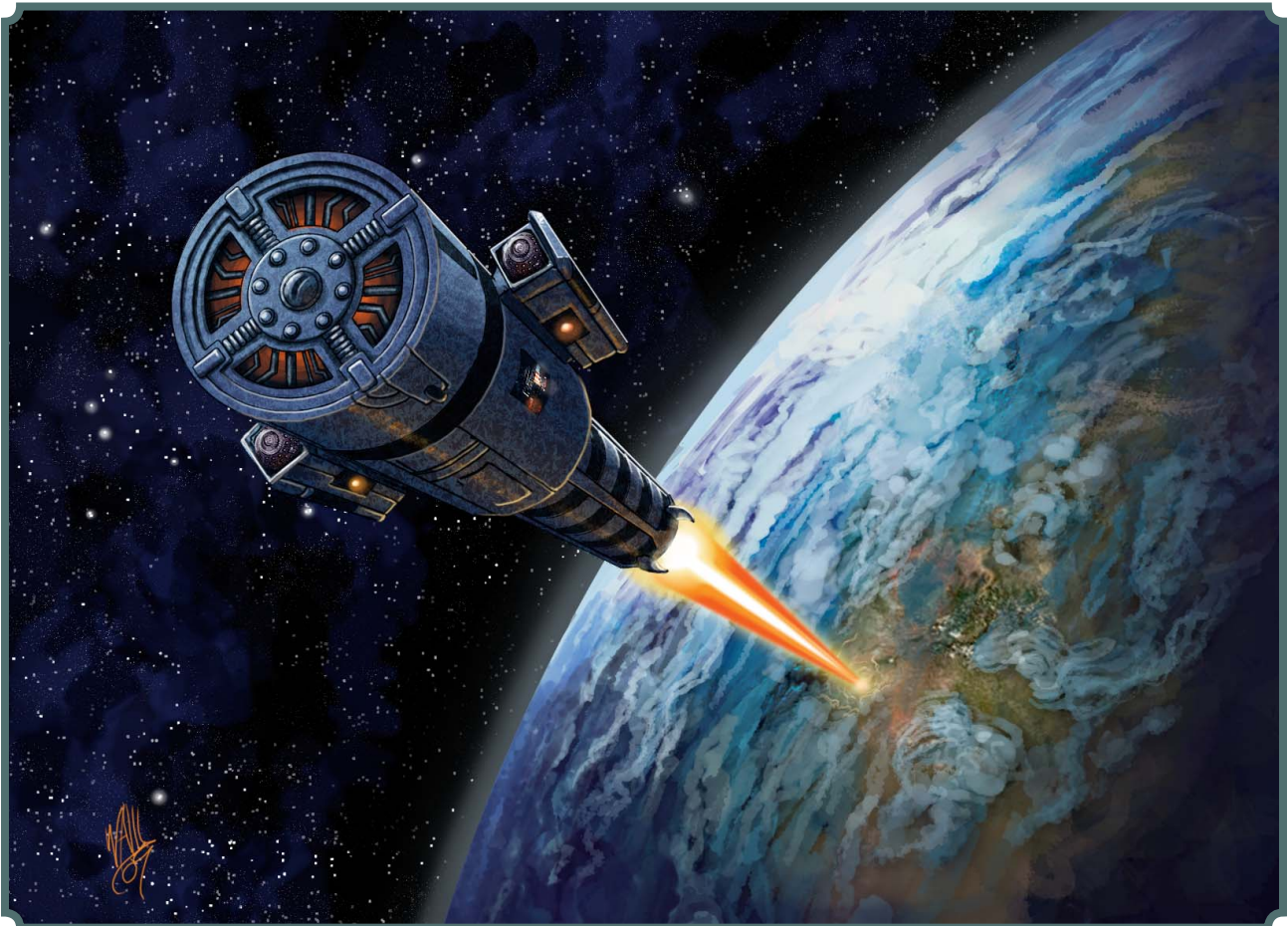
experiments—Rephaim limbs, tissue, and organs have been surgically implanted into and onto living human bodies. Much to the doctor's dismay, initial tests have had mixed results. In a few rare cases the graft has taken, resulting in what Weissman calls a "super soldier." In most cases, however, the subjects go insane and commit suicide. A small few take the grafts but 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.

PROJECT LUCIFER

Although faster-than-light travel remains a living memory, both the Union and the Church have the capacity for orbital spaceflight. While there is little need to launch men into space, both factions are boosting the number of communication satellites in orbit, as well as spy satellites.

The latter have been unable to penetrate the clouds surrounding the Rephaim's mausoleums, a fact that has



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stymied raids deep into the Dead Zones. While the Pope wants a mass crusade, the Grand Masters are less eager to throw their troops into the dark unknown.

Unbeknownst to the Sacri Ordines, the Church's scientists are on the verge of a major breakthrough in orbital weaponry. It won't help the troops see the enemy, but it will allow the Church to strike deep into the Dead Zones without spilling a drop of human blood.

Although known among the designers as Project Lucifer, the program goes under the codename Project Hourglass (a communication satellite project), if only to deflect attention away from it—both the Union and Rephaim would love to stop this work. While the Corporations are secretly constructing a nuclear missile platform, the Church plans to place a massive laser array into orbit.

Lucifer comprises a huge central laser surrounded by a network of mirrored panels. According to the scientists, the panels will focus the sun's light into a central collector, amplify it, and send a concentrated beam to any point on Salus beneath the satellite. Anything struck by the beam would be subjected to intense heat, instantly vaporizing flesh and bone, and melting even the strongest metals and plastics.

Computer predictions indicate a single shot to be the equivalent to the detonation of a two kiloton nuclear warhead, but without any radioactive fallout. The same predictions give the satellite a recharge time of just under four hours. Currently this would require retasking the satellite between strikes, a costly and risky maneuver. Work is under way to improve the charge cycle. Hopefully an improvement would allow the weapon to strike the same general locale two or even three times before the satellite moved out of firing position (depending on its position over the target zone). At best, the designers calculate this would require another two years of work.

While the scientists who designed Lucifer planned for it to be used against the Rephaim, hard-line cardinals who know of the project are already earmarking Union facilities—if the Union falls, the Church will be there to pick up the pieces and offer succor to the masses, expanding its powerbase dramatically.

PROJECT MESSIAH

Psionics is a little understood phenomenon. The Union makes use of psions in business and war, believing that they should be nurtured, studied, and controlled. The Church publicly burns those with psionic talents, labeling them as heretics and cultists.

Despite investing billions of dollars during the Corporate War, no Corporation was able to track down the gene responsible for psionics. Even eugenics programs have met with repeated failure. Where they failed, the Church hopes to succeed.

For all the Church's anti-psionic ranting, there is a secret element within the Curia actively studying psionics,

using captured psions as guinea pigs. Their aim is to use limited psionics to create a super-soldier.

The Curia currently only seeks to unlock those parts of the brain that would allow soldiers to override pain or fatigue, ignore heat or cold, increase adrenal output, develop a sixth sense enabling them to avoid attacks, and such like. In game terms, these would equate to powers such as *deflection* (sixth sense), *environmental protection* (ignore temperature extremes), *quickness* (adrenal output), and *succor* (ignore fatigue).

Research is still in the preliminary stages, but cerebral grafts (captured psions have no human rights to speak of) combined with special exercises, meditation, and drug programs, have already produced limited success.

CORPORATE SECRETS

The Union's black ops are listed by Corporation for convenience. These are the major projects, those in which a specific Corporation is heavily investing money and manpower. Many other projects undoubtedly exist, giving the WM near-unlimited freedom in designing new dark secrets for his players to uncover and, with any luck, to put out of commission.

ASGARD

Asgard's grav tank, the Mjolnir (see p. 42), has proven a remarkable success.

Though it suffers from the same limitations as its Church equivalent, Asgard's grav engine is more powerful, allowing the tank to carry thicker armor and mount a larger main gun. (As an aside, the Church has at least one project focused on acquiring a working Mjolnir for scientific study.)

Unlike the Calvary, however, Asgard has not yet produced the Mjolnir in large quantities, and in that regard it is lagging behind in the arms race.

However, whereas the Church intends to limit grav technology to heavy tanks for the present, Asgard has already begun testing prototype light tanks and APCs based on the Atlantis chassis, and intends to start work on its own grav SPA in the very near future.

ATLANTIS

Atlantis has detected a weak signal coming from one of their old mining stations in the asteroid belt. Calculations indicate the signal is being broadcast directly at the black hole, and what they are receiving are merely stray signals intercepted when Salus' orbit places it between the source and destination. Cryptographers have had no luck in figuring out the message, assuming it is one.

Currently keeping this under wraps, Atlantis' Board is unsure whether the signal is merely a computer glitch

DANGEROUS SECRETS UPDATE

in a decades-old system, the direction it is being beamed in having been caused either by a malfunction in the station's communication array or by the station shifting position over the years, or whether something sentient has reactivated the station.

The Church has also detected the signals, though as yet they have not pinpointed the source.

BIOGEN

BioGen's work has always attracted attention from other Corporations (notably Pharmacom) and the Church, and its top secret projects have always been in danger of being exposed. Nine years ago, BioGen began an ambitious project. Although man's access to the stars has been lost, he still possesses access to the dark depths of the oceans, and BioGen has sought to exploit this.

Located off the coast of Kobia is an underwater research facility known among high level BioGen executives as "the Womb." Completed only six months ago, scientists are currently in the process of transferring all secret research into the Womb.

The Corporation plans to keep several other "secret" projects (all very minor breakthroughs in medical research) at its former laboratories discovered by its rivals, thus creating enough of a smokescreen to protect the Womb while it goes fully operational.

The Womb is a series of domes, each given over to a specific purpose, such as scientific research (vampiric research, germ warfare, and so on), living quarters, powerplant, and so on. Every dome is hardwired with explosive charges. Should the Womb be invaded, or worse, something get out, individual domes can be destroyed, concealing their secrets for eternity.

Below the seabed lies a final series of chambers, its purpose known to only a handful of very senior executives and scientists. What fell research warrants such secrecy, when the vampiric super soldier project is housed in an open dome?

HELVETIA TELEKOM

While Helvetia's joint nuclear weapons plat-

form is ultimately doomed due to Asgard's manipulation, the Corporation has other projects up its sleeve, so to speak.

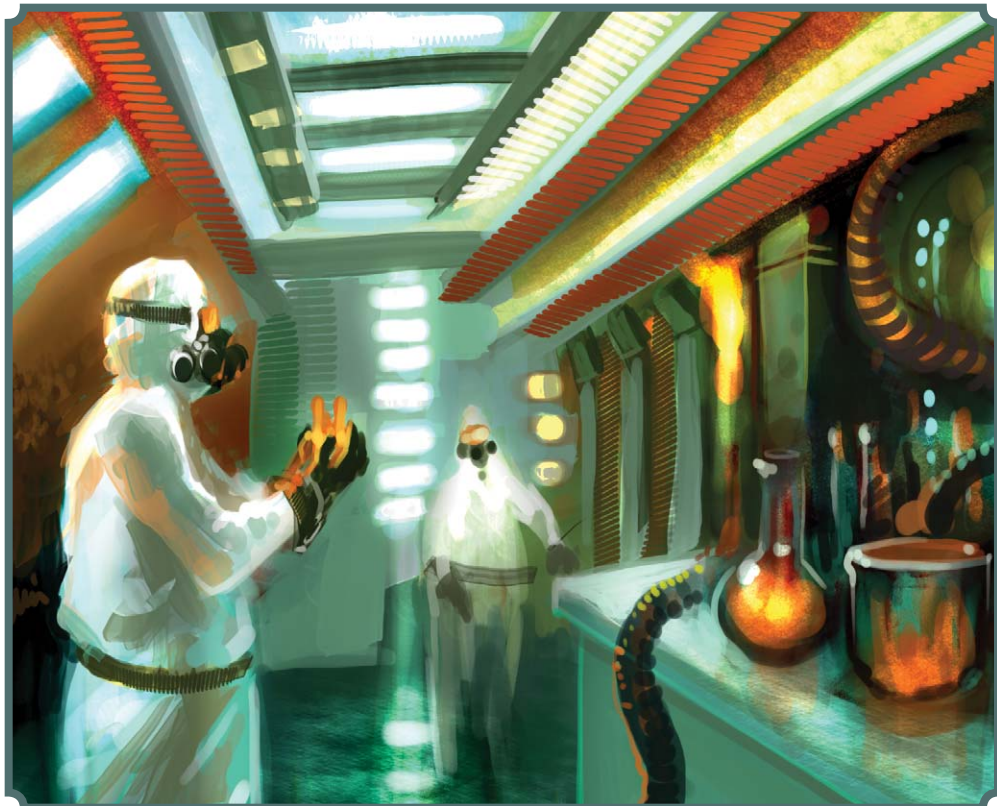
Among these is a plan to hijack new communication satellites, allowing Helvetia to gather sensitive information regarding other Corporations and the Church and then sell the information to the highest bidder.

Since altering all the existing satellites would require manned space missions, something not attempted in many decades, Helvetia plans to phase out its older satellites as quickly as possible, replacing them with its "more advanced, more secure" comsats. Cheaper rental agreements will ensure the other Corporations and Church fall into line, while profits from blackmailing these entities and selling their secrets will ensure a healthy profit margin.

LANSING MEDIA

Not content with simply gathering dirt on the Church, the executives at Lansing have decided to create their own dirt as well.

A team of actors kitted out in Church garb bought illegally on the black market or scavenged from fallen Knights, supported by numerous extras playing Church civilians, has been making a "documentary" about Church brutality and corruption. Rather than pick on any one Ordo, the actors represent a multi-Ordo team, similar to that of the heroes. They are filmed beating



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up civilians, demanding taxes at gunpoint, engaged in drunken brawls, and so on.

The show is broadcast on Corporate media channels as a factual look at the way the Sacri Ordines operate, and is rapidly gaining a large audience.

The Grand Masters, who have heard of the existence of the show from agents within the Union, are very keen to “terminate its run.” Unable to feed their own, real footage into the Corporate sectors, they plan to assign a small team to close down production by any means necessary.

REPHAIM SECRETS

While everything the Rephaim do is a secret from their human adversaries, there are a few special projects which deserve particular mention. WMs are free to expand these ideas as they desire.

A NEW PLAGUE

The lichés of the Dark Conclave have recently perfected a way of distilling the necromantic energy of vampires into liquid form. The process costs the vampire its unlife, and the lichés prefer to infect human captives and distill them, rather than waste valuable older vampires.

Within BioGen there are a small number of junior laboratory technicians who have been corrupted by the Rephaim. These willing puppets, promised immortality in return for their services, have begun seeding supplies of bio-blood (a synthetic blood designed to be used on any patient, regardless of his blood type) with the necromantic brew.

Once in the human body, the necromantic-tainted blood remains dormant until the host is killed, at which time it activates. Whereas necromantic gizmos like the Lazarus reanimator pack produce zombies, a victim who dies with vampiric essence in his veins automatically returns to life as a vampire within 1d4 hours (the brew is more concentrated than a vampire’s usual energy).

Unfortunately, for the Rephaim anyway, the blood remains potent in a host for only 1d6 weeks at present, before degrading to a state where it lacks the power to awaken a new vampire.

GLOBAL DARKNESS

While Rephaim do not fear sunlight, they are better suited to darkness. Within the murky cloud of a darkness generator’s sphere of influence, their superior sense of sight gives them an edge. Fortunately for humanity, the clouds have only a limited diameter.

Much as the Rephaim would love to extinguish Salus’ sun and cast the planet into eternal night, such an act is physically impossible. Even at the height of their power,

before their imprisonment, they could no more completely destroy a sun than they could grow a third arm.

There is, however, another option. While the Rephaim have not mastered rocketry, they have heard of it from captives. The lichés are currently experimenting with what can only be called a feasibility study—could darkness generators positioned high in the atmosphere be used to blanket vast areas of the planet?

There are, of course, many obstacles to this plan. How would they launch the generators into space? What would they draw energy from? Would the clouds form in the rarified upper atmosphere?

While undoubtedly many, many decades, if not centuries, away from becoming reality, the Rephaim are keen to get their hands on a rocket, or at least engineers with the knowledge of how to construct one.

NEW WORLD ORDER

While the Rephaim seek the total destruction of humanity, they are quite prepared to play out a long game, using subterfuge to win the war. Among the best weapons they have available are the changelings.

Until now, changelings have been used only to replace low-ranking Knights and Corporate executives, gathering information, spreading disinformation, or committing acts of sabotage or assassination. Among Rephaim and humans alike, knowledge is power.

In order to strike a heavy blow against humanity, the Dark Conclave has recently ordered the changelings to switch their attention to more important targets—archbishops and cardinals, the Grand Masters, senior Corporate executives, and so on. Gaining access to these important figures is no easy task, even for a changeling, but the lichés are willing to sacrifice as many minions as it takes.

Human puppets within the Church and Union have already begun spreading rumors that a few middle-ranking figures have been replaced by changelings. While this has, in some cases, had the backlash of prompting senior targets to tighten their security, it is also generating an air of fear and paranoia which gnaws at the cohesiveness of the armed forces. The CIS and Inquisition have secretly begun a series of witch hunts, already removing a dozen or so innocent persons from office (well, from their homes in the middle of the night).

How would the heroes cope if they learned their Preceptor Master had begun “acting very strange, recently”? Especially if he began giving them unusual orders, such as attacking derelict villages or standing down when a Rephaim force was in their sights?

Perhaps the Preceptor Master has been changed, in which case the heroes have to gather evidence for the local Field Master. Maybe he’s just suffering from stress, however. He could even be following orders from above, and unbeknownst to the heroes, their strange orders are intended to confuse the Rephaim forces in their area or to lure them into an ambush.

NEW MISSIONS

And when they shall have finished their testimony, the beast that ascendeth out of the bottomless pit shall make war against them, and shall overcome them, and kill them.

Revelation 11:10

This section presents a new batch of adventures for members of the Sacri Ordines. The adventures are written, unless otherwise stated, for Novice or Seasoned parties of 4–6 members. For more experienced groups, increase the number of opponents to suit the abilities and firepower of the party.

Many adventures have numbers of foes determined by the number of heroes present, which naturally means larger groups get more opponents to face anyway. Where numbers of enemies are listed as “X per character,” the term character includes both the heroes and any supporting Allies.

THINGS TO AVOID

While *Necropolis 2350* is an open setting and yours to play with as you wish, there are some things you really should avoid doing, if only because they will spoil the depth of the setting and affect possible future releases.

DON'T REMOVE THE POPE

Pope John XXIV shouldn't be killed or removed from power. Though just a single man, the Pope has the unswerving support of the Praetorians, Teutonics, Lazarites, the Inquisition, and a large number of the members of the Curia. Any attempt to discredit him would be exceptionally bad for the heroes' health. Permanently.

DON'T INTRODUCE THE BIG BADS TOO SOON

Liches and dread liches are the true power behind the Rephaim, and their existence should remain a mystery for

as long as possible. Even when the heroes do confront one, most of their fellow Knights are unlikely to believe them, at least until a few more have been encountered.

Likewise, Stygian Towers shouldn't be stormed until the heroes are at least Heroic Rank, and preferably well into Legendary. These aren't minor mausoleums, but the true centers of necromantic power. Any mission into a Stygian Tower should be near-suicidal, and the body count on the characters' side should be correspondingly high. Whether they live or die, characters who undertake such a mission are honored as heroes and guaranteed a seat in Heaven.

DON'T IGNORE THE CORPORATIONS

The Rephaim may be the main antagonists, but the Corporations are also rivals to the Church. Some Corporations want to bring down the Church, others are just engaged in matters the Church would consider illegal and immoral (double standards aside). By the same token, don't make them too important in your game, or the Rephaim may begin to lose prominence, thus drastically altering the core flavor.

The Corporations were included in *Necropolis 2350* to highlight one important factor in the war—while mankind is still fighting himself, the Rephaim will always have the upper hand.

DON'T INTRODUCE WEIRD SCIENCE

With the exception of the new Arcanist Edge, Weird Science remains firmly in the hands of the Rephaim. No human can ever hope to master the creation of these gizmos, though through the Arcanist Edge he may learn how to operate them.

Likewise, magic and superpowers have no place in *Necropolis 2350*, and introducing them will ruin the flavor of the setting. Psionics should remain a Union tool, giving the heroes chance to face up against a psion and deliver the punishment the Church demands he suffer.

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MAJOR CONFLICTS

Throughout the years 2351–55 the Sacri Ordines and Rephaim engage in several major military campaigns. These are detailed individually below. The battles are not the only ones occurring during this time—they are merely the most noteworthy.

No adventures or Plot Points exist for these actions—they are background flavor the WM can weave into his own campaign. Perhaps they are merely stories heard in a remote Preceptory far from the frontline, or maybe the heroes are in the thick of the fighting.

IV–VI.2351: OPERATION STEEL HAMMER

Steel Hammer is an attempt to secure the headland to the west of the Levant. The major assault is marked by amphibious landings of troops shipped in from Nova Europa and waves of Angel dropping troops close to enemy hardpoints further inland.

The marshes on and behind the coastline hamper attempts to move rapidly inland, resulting in the airborne troops being cut off without heavy weapons and artillery support. Unexpectedly heavy resistance creates further problems. A month passes before the massed Knights can attempt a breakout from their coastal bases to begin their primary objectives.

By the start of VI.2351 it becomes apparent the campaign has stalled. Plans are drawn up to increase troop numbers, but are cancelled due to events elsewhere. The Knights begin erecting a line of fortified Preceptories, known as the Steel Belt. The campaign is officially halted at the start of VII, leaving the Church in possession of a narrow bulge on the tip of the headland.

Despite facing a lengthy siege throughout most of 2352, the defenders are able to receive regular supplies and reinforcements from the Levant. At the end of the year the territory held is officially named the Western Marches.

Depending on how the Battle of New Budapest ended in your campaign, this operation occurs either to create a second pocket to help fortify the territory gained (the Knights won New Budapest) or marks a second attempt to retake the city and relieve growing pressure on the Iron Belt (if they lost).

VI–VII.2351: OPERATION LEVEL GROUND

As Church forces struggle in Dead Zone Alpha, the Rephaim launch an assault on Tomaculum. The attack is not intended to capture territory, but to distract the local senior commanders and halt reinforcements from reaching DZ-Alpha.

The Sacri Ordines respond with withering barrages of artillery and air strikes all along the front, seemingly content to stem the flow with as little loss of life as possible. On 13.VII, a Rephaim thrust breaches the western border

defenses and begins to push across toward the Leviathan Mountains in a bid to cut the territory in half. Only the stubborn aggression of a few Preceptories located in the hinterlands prevent the attack succeeding.

With their primary force shattered and the rest of the border holding strong, the Rephaim have no option but to withdraw.

I–III & VI–VII.2352: OPERATIONS BUNKER & HOWLING STORM

Terra Septentriones was always considered a safe realm. Although subject to harsh winters, and far-from-pleasant summers, it seemingly lacked any Rephaim presence. Rather ironically, being posted there was referred to as “being quiet as the grave.”

That viewpoint changes dramatically in early 2352 as Rephaim forces tear south toward Aquila and Midgard. For three long months, Church and Asgard forces battle independently to stem the flow. They finally succeed in securing a border III.2352. For the next month they fortify their positions and gather their strength for a counterattack while scouts roam the frozen north in search of the Rephaim base.

A colossal Stygian Tower is finally located deep inside a glacier, shielded from the few remaining satellites orbiting the war torn world. How long it had been there is unknown, for no darkness generator shrouds it.

Possessing the same information and intent on capturing the Tower and its dark secrets, the Sacri Ordines and Asgard surge forward from their bases in VI.2353. With Asgard having no love for the Church, and vice versa, both assaults are conducted independently (and not without a few “friendly fire” incidents when resources allow).

Asgard’s initial assault drives forward ahead of the Ordines, the bulk of Asgard’s army being stationed at Midgard. The Church makes slower progress, but reinforcements quickly flood in. As Asgard meets stiffer resistance it is forced to call on the Union for support. Contract issues with their rivals cause substantial delays and all-but stall their offensive.

Eventually, both sides begin to converge on the glacier. Fierce resistance and waves of Rephaim suicide troops cause minor delays, but it is too late to prevent the inevitable. Victory for humanity seems assured.

On 34.VII the campaign ends suddenly. Although both the Church and Asgard publicly claim victory, neither has truly won. As the vanguards fight each other to reach the Stygian Tower first it explodes in a wave of necromantic energy equivalent to a 10-megaton nuclear bomb. Thousands of soldiers are killed, their flesh withering in an instant. All that remains of the Stygian Tower is a blackened crater in the heart of the glacier.

Asgard quickly signals a truce, for the contracts it has with the Union prohibit overt offensive action against the Church once the Tower is captured or destroyed. The Sacri Ordines duly comply, having no wish to weaken their armies, and both sides withdraw their forces. A pact

forbidding either the Church or Union from having more than 50 soldiers within 100 miles of the crater at any one time is hastily drawn up and signed.

Numerous skirmishes break out between “salvage” teams, though the public is never made aware of these. By the end of 2352 these have all but ceased, the debris field producing no finds of value.

The current theory regarding the Tower is that it was smothered by the glacier at some point in its history. With no escape route, the Rephaim went into hibernation. An unusually warm summer resulted in enough ice melting for the inhabitants to break out. This wild (and inaccurate) speculation leads the Church and Union to believe there may be other Stygian Towers buried beneath the ice and snow. A race starts on to locate and capture on before the other side can make the discovery of the century.

VIII.2352–V.2353: OPERATION RESOLUTE

Rephaim appear in great numbers on the peninsula east of DZ-Alpha and west of New Pittsburgh. At first the Sacri Ordines are slow to react, figuring the Corporate forces in New Pittsburgh will deal with the situation. Plans are made to take advantage of the attack to push out from the Western Marches to link up with the Iron Belt along the coast. However, the Rephaim suddenly turn northward toward Terra Infernalis. Simultaneously, attacks against the southern Iron Belt and Western Marches increase in intensity, preventing the withdrawal of troops to face the enemy at their rear.

Suspecting the Rephaim plan an audacious move to strike through the Carpathians against the rear of the Iron Belt or drive into the Levant, forces are quickly mobilized. With the Western Marches draining troops from the Levant and the Iron Belt unable to spare any units, the Ordines must wait patiently as troops and supplies are shipped in from elsewhere.

The Rephaim, needing neither food nor water, make rapid progress, slowed only slightly by repeated air-strikes. Only in early II.2353 do the Ordines and Rephaim engage in ground warfare. In the heat of the desert, the two sides fight a mixture of pitched battles and guerilla warfare for the best part of two months.

Attrition begins to take its toll on the Rephaim, whose supply route across the southern bay is halted by an Ordines naval task force and intense bombardment of coastal positions.

Perhaps fearing the withdrawing Rephaim will try to find a home in Kobia, the Union (except Asgard) sends a joint expeditionary force to cut off the Rephaim retreat. Working together for the first time in decades, the Ordines and Union catch the Rephaim in a pincer movement and crush them. The remnants are hunted down and exterminated, but neither the Union or Church knows whether pockets of Rephaim remain in hiding.

Three Preceptor Masters responsible for naval defenses in the southern ocean are excommunicated for failing to stop the initial assault. The Ordines quickly strengthen

the coastal Preceptorries, though doing so leaves them lacking naval power in other operational areas.

II–III.2353: OPERATION GRAND HAMMER

A large force of Rephaim is (accidentally) detected on the plains east of DZ-Beta, having somehow passed through the mountains. Unknown to the Sacri Ordines, the Rephaim are field testing the first dimension generator. The Rephaim planned to construct new Stygian Towers in the region and create a new Dead Zone.

With absolutely no defenses in the southern wastes, the Sacri Ordines quickly realize they must take swift action to prevent their enemy gaining new ground. Reserve forces are mobilized from Nova Europa and flown south. Battle commences four days later, as the vanguard engages the Rephaim in a daring and risky maneuver designed to attract as many as possible to the Knights and limit their spread.

After two days of intense fighting, the Knights are on the verge of defeat. Scrambled signals are sent to unleash hell, which the Air Lances gladly comply with. Thousands of tons of napalm are dropped, scorching the ground for years to come. Weakened, but far from defeated, the Rephaim pull back to regroup.

Meanwhile, the main Ordines’ strike force has assembled. Led by Templar armored Battles, they advance on two fronts. The plan is not to catch the Rephaim in a pincer movement, but to force them south, where a third force is waiting. Faced with the huge railguns of Calvary and Golgotha main battle tanks, the Rephaim commanders signal a withdrawal, and walk straight into the trap.

A week later, the Rephaim force had ceased to exist to the last zombie. While the majority of ground forces withdraw to rearm in case they are needed in Operation Resolute, aerial forces pound eastern Dead Zone Beta in reprisal while ground troops scour the mountains for the breakthrough point. None is ever found. As Nones draws to a close, most of the Knights are withdrawn, leaving behind only a token force—the Ordines lack the resources to create new Preceptorries so far from established supply lines.

Although they lost thousands of troops, the liches of the Dark Conclave were pleased with the operation. The new generators worked perfectly, and they learned valuable intelligence about how their enemy reacts when threatened in unexpected quarters. While the liches could have evacuated their forces through a dimensional gateway, to open a portal would risk alerting their foe.

V–VI.2353: OPERATION MACE/OPERATION SPEARPOINT

As Kobia siphons off forces to assault the Rephaim in Terra Infernalis, intelligence reports indicate a weakening of Rephaim troop numbers along the border with the New Territories. The Templar Field Master reaches the rash judgment that the Rephaim are planning an assault on Kobia and decides to take advantage of the

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situation. Without consulting his superiors he orders a pre-emptive strike into DZ-Gamma. Local commanders of the other Ordines quickly offer unsanctioned support in an attempt to gain some of the glory.

The Church forces steamroll across the border and through the weakened Rephaim lines into a carefully orchestrated trap. Finding themselves surrounded, the Ordines at first try to breakout. Strong Rephaim lines repel several attempts. The commanders quickly realize their folly and have no choice but to order a protective hedgehog to be formed. The Knights prepare to fight to the last man.

Finally freed from moping up the last Rephaim outposts in Terra Infernalis, the Ordines rapidly transport the battle-weary men halfway across the continent to relieve their enveloped comrades.

By the time they arrive, the surrounded troops have been reduced to 50% of the starting strength. Air drops have kept them supplied with ammunition and rations, but the situation is bleak and dropship losses mount daily due to lack of maintenance and swarms of doom skulls.

Without waiting to strengthen their army, the relief force drives into DZ-Gamma along a narrow corridor. Speed is the only consideration and protection of the corridor is left to aerial units and small groups of Assault and Artillery Knights fighting from makeshift Preceptories.

On 42.VI.2353, the relief force finally punches through the Rephaim lines. The besieged force quickly makes its escape while their comrades fight a bitter rearguard action. Sacer Ordo losses are heavy, though the Rephaim suffer little better.

The Templar Field Master responsible for the initial assault is posthumously excommunicated, five Preceptory Masters are excommunicated, four begin serving with the Penitents for an extended period, seven more are severely rebuked, and one is killed by a “friendly fire” incident a few weeks later.

The heavy losses force the Ordines to pull reserve troops from the Augustine Territories and the western New Territories, leaving the entire front weakened. Fortunately, the Rephaim have suffered enough losses to prevent them from quickly taking advantage of the confusion.

VI.2354–IV.2355: OPERATION STEEL BAND

Due to events in 2353, the Sacri Ordines are unable to launch any major offensives until late in 2354.

Forces from the Western Marches begin to push toward the northern end of the Iron Belt. As territory is captured, so it is immediately fortified. Progress is painfully slow. Simultaneously, troops from the Iron Belt begin advancing toward the Western Marches using the same tactic.

Constant attacks hamper the movement of the vanguard and keep the newly captured positions from supporting their allies. Countless air strikes are launched

deep into the southern part of DZ-Alpha to try and fool the Rephaim into thinking a second front is opening.

Back in the north, dense swarms of doom skulls prevent aircraft from destroying forward enemy command and artillery positions, leaving the Ordines no choice but to dispatch small teams of Knights by land to capture, sabotage, or destroy the installations.

In IV.2355 the Church armies finally converge, securing a 100-mile wide land route between the territories and ensuring the Western Marches cannot be easily surrounded on land. The campaign is officially ended a month later, once all Rephaim forces behind the new border have been cleansed.

III–VII.2355: OPERATIONS SUNRISE & SUNSET

A naval task force launches an amphibious assault on the northwest corner of DZ-Beta under the codename Sunrise. Ground forces from Tomaculum begin Operation Sunset, a fierce and relentless assault on the landward side. The orders are simple—keep pushing east and west until the forces meet up.

After two months of relentless combat, the forces meet and begin strengthening their positions. Rephaim counterattacks fail to break the line, and by V.2355 Tomaculum has, on paper at least, expanded its eastern border to the coast. A month passes before the major pockets of Rephaim resistance are exterminated from the newly-captured lands.

Although the last few years have been frustrating, the Church has much to celebrate as spring begins to turn into summer on Salus. The Western Marches and Iron Belt are now joined, giving the Sacri Ordines a firm footing in DZ-Alpha, the borders with DZ-Gamma are stabilized after the disaster of Operation Mace, and Tomaculum has expanded into DZ-Beta.

While the citizens celebrate, the senior officials of the Sacri Ordines meet in secret conclave. Although the Rephaim have put up stiff resistance in every campaign, the victories have been far easier than expected. Something is wrong, though no one can point the finger at the cause of their suspicions.

I.2356: OPERATIONS ARMAGEDDON

As dawn breaks on the first day of the new year, panicked reports come in from across Salus—huge numbers of Rephaim are appearing in the heart of every city, having bypassed all perimeter fortifications. The Pope personally sends the code signal the Grand Masters hoped never to hear—Armageddon, the final confrontation.

Mankind no longer stands on the brink of the Abyss—he has started to fall.

WM's are strongly encouraged to avoid the temptation to skip straight to 2356 and being unleashing hell. This year will see major events unfolding in the *Necropolis 2350* setting and a number of black projects coming to fruition. Good and evil will cease to be absolutes, even in the Sacri Ordines.

A VOICE IN THE DARK

The heroes are ordered to scavenge an old communication post, lost before the war began. While there, they hear a strange message.

BRIEFING

“Greetings, Knights. A routine recon mission over the outskirts of the Dead Zone has located an outpost we believe is an old orbital communications station abandoned during the Corporate War. The Office of Scientific Advancement wants the place looted for any usable technology. You guys have drawn the short straw.

“You’ll be airlifted to the nearest LZ, at the base of the mountain on which the post sits. The dropship will then depart to support a diversionary raid elsewhere. Call her in on the call-sign Sleeping Dog when you’re ready to come home.”

Enemy Forces: *This place has been abandoned for years and there’s no indication the Rephaim or the Corporates have discovered it. That said, stay frosty.*

Support: *This is a quick snatch and grab mission, and no support is available. You’ll be escorting four technical Sergeants. Keep them alive!*

Equipment: *Standard gear only for this one. Travel as light as you can, because you’ll have to carry heavy electronic gear down the mountain.*

THE MISSION

Treat the four technical Sergeants as regular Sergeants (see *Necropolis 2350*). Each carries an electronics kit (2 lbs) and a portable, heavy-duty battery for testing circuits (10 lbs).

Use the **Surrounded** map from *Necropolis 2350* for the installation. The top building is an accommodation, admin, and storage block, the central building is the main comms array, and the lower building the powerplant and workshops. All buildings are single story. There is no power in any building, and the powerplant is wrecked beyond repair. No maps of the interior are required.

After being dropped off, the Knights have a three hour march up the cracked and weathered road to the facility. A light mist covers the region (treat as Dim lighting).

Although the Rephaim have no technical use for the outpost, it does have a commanding view of the surrounding countryside. As such, a squad of Ordo Tenebrae led by an officer is stationed here. There are three Knights in each of the north and south buildings, and four plus the officer in the central building.

The Dark Knights are hidden behind windows, hav-

ing heard the dropship’s approach, and receive Medium Cover. Spotting them requires an opposed Notice roll versus their Stealth. Due to Cover, the Dark Knights have a +4 bonus to their rolls.

They remain hidden until the heroes approach into short range, then open fire in an ambush. Should they be spotted, they open fire immediately.

* **Dark Knight Officer (1):** See *Necropolis 2350*.

* **Dark Knights (10):** See *Necropolis 2350*. Two of the Knights operate a 25mm SBAC set up in the center building, overlooking the approach.

SCAVENGING

Investigation of the facility reveals nothing of interest or immediate value—most personal items were taken when the base was abandoned, but there may be forgotten photos pinned to walls, and such like. However, you should gently crank up the paranoia factor by having the heroes hear noises. These could be open windows banging in the wind, old pipes groaning, and so forth.

While the Knights investigate, the Sergeants get to work on the communication center, checking each circuit board in turn (there are many dozen still intact) and stuffing what they think is usable into foldout cases they brought with them.

After an hour, one of the Sergeants activates an old circuit. Suddenly, a nearby terminal springs to life. A stream of data begins scrolling across the screen, and from the speakers comes a faint and patchy message.

“...frigate Angelus...heavy damage...Chalcis...no reply...Chalcis control, please....systems approaching critical...”

Then the circuit board explodes in a shower of sparks and the comms panel goes dead. No amount of Repair rolls can fix the circuit board (a Repair roll quickly reveals this).

Any Knight near the screen when it is fixed can make a Smarts roll at -2. If none were, one of the Sergeants noted down some of the data, allowing a Smarts roll at -4. With success, the heroes calculate the origin of the transmission came from somewhere in space, not from the surface.

Was this an actual transmission from a damaged FC Drive starship? Or was it an old transmission, replayed when the circuit board was powered up, or one lost in the ether from ages past and only just picked up? That may never be known.

No matter who the heroes contact or how quickly they act, nothing can be done to contact the *Angelus*. Once back at base, an Investigation roll reveals there is no existing data about an FC Drive starship of that name. However, records from pre-2318 are patchy.

GOING HOME

The Sergeants finish their work five hours later, and hand each hero a crate weighing 20 pounds (they’re car-

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rying their own). The crates are quite flat, and clip onto the rear of a Knight's armor for easy carrying.

As the Knights wait around the LZ for the dropship, the sun begins to dip below the horizon, reducing the visibility to Dark lighting (-2).

Without warning, a force of 10 winged zombies swoops out of the mist to attack. The zombies were engaged in the diversionary raid launched by the Church, but withdrew when the Church pulled back its forces. Hence they have very little in the way of grenades left. Check for surprise as normal.

The LZ is basically a wide plain, with no cover of note save for a few fallen trees and some small boulders. The dropship arrives 2d6+2 rounds later and is available for air support.

* **Winged Zombies (10):** See *Necropolis 2350*, but armed with a flechette SMG (2 mags) each. They have just two grenades left between them.

ADDED PROBLEMS

These are not full missions. Instead, they should be used as an addition to the Lance's current mission (and maybe the next few after that).

A DAY IN THE LIFE

"Before you go," he says, "there is one more thing. The Office of Information is producing a series of television shows about the Sacri Ordines. For the next month, you'll have a two-person media crew tailing you everywhere you go. And I mean everywhere.

"Before you get ideas of fame and glory, just remember, you're here to do a vital job. Don't get distracted by the bright lights. Oh, and keep the crew safe—having them gunned down won't help our next recruitment drive. Dismissed."

The media crew comprises a female reporter (Dana Sanchez) and a cameraman (Franz Schuttmann). Dana is a notorious flirt and doesn't care about the Knights' vow of celibacy. Franz is an armchair general and he offers tactical advice at every opportunity. Of course, he has no real knowledge of life on the frontline, only what he has seen in the movies and picked up on shoots.

This adventure is designed to add a little annoyance to the heroes' lives as well as provide some roleplaying opportunities. The media team is constantly around, filming and recording. Any bad language or behavior is caught on camera, possibly earning the Knight punishment detail when it is aired. Of course, any brave or noble deeds are also shown, possibly allowing a hero the chance to buy the Media Star Edge.

More importantly, the team is a distraction in combat. They refuse to stay in cover, preferring to rush over to the Knights and begin asking them stupid questions like, "Why did you shoot that Rephaim?" "How does it feel

knowing you're saving mankind?" and "Does that injury hurt?"

In combat, the media team attaches itself to a single Knight (WM's choice) each engagement and follows him round, acting on his card. However, the WM controls them, not the player. Any time the hero draws a deuce in combat they begin questioning him and pointing the camera in his face. The distraction gives him a -2 penalty to all actions that round. After a while, it should get really annoying, but there is little the squad can do—should the reporters die (hey, accidents happen in war), their Knight Commander and Field Master come down on the Lance like a ton of bricks.

* **Dana Sanchez & Franz Schuttmann:** As citizen (see *Necropolis 2350*), but with no weapons. Each is wearing light armor, giving them Toughness 9(4).

TESTING TIMES

This mission add-on should only be used in early 2354, before the Anakim's become "standard" issue.

The first of the Anakim combat walkers are rolling off the assembly line and into the hands of the Templars for live fire testing. They've proven adequate in simulations, but the Church wants them subjected to enemy fire before it authorizes them for use. The characters' Lance is provided with two Anakim walkers as fire support for their current mission.

Unless a player character just happens to be a Templar Vehicle Crewman with the Ambidextrous and Two Fisted Edges, the pilots are both NPCs.

Unfortunately, these early models have a few serious technical faults. Any time an Anakim pilot rolls a 1 (regardless of Wild Die) on a Driving or Shooting roll, his walker suffers a technical glitch as detailed below. These can be fixed from inside the cockpit with a Repair roll made as an action. A critical failure, however, means the problem is more severe. Repairs require an hour and a Repair roll at -2. The technician can reroll failed Repair attempts, but each roll consumes an hour.

Driving: The leg servos screw up, causing the machine to move slowly and erratically. The pilot's Pace is halved when driving the machine (if he runs, halve the total distance he moves this round, rounded down) and the Handling penalty increases to -2.

Shooting: The firing system goes on the fritz and prevents either weapon from firing.

* **Templar Anakim Pilots (2):** As Knight Vehicle Crew (see *Necropolis 2350*), but with the Ambidextrous and Two Fisted Edges.

BITS & PIECES

The heroes are ordered to help evacuate wounded Knights from a street battle, and in doing so encounter a new species of Rephaim.

BRIEFING

“A Lance of Knights has taken heavy casualties and is pinned down behind the lines by enemy fire. Your task is to clear the street leading to them of any opposition, administer basic first aid, and then call in a Samaritan APC to medevac them out. You’ll then provide covering fire while the Samaritan withdraws, before getting out of there yourselves.”

Enemy Forces: Reports indicate a small force of zombies armed with flechette weapons has pinned down our men. There are no indications of heavy weapons, but check the street carefully before calling in the Samaritan.

Support: There’s no time to organize support, so you’re going in alone. The Samaritan will wait for your signal before entering the area, which is considered a hot zone. Other friendlies are operating in the area and need assistance more than you guys, so fire support is limited.

Equipment: Standard gear only, plus a pair of medikits.

THE MISSION

Use the **Street by Street** map from *Necropolis 2350*, but ignore the tanks. The derelict vehicles remain present.

The casualties are located in the top right building—there are 10 Knight Infantrymen, six of whom are Incapacitated, whilst four remain in fighting form but have Low ammo. The Samaritan enters along the southern road. Requests for fire support suffer a –2 penalty, in addition to any other modifiers.

FIREFIGHT

A squad of 10 zombies is scattered around the building holding the wounded Knights, using the derelict vehicles as cover. The surviving Knights are in the building, firing through windows. Both sides have Heavy Cover.

A second force of six zombies is lurking in the ruins of the second building on the left (as the heroes head up the street). They have a single SBAC 50mm and 3 rounds. However, they are under orders to remain hidden unless they hear a vehicle, which means the heroes have to actively search the building to locate them—failure to do so could be costly.

* **Knight Infantry (4):** See *Necropolis 2350*.

* **Zombies (16):** See *Necropolis 2350*.

SNIPER!

As the heroes move up the street, they spot dozens of corpses scattered amid the debris, all blown to pieces by heavy artillery. There are no intact corpses, however.

Once the heroes reach the wounded Knights, check to see how many are actually alive. The wounded can be treated by the heroes before the Samaritan arrives.

The wounded Knights must be carried to the Samaritan, which can advance no closer than the second barricade on the right of the map unless the heroes move some of the derelict cars from outside the Knights’ location. As they carry out the stretchers, a lone sniper located in the center-left building, opens fire on them. He has Heavy Cover and an elevated position.

* **Sniper (1):** Treat as a skeleton (see *Necropolis 2350*), but armed with a flechette sniper rifle (Range: 30/60/120, Damage: 2d8+1, AP 2; scope).

WITHDRAWAL

Once the Samaritan is safely off the map, the heroes can leave the area. As they reach the first crossroads, they hear the whistle of incoming artillery. Several shells impact on the southern edge of the map, but instead of exploding they release a sickly, green gas, which quickly spreads over the street before dissipating.

This is the same sort of weapon used during the battle for New Budapest, and the shell contains reanimant gas. Although there are no intact corpses to animate, the gas is a new variant, and can animate bits of corpse.

When the heroes reach the central region of the map (whether they go by road or around the buildings), they are attacked by a number of dismembered corpses.

* **Dismembered Corpses (1 per character):** See p. 77.

FALLEN ANGEL

This is designed to be run **immediately** after another mission, though it can be used *in media res* if you prefer. The idea of running it after another mission is that the player characters are likely low on ammunition and sporting injuries. This makes it much harder for them to survive a stand-up fight, but should encourage the use of tactics and ammo conservation.

The dropship carrying the heroes is shot down, crashing in a town held by the Rephaim.

Read the following text before reading the briefing.

Dodging enemy fire, you clamber into the Angel dropship and throw yourself into the seats. The pilot slams the vertical thrusters, and the Angel shoots upward, its weapons blasting randomly into the streets below. Banking sharply right, the pilot begins to turn for home.

Suddenly, there is a huge explosion, and the interior of the dropship is filled with fire and smoke. Over the screaming engine you hear the pilot shouting into his radio. “Mayday! Mayday! Firebird-3 ditching! Firebird-3 ditching!” The impact is hard, a jarring tangle of flesh and metal.

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All the heroes suffer 3d6 damage from the crash landing. The dropship is a total wreck and the crew is dead. The Knights should now contact their superiors for assistance. Should they neglect to do this, their superiors contact them.

Read the briefing section as normal.

BRIEFING

“The transponder reading from the Angel indicated you were over the eastern quarter when you ditched. That area is too hot for another airlift—the Rephaim are using some new sort of anti-aircraft weapon. Hang on. (A long pause follows.) Intel indicates the docks may be clear enough for us to evacuate you. Head west and radio in when you’re there.”

Enemy Forces: *You guys are surrounded by an unknown number of Rephaim. We suspect numerous fleshies, maybe some sticks.*

Support: *Call in for fire support and we’ll get you what we can.*

Equipment: *Whatever you have.*

THE MISSION

The heroes begin at the southern edge of a **Gathering Intelligence** map (see *Necropolis 2350*)—the docks lie past the north end of the map.

Unfortunately, the downed Angel has attracted Rephaim attention. As the heroes seek to make their way off the map, so a force of Rephaim is entering from that direction. Allow the heroes to make one set of movement, then place the Rephaim force at the opposite map edge. The Rephaim comprise 10 zombies, a young vampire, and a war demon.

Once the heroes defeat the Rephaim, or all the Knights reach the far edge of the map, move to the next section.

If the heroes call in for fire support, a roll indicating air support means nothing is available. The presence of doom skulls has made the area a no-fly zone.

* **Young Vampire (1):** See *Necropolis 2350*.

* **War Demon (1):** See *Necropolis 2350*.

* **Zombies (10):** See *Necropolis 2350*.

TACTICAL PROBLEMS

As if the heroes aren’t in enough danger, feel free to use any of the following.

* A miscalculation from the rear delivers artillery on the heroes’ position. Place four Large Burst Templates in the center of the map. These automatically deviate 2d10” in a d12 direction. Everything in the template takes 5d10 damage.

* A Prophet APC carrying 12 zombies enters from the side of the map the heroes started at.

* A pack of 2d6 ghouls or dregs inhabits the area. They present as much of a danger to the zombies as the

heroes (and can be used to rescue the Knights if they get into real difficulty).

* The initial Rephaim force has a pair of flechette MGs.

THE DOCKS

Use the **Survivors** map (see *Necropolis 2350*). The heroes enter along the northern road. When the Knights radio headquarters, read the following.

“We can’t risk landing in the streets. To the south you’ll find three piers. Get to the end of the western-most pier. The dropship is on its way. It has no intention of loitering, so get your asses moving!”

This is a running battle (literally) against the Rephaim. The Angel dropship arrives in 2d4 rounds and hovers over the pickup point for just 2 rounds. Climbing aboard the Angel uses 3” of movement, but can be done while running. After this time, the Angel dusts off, regardless of how many Knights are left behind—the pilot spots an incoming wave of doom skulls. Should any Knights be left behind, the WM must handle their extraction as he sees fit.

Don’t deal initiative cards for the first round—just let the Knights move. They can run if they want, but most players will likely be more cautious.

The Rephaim forces around the docks comprise a patrol of 2d6 skeletons that enters from the lower eastern road the round after the heroes begin their movement. As soon as they see the Knights, they open fire. A Prophet APC follows behind the skeletons two rounds later. It is crewed by skeletons with Driving d6.

The lone building to the north of the western pier houses two zombies operating a flechette MG. Their field of fire extends 45 degrees from each of the building’s southern corners. They have Medium Cover. They were placed to prevent the Sacri Ordines landing by sea.

* **Skeletons (2d6):** See *Necropolis 2350*.

* **Zombies (3 per hero):** See *Necropolis 2350*.

FANNING THE FLAMES

The heroes’ Lance has been ordered to investigate an atrocity supposedly committed by Incinerators. What they find is evidence of a Rephaim ploy to test a new form of Rephaim. (The Rephaim knew the Sacri Ordines would investigate any hint of a massacre in their territory.)

BRIEFING

“Reports have reached us that a Lance of Incinerators has gone berserk and torched a friendly village. The five Grand Masters have jointly ordered an investigation, and given your multi-faction nature you

were deemed the best Lance for this. Check the ruins, and retrieve any evidence. If Incinerators did do this, you'll have to put aside any thoughts of loyalty—the Penitents need fresh meat.

“Be quick, and be thorough. There's talk that the Pope is going to use this to weaken the Sacri Ordines if you screw up the investigation.”

Enemy Forces: *This is friendly territory, so we're not expecting any Rephaim. However, word of the massacre has spread, and several mobs of angry neighbors were spotted descending on the village. Remember, these people are our allies—treat them as such.*

Support: *This mission is strictly off the record, so you're on your own for this one.*

Equipment: *Take your shields! If the mobs are that angry, you may face a barrage of rocks and stones. Heck, they may even fancy taking a shot at you. You'll also be issued stunners and three spare batteries each.*

THE MISSION

Use the map from **Gathering Intelligence** (see *Necropolis 2350*) for this mission, complete with abandoned vehicles.

Every building and vehicle has been torched, and a dozen or so burnt bodies litter the streets, all gathered around the northern crossroads. All the zombies rise up to attack when a single hero moves adjacent to a Rephaim.

The heroes enter by the southern road.

* **Napalm Zombies (12):** See p. 87.

THE MOB

Gathered around the southern crossroad is a mob of angry citizens from nearby villages. Each is armed with a handful of rocks (Range 3/6/12, Damage Str+d4), in addition to their usual gear, and they are baying for blood.

The mob begins as Hostile (see the *Savage Worlds Reaction Table*), and immediately begins chucking stones once the heroes are in range. A hero making a Persuasion roll as an action can increase the mob's attitude by one step with success and two with a raise, but only a single roll is allowed. If there are any Incinerators in the party, there is a -2 penalty.

Heroes who roleplay their speech, perhaps promising to bring the culprits to justice or let the citizens watch as the investigation unfolds, should receive a bonus of between +1 (made the effort) and +4 (amazing roleplaying).

The mob stops throwing stones if their reaction reaches Uncooperative, and they calm down enough to at least listen to what the heroes have to say. They begin asking questions, like who did this, for what reason,

what will happen when they are caught, and such like. How the heroes handle the answers is up to them.

As always in a mob, there is a ringleader. This individual, a farmer by the name of Jed Salzinger, lost family here, and accuses the Sacri Ordines of committing murder and then instigating a cover-up. After the heroes have had chance to answer the questions posed above, Jed makes a single Persuasion roll (d8). For each success and raise he gets, he lowers the reaction back down a category, to a low of Hostile, at which point the stones start flying again.

The heroes may now make a second Persuasion roll to discredit Salzinger's arguments. Should the mob reach Uncooperative (or higher) again, their anger is sated for now, and they allow the Knights to continue their investigation while they pick through the ruins for signs of family and friends. None approach the charred corpses.

* **Mob (6 per hero):** As Citizens but with Throwing d4 (see *Necropolis 2350*).

CLUES

There are three clues along the street that the attack was not launched by Incinerators.

* **Buildings:** The burnt buildings can be investigated with a Notice roll. Incinerators in the party receive a +2 bonus to this roll. With success, the heroes deduce that the burn patterns are not strategic, but random, as if whoever caused them simply opened fire with a flamethrower without any knowledge of where best to aim it—Incinerators are indoctrinated to make better use of fire.

* **Cigarette Butts:** A Notice roll at -2 in the vicinity of the first crossroad uncovers a number of fresh cigarette butts, each branded with the symbol of the Church.

A second Notice roll, at -2, indicates the cigarettes were not smoked, but were instead left to burn down. (The butts don't show the characteristic wrinkling caused by wet lips.) The butts also weren't ground into the dirt, either, as is common practice after finishing a smoke.

* **Food Wrappers:** A number of Sacri Ordines-issued food wrappers tumble around the deserted streets in the wind. A Notice roll is required to spot these amid the other debris. A second Notice roll, while examining a wrapper, indicates that not only were they issued a year ago, but they were issued to the Preachers.

The Rephaim left these to incriminate the Sacri Ordines, but did not know that each Ordo receives its own food supplies.

GUILTY OR INNOCENT?

The final clue, the presence of a new form of Rephaim, should be evidence enough the enemy committed the massacre—how else did the corpses come back to unlife, unless Rephaim were present?

Still, at the end of the day, the decision on whether or not the Incinerators were behind the massacre is left to the heroes. A Lance of Incinerators *were* in the area

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at the time, and it's their word against the evidence uncovered by the heroes. Should they be implicated, the Incinerators receive 15 years service in the Penitents and the heroes gain some enemies amid their fire-wielding brethren.

HEAVY HITTERS

The heroes are ordered to provide escort for a supply convoy. Unfortunately, the Rephaim are expecting company and wheel out some heavy hitters. This mission takes the form of a single combat encounter and thus can easily be used as the prelude to a longer adventure.

BRIEFING

"A frontline Preceptory has run low on supplies after a series of Rephaim attacks. Unfortunately, dense fog is making airdrops all but impossible, so the decision has been taken to transfer supplies via convoys of Job supply trucks. You guys have been given the task of escorting the Jobs. The trip should take around a week each way. Godspeed!"

Enemy Forces: *You can bet the Rephaim have already heard about the mission, and will no doubt make plans to ambush the convoys. Be prepared for anything.*

Support: *You'll have a single Prophet to transport you and a small number of Sergeants. There are four Jobs in your convoy. Air support is out of the question, but we may be able to deliver long range artillery, either from here or from the target Preceptory.*

Equipment: *Just your regular gear. The Prophet will carry all the food, tents, and other supplies you need for the trip.*

THE MISSION

The number of Sergeants is enough to bring the total number of characters riding in the back of the Prophet to 12. In addition, each Job (and the Prophet) has two crewmen. Treat these as Knight Vehicle Crew.

If artillery support is requested, roll as normal. A roll indicating Air Support means nothing is available at this time.

AMBUSH!

The Rephaim launch an attack on the fourth day of the outward journey. Use three **Ambush** maps from *Necropolis 2350* placed end to end.

The road running through the forest is 6 yards (3") wide and bordered by trees and light vegetation on both sides. It's an ideal spot for an ambush, but it's the only route the convoy can take.

Due to the canopy and heavy fog, lighting within the forest is Dark (-2) and targets are not visible outside of 20 yards (10").

Exposed units—those on the road—are subject to the same penalties when firing into the woods but suffer only a Dim Lighting penalty (-1) when attacking units on the road. Note that the vehicles count as heat producing targets for the purposes of Thermal Vision.

Allow the heroes to position their Prophet and the four Jobs anywhere along the road on the first two map sheets, heading toward the third map sheet.

Once the vehicles are placed, the WM must place four SBACulas and ten skeletons in the woods on the second or third map sheet. These are completely camouflaged, and cannot be spotted from the road until they launch their ambush.

The ambush begins with the four SBACulas opening fire, two on the lead vehicle and two on the rear vehicle. Deal action cards after the attacks have been rolled and damage allocated.

Should the heroes drive off the third map sheet with Rephaim still "alive," add a fourth sheet. Keep doing this until the last vehicle is out of range or all the Rephaim are slain.

The heroes can count the mission a success if at least half the Jobs survive the engagement, regardless of the damage they have sustained.

* **Knight Vehicle Crew (8):** See p. 72.

* **SBACulas (4):** See p. 84.

* **Skeletons (10):** See page 80. Half have armor, and half don't.

KEEP YOUR HEAD

The heroes have to take out a battery of necromantic weapons. Unfortunately, intelligence reports fail to mention the fact the warheads being fired are alive.

BRIEFING

"The Rephaim have begun using a new piece of anti-aircraft artillery. We're not sure what form it takes, but we've lost several aircraft this week, and the entire region has been labeled a no-fly zone. Our troops on the ground need air support, and that means we need the AA guns destroyed.

"We've located a series of batteries across the border. You'll be dropped in close via Cherub and make your way on foot to the target. Once they're disabled, sit tight. Other Lances are assigned to other AA sites—once they're all down, we'll send in the Angels."

Enemy Forces: *Aside from the artillery pieces and their crews, we estimate maybe a dozen zombies, possibly with MGs and SBACs.*

Support: Air support is unavailable due to the presence of the AA guns and you're beyond artillery range. The Field Master has seen fit to allow some Penitents a chance to redeem themselves. Use them in any way you see fit.

Equipment: Each of you will be issued with one disposable LAW. That should have enough firepower to take out any AA guns. If it isn't, then you'll need to improvise, but whatever happens, those guns must be disabled.

THE MISSION

There are two Penitents per player character (p. 72). Use the **Artillery** map from *Necropolis 2350*. The three SPA symbols represent Ose mortars (see p. 47)—the anti-aircraft guns the heroes are searching for.

The two buildings on the map are wooden bunkers (Toughness 35(15)), and have firing slits (Heavy Cover) in the front facing only. The surrounding wall is about 3' high, encompasses the emplacement, and has Armor +3.

Protecting the mortars are just eight zombies. Two are positioned around each device, while one in each bunker crews a flechette MG. A young vampire is sheltering in the topmost bunker, which houses a necromantic generator (30 points remaining) linked to the mortars. In front of each mortar are small pyramids of skulls. The zombies are busy tossing skulls into the mortars, which then release a doom skull into the air.

Once the Knights begin their assault, the doom skulls cease flying into the air and begin hunting for the attackers—each mortar produces one doom skull per round until its crew are destroyed or the Power Points run out.

Unfortunately for the Knights, the Ose mortars are not the true AA guns. Lurking beneath the surface of the compound are a pair of skull spawners, which are digesting their latest meal.

Each round after the combat begins deal the skull spawners a card. On a red face card, the spawners awake and enter the fight the next round. On black face card or a Joker, they enter the fight during the current round. Their initial action is to release the first of their stored doom skulls.

* **Young Vampire (1):** See *Necropolis 2350*.

* **Zombies (8):** See *Necropolis 2350*.

* **Doom Skulls:** See p. 78.

* **Skull Spawners (2):** See, p. 85.

RECLAMATION

The heroes are ordered to sweep an abandoned village before settlers move back. While the core Rephaim have pulled back to new fortifications many miles away, their withdrawal did not go completely unnoticed; a new form of vermin lurks amid the shattered stone.

BRIEFING

"Following the recent campaign, we've driven the Rephaim from several sectors in this region. The Curia has asked for a final sweep through the villages before they send settlers back to reclaim them. You guys have been assigned the small village of Ostburg. It's a simple operation; search every building and kill anything that isn't human"

Enemy Forces: Intel indicates the Rephaim have been pushed back in this region, but they may have left some surprises behind.

Support: A single Lance of Sergeants has been made available for the op. We can't spare any Prophets—they've been sent to fortify the Iron Belt, so you'll be airlifted in. Several Lances are sharing the same dropship, so don't expect any air support from it. Call sign is Ragnarok when you want a lift home. Artillery is unavailable—the Field Master doesn't think you'll need it.

Equipment: Just the usual gear.

THE MISSION

Use the map from **Gathering Intelligence** (see *Necropolis 2350*) for this mission—complete with abandoned vehicles.

The village has been abandoned by the Rephaim, but several packs of dregs have moved in, and now inhabit the houses, feasting on rats and birds.

The first three times the heroes search a house, roll a d6. A roll of 1 means the house is empty. Any other number indicates that many dregs are hiding in the property, and attack from hiding (usually they lurk on the ceiling, waiting for prey to move beneath them).

The dregs aren't content to stay hidden for long. As soon as the third house has been searched, the dregs use their Wall Walking to clamber onto the roofs, and begin stalking the heroes and their allies.

The dregs' tactics depend on those of the Knights. Should the heroes and Sergeants travel in one large group, the dregs make hit and run attacks against stragglers (always trying to attack from surprise, such as by leaping through windows), then melt back into the rubble. Small groups of Knights and Sergeants (4 or less) make much better targets, and a mob of 2d4 dregs tries to ambush such parties, picking on the weakest looking target first.

The aim of this adventure is not to have a big, stand-up fight to the death—use ambush tactics to weaken the Knights, play on their fear that any house or car could contain dregs, and make them waste ammo shooting at shadows. Once they're weakened, the dregs attack in force. No, it isn't the way most roleplaying adventures work, but this is a war.

* **Dregs (2 per character):** See p. 78.

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WELL, THAT'S NEW!

The heroes participate in a large combat action, and are ordered to capture a strategic hill. Unfortunately for them, the hill houses a new necromantic gizmo.

BRIEFING

“Operation Iron Buffalo is about to be launched in a bid to cleanse the Rephaim from this sector. Intel has located about two dozen strategic sites our Preceptory needs to cleanse. You lot have been assigned to capture Hill 463. Move in and cleanse the hilltop of any Rephaim.”

***Enemy Forces:** Preliminary intel indicates a small defensive structure garrisoned by zombies and a few skeletons. They have some heavy weapons, but nothing that could cause any major damage to your tanks.*



***Support:** Three Nazareth light tanks and two Lances of Sergeants are at your disposal. That should be enough to clear out a few Rephaim in rapid time. Artillery and air support is available, but unassigned—just call for help if you really get into problems and we'll see what we can find for you.*

***Equipment:** Take five extra magazines and five grenades each. You aren't expected to face any stiff resistance, so the heavy weapons have been assigned elsewhere.*

THE MISSION

Use the map from **Artillery** (see *Necropolis 2350*) for this mission, but ignore the vehicle and the trees in the center of the map (replace the latter with long grass instead). The heroes begin 60" east of the Rephaim base.

The perimeter is a low wall (Armor +4). The SPA symbols are, for this adventure, various necromantic weapons. The top symbol is an Abaddon light blast cannons,

the middle symbol is a Jahannam field gun, and the lower symbol represents a Gehenna heavy blast cannon. All of the weapons are crewed by skeletons.

The compound comprises two sunken pits joined by a trench. These provide Cover. In the top pit is an Ose skull launcher (p. 47) with 10 rounds. In addition to the heavy weaponry, a force of 20 zombies is spaced around the compound.

The southern pit houses a necromantic generator. For the sake of convenience, ignore the individual Power Points of the four necromantic weapons, and treat the reservoir as containing 160 Power Points. Should the generator be destroyed, assume each remaining weapon has half its normal Power Points available in its personal power supply.

It doesn't matter if the heroes win or lose this battle—Operation Iron Buffalo will be a success, and the heroes get the honor of being the first to report the new necromantic weaponry. For the next month, they get +1 Charisma when dealing with Knights or Sergeants due to the attention they have garnered. At the WM's discretion, the characters may even become the focus of short-lived media attention.

* **Skeletal Weapon Crew (7):** See *Necropolis 2350*.

* **Zombies (20):** See *Necropolis 2350*.

BESTIARY UPDATE

The horseman lifteth up both the bright sword and the glittering spear: and there is a multitude of slain, and a great number of carcasses; and there is none end of their corpses; they stumble upon their corpses:
Nabum 3:3

Mankind has few allies but many enemies on Necropolis. Presented here is a listing of the more uncommon Church, Corporate, and Rephaim forces.

CHURCH FORCES

Two of these entries are allies of the Sacri Ordines and may be assigned to the characters' unit. The others are Knight archetypes suitable for use as NPCs. All Knights also receive the Special Training appropriate to their Ordo.

CHORISTER

Choristers are born, not trained. Naturally, the Curia claims the voices of these exquisite singers are gifts from God. Critics of the Church often claim they are psions, brainwashed from youth into believing they are chosen by the Almighty. Most Choristers are aged between 12 and 15. While joining an Ordo is not required of these youths, many choose to volunteer once their tenure as a Chorister is up.

If you wish to add Choristers to the Allies Table (see *Necropolis 2350*), the entry for "Sergeants (1 Lance)" becomes a roll of 5–6, and a roll of 4 becomes "Chorister." A single chorister is attached to the unit.

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

Skills: Fighting d4, Guts d6, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)

Gear: Tabard (+1).

Special Abilities:

* **Song:** The beautiful hymns and arias sung or

chanted by a chorister grant all heroes within 5", even Wild Cards, the benefits of the Command, Fervor, and Hold the Line Edges so long as the chorister sings (an action). He may sing and perform other actions, but incurs a multi action penalty as normal.

CORPSEHOUND

The Church has long used dogs for security purposes, but selective breeding programs have produced an unnaturally large species of canine that is highly sensitive to necromantic energy. These so-called "corpsehounds" are trained to detect the scent of evil itself, and attack it savagely once they do. They have proven very successful at detecting corpse mines.

In all missions from 2351 onward, dog teams (see *Necropolis 2350*) have a corpsehound instead of a regular canine.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Notice d10, Stealth d6, Tracking d12

Pace: 8; **Parry:** 6; **Toughness:** 6

Special Abilities:

* **Bite:** Str+d6.

* **Fleet Footed:** Corpsehounds rolls a d10 running die, instead of a d6.

* **Frenzy:** Corpsehounds can make two Fighting attacks each round at –2 penalty.

* **Go for the Throat:** If a corpsehound scores a raise on its Fighting roll, it targets the victim's least armored location.

* **Scent of Evil:** Corpsehounds can actually smell the necromantic taint surrounding a supernatural creature at up to 24". Detecting the scent of evil requires a successful Notice check. This ability can be blocked by *conceal arcana* but not by strong, natural odors.

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KNIGHT ARTILLERIST

Most Artillerists work behind the scenes, manning the MRLS and SPA batteries. When needed, however, they march with the infantry, using their mortars to provide close support or operating Close Support Artillery guns. They also serve as artillery spotters.

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

Skills: Fighting d6, Guts d6, Knowledge (Artillery) d6, Notice d6, Shooting d6

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Dodge, Incoming, Spotter

Gear: Light armor (+4), flechette pistol with 3 mags (Range: 12/24/48, Damage: 2d6, RoF 1, Shots 30, AP 2, Semi-Auto), Levant field mortar plus 5 shells (Range: 30/60/120, Damage: 3d6, Medium Burst Template), molecular sword (Str+d8+2, AP 4), binoculars, ID tag, medpac



KNIGHT COMBAT ENGINEER

Combat Engineers are experts at building, fixing, and destroying things. Their main roles are to neutralize enemy hardpoints and minefields, though they are also tasked with battlefield repairs to vehicles and laying communication cables. It's dangerous work, often conducted under enemy fire, but Combat Engineers wouldn't have it any other way.

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

Skills: Fighting d6, Guts d6, Knowledge (Demolitions) d8, Notice d6, Repair d8, Shooting d6

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

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Demo Expert, Dodge, Technically Inclined

Gear: Medium armor (+6), flechette SMG with 3 mags (Range: 12/24/48, Damage: 2d6+1, RoF 3, Shots 60, AP 2, Auto), molecular sword (Str+d8+2, AP 4), toolkit, four mines, ID tag, medpac.

KNIGHT HARD TROOPER

The latest addition to the Knight specialties, HARD Knights serve in areas too environmentally hazardous for regular troops. Either Healing or Repair should be increased to a d6, representing their specialty.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 14 (8)

Hindrances: Loyal, Vow (Major: sacred vows)

Edges: Combat Reflexes, Dodge

Gear: HARD armor (+8), flechette SMG with 3 mags (Range: 12/24/48, Damage: 2d6+1, RoF 3, Shots 60, AP 2, Auto), molecular sword (Str+d8+2, AP 4), ID tag, medpac or toolkit

KNIGHT PENITENT

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

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

Skills: Fighting d6, Guts d6+2, Notice d6, Shooting d6
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Loyal, Penitent, Vow (Major: sacred vows)
Edges: Combat Reflexes, Dodge
Gear: Molecular sword (Str+d8+2, AP 4), ID tag.

KNIGHT SCOUT

Scouts serve as artillery spotters (when Knight Artillerists aren't available), snipers, and trackers, as well reconnaissance and intelligence officers. Unofficially, they also serve as assassins, targeting enemy commanders.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d8, Survival d6, Tracking d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)
Hindrances: Loyal, Vow (Major: sacred vows)
Edges: Dodge, Marksman, Woodsman
Gear: Light armor (+4), flechette sniper rifle with 2 mags (Range: 30/60/120, Damage: 2d8+1, RoF 1, Shots 30, AP 2, scope), molecular sword (Str+d8+2, AP 4), pack of flares (multicolored), three smoke grenades, ghillie suit, ID tag, medpac.

SENIOR KNIGHT

Senior Knights operate as Lance commanders and are the most numerous leaders in the Sacri Ordines. They are the commanders most likely to be encountered in the field.

To make a Knight Commander, increase Spirit, Vigor, and Knowledge (Battle) by one die type, and add a minimum of three Leadership Edges (either tactical or strategic).

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Knowledge (Battle) d6, Notice d6, Shooting d6, Stealth d6
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6)
Hindrances: Loyal, Vow (Major: sacred vows)
Edges: Combat Reflexes, Command, Dodge, Rank (Senior Knight)
Gear: Medium armor (+6), flechette SMG with 3 mags (Range: 12/24/48, Damage: 2d6+1, RoF 3, Shots 60, AP 2, Auto), molecular sword (Str+d8+2, AP 4), ID scanner, binoculars, mobile command center, ID tag.

CORPORATE FORCES

The units described below are typical Union operatives found anywhere on Necropolis. Only rarely will they come into contact with the Church.

ASSASSIN

Even in the 24th century, people in power sometimes need annoyances removed permanently. Known among

executives as “problem solvers,” assassins may function as freelancers or serve on a Corporate payroll (the latter usually in a boring, overlooked job, such as mail clerk).

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8, Shooting d6, Streetwise d6, Throwing d6
Pace: 6; **Parry:** 6; **Toughness:** 5
Hindrances: Various, but often Cautious
Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands, Thief
Gear: Molecular dagger (Str+d4+2), flechette sniper rifle with 2 mags (Range: 30/60/120 Damage: 2d8+1 AP 2; Integral telescopic sights with low light vision attachment), pair of 12mm pistols with four AP mags (Range 12/24/48, Damage 2d8, AP 6, Semi-auto).

PSION, CORPORATE

Corporate psions serve the Union as negotiators and mediators. Licensed, regulated, and privy to a Corporation's innermost secrets, a Corporate psion who tries to “go freelance” (a euphemism for turning against a Corporation) is rewarded with a full lobotomy. They are known among the Corporations as “negotiators.”

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Intimidation d6, Notice d8, Persuasion d8, Psionics d8, Shooting d4, Taunt d6
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Various, but often Cautious
Edges: Arcane Background (Psion), Mentalist
Gear: Molecular knife (Str+d4+2), bodyguard (treat as assassin, but without a sniper rifle).
Psionic Powers: *Deflection, puppet, speak language* (10 Power Points).

PSION, MILITARY

Military grade psions are used as interrogators and morale officers, but are rarely sent to the frontlines. Most hold an honorary rank of captain, though they have no command responsibilities. Grunts refer to them as “brain benders,” though the correct euphemism is “intelligence analyst.”

Like their civilian Corporate equivalents, they are part of the Corporation for life, unless they want to spend out their remaining years with a glazed look and continually drooling.

These stats can also be used to represent an internal security psion (known as “peepers”).

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Psionics d10, Shooting d6, Stealth d6, Taunt d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)
Hindrances: Various
Edges: Arcane Background (Psion), Mentalist

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Gear: Light armor (+4), molecular knife (Str+d4+2), 6mm pistol with 2 mags (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto)

Psionic Powers: Bolt, boost/lower trait, deflection, puppet, speak language (10 Power Points).

RIOT CONTROL OFFICER

Riot control officers are commonly tasked with breaking up civilian disturbances. Since the Corporations control every law enforcement agency, they are in charge of the riot police

Often the riots are dangerous, unlawful gatherings, but occasionally, riot control officers are used to intimidate small business you refuse to bow to Corporate pressure by smashing up their offices under the guise of "searching for contraband following a tip-off."

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

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

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 11 (6)

Hindrances: Code of Honor (uphold the law)

Edges: Block, Combat Reflexes, Strong Willed

Gear: Medium armor (+6), medium plastic riot shield (+1 Parry), baton (Str+d4), stun pistol (Range: 5/10/20, Damage: 3d6), two spare stunner packs, handcuffs

SPY

Known in management speak as "data collectors," spies are employed against rival Corporations and the Church. Given the constant faith required by Knights, no Corporate spies have managed to penetrate their ranks. Spies found inside a Preceptory are usually labeled as cultists and thrown to the Inquisition. Of course, the Curial offices aren't quite as diligent as the Ordines, and rooting out Corporate spies gives the CIS a constant headache.

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

Skills: Climbing d6, Driving d6, Fighting d6, Lockpicking d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Taunt d6

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

Hindrances: Cautious

Edges: Connections, Thief

Gear: Varies with disguise, but usually a concealed stun pistol (Range: 5/10/20, Damage: 3d6) or molecular knife (Str+d4+2)

REPHAIM FORCES

URGENT MEMO

Classification: E+128 encryp//Alpha-Black rating
From: Grand Master O'Flaherty//Laz-Precep A1A/VC
To: All Lazarite Preceptor Masters

Status: For immediate action

The assault on New Budapest has suitably distracted the less educated Ordines, and allowed our analysts time to complete their preliminary study of reported sightings and camera footage of new Rephaim species, as well as correlating data from the interrogation of intelligent subjects.

Several new species of Rephaim are now confirmed to exist. Their basic details are attached. New subjects are required for study as a matter of urgency. Consider personnel from other Ordines expendable in the hunt for these Rephaim.

Excerpt of a top secret Lazarite internal memo dated 39.VIII.2350. This information has not been shared with the other Sacri Ordines.

ADVANCED REPHAIM

Skeletons and zombies are the most common Rephaim and among the most frail. They're plentiful, but their lack of resilience has proved a constant frustration to the Dark Conclave.

Locked away in his Stygian Tower, one liche of the Dark Conclave has developed a form of super-soldier. By creating a link back to a necromantic energy supply, such as the liche itself, fallen Rephaim are given limited immunity to damage, allowing them to continue fighting even after being dealt hideous wounds.

Unfortunately, creating these soldiers requires an intensely complex and lengthy ritual, one known to just a single liche, which currently limits troop numbers. However, since the Rephaim must be field tested, there is a chance of the Knights encountering a small group.

Treat advanced Rephaim a regular skeleton or zombie, but with the addition of the following special ability.

* **Necromantic Resurrection:** The Rephaim is very hard to keep down. Whenever one is wounded by any means other than a Called Shot to the head (this replaces the usual no effect rule), area affect attack, or Heavy Weapon, draw a card from the action deck. A red card indicates the Rephaim is disabled as normal and out of the fight. A black card (or Joker) means the Rephaim ignores the damage from the attack.

ASHBORN

The Inquisition takes great delight in burning heretics to cleanse them of sin. By infusing the ashes of an incinerated heretic with human blood and injecting it into a zombie, the Rephaim have learned how to produce a new species capable of unleashing the purifying fires which reduced the heretic to dust. Ashborn which are slain crumble to dust.

These vile creatures use the regular rules for Spellcasting to represent their unholy powers.

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

Skills: Fighting d8, Intimidation d6, Notice d4, Spellcasting d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Powers: *Barrier, blast, bolt, burst* (25 Power Points).

Victims have a chance of catching fire.

Gear: —

Special Abilities:

- * **Death by Burning:** Ashborn can make an opposed Spirit roll against one foe within 12" as an action, and impart the physical sensation the victim is being burned alive. The intense pain and hallucinations cause victims who fail the roll to be Shaken for 1d6 rounds, as they try and smother the imaginary flames.
- * **Fearless:** Ashborn are immune to Fear and Intimidation.
- * **Immunity (Fire):** Ashborn are immune to all fire- and heat-based attacks.
- * **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.

BAT SWARM

Through their strength of will and necromantic magic, the Rephaim have learned to dominate a few species of mundane animals. One such creature is the humble bat. The Rephaim do not use bats as weapons, merely as diversions and distractions. The typical tactic is to despatch a bat swarm to harass humans, providing an opportunity for the Rephaim's troops to attack. Bat swarms fill a Large Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d6, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- * **Distraction:** Bat swarms do not attack. Anyone within the Template has a -2 penalty to all trait rolls because of the distraction of hundreds or thousands of flapping bats.
- * **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally. Stomping causes no damage because the swarm never lands. A wound disperses the swarm.



BLACK WOOD

Black woods are malevolent trees. They are found only in areas warped and corrupted by a darkness generator. They resemble standard trees, but their bark is black and a sticky red sap oozes continually from gaps in the bark.

Most have "facial" features, formed from knots and twists in the wood.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d12

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

Pace: 6; **Parry:** 6; **Toughness:** 19(3)

Special Abilities:

- * **Armor +3:** Thick bark.
- * **Branches:** Str+d6. Reach 1. A black wood has four branches and may use them all each round with no multi action penalty. Only two branches may be used to attack a single foe, however.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Huge:** Attackers add +4 to attack rolls against a black wood because of its size.
- * **Impale:** A black wood scoring a raise on its Fighting roll has impaled its foe on a sharp branch. Each round thereafter, the victim must make a Vigor roll or suffer a level of Fatigue as the black wood drains his blood. Victims may escape as if breaking a grapple. Lost Fatigue recovers at the rate of one level per 24 hours.
- * **Immunity (Piercing Weapons):** A black wood suffers half damage from piercing attacks.
- * **Size +8:** Black woods stand up to 50' high.
- * **Sticky Sap:** An attacker who strikes a black wood with a melee weapon finds his weapon stuck to the sap. He must make a Strength roll at -4 to free his weapon. With success, he frees the weapon but it takes the entire round. With a raise, he frees the weapon and may still perform other actions this round.
- * **Trip:** Rather than attack with a branch, a black wood can make an Agility Trick roll to trip opponents.
- * **Weakness (Fire):** A black wood suffers +4 damage from fire attacks.

BONESUCKER

Bonesuckers are large, non-sentient quadrupeds with an elongated jaw and four tentacles which sprout from the corners of their muzzle. Thick bony plates cover their entire body. Their tongue is a hollow, bony tube with a sharp end. They attack by grappling their foe and inserting their tongue into his flesh. Powerful digestive enzymes then begin dissolving the victim's bones at an alarming rate. The calcium-rich soup is then sucked up through the tongue.

Bonesuckers appear to be a natural inhabitant of the Dark Dimension, for they feast as readily on Rephaim as they do humans. Those found in the wilds of Salus were likely brought to the planet as guard dogs but escaped.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Special Abilities:

- * **Armor (+2):** Thick, bony plates.

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- * **Bite:** Str+d4.
- * **Bone Drinking:** A bonesucker which successfully grapples a foe automatically hits with its tongue in the next round, striking the least armored location. Each round thereafter the grapple is maintained, victims automatically lose one die in Vigor. If Vigor drops below a d4, the victim dies and collapses into a fleshy heap, his skeleton reduced to a handle of bones. Lost Vigor dice return at the rate of one die per month. For each die of Vigor drained, a bonesucker gains one benny. This can be used only for Soaking. This benefit is lost if unused within 24 hours.
- * **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.

BRAWLER

The effectiveness of molecular weapons in cutting down Rephaim has not gone unnoticed by the Dark Conclave. To combat this, the lichs spawned a new type of Rephaim—the brawler, a creature far easier to mass produce than a war demon and almost as powerful.

With its massive, skinless torso, bulging arms, and small legs and head, the brawler looks almost comical as it lurches unsteadily into combat. Once engaged in melee its combat potential becomes clear—two long, bone blades extend from their forearms as the brawler furiously slashes and stabs at all surrounding foes.

Current plans include designs for a stronger, larger version, perhaps equipped with molecular swords and multiple limbs. Should this monstrosity ever reach the battlefield, the Sacri Ordines may find their melee strength is quickly negated.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8+2, Intimidation d8, Notice d8, Stealth d4

Pace: 4; **Parry:** 4; **Toughness:** 9

Edges: Ambidextrous, Frenzy, Sweep, Two Fisted

Special Abilities:

- * **Bone Blades:** Str+d8+2, AP 2.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Furious Fighter:** Brawlers only ever use Wild Attacks. Modifiers are included in the stat block already.
- * **Shuffling Gait:** Brawlers roll a d4 running die.
- * **Size +1:** Brawlers average 7 feet tall and weigh over 400 pounds.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking heat-producing targets.
- * **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.

DARK MAN

Although often referred to as “the” Dark Man, evidence suggests that this creature is not a unique entity. A dark man is a humanoid figure of inky darkness with no visible facial features.

A dark man is a source of pure necromantic energy, and its power lies in its ability to boost Rephaim. As such, they are never summoned except to “lead” a host of Rephaim. Dark men are not battlefield commanders, however. Their role is more akin to that of a morale officer, keeping the troops advancing.

Their abilities work on Wild Card Rephaim as well as Extras.

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

Skills: Fighting d6, Notice d6, Stealth d12+2

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities:

- * **Boost Rephaim:** Any Rephaim within 5” adds +1 to recover from being Shaken, Fighting damage rolls, and Toughness.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Greater 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. Ignores wound penalties.
- * **Improved Arcane Resistance:** +4 Armor versus arcane powers, and +4 to rolls made to resist arcane effects.
- * **Necromantic Surge:** A dark man may spend a benny to send forth a wave of necromantic energy. This fills a Large Burst Template centered on the creature. Any Shaken Rephaim within the template automatically recovers. In addition, Wild Card Rephaim automatically recover one wound. Living creatures caught in the template must make a Vigor roll at -2 or suffer a wound.
- * **Thermal Vision:** Halves penalties for bad lighting when attacking living targets.

DEATH HUNTER

Mankind is, and has been for centuries, under the misguided belief that a man who dies in God’s grace will automatically receive eternal salvation. The Rephaim know differently.

A death hunter is created from a soul captured at the moment it departs the body. After being corrupted, it is released back into the world to harvest more souls and convert them into death hunters.

Death hunters resemble black-robed figures with a skull for a face. Whether this is a natural evolution following the perverted Rephaim creation rites or a “favored form” is currently unknown. Knowledge of their existence is kept away from the masses.

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

Skills: Fighting d8, Intimidation d8, Notice d10, Stealth

d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- * **Claws:** Str+d4.
- * **Death Hunter:** Once per round as a free action a death hunter can teleport up to 10" so long as its movement ends with it adjacent to a soul-possessing foe wounded or killed that round (creatures with the Undead special ability don't have souls). This circumvents First Strike and does not count as Withdrawing from Melee.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Sense Living:** A death hunter can automatically detect living creatures within 24". They suffer no penalties for darkness or concealment and always count as alert sentries.
- * **Sire:** If a death hunter ends its movement adjacent to a human killed that round, the soul is brought back as a death hunter at the start of the next round.
- * **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.



DEATH WALKER

Death walkers are withered, desiccated humanoids swathed in heavy black cloaks (hence their name). They never reveal their faces, but the aura surrounding them is enough to quail the hearts of mortals. When a gray rider is slain it dissolves into smoke, as does all of its gear. Those few who have encountered a black walker and survived report their presence can literally suck the life out of a Knight.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Necromancy d10, Notice d10, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Gear: Heavy cloak (+1)

Special Abilities:

- * **Fear:** Anyone who sees a gray walker must make a Guts roll. If a foe sees its face, such as by removing its cowl (-4 to attack), he must roll at -4.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties. Half damage from piercing weapons.
- * **Hardy:** Multiple Shaken results never cause a wound.
- * **Improved Arcane Resistance:** +4 Armor versus arcane powers, and +4 to rolls made to resist arcane effects.
- * **Necromantic Aura:** Any living creature within 3" of a death walker when it ends its movement automatically suffers 2d6 damage. Only the *armor* litany protects against this attack.
- * **Powers:** Gray walkers know the following spells and have 20 Power Points: *armor, deflection, fear, obscure*.

- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking heat-producing targets.
- * **Unnatural Senses:** A gray walker uses *detect arcana* as if it were part of its normal vision.

DEATHSINGER

Deathsingers, known erroneously as banshees among less educated citizens, use their voices to kill by inducing heart attacks or demoralizing foes. They appear as sal-low-faced, pale-skinned humans with jet black eyes.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- * **Claws:** Str+d4.
- * **Death Wail:** Each round a deathsinger may keen as an action. Place the small end of a Cone Template touching the deathsinger. Any living creature caught in the Cone must make a Guts roll opposed by the deathsinger's Spirit or roll on the Fear table at +4.
- * **Demoralizing Wail:** As above, except victims are automatically Shaken. Until the deathsinger is slain, victims suffer a -1 penalty to all trait rolls, as if subjected to Fear.
- * **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.

DISMEMBERED CORPSE

When first encountered, a dismembered corpse looks exactly like a zombie. However, when they suffer a wound, they fly apart into four limbs, a torso, snaking intestines, and a head, rather than becoming Incapacitated. Each part acts as an independent entity. Only the first wound to a dismembered corpse causes this effect.

The various parts remain at the height they would be if attached to the body, rather than crawling on the ground. Each part moves at the creature's full Pace.

Dismembered corpses, only recently encountered, have added a whole new dimension of paranoia to the battlefield. Where once Knights would happily ignore shattered corpses, secure in the knowledge they were no longer a threat, every body part strewn across a battlefield or ruined city is now a potential danger.

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

Skills: Fighting d6, Notice d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (7 for each part)

Special Abilities:

- * **Fear (-1):** Anyone seeing the corpse separate must make a Guts roll at -1.

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- * **Fearless:** Immune to Fear and Intimidation.
- * **Immunity:** The first wound a dismembered corpse takes causes it to separate, but causes no actual damage.
- * **Separate Limbs:** The fiend can make seven attacks a round without incurring a multi action penalty once its limb have separated. Treat each limb as a unique Extra, but sharing the same action card. Only by destroying all seven parts can the corpse finally be vanquished.
Head: Bite for Str+d4 damage.
Torso: Slam for Str damage.
Intestines: Grapple only.
Arms (2): Claws for Str+d4 damage.
Legs (2): Kick for Str damage.
- * **Size-1:** After the corpse has divided, each part is a smaller target.
- * **Thermal Vision:** The head halves penalties for bad lighting when attacking living targets. Other limbs do not gain this benefit.
- * **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.

DOOM SKULL

Doom skulls are human skulls stripped of flesh and swathed in sickly green flame. They are purely necromantic weapons, and proof to older Rephaim that their race does not require technology to win the war.

Doom skulls are usually deployed in one of two ways. First, they are sent high into the air, hovering close to or over strategic Rephaim sites in great clouds. When Church aircraft are spotted, the doom skulls maneuver to an intercept position and hover in place, forming a mobile anti-aircraft barrage. Their second major use is being released in great swarms in human cities, where they hunt down anything living.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d4, Vigor d6

Skills: Notice d8

Pace: —; **Parry:** 2; **Toughness:** 5

Special Abilities:

- * **Anti-Aircraft:** Doom skulls operating in anti-aircraft mode do so in swarms. These are treated as being Light (1d6), Moderate (2d6), Heavy (3d6), or Very Heavy (4d6). Roll the appropriate number of dice if Knights call in air support. For each success, roll the aircraft's Bingo die, as per the rules for Anti-Aircraft Fire in *Necropolis 2350*. Raises reduce the Bingo die by one step (min d4).
- * **Flight:** Pace 12.
- * **Explosion:** Doom skulls detonate when adjacent to a non-Rephaim target larger than Size -1. The explosion fills a Medium Burst Template and causes 3d6 damage, AP 4. This counts as a Heavy Weapon.
- * **Improved Dodge:** Ranged attacks against a doom

skull suffer a -2 penalty. They gain +2 to avoid area effect attacks (when allowed).

- * **Size -2:** Doom skulls are the same size as regular skulls.
- * **Small:** Attackers are -2 to attack rolls against a doom skull because of its size.
- * **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.

DREG

Humanoid with black, glistening skin, dregs are vermin, similar in general appearance to ghouls. Current Lazarite studies indicate some common traits, but since the Rephaim appear to lack the capacity to evolve, scientists are divided as to whether dregs are biologically related or whether they are an artificial race, the result of tampering with ghouls by the unholy powers.

They are mindless killers, attacking with their sharp teeth and claws anything living they detect.

Dregs are typically found scavenging in ruins, subsisting on rats and stray animals, but always searching for a larger, meatier meal. A common pack consists of 2d6 members.

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

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- * **Bite/Claws:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Mob Tactics:** Dregs are small and attack in large numbers. They receive a maximum Gang Up bonus of +6.
- * **Size -1:** Dregs are the same size as dogs.
- * **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.
- * **Wall Walker:** Dregs can move along walls and ceilings at their full Pace. They can Run as well.

EXSANGUINATOR

Exsanguinators are gaunt, naked creatures with near-transparent skin, beneath which black veins can be seen pulsing. Their mouths are like a lamprey's, circular and surrounded by scores of teeth. Each tooth is hollow and attached to a powerful muscle, like a miniature heart, which siphons blood from foes at an alarming rate. Exsanguinators have been known to bleed a healthy man dry in seconds.

Exsanguinators typically have 1d3-1 (minimum of zero) units of blood in their stomachs when encountered.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- * **Bite:** Str+d6.
- * **Blood Vomit:** If threatened, exsanguinators can vomit blood. Each vomit uses one unit of blood. This vile spray fills a Cone Template. Any creature caught in the template must make an Agility roll at -2 to avoid the blood or be Shaken.
- * **Exsanguinate:** If an exsanguinator gets a raise on its attack roll, it locks its teeth into its victim's flesh. On each successive round, the fiend causes an automatic wound as it drains its victim. Removing the creature is as per breaking a grapple. Exsanguinators can store a maximum of 10 wounds (units) worth of blood. Once full, they lose this ability until they have regurgitated at least one wound's worth of blood.
- * **Rapid Recharge:** Blood drunk by an exsanguinator remains fresh. If they bite into a weird science gizmo's power source, they can inject blood, refilling 1 Power Point per wound in their stomach. This takes a single action.
- * **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.

GOLEMS

Golems were the liche's first attempts at creating new types of Rephaim. Most have proven capable combatants, but their lack of brains places them on par with skeletons and zombies. Seeking a more independently-minded, the liches abandoned further experiments in favor of new lines of research.

Despite being labeled as golems, a term given these abominations by the Church, these creatures count as Rephaim because they are composed of flesh, bone, or blood. Although powerful, they are extremely expensive to produce, and the results are not always tame to the liches' commands.

BLOOD GOLEM

Blood golems are created by magically binding together the blood of over 30 sentient beings. Blood congeals quickly, so the blood must be fresh when the ritual is conducted.

Once the ritual is concluded, the blood turns to a thick jelly. Blood golems are dark red in color, humanoid in shape, but with no facial features other than two yellow slits for eyes.

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

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities:

- * **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- * **Fearless:** Blood golems are immune to Fear and Intimidation.
- * **Immunity:** The semisolid body of a blood golem gives it limited resistance to attacks. Nonmagical attacks of any sort cause half-damage. This doesn't stack with its Undead ability—it replaces it.
- * **Size +1:** Blood golems stand slightly taller than a human.
- * **Slam:** Str+d4.
- * **Smother:** If a blood golem scores a raise on a grapple attack it has enveloped its target. Escaping requires an opposed Strength roll. Each round the victim remains smothered, he suffers a Fatigue level.
- * **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.

BONE GOLEM

Crafted from human and animal bones, bone golems are usually humanoid in appearance. Unlike skeletons, they are a mishmash of bones bonded together through dark magic. Many are given bony spines to add to their already grotesque appearance.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d8

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

Special Abilities:

- * **Armor +2:** Bone.
- * **Bony Claws:** Str+d4.
- * **Fear:** Characters seeing a bone golem must make a Guts check.
- * **Fearless:** Bone golems are immune to Fear and Intimidation.
- * **Frenzy:** Makes two Fighting attacks each round at -2.
- * **Size +2:** Bone golems are usually over 9' tall.
- * **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.

CORPSE GOLEM

The vilest golems are those crafted from the body parts of corpses. Depending on the creator, the golem may

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be stitched together from the parts of multiple species, combining humans with animals.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage causing arcane powers and +2 on trait rolls to resist opposed powers.
- * **Armor +1:** Hard skin and muscle.
- * **Berserk:** Corpse golems have the Berserk Edge.
- * **Fear:** Characters seeing a corpse golem must make a Guts check.
- * **Fearless:** Golems are immune to Fear and Intimidation.
- * **Slam:** Str.
- * **Slow:** Corpse golems have a Pace of 4 and roll a d4 for their running die.
- * **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.

GRIM REAPER

Despite their grandiose name, grim reapers are just skeletons equipped with powerful rune weapons. Most are dressed in cloaks, in grim parody of human beliefs that Death dresses in this fashion. Although fearsome soldiers, Rephaim cannot afford to send many in battle due to the difficulty in manufacturing their weapons.

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

Skills: Fighting d8, Intimidation d6, Notice d4

Pace: 7; **Parry:** 6; **Toughness:** 8 (1)

Gear: Heavy cloak (+1), rune scythe *see below)

Special Abilities:

- * **Bony Claws:** Str+d4.
- * **Fearless:** Skeletons are immune to Fear and Intimidation.
- * **Rune Scythe:** Str+d8+4, AP 4. Unless a victim is healed by the end of the round in which he suffered damage from the scythe, he can only heal wounds through natural Healing. Not even *greater healing* can aid the target. Shaken is removed as normal.
- * **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.

HATE

A hate is formed when multiple souls suffer a collective fate. They are most commonly found on battlefields and at scenes of massacres. When the bodies of the victims die, their souls flock to form a mass of swirling, screaming spirits.

Hates are filled only with thoughts of vengeance. Although initially they target those who oppressed them in life, their desire for revenge can never be truly sated.

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

Skills: Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 7

Special Abilities:

- * **Ethereal:** Hates are immune to normal attacks. Supernatural powers and weird science gizmos affect them normally.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Rage:** A hate fills a Large Burst Template. Any character in the template must make an opposed Spirit roll. On a failure, the victim goes berserk (as the Edge) and launches a violent attack against the nearest character, friend or foe. The character may try to end his rage as normal, but must succeed at an opposed Spirit roll rather than making a Smarts roll as normal.
- * **Swarm:** Parry +2. Because the hate is composed of scores, hundreds, or thousands of souls, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

HEART ATTACKER

Heart attackers are a peculiar form of Rephaim, similar in form to death hunters. They possess the ability to turn their arms ethereal at will and in an instant.

Their preferred method of attack is to reach inside a victim's chest and touch its heart, transferring necromantic energy directly into the organ. Such attacks are nearly always fatal. As with many other Rephaim in this book, heart attackers are rare.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- * **Claws:** Str+d4. Ignores all armor except the *armor litany*.
- * **Heart Attack:** With a raise on the Fighting roll, the heart attacker reaches into its opponent's chest and touches his heart. Victims suffer a heart attack. The victim must make a Vigor roll at -2. With success, he's Shaken but can't attempt to

recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he is Incapacitated.

- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking heat-producing targets.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. Half damage from piercing weapons.

(WC) HELL BEAST

Hell beasts, commonly known as “dragons” by Knights, are extremely rare and extremely powerful. The largest members of the species are all-but unknown (though a few may exist), whereas smaller varieties are more common, having been brought to Salus as eggs and hatched by the liches. The hell beast in the New Budapest campaign was an old creature.

Their breath is a stream of unholy fire, which withers living flesh and decays solid matter to the point it crumbles to dust. Unlike with a necromantic spell trapping, hell beasts do not heal wounds through their breath.

ABILITY NOTES

- * **Breath:** Hell beasts breathe unholy flame using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer damage as per the appropriate table. A hell beast may not attack with its claws or bite in the round it breathes. Victims have a chance of catching alight.
- * **Fear -X:** Anyone who sees a hell beast must make a Guts check using the modifier listed on the table
- * **Flight:** The table lists the creature's Flying Pace.
- * **Rider:** The maximum Size rider a hell beast can carry aloft. Other combinations of smaller creatures are left to the GM's discretion.
- * **Size +X:** Hell beasts are massive creatures. Juvenile versions are usually Large (attackers get a +2 bonus), adult and old dragons are generally Huge (attackers get +4 bonus), and most ancient dragons are Gargantuan (also a +4 bonus).
- * **Tail Lash:** The hell beast can sweep all opponents in its rear facing in an area shown on the table. The first measurement in length, the second width. This is a standard Fighting attack. Damage is equal to the dragon's Strength minus 2.
- * **Wing Buffet:** Aside from nasty breath and claws and teeth, hell beasts have wings. A wing buffet can only be used in a round in which the creature makes no other attacks. Place a Cone Template facing forward from each wing.
Every creature in a Template must make an Agility roll with a penalty equal to the creature's Size. The target's Size also modifies this roll. On a failure, the victim is blown back the distance shown on the table

and falls prone. If the Agility roll is a 1 (regardless of Wild Die), the creature is Shaken as well.

HUNGER WIGHT

Famine is an all too real danger on Salus as resources are diverted from agriculture to military industry. Victims of starvation can be brought to unlife as hunger wights, emaciated Rephaim with an insatiable appetite. A hunger wight moving into an area can bring famine to the region within a few days.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- * **Emaciating Touch:** With a successful Touch attack (+2 to Fighting), a hunger wight sucks the life from a victim's body. The victim must make a Vigor roll, -2 if the wight scored a raise, or suffer a level of Fatigue. This fatigue is removed as per the rules for hunger. Victims who die of this attack rise as gorta wights in 1d4 rounds.
- * **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. Half damage from piercing attacks.
- * **Weakness (Food):** If a hunger wight is offered food, it must make a Spirit roll or immediately begin devouring it, ignoring all other events around it. A hunger wight can devour one pound of food as an action.



LICHE, DREAD

Liches may be the most powerful of the Rephaim on Salus, but the dread liche sits at the pinnacle. Dread liches are simply liches with greater power and a closer connection to the Dark. Although few in number, they wield immense power with the Dark Conclave.

Aside from having greater magic and enhanced control over lesser Rephaim, they can avoid destruction by transferring their essence to lesser Rephaim. This isn't foolproof, but few of these vile fiends are ever without a bodyguard or ten.

Attributes: Agility d6, Smarts d12+2, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d12, Knowledge (Battle) d10, Knowledge (Occult) d12+2, Necromancy d12+2, Notice d10, Weird Science d12+2

Pace: 6; **Parry:** 7; **Toughness:** 15 (6)

Edges: Arcane Background (Necromancy), Arcane Background (Weird Science), Champion, Improved Arcane Resistance, Necromancer.

Gear: Stygian armor (+6), rune sword (Str+d8+4, AP 4)

Special Abilities:

- * **Arcane Background (Necromancy):** Dread liches have 65 Power Points and know every spell

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HELL BEAST STATS

ATTRIBUTES & SKILLS

Age	Attributes					Skills		
	Agility	Smarts	Spirit	Strength	Vigor	Fighting	Intimidation	Notice
Hatchling	d6	d6	d6	d12+2	d8	d6	d10	d6
Juvenile	d8	d6	d8	d12+4	d10	d8	d10	d8
Adult	d8	d8	d10	d12+7	d10	d8	d12	d8
Old	d8	d8	d10	d12+9	d12	d10	d12+1	d10
Ancient	d8	d10	d12	d12+11	d12	d12	d12+2	d10

SECONDARY TRAITS

Age	Pace	Parry	Toughness
Hatchling	6	5	9 (1)
Juvenile	8	6	13 (2)
Adult	8	6	17 (3)
Old	10	7	22 (4)
Ancient	12	8	25 (5)

VARIABLE COMMON SPECIAL ABILITIES

Age	Armor	Bite/Claws	Breath	Fear	Flight	Rider	Size	Tail	Wing
Hatchling	+1	Str+d4	1d10	-1	8"	N/A	+0	1" x 1"	N/A
Juvenile	+2	Str+d6	2d6	-1	16"	+0	+2	1" x 2"	N/A
Adult	+3	Str+d8	2d8	-2	20"	+2	+5	2" x 4"	1"
Old	+4	Str+d10	2d10	-4	24"	+4	+8	3" x 6"	d2"
Ancient	+5	Str+d12	3d10	-6	28"	+6	+10	3" x 6"	d4"

OTHER SPECIAL ABILITIES

Age	Special Abilities
Hatchling	Fearless, Frenzy, Greater Undead, Thermal Vision
Juvenile	Arcane Resistance, Fearless, Frenzy, Greater Undead, Level Headed, Thermal Vision
Adult	Arcane Resistance, Greater Undead, Hardy, Improved Frenzy, Large, Level Headed, Thermal Vision
Old	Greater Undead, Hardy, Huge, Improved Arcane Resistance, Improved Frenzy, Level Headed, Thermal Vision
Ancient	Fearless, Gargantuan, Greater Undead, Hardy, Improved Arcane Resistance, Improved Frenzy, Improved Level Headed

available.

- * **Arcane Background (Weird Science):** Dread liches have 50 Power Points and 1d4+5 gizmos on their person.
- * **Damned Leader:** Non Wild Card Rephaim within 5" add +1 to recover from being Shaken and +1 to Toughness.
- * **Death Touch:** Liches drain the lives of those around them with a touch. Instead of a normal attack, a liche may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target. An Incapacitated victim must make a final Vigor roll or join the ranks of the damned as a zombie 1d4 rounds later.
- * **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.

- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engine running.
- * **Transfer Essence:** A dread liche may transfer its essence to any Extra Rephaim within 5". This requires a Necromancy roll as a free action. On a success, the old body crumbles to dust and the new body instantly becomes a dread liche with these stats (regardless of its previous form or stats). A dread liches can exist without a host for just three rounds. During this time it is powerless, but is immune to all damage. Once the time expires, the liche's spirit is destroyed.

- * **Zombie:** Dread liches are necromancers first and foremost. The Rephaim they raise through the *zombie* spell or their death touch ability are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose.



NECROPHAGE

Deathly thin and wrapped in a layer of black, decaying flesh, necrophages are terrifying beasts to behold. The flesh of their arms has been all but eaten away by a necromantic disease, which rapidly rots living flesh and organs. This scourge has proven extremely dangerous to humans, though it is, fortunately, not contagious.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- * **Fear (-2):** Anyone seeing a necrophage must make a Guts roll at -2.
- * **Greater 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. Ignores wound penalties.
- * **Immunity:** Necrophages are immune to disease and poison.
- * **Necrotic Touch:** Any character Shaken or wounded by a slam must make a Vigor roll. Extras who fail are Incapacitated. Wild Cards suffer an automatic wound (in addition to any others) and must roll on the Injury Table, applying any wound penalties as normal. This injury is permanent, but can be cured by *greater healing*. Hard to Kill works as normal against this fell ability. Rephaim are immune to necrotic touch.
- * **Slam:** Str+d4.
- * **Thermal Vision:** Halves penalties for bad lighting when attacking living targets.

NECROSCOPE

Necrosopes 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:** 7

Special Abilities:

- * **Battery of Senses:** Necrosopes 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:** Necrosopes 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.



ORACLE

It has long been supposed that mummies communicate with whatever gods the Rephaim serve, receiving instructions and passing back information on the state of the war. This is not the whole truth. A special form of Rephaim, known simply as Oracles, is the true mouthpieces of the Dark. The Dark Priest (see *Necropolis 2350*) is the senior oracle, and has powers far in advance of the specimens detailed here, but he is one voice among many.

Beneath voluminous cloaks of midnight black lurks a withered, mummified form. Oracles do not, indeed cannot, move. Instead, they sit completely motionless, constantly communicating with the Dark through some unknown ability. Even when attacked, oracles make no attempt at physical defense.

When threatened, they coalesce their darkest thoughts into visible form and launch them out to attack those who would disturb their meditations or deflect incoming attacks. The form of these ethereal thoughts varies with the creator. Some resemble skulls wreathed in balefire, while others take the form of batlike beasts, balls of crackling energy, clawed hands, or even streaks of inky darkness.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d6, Vigor d6

Skills: Notice d10, Necromancy d12

Pace: —; **Parry:** 2; **Toughness:** 7

Special Abilities:

- * **Fearless:** Immune to Fear and Intimidation.
- * **Improved Arcane Resistance:** The Dark has blessed its oracles with some extra protection. They have +4 Armor versus arcane powers, and +4 to rolls made to resist arcane effects.
- * **Powers:** *Bolt, deflection* (30 Power Points).
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking heat-producing 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.

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ORDO TENEBRAE: SLAYER

Brawlers may be favored by certain Rephaim as the tool of choice to defeat Knights in melee, but the Ordo Tenebrae has its own Knight-killer—the slayer.

Blessed by the Dark with supernatural powers, they are relentless in their pursuit of prey. In some regards they serve the Ordo Tenebrae as Chaplains, though they care little for their comrades' wellbeing—they're more like morale officers or commissars.

Strangely, they possess a code of honor, which prohibits them from using firearms (treat this as a major sin), and from killing non-Knights when a Knight is an available target (minor sin).

For the latter, they must always move toward a Knight at their best possible speed. They may, if so they so wish, make attacks along the way, but they cannot stop to engage a non-Knight. Note that Knights also include Chaplains.

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

Skills: Faith d8, Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 10(4)

Hindrances: Bloodthirsty, Code of Honor

Edges: Arcane Background (Miracles), Block, Champion, Combat Reflexes, Improved Frenzy, Improved Sweep, No Mercy, Unholy Warrior

Powers: *Boost* (strength and vigor), *quickness*, *smite*

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4)

Special Abilities:

- * **Insane:** These insane soldiers are immune to Fear and Intimidation.

PSION, ROGUE

When the Corporations discover a person with psychic potential, they take him under their wings and nurture him through his change. In the Church, psions have no support network.

Many go insane when their power first manifests, unable to control their abilities and lashing out at anyone in range. Those who retain their faculties have few people they can turn to, for the Inquisition treats any psion as a dangerous heretic and swiftly introduces them to the purifying flames.

Though very few rogue psions side with the Rephaim, the Church considers them enemies of mankind.

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

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

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

Hindrances: Various

Edges: Arcane Background (Psion)

Gear: Molecular knife (Str+d4+2, AP 2).

Special Abilities:

- * **Variable Ability:** Once a psion reaches puberty,

his psionic power can never increase. Draw a card to determine the Psionic skill die. Clubs is a d4, diamonds a d6, hearts d8, and spades d10. A Joker means the psion is extremely powerful and has a d12 and the Mentalist Edge. For other suits, a face card indicates the psion has the Mentalist Edge, regardless of his Psionics die.

- * **Variable Powers:** A typical rogue psion has 1d3 powers. These can be chosen by the WM or determined randomly. For the latter, roll 1d20 for each power possessed and count off the psion's list on page 40.

- * **Variable Power Points:** A rogue psion has 10 + (1d4*5) Power Points.

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.

Although only 25mm SBACulas have been encountered so far, the Rephaim are undoubtedly experimenting with the heavier 50mm SBACs as well. If they ever equip them with Jericho cannons, the Rephaim would have a very effective mobile anti-tank weapon.

SBACula is a nickname given to these creatures by the Knights. History has already forgotten which wag dreamt up the name, but he or she had no doubt read the old book *Dracula*, and created an amusing, if highly inaccurate, pun.

If a WM wants to make a truly challenging SBACula, turn it into a Wild Card and add the Marksman and Steady Hands Edges as well.

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.

SENTRY SKULL

Sentry skulls are human skulls given a limited intellect through arcane rituals. They serve primarily as spies, though they can defend themselves if attacked. The Rephaim seed the lands around their mausoleums with countless skulls, any one of which could be a sentry skull.

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

Skills: Fighting d6, Intimidation d8, Notice d10, Stealth d6, Taunt d8

Pace: 0; **Parry:** 5; **Toughness:** 5

Special Abilities:

- * **Flying:** Pace 6.
- * **Headbutt:** Str.
- * **Scream:** A skull can emit a terrifying scream. This functions as the *fear* power. The skull uses its Spirit as its arcane skill and has 10 Power Points.
- * **Shared Senses:** The creator of a screaming skull can use its senses as if they were his own. Sharing senses requires concentration and gives a multi action penalty to the creator (but not the skull).
- * **Size -2:** Screaming skulls are the size of a regular skull.
- * **Small:** Attackers are -2 to attack rolls against a skull because of its size.
- * **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.

SIPHON

Siphons have the appearance of imps—short, chubby, and with (nonfunctional) batlike wings. Their one purpose is to store necromantic energy, which Rephaim skilled in the ways of necromancy can tap. This saves the necromancer having to deplete his own valuable stores. Knights have taken to calling these beasts “familiars.” Whether these creatures are a natural form of Rephaim or the result of a liche’s deranged experiments is open to debate—the Lazarites haven’t managed to capture one yet.

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

Skills: Fighting d4, Notice d6, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 5

Special Abilities:

- * **Nimble:** Siphons aren’t skilled combatants, but they know how to avoid trouble. They have the Improved Block and Improved Dodge Edges.

- * **Siphon:** Anytime a living creature dies within 12” of a siphon, it automatically gains a number of Power Points equal to the target’s Vigor die. A siphon can store a maximum of 25 Power Points. Any Rephaim with the Necromancy skill or a corrupt priest (see *Necropolis 2350*) adjacent to a siphon can use its Power Points as if they were part of its personal pool. Siphon’s serving corrupt priests typically begin with 2d4 Power Points. Those belonging to vampires have 2d6 Power Points, the minions of greater mummies have 2d8, and those bound to liches store 3d8+1 Power Points.
- * **Size -2:** Siphons are the same size as cats.
- * **Small:** Attackers are -2 to attack rolls against a skull because of its size.
- * **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.



SKULL SPAWNER

Skull spawners are hideous, monstrosly-long, gray worms from the Dark Dimension. Fed on corpses, they somehow (no one has caught one alive for study) imbue the skull of their victim with potent necromantic energy, and spit it out of their rear end as a doom skull.

Luckily, only a relatively small number were brought to Salus by the Rephaim, and of these a tiny percentage have reached maturity. As the war drags on, though, so more of these vile creatures will be hauled to the front lines.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+10, Vigor d10

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 21 (4)

Special Abilities:

- * **Armor +4:** Thick layers of fat.
- * **Bite:** Str+d8.
- * **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- * **Greater 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. Ignores wound penalties.
- * **Hardy:** The creature does not suffer a wound from being Shaken twice.
- * **Huge:** Attackers add +4 to attack rolls when attacking a spawner due to its size.
- * **Size +8:** Skull spawners are 25’ long.
- * **Skull Spawn:** Each round, as an action, a spawner may create 1d4 doom skulls (p. 78).
- * **Slam:** Skull spawners attempt to rise up and crush their prey beneath their massive bodies. This is

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an opposed roll of the creature's Fighting versus the target's Agility. If the spawner wins, the victim suffers d12+18 damage.

- * **Thermal Vision:** Halves penalties for bad lighting when attacking living targets.

STYGIAN KNIGHT

Clad in jet-black Stygian armor and armed with weapons swathed in necromantic energy, Stygian knights serve as elite bodyguards to liches (and important greater mummies and vampires). Beneath their rune-inscribed armor is a mummified corpse with burning green eyes and elongated teeth filed to points.

Black knights are also referred to as crypt knights, crypt wights, shield knights, and death knights by the Rephaim they serve, though all share identical traits. The naming convention seems, like many things within the Dark Conclave, to be a matter of personal choices and one-upmanship.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d10, Notice d6, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 13 (3)

Edges: Combat Reflexes, Improved Block, Improved Frenzy, Improved Sweep, Level Headed.

Gear: Stygian armor (+3), runic greatsword (Str+d10+4, -1 Parry, AP 4, 2 hands)

Special Abilities:

- * **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- * **Baleful Glare:** As an action, a Stygian knight may lift its visor and stare at one foe within 12". The target must make a Guts roll at -2 or roll on the Fright Table.
- * **Fear (-1):** Anyone who sees a Stygian knight must make a Guts roll at -1.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Necromantic Resurrection:** A Stygian Knight is very hard to keep down. Whenever one is wounded by any means other than a Called Shot to the head, area affect attack, or Heavy Weapon, draw a card from the action deck. A red card indicates the Rephaim is disabled as normal and out of the fight. A black card (or Joker) means the Rephaim ignores the damage from the attack.
- * **Self Sacrifice:** Direct attacks against a greater Rephaim adjacent to a Stygian knight are made against the knight instead. With area effect weapons, the Stygian knight provides +2 Armor to its master. If multiple knights are adjacent, the nearest one to the direction of the attack becomes the target. Should two or more be equally close, roll randomly to determine which gets in the way.
- * **Size +1:** Stygian knights stand over 7' tall.
- * **Thermal Vision:** Rephaim halve all penalties

for bad lighting when attacking heat-producing targets.

- * **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.

ZOMBIE, DISEASED, VARIANT I

Diseased zombies can infect the living with a necromantic virus through their bite. Thankfully, they are extremely rare. Note that the disease *can* be spread by blood transfusions between humans.

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

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

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

Gear: Typically a flechette SMG with 2 mags (Range: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), 50% have light armor (+4)

Special Abilities:

- * **Bite:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Infection:** Anyone Shaken or wounded by a bite attack must make a Vigor roll. On a failure, they have caught the zombie "disease." Each hour thereafter, they must make another Vigor roll or gain a level of Fatigue. A failed roll when Incapacitated means the victim dies. He returns in 1d10 minutes as a diseased zombie. The same effect occurs if the victim dies of other causes while infected. Eliminating the virus, which mutates quickly, requires a Healing roll at -4. Only one attempt may be made. *Healing* litanies invoked within 10 minutes also remove the disease. Fatigue recovers at the rate of one level per day when the patient is cured.
- * **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.

ZOMBIE, DISEASED, VARIANT II

The effects of these zombies' bites are more subtle. Victims suffer no feelings of lethargy, nor do they show any physical signs of illness. This makes the Variant II zombies a more insidious threat, for until victims die, they continue to carry the disease. Note that the disease *can* be spread by blood transfusions between humans.

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

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

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

Gear: Typically a flechette SMG with 2 mags (Range: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), 50% have light armor (+4)

Special Abilities:

- * **Bite:** Str+d4.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Infection:** Anyone Shaken or wounded by a bite attack must make a Vigor roll. On a failure, they have caught the zombie “disease.” When an infected victim dies, he returns as a zombie in 1d4 rounds. The disease remains in the victim’s blood unless he receives a *healing* litany within 10 minutes or undergoes a complete blood transfusion (takes 24 hours).
- * **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.

ZOMBIE, GRENADIER

Zombie grenadiers provide support to Rephaim troops through a variety of grenades launched from a Brimstone. They aren’t accurate marksman, but Rephaim commanders are far less worried about friendly fire incidents than their human counterparts.

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. Though still poor marksmen, their Maximus’ increased magazine means the grenadiers can inflict more devastation.

GMs who want to use skeleton grenadiers need simply add the gear and Grenades special ability to the base skeleton stat block.

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, 5 rounds); 50% have light armor.

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 d20 and check the sidebar.
- * **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, NAPALM

Napalm is, in many ways, the Church’s greatest weapon, for the Rephaim have no resistance to fire. At least that was true until liches began new experiments on the corpses of innocents accidentally burnt to death by napalm.

Napalm zombies seek to wrap their arms around an enemy and then burst into flames, engulfing their victim.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidate d6, Notice d10

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- * **Fear (-2):** The blackened appearance and flaking skin are terrifying to behold.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Flaming Touch:** Any character hit by a Touch Attack

RANDOM GRENADES

As the *Necropolis* timeline advances, so other types of grenade become available. Zombies don’t get any smarter, though. Use the table below to determine the grenade a grenadier fires during different years. Find the appropriate year column, roll a d20, and cross reference the die result to find the grenade fired.

Grenade	2350	2351	2352	2353	2354+
Monofilament	1–10	1–8	1–7	1–5	1–4
Incendiary	11–15	9–10	8–9	6–7	5
Starshell	16	11	10	8	6
Baton	17–18	12–13	11–12	9	7
Smoke	19–20	14–15	13	10	8–9
Canister	—	16–17	14–15	12–13	10–11
HEAP	—	18	16	14	12
HEDP	—	19	17	15–16	13–14
Stun	—	20	18	17	15
Foam	—	—	19	18	16
Incendiary II	—	—	20	19	17–18
Defoliant	—	—	—	20	19
Screamer	—	—	—	—	20

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(+2) from a napalm zombie automatically bursts into flames, taking 1d10 damage per round. This ignores armor, except for fully-enclosed suits.

- * **Immunity (Fire):** Napalm zombies are immune to all fire- and heat-based attacks.
- * **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.
- * **Weakness (Water):** Dousing the horrors in at least a gallon of water or squirting them with a fire extinguisher does 2d6 damage to the creatures. A water cannon, such as that on the Kutiel, inflicts 2d10 damage.



ZOMBIE, PSION

With the Union preferring to keep its psions safely out of harm's way, the Rephaim have had little contact with psions. The few experiments that have been conducted on captured psions have proven beyond any doubt that psionic activity does not fade with death. So long as the brain is intact, a psion raised as a zombie retains its powers. These rare Rephaim are always encased in armor to protect them as long as possible.

To date, none have been employed against the Union—the Rephaim are under the belief psions can somehow cancel each other's powers.

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

Skills: Fighting d4, Notice d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 13 (6)

Hindrances: —

Edges: Arcane Background (Psion)

Gear: Medium armor (+6)

Special Abilities:

- * **Brain Boost:** A zombie psion which moves adjacent to a dead human killed in this round or the previous one can scoop out and devour the part of the brain responsible for psionics. This requires a complete round, during which time the zombie may take no other actions, including movement. After devouring the brain (part of the full round), the zombie psion increases its Psionics skill die by one die type (max d12+2) for the next three rounds. Eating multiple brains does not produce a cumulative increase, but each brain portion extends the duration for another three rounds.
- * **Greater Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage (except as noted below). Immune to poison and disease. Piercing weapons do half damage. No wound penalties.
- * **Thermal Vision:** Halves penalties for bad lighting when attacking living targets.
- * **Variable Ability:** Once a psion reaches puberty,

his psionic power can never increase. Draw a card to determine the Psionic skill die. Clubs is a d4, diamonds a d6, hearts d8, and spades d10. A Joker means the psion is extremely powerful and has a d12 and the Mentalist Edge. For other suits, a face card indicates the psion has the Mentalist Edge, regardless of his Psionics die.

- * **Variable Powers:** A typical zombie psion has 1d3 powers. These can be chosen by the WM or determined randomly. For the latter, roll 1d20 for each power possessed and count off the psion's list on page 40.
- * **Variable Power Points:** A zombie psion has 10 + (1d4*5) Power Points.
- * **Weakness (Head):** Each time a zombie psion is Shaken or wounded by a Called Shot to the head, reduce its Psionic die one step. When it drops below d4, the zombie loses its psionic powers permanently.



ZOMBIE LORD

Not all zombies are mindless. The zombie lord is an intelligent zombie, capable of creating new zombies with a single touch of its rotting hands. Despite their powers, they are considered to rank below vampires, serving more as recruiting sergeants than officers.

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

Skills: Fighting d8, Guts d10, Knowledge (Arcana) d8, Necromancy d10, Notice d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- * **Death Touch:** The touch of a zombie lord can drain the life of its victims. Instead of a normal attack, a zombie lord may make a Touch Attack. Every raise on its Fighting roll automatically inflicts one wound to its target.
- * **Fear:** Anyone seeing the creature must make a Guts roll.
- * **Greater 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. Ignores wound penalties.
- * **Necromancy:** A zombie lord has the *zombie* power and 30 Power Points. Any zombies the lord creates are permanent.
- * **Sire:** A victim Incapacitated by the zombie lord's Death Touch has a 50% chance of dying and returning to life as a regular zombie within 1d4 rounds.
- * **Stench of Death:** Zombie lords reek of death. The first time a character gets within 3" of a zombie lord, he must make a Vigor roll or be Shaken for 1d6 rounds. Whether he succeeds or fails, he is then immune to the stench for 24 hours.
- * **Thermal Vision:** Halves penalties for bad lighting when attacking living targets.

GAMMA FRONT

“Gamma Front” takes the *Necropolis 2350* story to the front lines of Dead Zone Gamma, where a long stalemate between Rephaim, Corporate, and Church forces may soon come to an end.

BACKGROUND

When the armies of the Rephaim first crashed into the Union state of Kobia in 2334, they caught the Corporate defenders at one of their most unprepared points. The Corporations responded quickly to the threat, flinging mercenary companies as cannon fodder in front of the advancing Rephaim armies to buy time for Corporate security forces rushing to establish a hardened line of defense. The Union lost millions of dollars and thousands of soldiers in the eventual showdown, but the Rephaim wave finally broke on the Union’s line.

Eventually, the corpse commanders halted their advance and began to consolidate their gains in the newest Dead Zone. In the intervening years, Rephaim soldiers have kept up steady pressure on the northwestern border of the corporate state of Kobia.

Fortunately for the *Sacri Ordines*, their Preceptories in the New Territories had a strong line of defense, put in place to stop the Corporations from advancing out of Kobia. Church commanders quickly shifted forces to the north, where they helped to contain the flank of the Rephaim advance.

To the west, the Augustine Territories actually had much weaker defenses and might have suffered the same losses as Kobia if the Rephaim had focused their assault on Church, rather than Corporate, territory. Church commanders gave thanks for being spared in their weakness; Knights and sergeants poured into the area, digging trenches, throwing up bunkers, and laying minefields along a hundred-mile front.

When the Rephaim assault on Kobia eventually ground to a halt, the corpse commanders turned their attention east but made no gains in the face of stiff resistance from the Knightly orders.

Church commanders talked at first of a counterattack, but a Rephaim drive towards the city of New Budapest, foiled only after heavy fighting in 2336, drew away the *Sacri Ordines*’ attention and resources.

Instead, a long stalemate settled over the battlefield as each side reinforced its position. Frequent border skirmishes take place, and the Rephaim trade small slices of border territory with both the Church and the Corporations in short-lived campaigns initiated by each side, but neither the corpses nor the human forces have made any serious gains.

Younger citizens in Kobia and the Church territories have grown up in the shadow of Dead Zone Gamma, and only a few of the defenders stationed in the Kobia trenches belong to the older class of Corporate vets (hailed as heroes in Union territory) who stood at the bloody “Line of ’34.”

WINDS OF CHANGE

On both sides, new leaders hope to radically alter the situation in the north of Terra Australis. In the Dead Zone, a powerful vampire schemes to drive a wedge between the Church territories and make an end-run around their defenses.

On the other side of the lines, Nicholas Boyle, Grand Master of the *Ordo Verbi Baenedicti*, plans to finally complete a task begun by the founder of his Order: the unification of the Augustine and New Territories. If the Preachers can take firm control of the wedge of land separating the northern borders of the two Church enclaves, the *Sacri Ordines* can dramatically shorten their lines of defense (which currently stretch down each zone’s flank) and free up forces to push into Dead Zone Gamma.

In order to unite the Augustine and New Territories, the Preachers will have to build a line of Preceptories stretching along the highway that runs for hundreds of miles from Kobia, in the west, through the New Territories, across the unclaimed lands, and down into the Augustine Territory.

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Church maps designate the track as the “Augustine Way”; locals simply refer to it as the “Big Road” or the “Main Road.” The Augustine Way has a major bridge which crosses the River Wye. That bridge makes the road very important, since the next closest river crossing capable of handling heavy vehicles lies fifty miles to the south.

THE MISSION

In *Necropolis: Gamma Front* the characters all hail from the *Ordo Verbi Baenedicti*, otherwise known as the “Preachers.” This group of Knights has a challenging mission: they must gather local support and construct one of the new Preceptories in the wedge of unclaimed land separating the Augustine and New Territories.

Multiple challenges await the Knights, who must win over hearts and minds in local villages, turn local militias into an effective garrison force, and hold off a powerful new Rephaim force, the “Black Legion.”

Other groups of Knights throughout the unclaimed lands will pursue similar missions; the player group’s success or failure will stand in for the larger progress of the Order.

SETTING RULES FOR GAMMA FRONT

SUPPLIES

The Preachers have set up a chain of forward operations bases (FOB) to support their campaign along the Gamma front.

Each one provides support for all of the detachments within a two-hundred-mile radius. Supply convoys arrive from the base once a month, carrying ammunition, military supplies, and a 500-miter expense allowance for food and consumables. Local Knight commanders are expected to keep receipts.

The cash is not expected to meet all the Knights’ needs; each forward Preceptory is expected to build its own support base in the local community, sustaining its operations through the tithes (money, food, services) of local believers and by recruiting new converts.

When necessary, local commanders will receive their orders from the commanders of the forward operating bases. The FOBs also have airstrips, and they offer medevac services for wounded Knights and monthly mail service. The FOB command staff oversees personnel transfers and handles non-routine judicial matters.

CHAIN OF COMMAND

The chain of command along Dead Zone Gamma is a little unusual as a result of circumstances. Many of the

units along the front will start out with only a Senior Knight in charge of a single lance. As they convert the local communities over to the Church’s cause and build new Preceptories, these Knights may receive field promotions to reflect their success.

Alternatively, the FOB reserves the right to assign new, higher-ranking officers to take charge in places where the original commander has failed to complete his mission. The ranking officer of the FOB is a Field Master, and he has authority over all Preceptories created in the FOB’s area of operations.

FIRE SUPPORT

Because of the large distances between bases along the Gamma front, fire support along the front is considerably less reliable than in other areas of operation.

Each FOB houses a few MLRS units for providing over-the-horizon fire support, and each base keeps a Deliverance bomber loitering in the airspace over its area of operations at all times. Air controllers can also occasionally divert Angel dropships from delivery runs to provide fire support. The Order also has a few Scourge bombers on call.

Instead of rolling on the Support Table, Knights calling for fire support along the Gamma Front should roll on the Gamma Zone Fire Support table to see what is available.

Note that in addition to restricting the list of available support the Gamma Zone table has altered values for the Delay and Bingo dice to reflect the long distances on this battlefield.

GAMMA ZONE FIRE SUPPORT TABLE

d8	Type	Delay Die	Bingo Die
1-2	Goliath 200mm MLRS	d6	d4
3-4	Goliath 300mm MLRS	d6	d4
5-6	Deliverance Bomber	d10	d6
7	Angel Dropship	d8	d4
8	Scourge Bomber	d8	d4

LOCAL SUPPORT

Building a new Preceptory is about more than establishing a military base. Knights will have to cultivate local support if they expect to succeed in bringing the area under Church control—this is a “hearts and minds” operation.

To capture this element of the *Gamma Front* campaign, the War Master should keep track of the Knights’ “Support Level” in each of the five communities in their area of operations. To describe the various Support Levels, *Gamma Front* uses the terms from the *Savage Worlds* Reaction Table: *Hostile*, *Uncooperative*, *Neutral*, *Friendly*, and *Helpful*.

When role-playing interactions in town, remember that not every citizen will have the same reaction to the

Knights; the Support Level simply captures the general feeling of the town's residents towards the Knights and their mission.

Hostile: A hostile town is extremely resistant to the Knights and their mission.

Townsppeople will not allow the Knights to build an outpost in the area, and they will not sell goods or services to the Knight, even if the Knights offer exorbitant remuneration. They will balk at giving the Knights overnight accommodation, and most residents will refuse to have dealings with the outsiders.

Hostile communities usually have a specific reason for disliking the Knights; the community may have made arrangements with enemies of the Church, or the community may be extremely fearful of outsiders, or the community may have been overtaken by heretics.

Uncooperative: An uncooperative community does not wish to deal with the Knights or support their mission.

Members of uncooperative communities often fear that having an outpost in their area will draw unwanted attention (and possibly attacks) from Rephaim or Corporate forces. Often, the resistance to the Knights' mission comes from a few particularly pugnacious members of the community; the majority feels indifferent to the Knights and their cause and seeks only to appease the rabble rousers.

Uncooperative communities will not provide the Knights with property for an outpost, but a member of the community might rent some space out for an exorbitant price. Likewise, the Knights cannot collect tithes in an uncooperative community, but they might be able to purchase overpriced goods or services.

Neutral: A neutral community is indifferent towards the Knights and their mission.

The Knights can generally rent property for an outpost in a neutral community, and members of the community will sell goods and services to the Knights at regular rates.

Neutral communities often include a few individuals who actively support the Church and a few members who actively dislike it. Church supporters may provide a little bit of support in the way of tithes and offerings, but the Knights will not be able to raise enough support to sustain their mission.

Friendly: Friendly communities include many Church members who will support the Knights and their mission.

Whether new converts or long-time followers, the citizens of a Friendly town will provide the Knights with enough tithes (often in the form of goods and services) to sustain a small outpost in the area, and they will welcome the Knights' involvement in the community.

Members of the local militia might also ask the Knights to organize or oversee their operations, although such organizations may or may not be trustworthy as allies in battle.

Helpful: A Helpful community has placed itself under the control of the Church and joined the Preceptory.

In addition to providing support to the Knights in the form of tithes and services, the Order can expect to get new recruits (joining the ranks as either sergeants or squires) from a Helpful community at approximately the rate of one person per hundred members of the population per year. Dedicated recruiting operations can raise these numbers.

Additionally, the members of the local militia are treated as a sub-unit of the Preceptory, training regularly with the local Knights and operating under the command of an officer of the Sacri Ordines.

At the beginning of the *Gamma Front* campaign, one of the five communities, Broken Bough, is Friendly. The central community, New Cardiff, is Neutral, and Two Fork, to the north, is Uncooperative (mostly because of the community's pre-existing relationship with the Church's mortal corporate enemy, Asgard). The corrupted communities of Turin and Johnstown are Hostile to the Knights and their mission.

It is important to note here that negative community attitudes do not necessarily amount to an open rejection of the Church. Turin, Two Fork, and Johnstown all have Church representatives in their communities, but for various reasons these communities are all opposed to allowing the Church to expand its authority and its military presence into their area.

RAISING SUPPORT

To successfully complete the *Gamma Front* campaign, the Knights need to accumulate enough local support to weld the five local communities into a new Preceptory. The Order hopes to eventually construct a base in New Cardiff and establish outposts in the surrounding communities, but the Knights will need new tithes and new recruits before they can complete this task.

The Preachers do not have enough soldiers to simply take over every community in the massive swath of unclaimed territory that lies along the border of Dead Zone Gamma; instead, they are relying on the Knights to win over the local communities to the cause.

When the Knights succeed in raising the Support Level of a community to Helpful, that community joins the Church and is added to the new Preceptory.

Gamma Front uses a points system to keep track of the Knights' efforts in a community. It requires a number of Support Points equal to **three times the number of Knights** to raise the Support Level in a community. If fewer than four players are participating in this campaign, we suggest that the War Master allow the players to control a few Extras, so that a minimum of four Knights are participating in the campaign.

Support Points involve a little bit of accounting; the War Master should track the number of Support Points that the Knights have earned in a given community from session to session, raising the town's Support Level when the Knights have earned an appropriate number of points.

Knights can earn Support Points in a variety of ways.

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Completing a mission that benefits a town or repulsing a Rephaim attack is an easy way to earn points; participating in community activities can also earn goodwill for the Knights.

It is important to keep in mind the character of a community when determining what activities will allow the Knights to earn support points. Hosting a Harvest Festival in the Friendly town of Broken Bough is an easy way to earn points with the community, but few people would attend the event in Two Fork without some sort of motivation, and the oligarchs of Johnstown would actively (though secretly) prevent people from attending a Church festival in their town.

An easy way to earn Support Points is to curry favor with local leaders. Winning the confidence of a prominent member of the community (converting him or her to “Friendly” on the Savage Worlds Reaction Table), such as the head of the local militia or the town watch, is always worth one point; converting such a person over to the Knights’ cause (“Helpful” on the Reaction Table) is worth two points.

It is also possible, of course, for the Knights to lose

Support Points, by angering the locals or failing to live up to expectations. A Helpful community will not try to break off from the Preceptory if its Support Level drops, but tithes and recruitment will fall.

Earning Support Points is a role-playing challenge that forces players to think about the politics and needs of a community. In places like Turin and Johnstown, the Knights may have to do some investigation into the underlying reasons for the community’s hostility in order to bring it into the fold, and they may eventually have to wrest control of the community from agents of evil or convince the people in power to switch sides.

The clock is ticking on the Knights’ efforts; when the Black Legion begins its offensive, it will take the combined resources of all five communities to resist the corpses’ advance.

SERGEANTS

The Knights in this campaign will not have the administrative or combat support of sergeants. Instead, the Order expects Knights to use members of the local communities to support the cause.

Enlisting locals and working alongside them in the support roles (cooking, cleaning, upkeep of the grounds, etc.) at the fledgling Preceptory gives the Knights an opportunity to build a rapport with members of the local community. It also reinforces their role as humble servants of the Church, rather than invading overlords.

Likewise, incorporating, rather than replacing, local militias and town watches as defensive forces makes it possible for the Order to extend its military reach far wider than it could if it had to fully staff and defend every outpost.

As the Knights establish outposts in more towns, the FOB staff will assign additional members of the Order as needed to maintain an appropriate level of operational support (generally speaking, two Knights per town) throughout the new Preceptory.

LOCALS

Most of the communities in the Knights’ area of operations will have some sort of town watch or militia group. The War Master should take time to personalize local people with whom the Knights will regularly interact—give them names and a personality trait or two.

For more thoughts on this process, check out the notes under “Allies” in the “Situational Rules” section of the *Savage Worlds* core rules.

Local militia members who join the



Knights and fight alongside them regularly should have the opportunity to level up, as described by the core rules.

For basic stats of local citizens and militia members, start with the entries from the *Necropolis* setting book and customize as necessary. Citizens in some communities carry alternate equipment—see the “War Master’s Notes” for each town, below.

LAY OF THE LAND

The Knights’ area of operations includes five villages: Johnstown, New Cardiff, Two Fork, Turin, and Broken Bough. The villages lie in a cluster along the River Wye, in the center of the swath of land that technically remains “unclaimed.”

In reality, of course, settlers have already claimed this land, but they have not aligned themselves with either the Church or the Union. Building a Preceptory in this area would represent a major tactical gain for the Preachers.

Very few bridges span the wide, fast-moving River Wye, which runs northeast across the plain and eventually spreads out to form a rainforest basin on the edge of Terra Australis, deep inside the Dead Zone. The Wye creates a significant natural barrier to travel across the region.

The large road running through New Cardiff represents the current northernmost crossing. Military planners in the *Ordo Verbi Baenedicti* hope to expand the road into a military artery that will allow them to rapidly move forces along a unified northern front.

Unfortunately, the Rephaim also recognize the value of the road and the bridge, and have laid plans to capture it. Corpse forces have never made a heavy assault in this area, which lies far from the territories (and defensive lines) of their major military opponents. A vampire lord, Larcinius Nolen, did advance into the area with a small army in 2341, but he stopped short of the river and New Cardiff.

For the Church, the region would also represent a major economic gain. The area, which lies in the warm, sun-drenched band just south of the equatorial belt, has warm seasons that allow for year-round agricultural production, and the River Wye’s wide floodplain has a deep layer of nutrient-rich soil perfect for farming.

If the Preachers succeed in taking control of the area, a wave of peasant settlers brought from the Augustine Territory’s overcrowded cities will rapidly turn it into the breadbasket of the Augustine and New Territories.

BRIEFINGS

Each briefing includes two sections: the “Basic Intelligence” and the “War Master’s Notes.”

The Knights have access to all of the information in the “Basic Intelligence” section, provided by the Ordo’s internal intelligence service.

Knights can discover the information in the War Master’s section through appropriate skill checks, intelligence-gathering efforts, encounters, and missions.

BASIC INTEL: NEW CARDIFF

The largest of the region’s five settlements, with a population of approximately a thousand souls, New Cardiff is a bustling market town. On every fourth Thursday vendors can rent stalls in New Cardiff’s large, open-air market; the market closes on the following Monday. Farmers come from all of the surrounding towns with loads of fresh produce, and traveling merchants hawk their wares both in the market and out of overstuffed carts and trailers.

Many craftsmen also live in New Cardiff, and farmers coming to town for market often take the opportunity to purchase manufactured or luxury goods not available in their own towns, like tools, jewelry, expensive furniture, and books.

The line described on Church maps as the “Augustine Way” runs northwest from Broken Bough, through New Cardiff, and across a metal trellis bridge over the River Wye on the edge of town; the road turns sharply west on the far side of the river. Locals refer to the paved, two-lane highway simply as the “Main Road.” Packed dirt shoulders line the sides of the narrow road.

Local traffic dominates the road, but convoys running from the Augustine Territory to the New Territories occasionally snake through the area. Travelers encounter a mixture of motorized and animal transportation along the lanes; wealthier farmers can afford trucks, but many of the smaller family farms still use donkeys to pull their produce wagons.

A smaller, packed-dirt throughway, the River Road, also runs through New Cardiff. As its name suggests, the River Road runs alongside the Wye, connecting New Cardiff with Johnstown, Two Fork, and Turin.

WAR MASTER’S NOTES

Mayor Atticus Sweeney presides over New Cardiff. He has held the office for ten years, winning three elections in a row, and enjoys a high level of popular support. Sweeney owns a stake in the market, and New Cardiff has prospered during his tenure. The mayor is a vain, greedy man, but he is a consummate politician, and he keeps the right people happy.

New Cardiff has a population of roughly a thousand citizens—enough to support a church and a full-time priest. The lovely stone building overlooking the river on the northern edge of town does not, however, fill up on Sundays.

Knights attending services will have no trouble ascertaining the cause of the town’s spiritual malaise: Father Corgin, the local priest, spends most of his homily alternately excoriating the parishioners for their sins and lamenting the small size of their tithes and the poverty of

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his church. Corgin's congregation only swells on market weekends (see the entries for Broken Bough and Johnstown). The priest erroneously views this fluctuation as proof of both the value of his preaching and the wickedness of his community. Knights will find that Father Corgin has made himself a major obstacle in their campaign to win hearts and minds in the city.

Boris Karlinsky is the captain of New Cardiff's town watch. The group doubles as both a militia and, when necessary, a local police force. Karlinsky is the town's only full-time law enforcement official. Smart and capable, Karlinsky would make a powerful ally for the Knights, but the captain is very proud and may resent newcomers whom he sees as supplanting him. For Karlinsky's stats, check out the "New Arrivals" mission, on the Triple Ace Games website.

The Rephaim have not mounted a major assault in this area, but the corpses have sent several raiding parties to New Cardiff. Since the Rephaim zone of control lies on the far side of the river, Karlinsky's militia has erected bunkers and some simple earthworks on both the near and far sides of the Wye bridge.

A few members of the town watch man these simple defenses at all times, in six-hour shifts. In the event of an attack, the militia members try to delay the enemy at the bridge, keeping them out of the town long enough for help to arrive.

BASIC INTEL: TWO FORK

As its name suggests, Two Fork sits at a fork in the River Wye. The town has a small copper mine, but most of the locals are peasant farmers. More an outpost than a town, Two Fork has a population of roughly three hundred people, most of whom live on small agricultural plots scattered around the countryside.

Two Fork has a single small church, overseen by Father Joseph Conrad. Young and earnest, Father Conrad has a friendly demeanor, and folks in town generally like him, but he has not exactly captured the art of public speaking. Church services tend to draw very small crowds of ten or twenty people.

Conrad does make his presence felt, however, by making rounds every day to visit the sick and by keeping his door open at all hours for conversation and counseling. He also shows up regularly in the local tavern to have a pint with the miners and farmers.

Two Fork originally sat at a crossroads. The River Road connects the town to Turin on one side and New Cardiff on the other. A covered bridge, which resembles an elongated wooden barn, crosses the "Little Wye"—the small eastern fork of the Wye, which runs into a lake far to the east of Turin.

The second path, known now as the "Old Road" because it has fallen into disuse, used to run north out of Two Fork and across the River Wye. Marked only by packed dirt and a few wooden signs, the Old Road con-

nected the town to settlements that have fallen to the Rephaim.

When the corpses began to advance south, worried residents in Two Fork made a decision to burn the bridge's supports. For a time, they operated a ferry system across the Wye for refugees coming down from the north, but no traffic has crossed the Wye in that direction for more than seven years. The Old Road still connects Two Fork to Broken Bough, in the south, but members of the two communities have little reason to visit one another.

WAR MASTER'S NOTES

Because of its small size, Two Fork has a very informal system of administration. The town does not have a mayor. By virtue of age and tradition, the cantankerous Silas Casser holds the title of headman and negotiates with outsiders on behalf of Two Fork. Casser can call an official town hall meeting any time the community faces a major issue, and the citizens make a decision based a raucous application of small-scale democracy. Casser also serves as the judge in local disputes.

Brock Overby heads up the Two Fork town watch. Unlike his counterpart in New Cardiff, Overby does not have a full-time position, but the town watch does handle law-enforcement duties on the very rare occasions of trouble. Two members of the watch keep vigil in a tower on the banks of the Wye at all times. The tower stands beside the remains of the Old Road bridge; watch members can trigger a loud siren in the event of an attack, and they have a small two-way radio for reaching Overby.

Rephaim patrols have occasionally exchanged fire with members of the watch, but Two Fork has never faced a substantial assault by the corpses, who have little reason to waste the effort on crossing the river. The residents of Two Fork worry about an eventual attack, however.

In an effort to protect their town, the residents of Two Fork have struck a deal with Asgard. Asgard has hand-somely outfitted the town residents with weapons and body armor, and a traveling Asgard technician stops by twice a year to do maintenance and fix equipment. In return, the copper mine sells all of its production to Asgard at a discount. A corporate truck rolls in once a month to pick up the copper ingots. Asgard loses a little bit of money on the deal, but the company does not mind the loss.

Corporate planners know that the Church will eventually try to expand into this territory, and they want to throw a wrench into that process by making Two Fork dependent on Asgard's largesse (also, by putting the town in violation of Church laws that ban weapons for civilians).

BASIC INTEL: BROKEN BOUGH

The tiny hamlet of Broken Bough squats southeast of New Cardiff, where the Old Road crosses the highway.

Three buildings comprise the “town” of Broken Bough: a wooden public house, which keeps three rooms for rent on its second floor, a combination dry-goods store and fuel stop, and a tidy, wooden church building with a small adjoining parsonage. Only a hundred or so people—most of them farmers—call Broken Bough home.

WAR MASTER’S NOTES

A lay-minister, Angel Jimenez, shepherds the flock in Broken Bough. “Pastor Jimenez” enjoys enormous popularity in the community. Friendly, easygoing, and intelligent, Jimenez, his wife, and his daughter work a small agricultural plot behind the parsonage. The members of this community have wholeheartedly embraced the faith, and the entire community comes to Sunday services.

Although they have little in the way of money, the peasants of Broken Bough tithe heavily of their time and resources. The church building always looks clean and bright, and the Jimenez family never wants for fresh produce.

Broken Bough’s dedicated residents even attend the church at New Cardiff, when they happen to spend the weekend there, although the parishioners generally agree that Father Corgin compares rather unfavorably to Pastor Jimenez.

The community will generally welcome the Knights with open arms. A local boy, Li Jiang, recently completed his training with the Templars, and homemade posters and yard signs of the newly-minted Knight sitting in the cockpit of an Archangel assault ship decorate walls and yards all over the area. Members of the community will eagerly gather around for any news that the Knights can offer about the larger war with the Rephaim.

Broken Bough does not have a formal watch; it has never come under attack from the Rephaim. Many families do have a rifle or shotgun for use on their farms. In a dire emergency, roughly forty people could muster to fight, but only one person in the town, Carson Teller, has any combat experience or training. Teller served as a sergeant in the Templars until a battle-wound left him with a permanent limp and an eye-patch. Carson is a respected member of the community, and a major Church booster. He enjoys telling war stories.

BASIC INTEL: JOHNSTOWN

Johnstown lies southwest of New Cardiff, connected to the market town by the River Road. The village proper has approximately a hundred residents, including a large dry-goods store, several shops, a church building, and a bank. These services support a larger agricultural community in the land surrounding the town. Johnstown radiates prosperity, with well-dressed residents and more light trucks than animal-carts on the road. The town takes its name from the current pope, who visited the town on a pass-through tour in 2332.

Johnstown’s prosperity comes from the success of its large agricultural plantations. Huge farms surround the town, and these fields, unlike the family plots tended in the rest of the region, are monoculture cash crop operations.

Ninety percent of the land under cultivation in Johnstown belongs to eight plantations; tobacco is the biggest cash crop, but two of the planters run large vineyards and orchards.

WAR MASTER’S NOTES

The plantations may have brought prosperity to Johnstown, but the town has sold its soul in the process.

In the years prior to the Rephaim invasion, Johnstown closely resembled Broken Bough. When the corpses moved into the area, however, a wave of refugees flowed south along the River Road. These families had lost everything—their land, their homes, and their livelihoods.

A small, ruthless group of men and women on the Johnstown city council saw an opportunity and seized it. They constructed barracks on their lands and invited refugees to stay in Johnstown. In return for food and shelter, the refugees would agree to work their benefactors’ fields on five-year contracts.

Those five-year contracts very rapidly morphed into economic serfdom. With a ready supply of cheap labor at hand, the planters switched over to labor-intensive cash crops and put many acres of previously-unused land under cultivation.

Refugee families suffered under harsh working conditions and meager food allowances. Contracted workers could theoretically leave at the end of their tenure, but planters found a variety of devious ways, ranging from violent coercion to land-for-labor schemes, to extend contracts and keep their workforce. Refugees leaving the farms have, after all, virtually nowhere to go.

Of the four hundred or so persons scattered about the countryside around Johnstown, seventy-five percent live as impoverished workers on one of the eight major plantations.

Johnstown’s tobacco and fruit products have developed a good reputation. The local economy cannot, however, support this type of cash-crop operation

Johnstown’s economic model works because the oligarchs on the town council struck a deal with PaxFarm, a smaller agricultural member of the Union of Corporations.

PaxFarm has an intake center approximately a hundred miles to the south of Johnstown, on the banks of the River Wye. PaxFarm barges motor up and down the Wye, collecting agricultural products from Johnstown and other communities along the river. The corporation then ships the material into both Kobia and New Pittsburgh.

Almost all of the river traffic involves cash crops; PaxFarm grows less-profitable staples, like grain and produce, on industrial farms inside the boundaries of the corporate territories.

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PaxFarm has succeeded in making its suppliers totally dependent on their patron. The company pays the Johnstown planters in both gold and supplies, including tools, seed, and artificial fertilizers.

PaxFarm traders also give the planters access to corporate luxury goods and supply the planters with weapons. Each plantation has a small force of ten or twelve well-armed overseers—essentially a goon squad to keep the disgruntled laborers in line.

Plantation owners rely on PaxFarm for protection and have signed a defense contract with the corporation. In the event of an emergency beyond the abilities of their goon squads, plantation owners can contact the PaxFarm supply center for reinforcements. A corpse attack would certainly constitute such an emergency, but the Rephaim have never come this far south.

In truth, the planters fear a large-scale uprising of their ill-treated labor force. Insofar as knowledge of the Johnstown situation has reached other communities (and the planters attempt to keep that from happening), they know that other towns find their social model distasteful, and the planters do not expect support from the New Cardiff or Two Fork watches.

The plantation system has corrupted Johnstown to the core. Johnstown's rector, Father Jacob Brown, has considerably more loyalty to the town council than to the Pope.

Churchgoers in Johnstown can afford to tithe handsomely, but their fat Father preaches little more than a prosperity gospel, and their faith has little depth. This community will not sacrifice much of anything for Mother Church. Laborers do not attend Sunday services.

Instead, Father Brown preaches short services in chapels on the plantations; the planters know better than to allow their disgruntled workforces to gather in one place each week. Brown takes dinner with his planter hosts after his nightly sermons, most of which concern the importance of hard work and obedience to one's superiors.

A town council runs Johnstown. Council members theoretically earn their seats in elections, but in reality the eight major planter families each hold a seat. The council has not had a non-planter member in thirteen years, a reality kept in place by voting laws that allow only major property owners to participate in local elections.

PaxFarm has the group firmly in its pocket, and the council will strongly resist any effort of the Knights to put the town under Church control. The corporation does not want to lose its tobacco supplier, and the Union wants to check the Church's expansion efforts.

Johnstown's plantation system flies squarely in the face of Church law and agricultural policy, which favors scattered peasant farms over large-scale plantations. The Church needs food, more than tobacco, for its overcrowded cities, and Mother Church prefers that her subjects not divide their allegiance (or their tithes) between two masters. Whether the situation can be resolved should make for some interesting gaming.

BASIC INTEL: TURIN

Turin lies at the end of the River Road, in a heavily-wooded zone formed by a split in the River Wye. The wedge of land situated between the Wye and the Little Wye floods regularly, leaving the spongy ground under a blanket of shallow water. Narrow trees, similar to the cypresses of Earth, rise up from the standing water to form a thick forest.

Turin is a company town. A small-scale logging operation, Turin Wood Products (TWP) cuts down the trees and uses its mill, situated on the Little Wye, to produce both lumber and wood-pulp. The founders chose Turin for its trees and its geography; the standing water makes it easy for loggers to move their products from the cutting point to the mill.

TWP employs fifty people, ranging from tree-cutters to mill operators to an accountant. Spouses and children bring the settlement's population to 150 souls. Hugo Turin, the grandson of TWP founder Victor Turin, owns the company and oversees all activities in the settlement.

The company does not maintain a security force, but it has enough guns on hand to arm all of its employees and a small fleet of ten flat-bottomed airboats, used in day-to-day operations, that could evacuate the entire community on short notice.

All of TWP's buildings stand on wooden stilts, eight feet above the waterline. The mill, with its heavy machinery, rests on concrete pilings. TWP provides all of its employees with housing.

Families have small, three-room homes; single employees live in apartment-style barracks. Two teachers oversee cross-grade education in a one-room schoolhouse. A communal dining hall serves three meals a day, and TWP personnel can purchase dry goods at a discount in the company store.

Because of the dangerous nature of the lumber business, Turin actually has a fairly advanced clinic, with a full-time doctor, a nurse, and an excellent collection of equipment and pharmaceuticals. The company also has its own helicopter, which can double as an ambulance.

Employees and their families receive free health care at the clinic. TWP pays its employees tiny wages, but with these benefits, they can live fairly well. The system encourages workers to remain dependent on, and thus loyal to, the company.

TWP does not have a church, but a local hermit leads weekly services in the dining room and also offers after-hours religious schooling for children in the schoolhouse. "Brother Marley" moved into the area some twenty years ago; he lives in a rough shack set on a high spot in the swampy woods to the north of Turin. Marley, like many hermits, has an unusual demeanor, but the people trust him.

WAR MASTER'S NOTES

Brother Marley died nine months ago.

As a part of his plan to invade this region, the Black Legion's commander, Vladimir Rusik, sent a changeling infiltrator into this community. The creature saw an immediate opportunity in the person of Brother Marley. It ambushed and killed the old man as he paddled home after teaching his nightly children's class.

The changeling has undertaken a long-term program to subvert this community. It has already managed to bring the weak-willed Hugo Turin under its influence, and Turin has in turn lured a few of his most ambitious employees into the circle. Worst of all, the creature has worked to subtly subvert the community's youngest members in their nightly classes.

In both cases, the victims adhere to a version of the "Poenaist" heresy, accepting that the Rephaim invasion represents God's judgment on a corrupt world. The heretical circle has grown to include fifteen adult members of the community; they meet once a week for an all-night prayer session to beg God to spare their community.

This belief may not sound dangerous, but it can lead to trouble in several ways. The heretics believe that the Rephaim have not moved south or crossed the River Wye because God has thus far withheld His wrath from these communities. When the corpses begin to advance once again, these folks will not raise a hand to stop them, since they view the Rephaim as an expression of the Almighty's will. They will also not favor aiding the Knights in their mission.

Worst of all, the changeling has already begun to subtly invite a few of its most dedicated new minions to consider "the next step of faith": collaboration with the "agents of God's righteous wrath."

Vladimir Rusik ultimately plans to use these collaborators in two ways: to sabotage the bridge defenses at Two Fork and New Cardiff, and to secretly move a Rephaim force across the Little Wye, thus allowing the corpses to hit New Cardiff from two sides at once (and from a direction where the town has not built defenses).

NEW ORGANIZATIONS

The following new organizations form a core part of the new campaign setting. This information is for the WM's eyes only.

PAXFARM

Corporate Symbol: The letters "PF," drawn as the trunk of an apple tree

Church Stance: Strongly anti-Church

Primary Industries: Food and farm products

PaxFarm is a micro-corporation operating solely in New Pittsburgh and Kobia.

PaxFarm operates industrial farms in Kobia and New Pittsburgh. In addition to producing food products, like beef and grain, PaxFarm harvests non-food agricultural

products, like tobacco, cotton, wool, and pharmaceutical plant extracts (sold as raw material to refiners like Biogen).

PaxFarm began as a subsidiary brand of Agrimax, devoted to overseeing the corporation's operations in the "unclaimed" territories of Terra Australis. When Agrimax moved to market its products to the Church, the corporation spun off its PaxFarm subsidiary to avoid the inevitable conflicts that would arise from PaxFarm's operations in areas claimed by the Pope.

Since receiving its independence, however, PaxFarm has aggressively moved to expand its operations and even to challenge its former parent in the Kobia and New Pittsburgh markets.

A very minor corporation, PaxFarm cannot afford to keep a military-level security force on all of its widespread land-holdings.

In order to protect its lucrative extra-territorial operations, the company has a long-term contract with the Free Legion to provide services in the unclaimed territories. PaxFarm's River Wye receiving center currently has Legio II headquartered on its premises and the Legio's centuries scattered widely throughout the territory at various PaxFarm facilities.

PaxFarm has encouraged cash-crop production, and especially tobacco growers, along the River Wye, and the corporation will resist the Church's efforts to take over the region.

FREE LEGION (MERCENARIES)

Founded in 2335 by veterans of the Line of '34, the Free Legion has a well-earned reputation as the most fearsome mercenary force on Salus.

The Legion began as a small mercenary troop and gradually swelled into a true private army, fielding light armored cavalry and air support for its four sub-units.

In a sense, the Free Legion has grown into a mini-corporation, with major assets and thousands of employees, but the Legion has remained true to its military roots.

Legionnaires forced to retire from combat roles due to age or injury move into the mercenary unit's business offices, and all of the unit's active officers are considered "shareholders" in the organization, with voting rights and "dividends" (a percentage of the unit's yearly profits) in place of a salary.

A soldier wishing to join the Free Legion must pass a rigorous series of tests designed to demonstrate proficiency with weapons and military tactics. In effect, the Legion only wants veteran soldiers to join its ranks, but the organization does not run background checks on its applicants.

As a result, many Legionnaires join the organization in order to "start over" in a new life or escape punishment for prior misdeeds. As one might expect, the Free Legion includes former members of the Sacri Ordines.

The founding members of the Free Legion chose to emulate the organization of the infamous Roman legions

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of Earth. In addition to giving the mercenary company a sense of common identity, the Free Legion's officers hoped to replicate the Church's success in fighting the Rephaim with a mixture of modern and traditional weapons. Legionnaires, like the Knights of the Sacri Ordines, supplement their assault rifles with swords, spears, and shields.

ORGANIZATION

Four independent units, the legions, comprise the Free Legion. Legionnaires refer to their units with the Latin term, *legio*, followed by a number (written as a Roman numeral). Each legion has between four and five thousand fighting soldiers; the entire mercenary company can muster about eighteen thousand soldiers—the Free Legion is huge for a private mercenary organization but tiny in comparison to the Knightly orders of the Sacri Ordines.

Just as in the Orders, individual soldiers serve in various skill positions as combat medics, infantry support,

combat engineers, and the like, based on aptitude and training.

Six to eight Legionnaires comprise a squad, led by a decurion. Ten squads (60-80 soldiers) form a century, headed by a centurion (each centurion has 10-20 support staff). The next largest formation, a cohort, consists of six centuries and is commanded by the senior ranking centurion (referred to formally as the *pilus prior*).

A full strength legion contains five cohorts, and the most senior centurion in the unit receives the honorary rank of *primus pilus* (the “first spear”) and has authority over all five cohorts.

In addition to the five cohorts, each legion also has sizeable air and ground support forces, collectively known as the *auxilia*. The *auxilia* includes, among others, artillery units, the mechanized air and ground forces, dedicated squads of battlefield scouts and engineers, and medical units. None of these units rises above the size of a century, and some, such as the scouts, never form a unit larger than a squad.

A single legatus commands each legion (the combination of cohorts and *auxilia*); the second-in-command is known as a prefect.

The Free Legion hires contractors to handle such non-combat duties as providing food and cleaning facilities. A group of noncombatant legionnaires (usually reassigned from combat duties based on injury or age) oversees the contract employees and looks after the logistical needs of the unit. Its contract policies help to make the Free Legion popular in its areas of operation by creating employment opportunities for local residents.

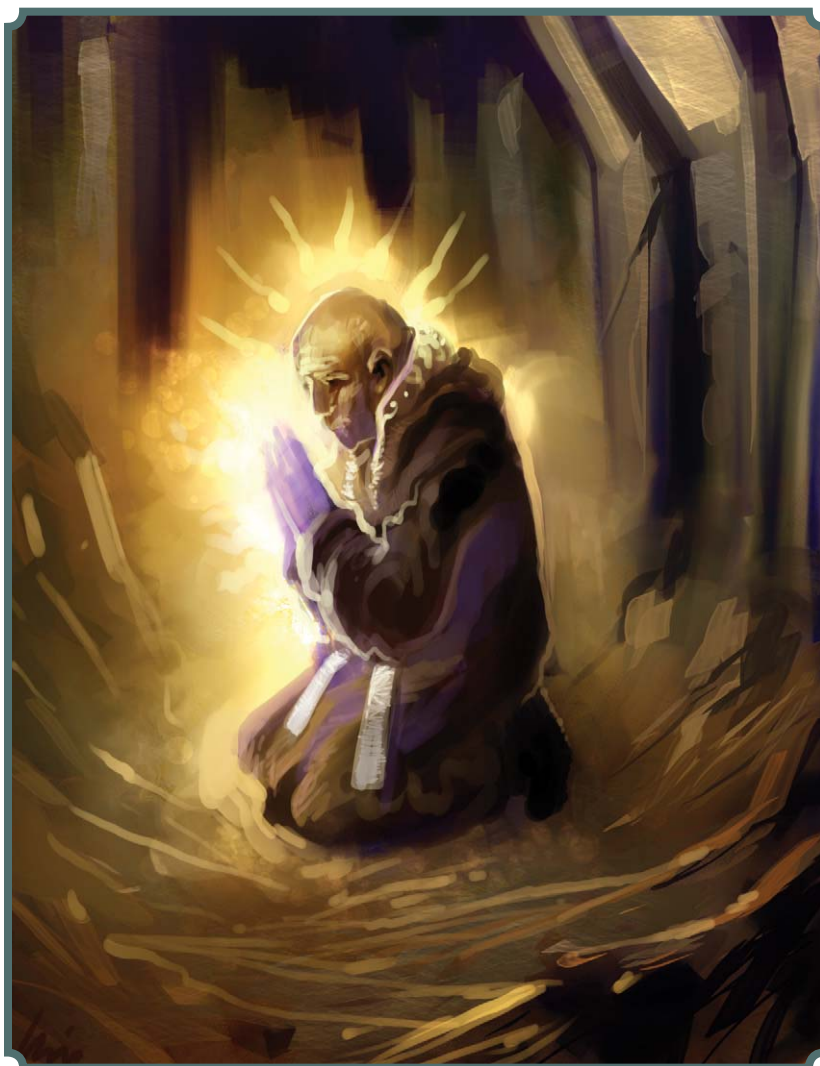
Many Legionnaires have families, and legionnaire families generally travel with the Legio, setting up an encampment of tents and semi-permanent structures in a grid pattern reminiscent of the old Roman outposts. Encampments are orderly, but the nomadic life and the lack of amenities makes this a hard life for noncombatants.

As one might imagine, legionnaire families tend to be a rough-and-ready lot. The legatus technically has authority over all affairs in the family encampments, but almost all of the actual governing in an encampment is normally handled by a council that includes the wives of all officers at or above the rank of centurion.

Encampments are always set up at the Legio's command and/or supply station, well behind the front lines.

LEGION EQUIPMENT

For the most part Legionnaires carry the same equipment as their counterparts in the Sacri Ordines, with specific load-



outs for each battlefield specialty. Several differences do stand out, however.

Firearms – The Free Legion has an exclusive contract with Asgard for the purchase of all of its firearms. Assume that Legionnaires use 12mm Asgard weapons where appropriate.

The Legion's special arrangement with Asgard also means that individual Legions sometimes have the opportunity to purchase small orders of Asgard's specialty ammunition for its 12mm weapons, and a few of the more "innovative" procurement officers in the Free Legion have established their own back-channel sources for High Explosive and Armor Piercing rounds.

Most legionnaires carry SMGs rather than assault rifles, because they need a spare hand for their shields.

Legionnaires normally carry and throw grenades, since SMGs are not large enough to mount a grenade launcher.

Armor and Shield – Unlike Knights, all legionnaires wear the equivalent of "light" armor. Legionnaires receive additional protection in battle from their shields.

The large, curved, rectangular shields represent a combination of ancient and modern technologies. Although they are shaped like the Roman shields of the past, these modern defensive armaments are made of ceramic and carbon-fiber materials. They feature a small view-slit at eye-level that allows a soldier to see ahead of the shield without exposing his head to attack.

Legionnaires use their shields as mobile bunkers; they fully cover a crouching soldier from weapons fire in a frontal arc (shooting still requires a soldier to expose his or her arm).

Legionnaire Shield – 10 lbs.; +2 Parry; +4 Armor against ranged shots from protected arc; protects a 120-degree arc.

Gladius – Legionnaires carry a sword modeled on the Roman gladius. Although shaped differently from the Knightly model, these swords have the same stats as the ones used by the Sacri Ordines.

Pilum – In addition to commissioning the design of a new type of shield, the Free Legion ordered a new variety of spear based on the old Roman *pilum*.

Unlike the weapons made famous by the *Ordo Hastae Sanctae*, these weapons are short and heavy, designed for throwing. Like its famous Roman predecessor, the Legionnaire pilum has a heavy shaft and a long, slender metal head, designed to pierce armor.

These ingenious weapons rarely kill an opponent outright—indeed, they deal less damage than their Church counterparts—but the light metal of the spearhead bends on impact, making it difficult for the target to remove the spear. The weapon thus hampers an enemy's movement and actions—even when the enemy is a zombie unharmed by the weapon's penetration.

A legionnaire can carry two pilums attached to quick-release clips on his shield.

Legionnaire Pilum (Spear) – STR+d4 (AP 1); Range 3/6/12; piercing damage; weight 7; no parry or reach bonus. **Special Ability:** in addition to the damage bonus, an

opponent hit with a raise by a thrown pilum is Shaken; if the pilum deals enough damage to cause the Shaken condition, ignore its special ability

LEGIONNAIRE SPECIAL TRAINING

The Right Weapon: Legionnaires are trained to use all of their many weapons on the battlefield. All legionnaires have the Quick Draw Edge.

Battle Hardened: Most legionnaires have seen extensive combat duty; nothing fazes these grizzled veterans, who add +2 to all Guts checks. They subtract two when rolling on the Fear Table.

LEGIONNAIRE VOWS

At the end of their training, new legionnaires must take the Oath of Fire, swearing lifetime loyalty to the Free Legion and forsaking all other worldly commitments (remember that families join the Legion, too; although they do not swear the oath, children and spouses are considered to be a part of the Free Legion).

Legionnaires swear to obey their officers at all times, to accept the Legion's discipline (which, much like the old Roman legions, is incredibly harsh and includes such measures as public flogging), and to sacrifice themselves, if necessary, for the good of their brother- and sister-legionnaires.

Upon accepting the Oath of Fire, each new legionnaire is branded with a stylized Roman numeral ten (an X), the symbol of the Free Legion. This vow (and the acceptance of the life that goes with it) constitutes a Major Hindrance, compensating for the benefits of Legionnaire Special Training, and it does not count against a character's Hindrance limit.

LEGIONNAIRE INFANTRYMAN

The armored infantrymen (and women) are the backbone of the Free Legion. Most are veterans of multiple campaigns and can match their Knightly counterparts in a fight.

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

Skills: Fighting d8, Guts d6+2, Notice d6, Shooting d8, Throwing d8, Climbing d4, Stealth d4

Charisma -2; **Pace:** 6; **Parry:** 6 (8 w/shield); **Toughness:** 10 (4) / 14 (8) w/shield

Hindrances: Loyal, Vow (Major: Oath of Fire), Outsider (Legionnaire)

Edges: Quick Draw, Brawny, Combat Reflexes, First Strike

Gear: light armor (+4), shield (+4 armor, +2 Parry), 12mm Asgard SMG with 3 mags (Range: 15/30/60, Damage: 2d8, AP 2, Auto, see *Necropolis 2350* for information on special ammunition), 5 grenades (Range 5/10/20, Damage: 3d8, AP 4, MBT), molecular gladius (Str+d8+2, AP 4), 2 pilums (Range 3/6/12, Damage Str+d4, AP 1, see notes), medpac.

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DECURION (LEGIONNAIRE OFFICER)

The Free Legion's battlefield leaders are the decurions. Each decurion oversees a squad of six to eight soldiers. They are skilled veterans with good combat records, and their leadership often keeps a squad in the fight.

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

Skills: Fighting d8, Guts d6+2, Notice d6, Shooting d8, Throwing d8, Climbing d4, Stealth d4, Knowledge (Battle) d6, Intimidation d6

Charisma -2; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4) / 14 (8) w/shield

Hindrances: Loyal, Vow (Major: Oath of Fire), Outsider (Legionnaire)

Edges: Quick Draw, Brawny, Combat Reflexes, Command, Inspire, Command Presence

Gear: light armor (+4), shield (+4 armor, +2 Parry), 12mm Asgard SMG with 3 mags (Range: 15/30/60, Damage: 2d8, AP 2, Auto, see *Necropolis 2350* for information on special ammunition), 5 grenades (Range 5/10/20, Damage: 3d8, AP 4, MBT), molecular gladius (Str+d8+2, AP 4), 2 pilums (Range 3/6/12, Damage Str+d4, AP 1, see notes), medpac.

BLACK LEGION (ORDO TENEBRAE)

In 2339, just four years after its inception, the Free Legion suffered a devastating loss when Rephaim forces overran a West Star Mining outpost.

West Star had continued to operate the lucrative diamond mining operation in an untouched enclave *inside* of Dead Zone Gamma, but the corporation had removed all of its own staff from what it correctly regarded as an eventual lost cause, leaving what amounted to disposable slave labor on-site and luring the Free Legion's Legio II into providing security.

West Star Mining offered the young mercenary company a lucrative contract and promised that airborne WSM forces would provide for rapid extraction in the case of a Rephaim assault.

The Rephaim assault materialized. The extraction force did not. Some 48 hours after the Rephaim began their attack, both the Free Legion and West Star Mining lost all communications with the outpost. Legio II seemed to disappear from Salus.

In truth, however, the mercenaries of Legio II did not perish in combat. Impressed by the tenacity of his enemies, the ancient vampire leading the assault ordered a battlefield truce and sent the legatus, Vladimir Rusik, an offer: avoid joining the Rephaim ranks as corpses by joining the ranks of the *Ordo Tenebrae*.

Betrayed by his Corporate employer and perhaps believing that he and his men could eventually escape, Rusik ordered Legio II to stand down and surrender. Rusik's hopes were foolish. Carried off to an indoctrination facility deep inside of Dead Zone Gamma, the surviving members of Legio II eventually surrendered

their minds and souls, emerging from the camps as true servants of the Dark.

Those that would not convert in life joined the cause as zombies. Vladimir Rusik suffered the ultimate corruption/conversion at the hands of his captor, who twisted the legatus into a new vampire—a fitting general for this new Black Legion.

LIFE IN THE BLACK LEGION

The Black Legion belongs to the *Ordo Tenebrae*, but Black Legionnaires are not ordinary Dark Knights. Every member of this elite unit comes from the ranks of the Free Legion—the most feared mercenary unit on Salus. As former Legionnaires, these veterans have extensive combat training and field experience.

The Black Legion employs advanced small-unit tactics, and it has a greater degree of mechanized support than most corpse units. The Black Legion has approximately the same combat strength as a single legion.

QUIRKS

The “re-education” process used to twist members of Legio II into Black Legionnaires involved a gruesome regimen of physical and psychological torture.

As a result, Black Legionnaires are all insane to some degree—their humanity has literally been stripped away. The damage done in the indoctrination process manifests itself differently in individual soldiers. Some gibber and drool constantly. Others practice self-mutilation, attempting to mimic their Undead masters by inuring their bodies to pain. Many Black Legionnaires fly into violent rages at the slightest provocation, and more than a few have even fallen to cannibalism.

Almost all Black Legionnaires have nightmares every time they close their eyes, and many suffer from waking hallucinations. For these tortured and twisted souls, the only salvation lies in combat, when the heat of battle chases away the nightmare of life.

Despite the horror of their lives, very few Black Legionnaires ever commit suicide—they know all too well that death is *not* the end of suffering for servants of the Dark.

Medical treatment in the Black Legion is restricted to basic battlefield first aid—a dead soldier, after all, is almost as good as a live one to the Rephaim.

As a result, most Black Legionnaires have ugly scars and un- or poorly-healed wounds. Many show the effects of untreated diseases.

Black Legionnaires know better than to complain about such things; their commanding officers have absolutely no qualms about executing “whiners” on the spot and raising them as zombies.

TERRITORIAL EXPANSION

Currently the Black Legion controls a large stretch of territory to the northwest of the Wye River, in Dead

Zone Gamma. Vladimir Rusik's scheme for expanding his fiefdom begins with capturing the New Cardiff bridge in a surprise attack. Rusik's mechanized army will then advance rapidly south, followed by conventional corpse forces.

The vampire's plan, if successful, will prevent the Sacri Ordines from joining the two Church territories along the Augustine Way. The Black Legion, moreover, will be able to establish outposts in the unclaimed territories and swell its ranks by killing and reanimating the region's inhabitants.

Rusik ultimately hopes that a few rapid successes could lead his lich masters to elevate his status and give him the authority and resources to pursue a full-scale military campaign in the region.

ECONOMY

Most Black Legionnaires are not Undead, so they have basic needs, such as food and water. When the Rephaim conquered this area, they took many human captives. These people now make up a slave population that serves primarily as an agricultural labor force to produce food for the Black Legion.

Plantations exist well behind the front lines, deep in the Black Legion zone of control in DZ Gamma. Life on a Dead Zone plantation is brutal, and escape is almost impossible. Slaves are also used as experimental subjects, ritual sacrifices, and as a readily-available food source for vampires.

The Black Legion occasionally sends small raiding parties out of the Dead Zones to capture new slaves.



VLADIMIR RUSIK

Vladimir Rusik is technically a "young" vampire, but he benefits from the experience he gained in his former life. In terms of combat prowess and battle leadership, Rusik has skills similar to those of an ancient vampire, but with an emphasis on soldierly training rather than arcane power.

Out of battle, Rusik does not carry the shield or pilums, although a nearby aide normally has the equipment on hand.

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

Skills: Fighting d12, Guts d12, Intimidation d10, Knowledge (Battle) d12, Persuasion d10, Stealth d8, Knowledge (artillery) d8, Throwing d12, Shooting d12

Pace: 6; **Parry:** 8 or 10 with shield; **Toughness:** 14 (4) or 18 (8) with shield

Gear: light armor (+4), shield (+4 armor, +2 Parry), 12mm Asgard SMG with 3 mags (Range: 15/30/60, Damage: 2d8, AP 2, Auto, see *Necropolis* for information on special ammunition), 5 grenades (Range 5/10/20, Damage: 3d8, AP 4, MBT), molecular gladius (Str+d8+2, AP 4), 2 pilums (Range 3/6/12, Damage Str+d4, AP 1, see notes), medpac

Special Abilities:

- * **Bite:** Str+d8
- * **Charm:** Vladimir Rusik can use the *puppet* power, using his Smarts as his arcane skill. He can cast and maintain the power indefinitely, but he may only affect one target at a time.
- * **Command Presence:** Rusik's booming voice and powerful presence make him a force to be reckoned with on the battlefield.
- * **Fear (-2):** Opponents must make a Guts roll at -2.
- * **Greater Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison, disease, and gas; no additional damage from called shots; half-damage from firearms and other piercing weapons; ignores Wound Penalties
- * **Improved Frenzy:** Vladimir Rusik may make two attacks per round with no penalty.
- * **Improved Level-Headed:** Vladimir Rusik acts on the best of three cards.
- * **Leadership:** Vladimir Rusik has the Command, Fervor, Hold the Line, and Natural Leader Edges.
- * **Sire:** Anyone incapacitated but not killed by Rusik must make a Spirit roll or die and return from the dead as a vampire after 1d4 days.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engines running.
- * **Valhalla Graduate:** Vladimir Rusik graduated from Asgard's prestigious military academy and has the Valhalla Graduate Edge.

BLACK LEGIONNAIRE (DARK KNIGHT)

These Knights chose to follow their commander, Vladimir Rusik, into the ranks of the *Ordo Tenebrae*.

Likely at least slightly insane before they joined the Black Legion, each of the dark knights is certifiable as a psychopath or sociopath. To be captured by one of these crazed warriors is to invite torture, mutilation, and far, far worse.

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

Skills: Fighting d8, Notice d6, Shooting d8, Throwing d8, Climbing d4, Stealth d6

Charisma -4; **Pace:** 6; **Parry:** 6 (8 w/shield); **Toughness:** 10 (4) / 14 (8) w/shield

Hindrances: Bloodthirsty, Loyal, Quirk (see Black Legion notes), Vow (Major: Black Legion)

Edges: Brawny, Combat Reflexes, First Strike, Quick Draw

Gear: light armor (+4), shield (+4 armor, +2 Parry), 12mm Asgard SMG with 3 mags (Range: 15/30/60, Damage: 2d8, AP 2, Auto, see *Necropolis* for information on special ammunition), 5 grenades (Range 5/10/20, Damage: 3d8, AP 4, MBT), molecular gladius (Str+d8+2, AP 4), 2 pilums (Range 3/6/12, Damage Str+d4, AP 1, see notes), medpac

Special Ability:

- * **Insane** – Black Legionnaires are immune to Fear and Intimidation.

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DARK DECURION (BLACK LEGION OFFICER)

Each dark decurion oversees a squad of six to eight Black Legionnaires. They hope to eventually prove themselves worthy of the immortality granted to their masters, the Centurions of the Dead.

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

Skills: Fighting d8, Notice d6, Shooting d8, Throwing d8, Climbing d4, Stealth d4, Knowledge (Battle) d6, Intimidation d6

Charisma -2; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4) / 14 (8) w/shield

Hindrances: Bloodthirsty, Loyal, Quirk (see Black Legion notes), Vow (Major: Black Legion)

Edges: Brawny, Combat Reflexes, Command, Command Presence, Inspire, Quick Draw

Gear: light armor (+4), shield (+4 armor, +2 Parry), 12mm Asgard SMG with 3 mags (Range: 15/30/60, Damage: 2d8, AP 2, Auto, see *Necropolis* for information on special ammunition), 5 monofilament grenades (Range 5/10/20, Damage: 3d8, AP 4, Medium Burst Template), molecular gladius (Str+d8+2, AP 4), 2 pilums (Range 3/6/12, Damage Str+d4, AP 1, see notes), medpac

Special Ability:

- * **Insane:** These insane soldiers are immune to Fear and Intimidation.

CENTURION OF THE DEAD

Vladimir Rusik has granted immortality to his thirty most trusted officers, converting each one into a vampiric *Centurion Mortuus*—a Centurion of the Dead. The Centurions of the Dead are fearsome in combat and totally loyal to their commander.

Unlike most young vampires, the Centurions of the Dead have not embraced Weird Science or the arcane arts of the Dark, but the Centurions make up for this deficit with battlefield skill.

In general, a Centurion of the Dead should be an interesting and unique Wild Card prepared in advance by the War Master. For average stats, however, see below:

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d12, Guts d10, Notice d6, Shooting d10, Throwing d10, Climbing d4, Stealth d4, Knowledge (Battle) d6, Intimidation d12

Charisma -2; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (4) / 16 (8) w/shield

Hindrances: Loyal, Vow (Major: Oath of Fire), Outsider (Legionnaire)

Edges: Quick Draw, Command, Inspire, Command Presence, Tactician, Hold the Line!, Natural Leader

Gear: light armor (+4), shield (+4 armor, +2 Parry), 12mm Asgard SMG with 3 mags (Range: 15/30/60, Damage: 2d8, AP 2, Auto, see *Necropolis* for information on special ammunition), 5 monofilament grenades (Range

5/10/20, Damage: 3d8, AP 4, Medium Burst Template), molecular gladius (Str+d8+2, AP 4), 2 pilums (Range 3/6/12, Damage Str+d4, AP 1, see notes), medpac

Special Abilities:

- * **Bite:** Str+d8
- * **Fear:** Opponents make a Guts roll when they see a Centurion Mortuus or roll on the Fear Table.
- * **Greater Undead:** +2 Toughness; +2 to recover from being Shaken; immune to poison, disease, and gas; no additional damage from called shots; half-damage from firearms and other piercing weapons; ignores Wound Penalties
- * **Frenzy:** a Centurion Mortuus may make two attacks at a -2 penalty.
- * **Leadership:** A Centurion Mortuus has the Command, Inspire, Command Presence, Tactician, Hold the Line!, and Natural Leader Edges.
- * **Sire:** Anyone incapacitated but not killed by a Centurion Mortuus must make a Spirit roll or die and return from the dead as a vampire after 1d4 days.
- * **Thermal Vision:** Rephaim halve all penalties for bad lighting when attacking living targets or vehicles with their engines running.

BLACK LEGION ZOMBIES

As former members of the Free Legion, these zombies have a few advantages over their run-of-the-mill corpse counterparts.

All Black Legion zombies keep their Legionnaire equipment, including their light armor, 12mm SMGs, swords, and shields. Most Black Legion zombies still have 1d4 grenades and carry a single pilum.

Zombies lack the ability to make tactical decisions, but they possess enough intelligence to follow moderately complex orders and understand who their enemies are. Their typical strategy is to keep advancing.

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

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

Pace: 4 **Parry:** 7 **Toughness:** 11(4) / 15 (8) w/shield

Gear: light armor (+4), shield (+4 armor, +2 Parry), 12mm Asgard SMG with 2 mags (Range: 15/30/60, Damage: 2d8, AP 2, Auto, see *Necropolis* for information on special ammunition), d4 grenades (Range 5/10/20, Damage: 3d8, AP 4, MBT), molecular gladius (Str+d8+2, AP 4), 1 pilum (Range 3/6/12, Damage Str+d4, AP 1, see notes)

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.

MISSION #1: NEW ARRIVALS

Description: This adventure is a jumping-off point for the Gamma Front campaign; it introduces both the town of New Cardiff and some of the difficulties that the Knights must overcome if they hope to extend Mother Church's influence into this region.

BRIEFING

New Cardiff will be our strategic center of operations in this region, and it is where we want to begin building the new Preceptory.

Your first job is to travel to New Cardiff and set up a temporary headquarters.

We are sending along a load of basic trade goods and 1000 mitters in cash; if necessary, you can use these resources to rent space.

Remember that the Office of Accounting has the right to reassign Knights to Penitent status. Keep receipts.

Good luck. We expect a report on your successes at the end of the month.

Enemy Forces: *An intelligence agent last passed through this area a year ago. She reported that the corpses occasionally send patrols along the river, but in numbers small enough for the locals to handle. Corporate mercs also have a presence in this area.*

Support: *Only long-range support is available, and coverage is spotty.*

Equipment: *Each Knight has a week's worth of supplies. We are assigning you a Sinai scout vehicle for traveling to New Cardiff. Someone will also need to drive the Job supply truck. The crated gear on the Job includes four Daniel ATVs for use by the post.*

MEET THE LOCALS

For a description of New Cardiff, see the "Gamma Front" download, available from the Triple Ace Games website. As a community, New Cardiff has a Neutral reaction to the Knights and their mission.

The Knights arrive a week and a half before the monthly town hall meeting. The Knights should attempt to drum up support for their mission prior to the meeting.

This is a role-playing Trait test. Each Knight should select a non-combat skill and explain how he or she intends to win some good will around town; the Knights have a week to pursue their activities.

The War Master should play out these interactions and have each player roll a Trait test for the selected skill, awarding bonuses or bennies for good role-playing. Each success and each raise is worth a point towards improving the town's support level. A critical failure costs the Knights a point.

When checking for successes and raises, add in a Knight's Charisma score (this is an exercise in winning

over the townsfolk, after all). Don't forget to include the bonus provided by each Knight's training as a Preacher.

OUT OF BOUNDS

At the end of their first week in town, a local kid, Marcus, approaches one of the Knights, asking for help.

As Marcus explains it, some of the local kids occasionally take a truck, sneak out of town, and go to Green Oaks, an abandoned town of 7-8 buildings about half an hour to the north. The original inhabitants cleared out of Green Oaks when the corpses showed up ten years ago.

It makes a great place for messing around, target shooting, and drinking. In theory, of course, the town is off-limits—Rephaim patrols might swing through the area.

Marcus tells the Knights that three of his buddies headed to Green Oaks around lunch time. Now, six hours later, they have not returned, and night will fall within the hour.

UNWELCOME ARRIVALS

Shortly after the teenagers arrived in Green Oaks, the Rephaim showed up. In preparation for the Black Legion's coming offensive, a small force of zombies, led by a single Black Legionnaire scout, came to set up a forward observation post in the town. The kids hid themselves in the general store on the edge of town closest to New Cardiff, but it is only a matter of time before they are discovered.

The Black Legion scout has set up his post in the only two-story building in Green Oaks—the old public house in the middle of town. The second-story roof gives zombie sentries a commanding view of the approaches to town, and covered parking offers cover for their vehicle, an off-road pick-up truck with a flechette machinegun mount welded into its bed.

The scout in charge of this post has scattered his zombie guards around town. One zombie keeps watch from the roof of the pub; instead of the usual equipment, this zombie wields a flechette assault rifle with an underslung grenade launcher and three filament grenades. The other guards are split, with some on roof-tops and others hiding in buildings, where they can shoot into the streets from cover.

If the Knights go looking for the teenagers (and they should), the corpses will attempt to spring an ambush on them. Conversely, a stealthy group of Knights might succeed in sneaking into town unnoticed. If the battle begins to go badly for the Rephaim, the Legionnaire scout and a zombie gunner will attempt to escape in the truck.

If the Knights are pushed back to retreat, they should still be able to get the teenagers out—the kids will come running out of the store as soon as help arrives—but the daring escape may provoke a chase sequence. The Rephaim will break off their pursuit before reaching New Cardiff's defenses.

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Black Legion Scout: See page 104.

Black Legion Zombies (2 per hero): See page 102.

AFTERMATH

The Knights receive two points towards the town's support level for each of the three teenagers that they manage to rescue. If the Knights refuse to go looking for the boys, a group of local militiamen eventually go, but the Rephaim successfully repulse the expedition, and New Cardiff's support level immediately shifts down to "Uncooperative."

If the Knights manage to increase New Cardiff's support level to "Friendly" by the time of the town hall meeting, the community welcomes them, and the mayor offers to let them set up their outpost in the old Larson farm, on the far side of the river.

The farm's original occupants died childless, and no one has been willing to take over the farm because it lies on the far side of the river, beyond the town's defenses. The property includes a large farmhouse and an old barn—perfect for storing the Knights' vehicles. It lacks defenses, but with a bit of work it should make a nice living and work space for the Knights in this initial phase of their efforts.

If the Knights suffer setbacks and cannot earn enough support in New Cardiff to raise the town's level of support, they will have to either rent space (the mayor still offers the farmhouse to them, but it will cost them a thousand miters a month), or they will have to retreat up the road to set up their first headquarters in the friendlier community of Broken Bough.

ENEMIES & ALLIES



BLACK LEGIONNAIRE SCOUT

This lost soul has forgotten his own name, and his body is crisscrossed with cuts—the marks of self-mutilation.

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

Skills: Fighting d6, Notice d8, Shooting d8 (+4 when not moving; see Edges & Gear), Climbing d4, Stealth d8+2, Tracking d8

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

Hindrances: Vow (Major: Black Legion), Quirk (self-mutilation), Bloodthirsty

Edges: Quick Draw, Combat Reflexes, Marksman

Gear: light armor (+4), 12mm Asgard long barrel sniper rifle (Range: 50/100/200, Damage: 2d10, integral scope with low-light vision attachment), 5 grenades (Range 5/10/20, Damage: 3d8, AP 4, MBT), molecular gladius (Str+d8+2, AP 4), medpac, Ghillie suit

Special Ability:

* **Insane:** Black Legionnaires are immune to Fear and Intimidation.

MILITIA

Use these stats if the Knights convince any of the New Cardiff militia to join them in the search for the missing teenagers.

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

Skills: Fighting d6, Guts d6, Shooting d6

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

Hindrances: None

Edges: None

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



BORIS KARLINSKY

Boris Karlinsky is the captain of New Cardiff's town watch. The group doubles as both a militia and, when necessary, a local police force. Karlinsky is the town's only full-time law enforcement official.

Smart and capable, Karlinsky would make a powerful ally for the Knights, but the captain is very proud and may resent newcomers whom he sees as supplanting him.

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

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

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Stubborn, Vow (protect New Cardiff)

Edges: Charismatic

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

AUTHOR'S FINAL WORDS

The journey from design to fruition has taken me over 20 years (primarily due to not being able to find a decent roleplaying system until comparatively recently). Still, the journey is, for the most part, now over.

Don't think that *Necropolis* has run its course, though. Between this expansion and the core setting book you've got enough material to run five years of game time, and then there's all the add-on adventures as well to help keep the players occupied. More adventures will be released over the coming months.

But *my* journey is temporarily over. The years 2351-55 are yours to play with. We've provided you with all the tools you need to wage brutal war on the enemies of mankind.

My advice is to take your time. Don't rush to include all the cool new material straight away. Let the Knights win and lose, let them make a difference and become heroes to the masses. And then, just when they think they're winning the war, you'll be ready for the hellish nightmare that is *Necropolis 2356: Apocalypse*.

HELL JUST GOT WORSE!

The 2351-55 Update is an expansion for the Necropolis 2350 setting and expands the Necropolis timeline beyond the core book.

Designed for both players and War Masters, each chapter covers one core aspect of the epic struggle. Much of the new material is designed to be drip-fed into your ongoing campaign, allowing players to witness the ongoing struggle to gain battlefield superiority. The 2351-55

2351-55 Update contains:

- Three new Sacri Ordines and a new form of specialist Knight.
- New Edges and Hindrances, including Ordo-specific Edges.
 - New litanies.
- New Church armor, mundane gear, and weapons, including ten new types of grenade and six new forms of artillery warhead.
 - Eleven new Church vehicles.
 - Setting rules for impaling foes, preset artillery coordinates, a new artillery piece, the devastating Unchained Angel call sign, and more.
 - Sections on the Ordines' battle flags, an overview of the various types of Lances, a sample Preceptory, and an expanded glossary.
- Expanded Church background information.
- A Corporate update with alternate artillery and air support tables, a new Arcane Background, and new vehicles.
- A Rephaim update detailing necromantic cysts, fanes, new necromantic armor, weapons, and gizmos, new spells, and a new special ability for necromancers.
- Thirteen additional heresies and secret projects.
- An overview of the major conflicts between 2351 and 2355.
 - Nine Savage Tales.
- An expanded bestiary covering Church, Union, and Rephaim forces.
- Gamma Front—a complete campaign setting.

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