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NECROPOLIS

2350

PLAYER'S GUIDE



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NECROPOLIS 2350

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THE PHYSICS TO ME (MOST OF WHICH WAS SUBSEQUENTLY IGNORED) AND THE SAVAGES WHO
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WELCOME TO HELL

The year is 2350.

Knights of the militant Sacri Ordines of the Third Reformation Church are locked in a bitter crusade against the Rephaim (“the dead ones”), a race of evil beings who wield necromantic powers and possess a desire to exterminate all life.

The place is Salus—more popularly called Necropolis—the only habitable world left to mankind since the destruction of Earth in 2319.

Divided between the Third Reformation Church, the Union of Corporations, and the Rephaim, the inhabitants of Necropolis are locked in a struggle for supremacy. Lives are not the only thing at stake—humanity’s very existence hangs in the balance.

If the Rephaim win, humanity’s light will forever disappear from the universe. Should humanity succeed in overcoming the tide of darkness, it can begin to rebuild its former might, perhaps again reaching out into the void to find new worlds on which to prosper and multiply.

The war against the supernatural in *Necropolis* is overt—the common people know about the Rephaim, at least the more common varieties. Church media frequently portrays battles between holy Knights and Rephaim, and images of walking corpses are considered terrifying, but not unusual. A popular poster shows a Knight with sword raised standing atop a pile of Rephaim corpses.

Few citizens have ever encountered a Rephaim, but the forces of darkness are encroaching further into human territory each day.

It’s strongly recommended players start by reading the Militia Dei section, then move on to the background material starting on page 51 before making their characters. War Masters (WM) should read through the War Master Section before play begins.

SACRI ORDINES

I have fought a good fight, I have finished my course, I have kept the faith

2 Timothy 4:7

Since the Third Reformation, the Church has again found itself relying on warrior-monks to lead its holy crusade. Though military organizations at heart, they have grown financially into miniature superpowers within the framework of the Church.

Sacri Ordines (“Holy Orders”) are the elite forces of humanity, dedicated to the destruction of the Rephaim and rekindling the flame of hope.

TRAINING A KNIGHT

In the early days of chivalry, knights were usually born to nobility. Joining a holy militant order was often just a matter of donating all your worldly wealth and taking monastic vows. Things have changed since the Third Reformation.

Although a Knight must still forsake all worldly wealth and take his vows, the process of selection is akin to that of the regular military. Prospective members must be aged between 18 and 30 but may come from any social background. Candidates must pass rigorous physical and mental tests before being accepted into a training Preceptory as a Squire.

Here the Squire undergoes two months of continuous assessment in physical exercise, weapon handling, theological study, and basic technological skills. Those who make the grade are accepted for further training—those who fail must return to their former occupation.

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RECORDING TIME

Throughout this book, time is recorded in the following notation.

A year equates to 384 days (one quarter of the actual local solar year) and comprises eight months. A month has 48 days broken down into six weeks, each of eight days. A day lasts 24 hours. More detail can be found on pages 51-53.

Successful Squires receive a further year of intensive training. They are also expected to be a productive member of the rear echelon staff, preparing meals, handling logistics, digging graves, and so on. Except for combat duties, life is as hard for a Squire as it is for a fully trained Knight—the Ordines accept only the toughest candidates.

At the end of the training, the Squire is brought before the Preceptory's leaders and questioned vigorously for many hours. His physical, mental, and spiritual states are called into question, his worth doubted, and his piety mocked.

Only if he remains resolute in his desire to become a Knight will he pass the test and be offered a sword—the sign of a Knight—and take his sacred vows. Those who fail must either accept a position as a Sergeant or leave the Ordo.

The Ordines accept candidates of either sex as Knights and shared barracks are common. While this does put a strain on the vow of celibacy, most Knights treat their opposite sex colleagues as “one of them.” Recently, hard-line bishops and cardinals have called for women to be banned from serving as Knights, but so long as the Grand Master of the Lazarites is a woman, and has the ear of the Pope, their cries fthe practice continues.

KNIGHTLY VOWS

Every Knight must take vows of poverty, chastity, obedience, and piety before he can claim his title. Though every Ordo has its own unique vows, these four are the core of any Knight's duty and those breaking them are severely punished.

COMMAND STRUCTURE

Each of the modern Sacri Ordines has built their organization around the greatest of their medieval namesakes—the Knights Templar.

At the top sits the Grand Master of the Ordo, followed by the Deputy Master (who runs day-to-day affairs), Seneschal (in charge of the financial and logistical status of the Ordo), and Marshal (commander of the armies). These four dignitaries reside at the Ordo's headquarters and answer directly to the individual above them. The Grand Master answers only to the Pope.

Field Masters are responsible for overseeing an Ordo's estates in a given geographical area, known as a Commanderie. Below these are the Preceptor Masters, who govern a single Preceptory within that domain. The number of Preceptories varies between five and ten in most Commanderies.

Knight Commanders aid the Preceptor Masters, typically as senior unit commanders in battle. Senior Knights are the NCOs of the Ordines and answer to their Knight Commander. At the bottom of the monastic ladder are the Knights. Below them are the common soldiers—the Sergeants (see page 18).

Promotion as far as Preceptor Master requires only the recommendation of the Field Master. The Grand Master himself appoints Field Masters. All four of the senior positions are responsible for nominating their own successors, though the Grand Master can appoint a person of his choosing to the post if one of the members dies without clear succession.

All Knights use a prefix or suffix (they can be used interchangeably) based on the type of unit in which they serve. Thus, there are Knight Artillerists, Combat Engineer Knight Commanders, and so on.

Within a Sacer Ordo, ranks are commonly used to address superiors or underlings. Citizens refer to all Knights as “Sir” out of respect for their position.

Knightly Ordines are not democracies, nor is free will expected. A Knight of any rank is expected to obey his superiors without question. There are no committees or forums for discussing and planning a mission—the CO makes a decision and his men follow his orders. Naturally, this total obedience initially led to many costly mistakes in terms of human life, and Field Masters are now expected to be exceptional leaders in combat situations—though familial bonds and bribery still go a long way in the 24th Century.

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MILITARY STRUCTURE

The Sacri Ordines also modeled their basic military structure around the old Templar cavalry system. The basic infantry unit of 4–6 Knights led by a Senior Knight is called a Lance. Standard composition is one Infantry Support Knight, one Combat Medic Knight, and 2–4 Knight Infantrymen. Each Lance is assigned an identification number between one and twenty, which is prefixed by their Banner designation.

Ten to twenty Lances form a Banner and are led by a Knight Commander. Knight Commanders are frontline officers and are expected to be capable tacticians. Banners are assigned letters from A through to T to distinguish between them.

Ten to twenty Banners form a Squadron, led by a Preceptor Master. This represents the entire fighting force of Knights in a single Preceptory. Only frontline Preceptories are kept at full strength—those in the rear often fail to raise five Banners of Knights. Squadrons are named after their Preceptory.

The largest formation, a Battle, is formed from between five and ten Squadrons and is broken down into a vanguard, left flank, center, right flank, and rear guard. A Field Master commands a Battle. A Battle comprises a force of Knights anywhere from 2000–24,000 strong and represents every Knight within a Commanderie. Battles are given unique names after one of the many popes of history, such as Battle Celestine.

When multiple battles are grouped together, which is usually only during a major offensive, the Marshal of the Ordo appoints one of the Field Masters as “Field Marshal of the Battle”—an honorary position rather than a permanent rank. Being chosen to hold the title is often seen as a sign of possible promotion to a high echelon position when the current holder retires. The Marshal only takes command when the entire Ordo fights together, which is extremely rare.

The above numbers include every branch of the military, only about a third of which are Knight Infantrymen. Artillery, tanks, engineers, and air support are attached to an infantry force as required and follow the same basic structure (4–6 guns, tanks, or aircraft form a Lance, and so on). Such units are rarely formed larger than a Squadron.

SERGEANTS

Sergeants follow the same structure but are not included in the above figures. Serving as infantry and rear echelon support, Sergeants outnumber Knights by almost ten-to-one.

Lances of Sergeants attach to Knight Lances as required. A Senior Knight may command as many as ten Lances of Sergeants in the field. Sergeants maintain their own ranking system (page 18) but are always subservient to Knights.

CHAPLAINS

Chaplains sit outside the military command structure but are still valued members of the Ordo. While Knights fight, it is the Chaplains' duty to tend for their physical, spiritual, and mental injuries. They are part-priest, part-medic, part-psychologist, and part-diplomat. Chaplains receive considerably less military training than Knights or Sergeants but may carry weapons. Their role is no less important than a Knight's and their presence reminds the Knights their cause is a holy one.

INTER-ORDO POLITICS

Status is extremely important to the Sacri Ordines. There is fierce competition among them to prove themselves as the Church's most



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efficient champion. Cooperation is tentative at best and one-upmanship is rife among the lower ranks. In the higher echelons, political maneuvering for favor is part of daily life. Every Ordo has an ambassador to the Pope, each with his own agenda, and his own network of informants.

When forced to work together for a common cause, senior ranking Knights try to curry favor with the Pope for their own Ordo, usually by making promises of wealth in return for being able to lead the assault. Ordines failing to achieve this have a habit of making their own rules of engagement and are notorious for charging recklessly into battle to prove their worth. Any failure is attributed to serving under a poor commander.

Being chosen to lead a major military campaign is the highest honor the Pope can bestow on an Ordo as a whole. Success guarantees Church media coverage, better enlistment rates, sizeable donations, and the promise of more campaigns to follow. After the successful campaign to defend the industrial town of Dainome in Tomaculum, the Impalers saw their financial and manpower assets rise by 2% in a single quarter.

Knights can also find themselves battling against rival Sacri Ordines, especially when a valued prize is at stake. In 2340, elements of the Templars and Incinerators fought a three-day running battle in the ruins of Rhodes Town for the privilege of being the first unit to reach the main church. Casualties ran into hundreds before the Templars hoisted their pennant on the church tower.

LIFE IN AN ORDO

The life of a Knight is not all combat and glory. When a Knight is not on active combat duty, his waking day, which runs from 5 a.m. through to 10 p.m., is spent exercising, praying, studying scripture, or weapon handling. Don't think being a Sergeant is any easier—they work twice as hard keeping the complex logistics running.

Meals are served three times a day. The regular diet is one of gruel, vegetables, dairy products, and bread, almost all of which are produced on the Preceptory's lands. Meat is only allowed every third day for Knights and every four days for Sergeants, even in combat situations. Troops in the field eat dried rations, which are barely palatable but serve their dietary requirements.

Prayers are held six times a day in the Preceptory church or cathedral. In times of war this rule is waived, allowing a Knight to say his prayers whenever the situation allows. Mass is always held after a battle.

Obedience is one of the Sacri Ordines' watchwords and even minor breaches are severely punished. A Knight is expected to comply without question, hesitation, or individuality to an order from a superior. Few citizens are cut out for such discipline.

TERM OF SERVICE

Joining a Sacri Ordo, whether as a Chaplain, Knight, or Sergeant, is not a decision taken lightly. Service is for life. Resignation is possible, but this usually coincides with a loss of faith and is seen as a sign of cowardice by many. Even Knights crippled in battle are found work in a bureaucratic role.

When a Knight reaches 50 years of age, he is taken off frontline duties and assigned a rear-echelon position, either as an administrator or a training instructor. Knights holding rank may continue to serve as staff officers. At 70, a Knight is withdrawn from active service and retires to the Preceptory to live out his remaining days as a monk. Extreme circumstances may see him returned to active status, but most spend their final years in quiet reflection. A retiring Knight is allowed to join the Church as a priest.

PRECEPTORIES

The center of a Knight's life is his Preceptory—also called a chapter house or monastery. Individual Preceptories can vary in size from a few dozen administrators in a backwater province living in a farmhouse to a 200,000 strong military garrison on the frontline covering hundreds of square miles.

Regardless of size or status, all Preceptories contain common features—one or more chapels, barracks, warehouses, armories, mess halls, and administration offices, as well as the option of tank parks and runways. Larger Preceptories often have a cathedral at their heart.

Preceptories in the war zone are extremely well-defended, with razor wire perimeters, minefields, automatic sentry cannons, and constant guard patrols. Preceptories in safer areas may have nothing more than a handful of Sergeants with guard dogs providing security.

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KNIGHTLY JUSTICE

Much to the chagrin of the Curia—the Church civil service—the Sacri Ordines are outside the Church judicial system. While bishops dispense justice to commoners, Knights are tried by their peers. Within a Preceptory, the Preceptor Master, the senior Chaplain, and a Knight Commander agreed on by both former parties hear crimes in the Preceptor Court. The accused is brought before the council, whereupon his crimes are read out to him. He then enters a plea. Should he plead not guilty, a trial ensues.

Unlike standard Church courts, there are no lawyers. Witnesses present statements for and against the defendant to the council, which then reaches a verdict based on the evidence provided. A simple majority verdict is required from the council. The Preceptor Master, in accordance with the Ordo's specific Rules, then sentences the guilty party.

Knights of higher rank are tried by different courts. A Field Master and two other Preceptor Masters judge Preceptor Masters in the Field Court. The Supreme Court, comprising of the Grand Master and two other senior officers, tries Knight of Field Master rank and above.

Should a Grand Master be indicted of a crime, he answers solely to the Pope at a special Pontifical Court. Such an event has never occurred.

Knights found guilty of a crime are given one of three punishments, as best suits the offense. Flogging (anywhere from 5–500 lashes) is reserved for minor crimes, such as swearing, speaking at mealtimes, missing prayers, disobedience, and so on. Major crimes, which include stealing, blasphemy, common murder, and gross disobedience can be dealt with by a higher number of lashes (anywhere up to 2000 given over a period of time) to a tour with the Ordo Penitentia (see page 17). Murder of a brother Knight, heresy, and disobedience in the face of the enemy (among others) are called mortal crimes. A transfer to the Penitents is the only punishment.

Typical sentences with the Ordo Penitentia range from six months to five years for a major crime, up to 10 years for a mortal crime. Knights found to be unrepentant after their sentence are expelled from their Ordo, excommunicated, or sentenced to death (depending on the severity of the crime).

The terms “crime” and “sin” mean the same thing within the Sacri Ordines, and indeed the Church as a whole.

REPHAIM 101

After decades of war, the Sacri Ordines know something about their more common enemies.

First, Rephaim come in several forms. The most common types are skeletons and zombies, basic soldiers in the Rephaim armies. Vampires, while uncommon, are known. Reports indicate things like walking corpses that explode when they get close, corpses that leap out the ground then blow up, ones that can steal the form of their victims, and many more besides, await humanity's finest warriors.

Second, the Church has invested heavily in flechette weapons. Despite shredding human flesh, they have little effect on most Rephaim but they're the best weapons available. All Knights receive a sword—it's a rare mission it isn't drawn.

Third, players and WMs shouldn't think of Rephaim as creatures from some old horror movie. Sure a stake in the heart will kill a vampire, but so will a large explosion, concentrated flechette fire, or hacking it to pieces. Vampires don't turn into bats or mist, they don't burn up in sunlight, and they sure as Hell don't wear formal dress when leading troops in the field. They have been known to dominate weak-willed citizens. Their agents are called “puppets” and they look just like any one of your characters.

Lastly, the Rephaim can use all human technology. They've got flechette weapons, grenades, even tanks. Rumor has it they also use necromantic powers to create technology from human corpses.

Despite being priests, Chaplains are treated as members of the Ordines. They are tried by a council of fellow Chaplains, one of whom is the Preceptory's senior Chaplain.

FINANCIAL STATUS

For quasi-monastic brotherhoods that forbid personal wealth, the Ordines are exceptionally wealthy. Each Ordo is not just a fighting force, but a financial force as well. An army of accoun-

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GROUP STRUCTURE

Necropolis can be played with both single Ordo or mixed-Ordo groups.

In mixed Ordo groups, the characters are assumed to serve the Ordo of the highest-ranking player character. Characters belonging to a different Ordo have been seconded as part of a new program to foster better inter-Ordo relationships. Seconded characters are expected to obey their superiors, regardless of their Sacer Ordo, but should strive to maintain their own Ordo's doctrines and goals. The conflict should make for good roleplaying.

tants and administrators—typically Sergeants or Knights whose injuries make them unfit for battle—work tirelessly behind the scenes to keep each Ordo's assets as healthy as possible. Running a sizeable army is not cheap, and the Ordines receive revenue through donations from rich citizens and friendly companies, trading in stocks and shares, raising its own taxes and rents, and engaging in mercantile activities.

Critics argue the Ordines are breaking their own sacred vow of poverty—the Church sees things differently. The five Ordines each have a complex infrastructure and diverse needs. The cash-strapped Church could never support a single Ordo by itself let alone five, and so the Pope exempted the Ordines from all forms of taxation and allowed them to own land for the purposes of “self sufficiency.”

The Ordines took these rulings to heart and began trading, able to undercut local merchants because of their tax exempt status. Land, most often donated by wealthy patrons, was rented to Corporations, and new settlements built, the citizens owing property rents to the Preceptory.

The Ordines are now as financially powerful as any of the smaller Corporations and richer than many (some would say all) archbishops.

CHARACTER TYPES

Now you've decided to join the crusade against the Rephaim you need a character. Here are some of the more typical archetypes found within the Sacri Ordines.

Artillerist: Long-range and close support artillery gives the Church an advantage over the more numerous Rephaim. Player character Artillerists are assigned to infantry units to act as forward observers for artillery fire, or a close support mortar element.

Assault: The bravest, and most often short-lived, Knights are the Assault Knights. Their role is to tackle the enemy head on using heavy firepower to drive their foes from the battlefield. Few Knights ever make the grade. Church media portrays Assault Knights as the best of the best.

Chaplain: Every Ordo has its Chaplains—dedicated men and women responsible for the physical, mental, and spiritual welfare of the men with whom they serve. Many are noncombatants, though taking up arms is not prohibited.

Combat Engineer: When a bridge needs constructing or a fortification destroying the Sacri Ordines call on the Combat Engineers. Considered by many to be rear-echelon troops, Combat Engineers are frequently required to work at the head of an army.

Combat Medic: Unlike the Rephaim, the soldiers of the Ordines have no special immunity to physical injury. When a soldier goes down, it is the responsibility of the medic to get him up and fighting as quickly as possible. Unlike Chaplains, Combat Medics care only for the physical wellbeing of the troops and are expected to be efficient soldiers themselves.

Infantry: Church media portrays the Knightly infantryman as the hero of the people. Images of sword wielding Knights standing atop a mountain of corpses are commonplace and used as propaganda to recruit new members.

Infantry Support: Heavy support weapons are the lynchpins of the infantry. When the going gets tough, infantry support are there to lay down withering fire with flechette machineguns or cleanse emplacements with flamethrowers.

Scout: A lonely and dangerous role, the Scout is nonetheless a vital member of the army. Accurate intelligence is vital to any military plan and Scouts are often expected to operate behind enemy lines. Most Scouts are cross-trained as snipers.

Senior Knight: Promotions within the Sacri Ordines are rare and reaching the rank of Senior Knight is often the pinnacle of a long and glorious career. Senior Knights regularly command a

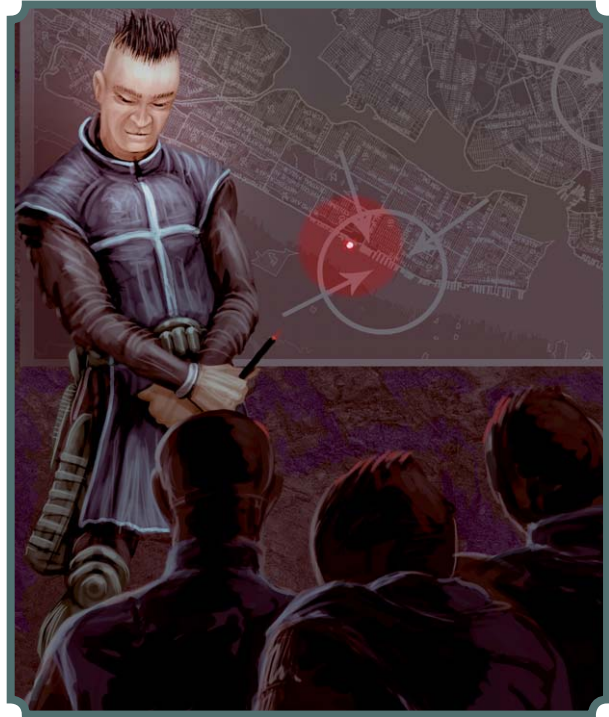
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Lance of Knights, but may be given control of a large number of Sergeants and vehicle elements in combat situations.

Sergeant: Knights may be the elite forces of the Church but the Sergeants make up the bulk of the fighting force of the militant Ordines. Though they are members of a Sacer Ordo, Sergeants are lower in status than Knights. Sergeants can be infantry or technicians.

Playing a Sergeant is not recommended but is included for players wishing to take a backseat role or who would rather roleplay their rise to Knighthood. A player character Sergeant ranks below all Knights and can expect to be treated as a general dogs body. He is also likely to be the one chosen to take point.

Vehicle Crew: Although the Templars are considered to command the elite armored units on Necropolis, every Ordo maintains its own tanks and self-propelled artillery (SPA). Despite what the media portrays, tankers lead unglamorous lives, and are usually called upon to spearhead attacks. Against enemy tanks, the life expectancy of a tanker is not much longer than an infantryman.



MAKING CHARACTERS

The *Necropolis Savage Setting* is designed around the crusade to destroy the Rephaim, with players taking on the roles of Knights and Chaplains within the Sacri Ordines.

1) RACE

All characters are human and therefore receive a free Edge. They must meet all the requirements of the Edge as normal.

2) SACER ORDO

Every character should be either a Chaplain or a Knight of a Sacer Ordo. Once a character has joined an Ordo, whether as a Knight or a Chaplain, he cannot change Ordo. The Sacri Ordines are detailed individually starting on page 11.

3) BRANCH AND RANK

All characters fill a specific role within their Lance. The branch you choose determines the minimum requirements needed for the character. These minimums represent the skills received

in basic training, and must be bought with the character's starting attribute and skill points. A character who does not qualify for a Knight or Chaplain role must become a Sergeant or be reworked.

Chaplain: Spirit d8, Guts d6, Healing d6

Knight Artillerist: Strength d8, Vigor d6, Fighting d4, Guts d4, Knowledge (Artillery) d6, Shooting d6

Knight Assault: Strength d8, Spirit d6, Vigor d8, Fighting d8, Guts d8, Shooting d8

Knight Combat Engineer: Smarts d6, Vigor d6, Fighting d6, Guts d4, Knowledge (one technical) d6, Repair d6, Shooting d4

Knight Combat Medic: Smarts d6, Fighting d4, Guts d6, Healing d6, Shooting d4

Knight Infantry: Strength d6, Vigor d6, Fighting d6, Guts d6, Shooting d6

Knight Infantry Support: Strength d8, Vigor d6, Fighting d4, Guts d6, Shooting d8

Knight Scout: Agility d6, Smarts d6, Vigor d6, Fighting d4, Guts d4, Notice d6, Shooting d6, Stealth d8, Survival d6, Tracking d4

Knight Vehicle Crew: Agility d6, Vigor d6, Boating, Driving or Piloting d6, Fighting d4, Guts d4, Repair d4, Shooting d6

Senior Knight: Rank (Senior Knight) Edge

Sergeant: Vigor d6, Fighting d4, Guts d4, Shooting d4

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LEADERSHIP

Necropolis assumes your team is part of a squad of around 4 to 6 Knights. The player characters are of course the backbone of the squad. They don't work alone, however, and are usually accompanied by at least one Lance of Sergeants. These are Extras. The Senior Knight needs a copy of the Squad Sheet found at the back of this book and on our website to record the non-player characters' names, statistics, and basic personalities.

The Senior Knight might sometimes find himself commanding as many as five Lances of Sergeants and maybe even an extra Lance or two of Knights. These units must be tracked as well, though it probably isn't important to create names and personalities for them unless they will be attached for an extended period.

Besides a bit of bookkeeping, the real challenge in playing *Necropolis* is the role of leaderships. Someone in the group needs to play a Senior Knight. Yes, this means one player is going to tell the others what to do. Your hero might be ordered to charge a machine gun nest or take point in an almost certain ambush. That's life in the Sacri Ordines, and one of the really challenging aspects of playing *Necropolis*.

Leaders can enjoy the thrill of leading a lightning strike raid against an enemy position with no casualties. Then deal with the trauma of losing half their men in the next fight. Knights get to bitch and moan about everything—which can make for great role-playing—but in the end have to do what they're told or face the consequences.

Refuse to polish your armor and you'll likely pull extra KP ("kitchen police"—helping the cooks with chores) duty. Desert your squad when they're being overrun by Rephaim and you'll be lucky if you aren't put before a firing squad.

Like most Savage Worlds games, *Necropolis* is designed for mature players who can handle giving orders and taking them. Try it and we think you'll really come to like this change of pace from the egalitarian nature of most parties in fantasy and other genres.

4) TRAITS

Once you've decided what sort of character you want to play, it's time to determine your traits.

ATTRIBUTES

Your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All the standard skills are available in *Necropolis*. Characters with an Arcane Background also have access to a special arcane skill. The only available arcane skill is Faith. Knowledge (Artillery) is used to fire indirect weapons, such as howitzers, grenade launchers, and mortars, when the firer cannot see the target.

LANGUAGES

Humanity retains many of the national languages common in the 21st century before the expansion into space. All citizens under Church dominion receive schooling in Latin, the *de facto* language of the Church. Learning different languages requires the purchase of individual Knowledge skills, with a d6 indicating basic fluency.

The Rephaim's language has been dubbed Cryptspeak, though many common Rephaim lack the ability to speak. All characters begin the game with a d6 in their native language and Latin.

SECONDARY STATISTICS

Charisma is a measure of your hero's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6", unless changed by Edges or Hindrances.

Parry is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score. Fighting can, in some cases, go above a d12. In such cases, all fractions are rounded down.

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Toughness is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify your Toughness. Vigor can, in some cases, go above a d12. In such cases, all fractions are rounded down.

5) SPECIAL ABILITIES

All Knights and Chaplains receive the Vow (Sacred Oaths) Major Hindrance at the start of the game. These are the sacred oaths of chastity, obedience, poverty, and piety taken upon accepting the cross. This “freebie” does not count toward a character’s Hindrance limit.

To compensate, Chaplains and Knights receive special training, as detailed under each Sacer Ordo. Sergeants take Minor Vows of obedience, poverty, and piety only. In return, they receive one extra skill point.

Now decide if you want any extra Hindrances. If so, you may now use the points from them to gain one of the benefits below. You may take up to one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each).

For 1 Hindrance point you can gain another skill point. For 2 Hindrance points you can raise an attribute by one die type or choose an Edge.

6) GEAR

Church characters’ vow of poverty extends to personal belongings as well as money. Members of an Ordo start with an equipment package based on their role in the unit. Sergeants and members of the Ordo Penitentia are forbidden from using grenades and heavy weapons except in the direst circumstances. The penalty for breaking this rule is flogging.

Chaplain: Light armor, flechette pistol with 3 mags (optional), medikit, Book of Common Prayers, ID tag.

Knight Artillerist: Light armor, molecular sword, flechette pistol with 3 mags, Levant 2.5” mortar plus 5 HE shells, choice of 3 grenades, binoculars, ID tag.

Knight Assault Trooper: Infantry battle suit, molecular sword, flechette rifle with 3 mags, choice of 5 grenades, Dove AT-1 launcher with three warheads, sledgehammer, ID tag.

Knight Combat Engineer: Medium armor, molecular sword, flechette SMG with 3 mags, toolkit, choice of 4 mines with remote detonators, choice of 3 grenades, ID tag.

Knight Combat Medic: Light armor, molecular

sword, flechette SMG with 3 mags, choice of 3 grenades, medikit, ID tag.

Knight Infantry: Medium armor, molecular sword, flechette rifle with 3 mags, choice of 5 grenades, ID tag. Impalers receive 3 spears or heartbreakers (their choice).

Knight Infantry Support: Medium armor, molecular sword, flechette MG with 3 mags (flamethrower with 2 fuel cylinders if Ordo Sacrae Flamulae), choice of 3 grenades, ID tag.

Knight Ordo Penitentia: Molecular sword, ID tag.

Knight Scout: Light armor, molecular sword, flechette sniper rifle with 2 mags, ghillie suit, ID tag.

Knight Vehicle Crew: Light armor, molecular sword, flechette pistol with 3 mags, ID tag.

Senior Knight: Medium armor, molecular sword, flechette SMG with 3 mags, choice of 3 grenades, ID scanner, binoculars, mobile command center, ID tag.

Sergeant: Light armor, molecular knife, flechette SMG with 3 mags, ID tag.

Common Equipment: All characters receive the following basic equipment, which is stored in their combat webbing: bedroll, canteen (full), combat fatigues, mess kit, medpac, and one week of basic trail rations. This equipment weighs 15 pounds and is generally removed before entering combat. All Knights are issued with a shield, though this is not normally carried in combat.

7) BACKGROUND

Spend some time thinking about your character’s background. Why did he join the Ordo? Does he agree with Church politics? What are his views on the Corporations? Does he sympathize with any heresies? Who are his friends? Has he lost family to the Rephaim?

A few minutes spent fleshing out your character will add to the roleplaying experience.

THE SACRI ORDINES

And the armies which were in Heaven followed him upon white horses, Clothed in fine linen, White and clean.

Revelation 19:14

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CHAPLAINS

Every Ordo maintains a cadre of Chaplains whose task is to cater for the physical, mental, and spiritual needs of the Knights and Sergeants, both on and off the battlefield. Chaplains belong to a Sacer Ordo in the same manner as Knights and Sergeants but with two key differences—they do not undergo the same training as Knights and are not expected to carry weapons—though there is no specific rule prohibiting this.

Chaplains fit uneasily into the rigid military structure. Technically they have no rank, nor can they ever hold one, but their vocation places them on an equal footing with Senior Knights in terms of the respect due them.

According to the Rules of the Ordines, Chaplains are not required to perform guard duty, cannot be made to do physical labor, and have the right to question their commander's judgment. The one exception to the latter is in combat, when the senior ranking Knight has total control of his unit.

Chaplains and Combat Medics fulfill a similar role on the battlefield, though Chaplains are also required to perform last rites, act as psychologists and spiritual guides, and function as morale officers. The horrors of Necropolis are many and even the toughest Knights occasionally crack under the strain.

The correct term of address for a Chaplain is "padre."

TABARD AND EMBLEM

Chaplains wear black armor emblazoned with a gold cross on the breastplate. Shoulder plates are colored to match the Knights' tabards of the Ordo they serve. Chaplains wear black fatigues with appropriately colored cuffs instead of a tabard.

SPECIAL TRAINING

Blessed: Chaplains can buy the Holy Warrior Edge without meeting the Arcane Background (Miracles) and Faith requirements. They receive Power Points equal to half their Spirit die and use Spirit in place of Faith.

Church Knowledge: As members of the clergy, they receive +2 to Common Knowledge involving the Church or the Sacri Ordines.

Healers: Chaplains are trained to heal physical, mental, and spiritual wounds. They begin the game with a d6 in Healing.

ORDO HASTAE SANCTAE (IMPALERS)

HISTORY

Founded in March 2325, the Order of the Sacred Lance took its name from the spear used to pierce Christ while on the cross. Known as the Spear of Longinus—also the Holy Lance and the Spear of Destiny—the ancient relic was brought to Salus a matter of months before the Earth was destroyed. It was kept in the Pope's private museum, revered as a holy artifact possessing great but unknown powers. Pilgrims across Salus would flock to see it when it was brought into public view at Easter.

When the Ordo was founded it was granted custodial guardianship of the Spear, which is now housed in the Ordo's headquarters. Knights swear their oaths on the Spear and replicas hang in every Impaler Preceptory. The media originally called the Ordo the Lancers, but changed the name to its more current one after witnessing their first engagement with the Rephaim.

As with their Templar and Incinerator counterparts, the Knights and Sergeants of the Ordo have chosen a combat specialty—in this case melee combat. For the most part this stems from their guardianship of the Spear of Destiny and their belief it possesses power over evil. However, there are many who believe Vlad the Impaler was the first vampire and it is with a certain irony they impale Rephaim on spears in the manner of this infamous Romanian warlord.

Rephaim defeated in battle are left impaled on long spears as a warning to others of their kind. Spears are also effective at keeping a Rephaim at arms' length while colleagues hack it pieces, and, traditionally, for dispatching vampires.

All Knights carry a sword as part of their office, but most are also equipped with at least three spears, some of which have been modified into weapons known as heartbreakers (page 34). Their propensity for fighting Rephaim face-to-face has earned them a reputation as being some of the toughest warriors serving the Church.

The Impalers have few quarrels with the other Ordines, content with leaving them to their petty arguments while they get on with their work.

WELCOME TO HELL

GRAND MASTERS

Only one Grand Master has led the Ordo, though his deputy, Simon LeNoir, has effectively ruled for the last two years. Ivan Dmitrovich (Grand Master, 2325–present) was actually a colonel in the Swiss Guard before accepting the post of Grand Master of the new Ordo. He is a close friend of the Pope, having served him loyally for 20 years before taking his holy vows.

However, since 2344 he has been suffering from a progressive wasting disease and, in the last few years especially, has taken a less active role in Ordo's running. Many suspect he will soon step down from office.

TABARD AND EMBLEM

Knights and Sergeants both wear white tabards—Knights sport a black cross and Sergeants a red one. Unlike regular crosses, the top of the cross is pointed, resembling the spear they wield in combat. Armor is camouflaged and the cross is worn on the shoulder.

SPECIAL TRAINING

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

Total Faith: Their bravery, total belief in their cause, and outright aggression give these Knights +2 to Guts.

ORDO LAZARI SANCTI (LAZARITES)

HISTORY

Originally formed *circa* 1130, its original members were leper Knights fighting in the Holy Land, who went on to found many leper hospitals. They were officially suppressed in 1790.

Papal authority reformed the Ordo in secret on 11 January 2314 in direct response to the growing rumors of “demons” plaguing Salus. The Ordo's Rule decreed the Knights were to capture as many demons as possible and transport them back to Earth for Church theologians and trusted scientists to study. Covert teams were dispatched and on 12 January 2315 the first specimens arrived on Earth. Specimens were tortured, subjected to batteries of tests, and dissected in order to discover their biological functions and how best to combat their supernatural abilities.

In 2321, the pope publicly proclaimed the existence of the Lazarites and expanded their mandate, transferring to them the exclusive rights to study the Rephaim, as the creatures were now known. Scientists and theologians joined the Ordo in droves to assist with the experiments.

The formation of the other Ordines brought the Lazarites into political internecine conflict. Only the Lazarites took Rephaim prisoners, and the zealotry of the other Ordines meant fewer and fewer were available. The Grand Master petitioned the Pope and in 2323 the Lazarites were given papal authority to halt any military operation if the “capturing of specimens is deemed necessary”—a loose phrase and one open to interpretation. It became a major sin to interfere in Lazarite operations or to refuse to cooperate with their requests. Protests from the other Grand Masters have fallen on deaf ears.

No one outside of the ruling officers knows where every research laboratory is located or what experiments are being performed. Critics within the Church speak of a veil of secrecy, of dabbling in dark forces, and even of being in collusion with the Rephaim.

The Grand Master has responded to these claims with the Ordo's need to maintain secrecy to stop Rephaim attacks aimed at halting the vital



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research and of the consequences of cultists trying to infiltrate the laboratories to free the specimens. Such rhetoric does little to appease the critics.

After nearly 40 years of study, the Lazarites have provided intriguing information to the Curia, but they still have a very long way to go to fully understanding the diverse “races” of the Rephaim.

GRAND MASTERS

The first Grand Master of the Lazarites, Bishop Augusta di Roma (GM. 2314–2319), had long preached against the dangers of believing in demons, preferring that mankind accepted responsibility for his own sins. When the results of the early studies were brought to his attention he committed suicide rather than face an existence where, it seemed, Hell has opened its doors.

Sandra O’Flaherty is the current Grand Master (GM. 2320–present). She joined the Ordo as a Field Master at its inception, having previously served as an officer with the Nagahima Corporation’s mercenary force. She is a skilled politician and has persuaded the pope to increase her Ordo’s influence. To her own Knights she is known as “Reverend Mother”—to her rivals she is commonly referred to as “the pope’s whore.”

TABARD AND EMBLEM

Knights of the Ordo wear a plain black tabard—Sergeants wear a black tabard with a white cross. All soldiers in the Ordo wear unadorned black armor, regardless of the environmental conditions.

SPECIAL TRAINING

Rephaim Knowledge: Lazarites start the game with Knowledge (Rephaim) d6 and add +2 to any Common Knowledge involving these creatures.

Specimen Collection: Lazarites gain +2 to Fighting rolls when using a corpse catcher and +2 to Shooting rolls when using a tangle gun against Rephaim targets.

ORDO SACRAE FLAMULAE (INCINERATORS)

HISTORY

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

Founded on 16th June 2320, the Incinerators were the second militant Ordo dedicated purely to combat. At first the Ordo was little more than another Templar organization—a force of Knights and Sergeants prepared to lay down their lives in just cause. Men and women who found the Templar credo too rigid turned to the new Ordo and its ranks quickly grew.

The Grand Master soon realized that part of the problem with fighting the Rephaim was their tendency to multiply quickly. A zombie cut in half could be stitched back together and reanimated to fight again, and the corpse of a fallen foe could be used as a zombie or a skeleton. The Ordo had taken its name from the belief God manifested himself, at least in Old Testament times, as fire, and that fire is a purifying force. If the Rephaim were to be beaten their evil bodies must be purified.

By early 2322 the Ordo had taken to its new creed like a duck to water. Any Rephaim the Ordo discovered were put to the fire. Any settlement thought to be housing cultists was razed to the ground. Flamethrowers became the Ordo’s infantry support weapon of choice.

Their overzealous use of fire was unpopular with innocent townsfolk and members were feared as witch-burning fanatics. Priests of burnt villages complained to bishops, who complained to archbishops. Even the Lazarite Grand Master lodged formal complaints that the Incinerators were leaving no Rephaim for study.

In 2323 the Pope called the Grand Master to heel and forbade the burning of settlements unless they were proven strongholds of the Rephaim—villagers accused of collaboration were to be tried before an ecclesiastical court rather than summarily executed and the use of flamethrowers in inhabited areas was to be curbed. Above all, the Lazarites were to be given the opportunity to retrieve corpses for experimentation.

The Grand Master, having no wish to be removed from his office, has in turn brought the Ordo to heel and their reputation with the public is slowly improving. Their flamethrowers may ignite less often but the fire within their hearts has not been dampened.

GRAND MASTERS

Two Grand Masters have led the Incinerators since their founding.

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Henry Dagleish (GM. 2320–2337) was an Inquisitor–Bishop before taking on the mantle. It was he who first promoted the use of fire as the most effective weapon against the Rephaim. He died in an automobile accident.

Claude de Bussey (GM. 2337–present) was Deputy of the Ordo when Dagleish died. Like his predecessor, he continued the Ordo’s tradition of fighting evil with fire. He sees the Lazarite Grand Master’s interference in his Ordo’s work as paramount to a personal challenge of honor. It is well known he despises Grand Master O’Flaherty and tensions between the two have carried down to their troops.

TABARD AND EMBLEM

Knights and Sergeants both wear a red tabard with a black cross on the chest. Knights wear an additional cross on their shoulders. Their scorched armor always has a red chest plate emblazoned with a black cross—the remainder is camouflaged.

SPECIAL TRAINING

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

Cleanse by Fire: Members of the Ordo gain +2 to Shooting rolls when using flamethrowers, microflare guns, or firing incendiary grenades. In addition, they gain +2 to Throwing rolls when chucking incendiary grenades.

ORDO TEMPLI NOVI (TEMPLARS)

HISTORY

In the last years of the 20th century, stories surrounding the original Poor Knights of Christ and of the Temple of Solomon (1118–1314) placed them at the heart of an international conspiracy to control the fate of Europe. Their foundation was linked by some to ancient Egyptian beliefs, their continued existence attributed to Freemasonry, and their goal to preserve the bloodline of Jesus Christ. Scholarly research showed them to be an order of warrior–monks dedicated to defending pilgrims in the Holy Land who fell from grace because of greed by the French king and Pope. Whatever their true purpose, the original Templars were charged with heresy and disbanded by Pope Clement V and the last Grand Master burnt at the stake.

The Order of the New Temple was established on 13th October 2319 by papal decree. Whereas the Lazarites were to be the Church’s scientific arm, the Templar Rule granted them status as a military Ordo of warriors fighting a holy cause. The initial intake was selected from military personnel of strong faith, and the Templars immediately set about founding Preceptories near the frontlines.

Battle against the Rephaim was first joined in 2320, a year in which winter came early to Salus, when a force of 15 Knights and 300 Sergeants landed near the city of Satura (now Augustus). In a show of faith and might, the Templars launched straight into battle without waiting for Lazarite scientists to brief them on their foe. None survived the week. Though the media reported the Knights battling against “an unending hoard of darkness” and “ceaseless attacks,” the Templars’ eagerness had simply got the better of them—a lesson they still have to learn.

The Templar motto, *non receptus non concedere* (no retreat no surrender), reflects their unswerving loyalty to the cause. Knights entering the Ordo must take an additional vow never to leave the field of battle unless they are the last man alive—an attitude that has caused thousands of needless deaths. Despite the heavy losses, Templars still hold true to their motto.

Since 2326 the Templars have organized themselves around mechanized support and are without doubt the best in the galaxy. Their Calvary and Golgotha tanks and assorted aircraft are welcomed on the field of battle by any allied force and their reputation for turning the tide of battle on numerous occasions has won them many papal citations.

Though other militant Ordines have since been founded, the Templars take pride in their being founded first, a fact they never forget to mention to the later Ordines.

GRAND MASTERS

Since their inception the Templars have had only a single Grand Master, Simon Monterrey (GM. 2319–present). Monterrey had trained as a priest but fought with papal forces during the Third Reformation, earning his Knighthood the old fashioned way. Although a competent strategist he follows the spirit of his Ordo’s motto. Some say that when he is not planning the next Templar offensive he flagellates himself for the countless souls he has sent to the Creator.

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TABARD AND EMBLEM

Knights wear a white tabard with a red Maltese cross on the chest—Sergeants a black tabard with a red cross. In battle, their armor is camouflaged to suit the local terrain, but a white (or black) square and cross can always be found on their left breasts.

SPECIAL TRAINING

Vehicle Expertise: Templars receive +1 to Boating, Driving, or Piloting (pick one). This bonus stacks with the Ace Edge. They also gain +1 to Shooting when using the vehicle mounted weapons of the same vehicle type and +1 to Repair such vehicles.

For example, a Templar choosing +1 Driving would receive the bonus for any land vehicle, from a sports car to a grav tank. He also gains a +1 to Shooting when using weapons mounted on these vehicles and a +1 to Repair such vehicles. He gains no bonuses for watercraft or aircraft, even if they have weapon systems similar to those on land vehicles.

ORDO VERBI BAENEDICTI (PREACHERS)

HISTORY

The last official Sacer Ordo was created in January 2328 and is the least militant. The Pope had already created an Ordo to study the Rephaim and three Ordines to combat them, but he needed an Ordo to protect the common people. This is the official role of the Order of the Blessed Word.



The Pope gave the Preachers four main goals. First, they were to spread the Word of God to remote settlements beyond the sphere of the Church's direct influence and in Corporate enclaves. Second, they were to protect these areas from Rephaim incursion—a mandate that includes the ferreting out of collaborators. Third, they were to act as hospitallers, bringing medical aid to remote areas and caring for the hearts and minds of the sick. Fourth, they were to train settlers to defend themselves against the Rephaim. In short, they were to win hearts and minds.

The Corporate media often portrays the Preachers as missionaries converting colonists by the sword. In fact, nothing could be further from the truth. Their Preceptories are built among rural communities, where heavily armed reinforcements are few and far between. Yet they are charged with defending these settlements and do so with great bravery. Often a mere handful of Knights are left to defend a village against odds numbering dozens-to-one.

Their work with the common people has won them many supporters. Of all the Ordines, their intelligence network is the most widespread. Many folk see the other Ordines as set upon pedestals, but the Preachers are widely trusted and information reaches their Preceptories from a variety of sources. From village priests whose settlements were saved, to cattle farmers whose child they delivered, to the Corporate wage-slave whose ears were opened to a new hope, rumors of Rephaim activity and heresy filter slowly back to the nearest Preacher Preceptory.

GRAND MASTERS

The Preachers are unusual in that their Grand Masters are often found operating in the field. As humanitarian as this may be, ambushes and attacks have resulted in a disproportionately high number of Grand Masters given their short existence.

The first Grand Master was Cardinal Luigi Salvatore (GM. 2328–2335), former head of the Vatican Relief Agency. He was killed by a vampire's puppet on a visit to a Preceptory in New Carpathia.

Next came Montalban Gregory (GM. 2335–2339). Gregory was a missionary serving in New Carpathia when he was named as successor. Although an outsider, the Ordo prospered under his short rule and he founded many new Precep-

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tories and hospitals. Gregory was killed when Corporate forces shot down the troop ship in which he was traveling.

Patricia Pryce (GM. 2339–2344) was promoted from Seneschal when Gregory was killed. Her tough stance on providing free medical care to the poor alienated many in the Curate. She died of typhus while treating plague victims.

The current Grand Master is Nicholas Boyle (GM. 2344–present). Former Marshal of the Ordo, he has increased the number of Preceptories and stepped up the training of colonists. Many see him as a radical and accuse him of moving toward a more militant stance. In which direction the Ordo will turn under his rule is widely debated.

TABARD AND EMBLEM

Knights wear a green tabard with a white cross and Sergeants a black cross. Regardless of camouflage, colored squares are worn over their hearts on their armor.

SPECIAL TRAINING

Hearts & Minds: Preachers are trained to win hearts and minds and have +2 Charisma.

Training Cadre: Preachers are responsible for training local militias to combat the Rephaim. The Preacher acts as if he has the Command Edge when leading citizen or militia allies. A character who already possesses the Edge increases his command radius to 10" (or 15" if he also has Command Presence) with regard to citizens and militia.

ORDO PENITENTIA (PENITENTS)

The Penitents are not a true Knightly Ordo in the manner of those above. They are an Ordo whose membership is quite exclusive—they only accept criminals from the other Sacri Ordines.

Starting characters may only join this Ordo as a result of purchasing the Penitent Hindrance (page 19).

HISTORY

Founded in 2333 by joint agreement of the five Grand Masters, the Ordo serves as a way for Knights and Chaplains who have fallen from grace to redeem themselves. Only the most serious of

crimes results in transfer to the Penitents, though persistent minor offenders are sometimes given a short tour to straighten them out.

Serving in a regular military prison, where Sergeants are sent, is considered an easy option compared to life as a penitent Knight. Physical punishment is common, training is twice as brutal, and theological lessons dwell on the sins of man and eternal life in Hell.

Fallen Knights are shipped into combat zones with few luxuries, including armor and ballistic weapons. Even grenades are forbidden to them while they serve within the Ordo. Many scrounge weapons and armor on the battlefield, but being caught with them can result in a longer sentence.

The only way a Penitent can redeem himself is through combat, cleansing his own soul by dispatching those of the Rephaim. Some commanders like to think of Penitents under their control as suicide troops, but the Ordo does not exist to waste lives unnecessarily.

A dead Knight cannot repent his sins and is useless to the Church. They battle against great odds, but they are always given at least a fighting chance to succeed.

GRAND MASTERS

The Ordo has no Grand Master. The highest rank is Field Master. Although a senior official of any Ordo may in theory overrule him, the Field Master is generally given free reign to act as he sees fit while in office. At his disposal are Knights of lesser rank and Sergeants (both known as wardens), as is normal within an Ordo.

Wardens are drawn by random lot from the five main Ordines and serve with the Penitents for one year. There is no shame attached to this duty. Many Knights see chance to redeem a fellow Knight as a sacred task.

Those sentenced to serve with the Penitents are stripped of all rank, whether one was a Sergeant or a Field Master beforehand. As the Ordo's motto says, "all sinners are equal in the eyes of the Lord."

TABARD AND EMBLEM

Penitents wear a gray tabard with a yellow cross. Their armor, on the rare occasion it is issued, has a large yellow cross on the chest plate. Wardens retain their normal tabards but wear a yellow cross on their left shoulder.

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SPECIAL TRAINING

Edge Restrictions: Penitents begin the game as Knights but cannot purchase the Rank Edge until they return to their unit. Likewise, Church media never gives these fallen Knights coverage—they may not purchase the Media Star Edge.

Seen It All: Penitents do not actually receive any formal training, but their frequent use as shock troops against Rephaim has hardened them to the terrors of their foes. Penitents receive +2 to Guts rolls.

SERGEANTS

The image of heavily armored Knights standing atop a mountain of Rephaim corpses is common enough on the news channels, but in truth the bulk of the Ordines' fighting force is made up of Sergeants. To most citizens the differences are simple—Sergeants are not as heroic and wear a different tabard. As with most things within the Church, there is more to it than meets the eye.

Sergeants are a combination of Squires who failed to make the grade of Knighthood and ordinary citizens who have chosen to join the Ordo as a way out of the long unemployment lines. Both see serving as a Sergeant as a step toward Knighthood. As with Knights, Sergeants take vows of poverty, piety, and obedience, but may marry (casual sex is still frowned upon). Sergeants are forbidden to carry swords as these are the mark of a Knight.

In return for this dedication, Sergeants receive a pardon for any minor sins they committed before joining the Ordo, free room and board, the chance to become a Knight, and a guaranteed seat in Heaven if they die fighting for the Ordo.

Sergeants have their own ranks, but are always subservient to Knights. A Sergeant does not hold the rank of that name as used by Corporate armies.

The lowest rank is that of Sergeant itself, equivalent to a private in Corporate armies. Next are the Sergeant Commanders, seasoned warriors with many years good service who act as the NCOs of the Sergeant corps. Topping the ladder are Sergeant-Knights. Hardened veterans who have proven their value to the Ordo, a Sergeant-Knight can generally expect to be ordained as a Knight after five to ten years' service in this role.

Sergeants hold combat positions as infantrymen and technicians, and administrative posts as merchants and estate supervisors, though often with a Knight in overall charge. The Templars are unusual in that they allow Sergeants to operate as combat vehicle crew as well as technicians and supply drivers.

Sergeants willing to fight side by side with the Knights greatly swell infantry numbers. Without the Sergeants the Sacri Ordines would be a shadow of their current status.

TABARD AND EMBLEM

Sergeants wear the colors and emblems of the Knightly Ordo they serve, having no separate organization of their own.

SPECIAL TRAINING

Sergeants are the “grunts” of the Ordines, and receive no special training.

HINDRANCES

The following Hindrances are not available to Church characters: Doubting Thomas, Illiterate, One Arm, One Leg, Outsider, Poverty, Wanted, and Young.

ALL THUMBS (MAJOR)

Technology plays as much a part in the success of the Sacri Ordines as the spirit of its men. As such, All Thumbs is a Major Hindrance in *Necropolis*. The penalty applies to modern ranged weapons, vehicles, and heavy ordnance.

BULLET MAGNET (MAJOR)

The character has the unfortunate tendency to be in the wrong place at the wrong time. The character is hit by adjacent fire (using Innocent Bystander rules) on a 1–2 for single shot weapons and 1–3 for shotguns or full-auto fire. He also suffers a hit by suppressive fire on a roll of 1–2.

F-ING NEW GUY (MINOR)

Fresh from Squires' training and very wet behind the ears, the FNG is the runt of the squad. He has few friends among his peers, is often the brunt of jokes, and receives the worst duties.

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The newbie is never dealt cards on the first round of any combat (he's always "surprised"). In addition, he subtracts 2 from Guts rolls when facing Rephaim as well as most Common Knowledge rolls involving the military and the Rephaim. An FNG cannot begin the game with the Rank (Senior Knight) Edge.

Of course, an FNG doesn't stay new forever. The reason such an awful Hindrance is Minor is because it can be bought off.

After each relatively active month (48 days), the hero makes a Smarts roll at -2. If the roll is successful, he drops one group of penalties—either the action card penalty or the -2 to Guts and Common Knowledge rolls. He may roll again after another month to rid himself of the other penalty, at which point he is no longer the FNG.

PENITENT (MINOR)

The character has been sentenced to the Ordo Penitentia. The character must decide to which Ordo he belonged and his occupation before becoming a Penitent. His transfer was approved before he advanced to special training—the character gains only the "special training" of Ordo Penitentia. In addition, the character cannot purchase the Rank Edge.

Under the Penitents' Rule, the character is forbidden from wearing armor or using any weapon other than his molecular sword. He can also expect to be put on point and used to set off enemy ambushes every time he goes into the field.

A character returned to his old unit (typically this should be after 1d4+4 months) is allowed to arm himself appropriate to his position and assumes the rank of Knight. He may acquire all his order's Special Training bonuses when he reaches the next character Rank, but must spend a single advancement to do so. Guts bonuses from Special Training do not stack. Having served his time, he is no longer considered a Penitent.

SLOW (MAJOR)

The character draws two cards in combat and acts on the worst. If he draws a Joker as his first card, he uses it normally and ignores this Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can improve their reaction time by taking the Level Headed Edges (but not during character generation). For this soldier, Level Headed

allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

WEAK WILLED (MINOR)

The character is more a sheep than a shepherd and lacks willpower. The character suffers a -2 penalty to Tests of Will (both to perform them and resist them), as well as any opposed use of arcane powers requiring a Spirit roll. A weak willed individual cannot have the Strong Willed Edge.

EDGES

The following Edges may not be taken by Church characters: Arcane Background (Magic, Psionics, Superpowers, and Weird Science), Noble, and Rich. Any Edges requiring these are likewise disallowed.

BACKGROUND EDGES

HOLY FIRE

Requirements: Novice, Spirit d8+

When the going gets tough this character grits his teeth and pushes forward. When spending a benny, the character receives a +1 bonus to the reroll.

NEPOTISM

Requirements: Novice

Nepotism, the act of favoring family members (or close friends), is rife in the Church. The character has a family member or close friend placed high within his Sacer Ordo.

The character may join any branch of the Sacri Ordines without needing to meet the minimum trait requirements. The character may also purchase the Rank (Senior Knight) Edge without meeting any of the requirements. If the Wm allows it, he may also take the Rank (Knight Commander) Edge ignoring *all* requirements. Such officers usually prove disastrous in the field as they lack the experience required to hold the position.

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Unfortunately, such favoritism leads to animosity among his comrades, and the character subtracts 2 from Charisma when dealing with Knights or Chaplains.

VALHALLA GRADUATE

Requirements: Novice, Wild Card, Smarts d6+, Spirit d6+, Intimidation d6+, Knowledge (Battle) d8+, Shooting d6+, Command

The character is a graduate of Asgard's Valhalla Military Academy. Like all graduates, he served a minimum of five years with Asgard's security forces after graduating. Since Knights are not accepted at Valhalla, this means the character graduated and served his time before joining an Ordo, hence this is a Background Edge.

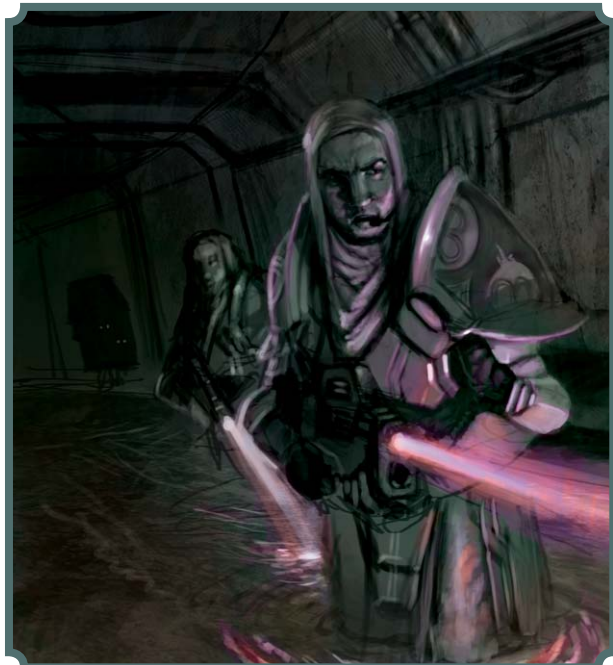
The character gains +1" to his "command radius" per character Rank, starting at Novice. He gains +1 to all Knowledge (Battle) rolls. In addition, he may ignore the Rank requirements when taking Leadership Edges.

COMBAT EDGES

ASSAULT

Requirements: Seasoned, Rock and Roll

Assaulting an enemy position often means a full frontal charge, and being able to lay down a hail of fire on the approach can mean the dif-



ference between life and death. The character may ignore the recoil penalty for firing a weapon on fully automatic when moving, even if he runs (though for the latter he still suffers a multi action penalty).

BLOOD AND GUTS

Requirements: Veteran, Fighting or Shooting d10+

The character has seen his share of battle. The hero halves the difference between tokens when making a Fighting or Shooting roll in a Mass Battle if it is negative (round down).

CLIPPING THE GRASS

Requirements: Seasoned, Rock and Roll

This machine-gunner can provide true grazing fire—just a few inches off the ground. The weapon may be either a flechette or laser MG but must be braced on a grounded bipod, window, or other solid surface.

When using suppressive fire, those caught in the area of effect suffer damage on a Spirit roll of a 1 or 2 instead of just 1 (1–3 against Bullet Magnets).

DEFENSIVE DRIVER

Requirements: Seasoned, Boating, Driving or Piloting d8+, Notice d6+

A sudden turn or a quick dive behind cover can save a vehicle from destruction.

Unless caught by a surprise attack and taken completely unawares, attackers must subtract 1 from any attack roll against a vehicle driven by a character with this Edge. Drivers may make a Boating, Driving, or Piloting roll (as appropriate to the vehicle) at +1 to evade area effect attacks *when allowed*.

IMPROVED DEFENSIVE DRIVER

Requirements: Veteran, Defensive Driver

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

DIG IN!

Requirements: Novice, Smarts d6+

WELCOME TO HELL

This character is good at making himself small and getting the most out of any cover he is in. The Cover level of the character's position (Light, Medium, Heavy) is increased by one category, to a maximum of "near total," which grants a -6 Cover modifier. This benefit applies only to the character with the Dig In Edge—other characters in the same position use the normal Cover level—and there must be cover available. A character in a flat, open field can't benefit from Light Cover just because he has this Edge.

IMPROVED DIG IN

Requirements: Wild Card, Seasoned, Dig In!

This soldier seems to be able to blend into the ground when under fire. He can find the most advantageous fold or nook to fit his body into to avoid incoming fire. When prone, this soldier receives -4 protection instead of the usual -2. He is also only hit by Suppressive Fire if both his Spirit die and his Wild Die come up ones.

While this Edge is negated if the attacker moves within 3", the character still receives this Edge's benefits if attacked from the side.

ÉLAN

Requirements: Seasoned, Spirit d8+

Your character has a distinctive and vigorous fighting spirit. He has confidence in his abilities and the determination to overcome all obstacles. Where others just want to get the job done, a character with the Élan Edge goes about it with flair and dash.

Characters with the Élan Edge who spend a benny to reroll a trait roll and score a raise on the reroll have their benny returned to them.

EYE FOR TERRAIN

Requirements: Novice, Notice d6+

If you have a good eye for terrain you can quickly figure the best places to set an ambush, or the best routes to take that will avoid likely ambush locations. Your character has a talent for picking good defensive terrain as well.

This Edge gives your character a +2 on Notice rolls to spot an ambush (but not minefields). When setting an ambush, you and all the soldiers under your command have a +2 on their Stealth rolls to remain hidden.

GRENADE LAUNCHER KING

Requirements: Novice, Shooting d8+

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

GRENADE LAUNCHER GOD

Requirements: Seasoned, Marksman, Grenade Launcher King

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

HOSE 'EM DOWN

Requirements: Novice, Shooting d8+

With this Edge a machine-gunner can suppress an area more effectively than a regular gunner.

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

IMPROVED HOSE 'EM DOWN

Requirements: Seasoned, Hose 'Em Down

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

INCOMING

Requirements: Novice, Smarts d6+, Notice d6+

On the battlefield, soldiers quickly learn to identify threats and respond without hesitation. For ground troops, enemy artillery fire is one of the greatest threats. After a while, many vets are able to distinguish the sounds of different kinds of artillery fire, both friendly and enemy, and determine if it is outgoing or incoming.

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Whenever a character with the Incoming Edge is under artillery attack, he gets a +2 on his Agility roll to avoid damage. Even if the roll fails, he may choose to go prone as a free action (even if it is not his turn to act).

TANK BUSTER

Requirements: Seasoned, Shooting d10+

Being able to disable a tank quickly by hitting its weak spot takes a steady hand and keen eye.

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

TANK HUNTER

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

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

When attacking armored vehicles, your character knows how to hit the weaker points of the vehicle and adds +4 to the AP value of his weapon. This bonus applies to attacks with ranged anti-tank weapons or close up weapons like mines. The weapon the hero uses must still be able to affect armored vehicles.

WALL OF FLAME

Requirements: Seasoned, Shooting d8+

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

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

LEADERSHIP EDGES

ART OF WAR

Requirements: Novice, Smarts d8+, Knowledge (Battle) d8+

Some military men have an intuitive grasp of strategy and tactics. They also have a keen insight into the minds of their enemies, and can easily outmaneuver and outfight more mediocre leaders. When up against an opponent of similar skill and guile, it is a challenge they face with relish. Characters with the Art of War Edge are the ones whose quotations end up in the history books.

Your hero gets a +2 on Knowledge (Battle) rolls, and may make

BORN LEADER

Requirements: Veteran

Command comes easy to this Knight and his troops respect him. He looks after his men and teaches them how to look after each other.

Soldiers making group rolls under this leader's command roll d8 as the Wild Die instead of d6.

CRY HAVOC!

Requirements: Veteran, Spirit d8+, Knowledge (Battle) d10+, Command, Fervor

The general has an knack for knowing when to attack and when to hold back.

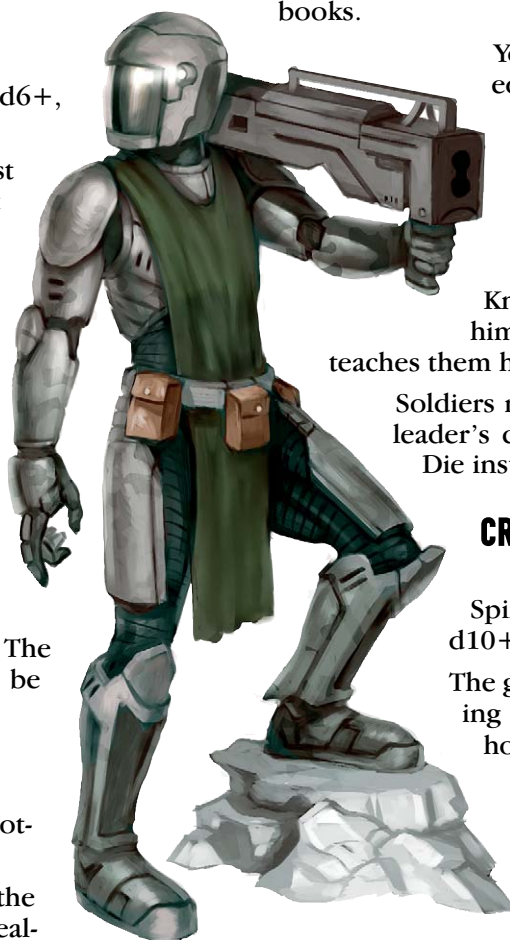
Once per Mass Battle, during the Battle Roll Phase, the character may declare a total attack. He must do this before he rolls his Battle die. If he succeeds in

his roll and beats his opponent, his enemy loses one extra token.

COMMAND PRESENCE

Requirements: Novice, Command

A booming voice, effective hand signals, or simple training as a unit results in a much more effective combat element. At the center of that



WELCOME TO HELL

element is the Knight in charge. An NCO or officer with this Edge has a command radius of 10" instead of the usual 5".

DEATH BEFORE DISHONOR

Requirements: Veteran, Knowledge (Battle) d10+, Command, Hold the Line

The character has led his army to many victories, and the men have come to accept retreat as a stain on their honor.

The character gains +2 to Spirit rolls when rolling for Morale in a Mass Battle.

FANATICISM

Requirements: Seasoned, Spirit d8+, Command

Some leaders command fanatical loyalty from their followers. These fanatics march willingly into the lairs of the most fearsome Rephaim. Troops under command of a character with this Edge add +1 to their Guts rolls.

TACTICIAN

Requirements: Seasoned, Wild Card, Smarts d8+, Knowledge (Battle) d6+, Command

The hero has a natural grasp of small unit tactics and can instantly take advantage of a rapidly changing situation.

At the beginning of a fight, before any initiative cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one initiative card. These are kept separate from his regular initiative cards and are not placed back into the deck until used or the combat ends.

At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their initiative card for the round in place of the one dealt them. This does allow Extras to operate independently of Wild Card characters for one round if they receive their own card. Only one hero per encounter may use this Edge.

PROFESSIONAL EDGES

DEMO EXPERT

Requirements: Novice, Agility d6+, Knowledge (Demolitions) d6+, Guts d6+

This character is intimately familiar with all sorts of explosives, detonators, and booby-traps. This soldier gets a +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not to Notice them). This can cover a range of abilities and skills determined by your War Master (for example ordnance disposal, bomb making, or structural demolition).

MEDIC

Requirements: Novice, Healing d6+

A character with this Edge can get wounded soldiers up and fighting again in seconds.

If the medic can get to a wounded non-Wild Card by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

RANK (SENIOR KNIGHT)

Requirements: Novice, Knight, Smarts d6+, Fighting d6+, Guts d6+, Knowledge (Battle) d6+, Shooting d6+, Command

Promotions with the Ordines are few and far between. Only a quarter of Knights ever rise to this rank during their long service career. As a result of his bravery, piety, and obedience, the character begins the game as a Senior Knight.

RANK (KNIGHT COMMANDER)

Requirements: Veteran, Knight, Spirit d8+, Vigor d8+, Guts d8+, Rank (Senior Knight)

The highest regular service rank is reserved for the cream of the Ordines' soldiers. The character is promoted to Knight Commander.

Note: War Master approval is required before taking this Edge. See Awards and Promotions (page 47) for details.

SPOTTER

Requirements: Novice, Smarts d8+

This hero has a special knack for calling in supporting fire, and can make all the difference in the world when trying to break an enemy assault.

A character with this edge can shift the target point of artillery up to 20" per round without delay (instead of the usual 10"). In addition, the deviation for any air strikes this character calls in are halved (rounding down).

NECROPOLIS 2350

TECHNICALLY INCLINED

Requirements: Novice, Smarts d6+, Agility d6+

Modern warfare relies on technology. The side that can get the most out of their equipment may have a decisive advantage in battle. You intend to see to it that the winning side is your side.

Your character is good with mechanical and electronic devices, and can more easily figure out how to use and repair them. He gets a +2 bonus to Knowledge or Repair rolls required to use, design, troubleshoot, or repair such devices.

SOCIAL EDGES

BAND OF BROTHERS

Requirements: Wild Card, Veteran, Common Bond

This unit has been to Hell and back together. That kind of bond hardens men and makes them able to better withstand wounds that might otherwise have put them out of action.

Subtract 1 point of damage from every attack that hits a character for each other “brother” within 6”, to a maximum of -4.

MEDIA STAR

Requirements: Wild Card, Seasoned, Knight

Church media portrays Knights as larger than life heroes fighting the good fight for the benefit of all mankind. The hero receives regular coverage. He has +2 Charisma.

SCROUNGER

Requirements: Novice, Smarts d6+, Streetwise d6+

Wars and the associated chaos often bring out unusual traits in people, both good and bad. Some seem to have an uncanny ability to find just what they’re looking for among the mountains of equipment shipped into the theater.

This soldier can find a way to acquire almost any piece of equipment or luxury item. While in a populated area, such as a village or town, a successful Streetwise roll allows the scrounger to do one of the following:

- Improve one squad’s Ammo one level
- Acquire 2d6 refills for a medikit

- Acquire some rare but not particularly valuable item.

WEIRD EDGES

COURAGE UNDER FIRE

Requirements: Novice, Command, Rank

No matter the war, officers who put the welfare of their men before their own safety always inspire troops. The War Master secretly rolls 1d4 at the start of each mission. This is the number of wounding attacks your character can ignore while standing and leading his men. Instead of hitting the hero, the round knocks off his helmet. Standing in the open while under direct fire triples the command radius of this leader.

This Edge only works against direct-fire ranged attacks or melee attacks. It has no effect on damage inflicted from area effect weapons.

NEW LITANIES & SINS

The crusade against the Rephaim has awoken a new spiritual fervor among the masses. A select few are able to invoke miraculous powers through their faith. These powers are known as litanies. Chaplains and other miracle workers can use any standard power except *burrow*, *fly*, *shape change*, *teleport*, or *zombie*.

SINS

The following entries indicate minor, major, and mortal sins for characters with the Arcane Background (Miracles) Edge. The WM is free to alter entries to suit his version of *Necropolis*.

Minor: Refusing to destroy an Extra Rephaim, engaging in conversation with a Rephaim (except to Intimidate, Taunt, or interrogate it), allowing a corpse to be buried without proper rites, desecrating a tomb or other sanctified burial place, refusing to aid a human in need (except known heretics), committing a minor crime.

Major: Refusing to kill a Wild Card Rephaim, refusing to deliver a cultist to the Inquisition, using a Rephaim item, committing a major crime.

Mortal: Knowingly aiding a Rephaim or known cultist, taking a human life (except known heretics), committing a capital crime.

WELCOME TO HELL

NEW LITANIES

Presented below are new powers for those blessed with the gift of miracles. Some individuals have actually developed psionic powers. Unfortunately, the Inquisition has branded such people as heretics and actively hunts them down. The Sacri Ordines have a similar view, and thus characters may not play psionicists.

BLESSING

Rank: Seasoned

Cost: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Consecrated host, holy water, cross

The simple act of *blessing* a soldier can have wondrous effects on his morale. Recipients of this power gain +2 to Spirit and linked skill rolls for the duration. On a raise, these bonuses are increased to +4. *Blessing* a weapon enables it to affect Rephaim immune to normal weapons.

CONSECRATE

Rank: Veteran

Power Points: 3

Range: Spirit

Duration: 1 minute (1/minute)

Trappings: Circle of holy water pentagram

Consecrated ground is an anathema to Rephaim. Through the use of this power, an area of holy ground is created, forming a barrier against all Rephaim.

Any Rephaim wishing to physically cross the circle must succeed in a contested Spirit check against the caster's arcane skill. With success, they may enter freely. On a failure, they are prevented from crossing the boundary for the duration. Ranged weapons and melee weapons with Reach pass freely through the warding, but spells and monstrous abilities (such as a vampire's Charm power) are blocked if the Rephaim fails its roll.

Rephaim already within an area that becomes *consecrated* must make a Spirit roll versus the caster's arcane skill. On a success they are free to remain in the area. A failure means they become Shaken and are expelled, moving to just outside the warding. With a critical failure they suffer an automatic wound as well.

CONCENTRATE

Rank: Seasoned

Power Points: 2

Range: Self

Duration: 1 minute

Trappings: Concentration, mantra

Chaplains maintaining powers may be disrupted.

The *concentrate* power keeps the Chaplain's mind focused on his magic, even when his body and mind are being assaulted. With a success, the caster receives a +2 bonus to rolls to resist disruption, +4 with a raise. Because *concentrate* cannot be maintained, it is not dropped if the Chaplain is disrupted.

SUCCOR

Rank: Novice

Power Points: 1

Range: Touch

Duration: Instant

Trappings: Prayer, laying on hands

Succor removes one Fatigue level, or two with a raise. It can also remove a hero's Shaken status.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.



NECROPOLIS 2350

CHAPLAIN

Greetings, brothers! I am one of the Faithful, those blessed by the Almighty with spiritual powers. I'll be there in battle to tend your wounds and absolve you of any sins if the worst happens. Don't let my size fool you, either. When the going gets rough, my gun will be firing just as fast as yours, assuming I don't lose my glasses.

Quote: "I know you're in pain, but stop cursing."

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

Skills: Faith d10, Fighting d4, Guts d6, Healing d8, Notice d4, Persuasion d6, Shooting d6, Stealth d4

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

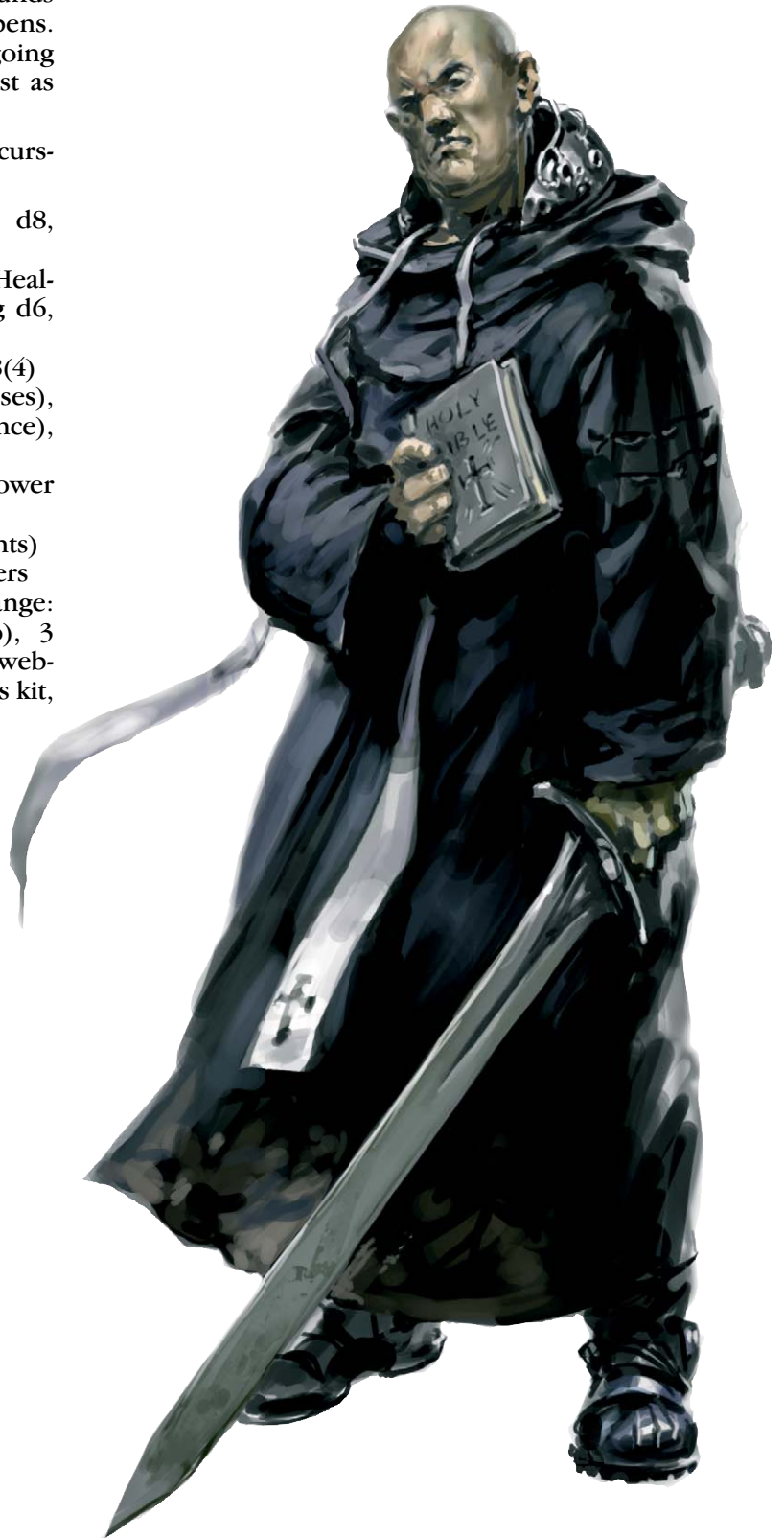
Hindrances: Bad Eyes (Minor—wears glasses), Quirk (slaps anyone who curses in his presence), Small, Vows

Edges: Arcane Background (Miracles), Power Points

Litanies: *Healing, light, stun* (15 Power Points)

Special Training: Church Knowledge, Healers

Gear: Light armor (+4), flechette pistol (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto), 3 mags, medikit, prayer book, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations)



SAMPLE ARCHETYPES

KNIGHT INFANTRYMAN OF THE ORDO HASTAE SANCTAE



Guns are for wimps! Any citizen with half a brain can spray flechettes around. To go toe-to-toe with a zombie takes something special. Nothing beats the feeling of getting up close and personal with a Rephaim, ramming a heartbreaker through its ribs, and detonating the explosive charge. Man, I love combat! Just be warned, too many heartbreaker explosions can screw up your hearing.

Quote: “You want a piece of me? Come and try it!”

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

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

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

Hindrances: Curious, Hard of Hearing (Minor), Loyal, Vows

Edges: First Strike, Quick

Special Training: Face-to-Face, Total Faith

Gear: Medium armor (+6), 3 heartbreakers (Str+d6/2d6, Reach 1, 2 hands), molecular sword (Str+d8+2, AP 4), flechette rifle (Range: 24/48/98, Damage: 2d8, AP 2, Auto, 3RB), 3 mags, integral grenade launcher (Range: 20/40/80), 3 filament grenades (Damage: 3d8, AP 4, MBT), 2 incendiary grenades (Damage: 2d10, MBT, ignores armor), ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations)

NECROPOLIS 2350

KNIGHT INFANTRY SUPPORT OF THE ORDO SACRAE FLAMULAE

That smell is victory, son. Sure it smells like burning pork, but the only way to make sure a Rephaim stays down is to use fire. All we need to wipe out the Rephaim is a few flamethrowers and a no-nonsense attitude. Nothing can stand against a flamethrower! What? Yeah, maybe smoking will kill me, but there's a bigger chance I'll go down in combat fighting the good fight, so I figure the Lord can forgive a man a small sin.

Quote: "Burn everything!"

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

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

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)

Hindrances: Habit (Minor; heavy smoker), Loyal, Overconfident, Vows

Edges: Hard to Kill

Special Training: Brave (included), Cleanse by Fire

Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flamethrower (Range: Cone, Damage: 2d10, ignores armor), 1 spare canisters, 3 incendiary grenades (Damage: 2d10, MBT), ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).



SAMPLE ARCHETYPES

KNIGHT VEHICLE CREW OF THE ORDO TEMPLI NOVI



Yeah, I've been called reckless more than once, but I'm blessed. Even inside a main battle tank I can detect danger coming. Heck, I remember during one assault we ambushed a bunch of Rephaim light tanks. Bam! Bam! Bam! Destroyed everyone before they even knew we were there. So don't talk to me about the infantry being glory boys—us tankers are the true military might of the Ordines.

Quote: "Something smells wrong here."

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

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

Charisma: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 11(6)

Hindrances: Cautious, Overconfident, Ugly, Vows

Edges: Danger Sense, Luck

Special Training: Vehicle Training (Driving)

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range: 12/24/48, Damage: 2d6, AP 2, Semi-auto), 3 mags, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations)

NECROPOLIS 2350

SENIOR KNIGHT OF THE ORDO VERBI BAENEDICTI

Okay, here's the plan. We split into pairs and flank the enemy from both sides. The flechette MG stays here and keeps the Rephaim pinned down. If any flank meets resistance, remember the tactic we used in Augustus—sit tight while the other squad suppresses, then move forward and engage with swords before the enemy get chance to open fire.

Quote: “Stick to the plan.”

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

Skills: Fighting d6, Guts d6, Intimidation d6, Knowledge (Battle) d8, Notice d6, Shooting d6, Stealth d4

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)

Hindrances: Heroic, Loyal, Stubborn, Vows

Edges: Command, Rank (Senior Knight), Tactician

Special Training: Hearts & Minds, Training Cadre

Gear: Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette SMG (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), 3 mags, 3 filament grenades (Damage: 3d8, AP 4, MBT), ID scanner, binoculars, mobile command center, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).



SAMPLE ARCHETYPES

KNIGHT SCOUT OF THE ORDO LAZARI SANCTI



Our misguided brethren think our sole purpose is to eradicate the enemy through force of arms. That's where they go wrong. We need to understand our enemy better and that means we need prisoners. My job is to scout out enemy forces and select candidates for interrogation. Then I call in the snatch squads to round them up.

Quote: "Hey, it's my job *not* to be seen."

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

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

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

Hindrances: Anemic, Loyal, Phobia (Major: artillery strikes), Vows

Edges: Woodsman

Special Training: Specimen Collection, Rephaim Knowledge

Gear: Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette sniper rifle (Range: 30/60/120, Damage: 2d8+1, AP 2, integral scope with low-light vision attachment), 2 mags, ghillie suit, ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).

NECROPOLIS 2350

FALLEN KNIGHT OF THE ORDO PENITENTIA

I'm a fallen Knight, a sinner. In another life I was a combat engineer. My squad was conducting a holding action while I rigged a bridge for destruction to halt the enemy advance. I don't know what went wrong, but the explosives blew early and wiped out half the unit. I was found negligent and sentenced to the Penitents. I've learned my lesson. Now I think twice and act once. Having to charge the Rephaim without armor will do that for you.

Quote: "We need a better plan."

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

Skills: Fighting d6, Guts d6+2, Knowledge (Demolitions) d8, Notice d8, Repair d6, Shooting d4, Stealth d6

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

Hindrances: Bullet Magnet, Cautious, Penitent, Vows

Edges: Demo Expert, McGyver

Special Training: Seen It All

Gear: Molecular sword (Str+d8+2, AP 4), ID tag, combat webbing (bedroll, canteen, combat fatigues, mess kit, medpac, one week's trail rations).



CHURCH HARDWARE

Blessed are the peacemakers, for they shall be called children of God.

Matthew 5:9

Items listed below are typical of those found in the 24th century Church armies. Church characters have no cash—the Sacri Ordines provide everything they need to do their job (but not necessarily everything they *want*).

PIERCING WEAPONS

The following weapons inflict piercing damage: 6mm and 12mm ballistic weapons, bolt rifle, all flechette weapons, heartbreaker, shotgun, and spear. Molecular weapons used to stab count as piercing weapons. Heavy Weapons never count as piercing attacks due to their power.

DIRECT AND INDIRECT

When the firer of a mortar or grenade launcher can see the target area, he uses Shooting. Firing indirectly requires Knowledge (Artillery). Mortars, grenade launchers, and thrown grenades are subject to deviation.

ARMOR

Knights of the Sacri Ordines are typically equipped with light or medium body armor when entering battle and light body armor when on “soft duty,” such as riot duty or rear echelon protection. Infantry battle suits are reserved for Assault Knights.

Infantry Battle Suit: A full body suit comprised of a layer of dense carbon fiber sandwiched between ceramic plates. Its total body protection comes at the price of a higher weight. The helmet is equipped with a removable armored faceplate, headset communicator, camera, and built-in respirator.

Light Armor: Light armor comprises a ceramic/carbon-fiber sandwich combat helmet with neck guard, upper arm guards, vest, and shin guards. Head and limb shots have a 50% chance of hitting armor. The vest provides torso cover only.

In addition, the combat helmet also comes equipped with a headset communicator and camera for relaying information back to command centers, and a fold-down respirator. A wireless receiver picks up the wearer’s ID tag emission and piggybacks it with camera footage.

Medium Armor: Medium armor provides extra protection through thicker ceramic plates. It is otherwise identical to light body armor.

Shields: Shields in the 24th century? All Knights are equipped with a durable, high-density plastic shield out of tradition and for carrying on formal occasions as part of their dress uniform. Most Knights refuse to carry one in combat, preferring to have both hands free for their firearms. However, some still adhere to the “old ways,” fighting the Rephaim face-to-face, and for them the shield can be a lifesaver.

If a character with a shield is hit by a ranged attack from the protected side, roll damage normally, but add the Armor bonus of the shield to the character’s Toughness in the affected area. It counts as an obstacle.

Tabard: A thigh-length, short-sleeved garment woven from heavy cloth, tabards are worn over combat fatigues when a Knight is off-duty. Their color and decoration vary with each Sacer Ordo. Limb shots have a 50% chance of hitting the tabard.

MELEE WEAPONS

Corpse Catcher: Corpse catchers are based on a martial weapon called the man catcher. Comprised of a long metal shaft with a set of

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“pincers” at one end, they are designed for catching Rephaim with minimal damage and are a favorite tool of the Lazarites. A switch near the butt activates the pincers.

A success on a Touch Attack (+2 to Fighting) means the target has been caught around his waist but his hands remain free—with a raise the arms are pinned as well. Pinned victims may attempt to break free. An opposed Strength roll is required if pinned around the waist and an opposed Strength -2 roll if the arms are pinned. The corpse catcher has an effective Strength of d12 for resisting escape attempts.

Heartbreaker: Favored by the Impalers, the heartbreaker is a spear with an explosive charge fitted at the base of the point. If the spear successfully strikes a target the wielder may activate the explosive as a free action. The small explosive charge drives the spear point through the target, inflicting 2d6 damage and ignoring Armor. Detonation ruins the weapon. The Church has outlawed their use against living targets.

Molecular Sword: Carried by all Knights, the molecular sword is as much a part of a modern Knight’s armament as long swords were to their medieval counterparts. Unlike piercing weapons, they are very effective against Rephaim and most Knights have “blooded” their swords.

Note that molecular weapons retain the +2 bonus and AP bonus even if a hero has a lower Strength die. For instance, a Knight with Strength d6 causes 2d6+2 damage AP 4 with a molecular sword.

Sledgehammer: Although rarely carried in combat, the sledgehammer remains a handy weapon for use against the Rephaim, especially skeletons, and for battering down doors and barricades.

RANGED WEAPONS

Church law restricts ownership of any firearm to those with special permits. Publicly this is to make war less likely, preserving the Peace of the Church. The unofficial view is that the Church is reducing the likelihood of rebellion. Many settlements openly flout these regulations, requiring all citizens to be armed. Homemade or stolen weapons are also common, especially among criminals. Among the Corporations only the security forces are issued weapons licenses.

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

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

Flechette Weapons: Flechette weapons are the standard firearms of the Church armies. Flechettes are small metallic darts, magnetically propelled to supersonic speeds. Unlike conventional bullets they have no case, produce no muzzle flash, and there is little sound beyond a short duration, high-pitched whine. Their small size and weight allows magazines to carry more rounds than conventional ballistic weapons and with minimal protrusion.

Each magazine holds a micro battery along with the flechette rounds, negating the need for a separate power source. So long as there is a magazine fitted, the weapon always has enough power to fire. Flechette magazines are interchangeable between the SMG and assault rifle. To reduce the risk of contamination by foreign particles, flechette magazines are hermetically sealed. On insertion the seal is breached, allowing the projectiles to be feed into the firing chamber.

As with conventional bullets, Rephaim have proven resilient to flechettes. Their higher penetration still makes them an effective weapon, however. The Church authorities invested heavily in flechette weapons before the Rephaim emerged and few resources have been diverted to new weapon programs.

Flechette Assault Rifle: The FAR comes fitted with an underslung 40mm grenade launcher as standard (included in the weight—see page 36). It also has a mount for a telescopic sight and night vision scopes, though these are “optional extras.”

Flechette Sniper Rifle: The FSR comes fitted with a telescopic scope and low light vision adaptor as standard. The low light adaptor reduces the penalties for poor lighting by 1, except in Pitch Black conditions.

Flechette MG: The standard infantry support weapon, the FMG can also be used as a remote sentry cannon. When operating in this mode it is attached to a tripod (+8 lbs) and carries a

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480-round hopper (+8 lbs). A combined ID tag and movement sensor (+6 lbs) is connected to the top of the gun.

The sensor allows it to monitor movement within a 90 degree arc (45 degrees either side of the barrel) extending out to 120 yards (60") and gives it a d10 Notice skill. The range of the gun is effectively limited by the sensor's range. Sensitivity can be set from anything from the size of rat (Size -2) upward. Targets detected within its field of fire not broadcasting the correct identification signal (see ID Tags, page 38) cause the gun to open fire automatically.

If left to its own devices, the cannon continues firing until the target stops moving or leaves its field of fire, or the gun runs out of ammunition. When set to automatic sweep and fire mode, the MG fires with a Shooting skill of d8. It has no Wild Die but ignores autofire penalties.

A control case (weight 3lbs) allows wireless remote control of all MG functions to a range of 100". Typically, the gun is locked to cover only a limited arc, though it can be configured to rotate through 360-degrees (the sensor still only sweeps a 90 degree arc at any one time).

Laser Weapons: Technological advances have seen the first introduction of portable laser weapons. Though bulky, heavy, and relatively low powered, they are becoming popular with troops for use against the "flechette-resistant" Rephaim.

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

Flares do not count as piercing weapons and burn for three rounds. So long as the flare causes a Shaken or wound on impact, it continues to inflict damage each round until it burns out. Roll the damage each round. Targets struck by a flare suffer terrible burns as the flare sears through their flesh. Though incapable of causing human flesh to combust, dry materials (including mummies) ignite as normal (see *Savage Worlds*).

Stunner: Stunners are employed to quell civil unrest without inflicting heavy casualties. Victims suffer nonlethal damage and pass out for 2d6 hours when they reach Incapacitated. Creatures with the Undead Special Ability are immune to the effects of stunners. Stunners use laser pistol batteries.

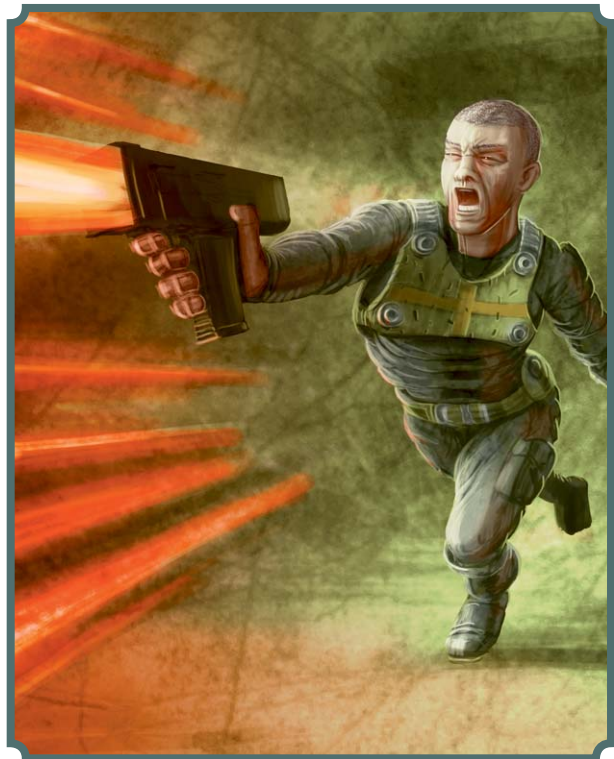
Tangle Gun: Invented for capturing criminals unharmed, the Lazarites have adopted it for use in catching specimens. The tangle gun uses a compressed gas cylinder to propel a weighted nylon net at a single target. When it makes contact, the net wraps around the target, entangling them completely.

Escaping from a net requires a Strength or Agility roll with a -2 penalty (victim's choice). If the roll is failed, the victim is too entangled to make another escape bid and must wait for rescue. The mesh is strong and has a Toughness of 7 (cutting weapons only). Bound targets cannot cut themselves free. It is not possible to reload a fired web.

SPECIAL WEAPONS

Dove AT-1: Although heavy tanks generally have front armor impenetrable to the venerable AT-1, it is still capable of piercing side and rear armor. Because of this, it remains popular with ground forces. It comes fitted with an infrared sight (halve lighting penalties against living or other "hot" targets) and laser painter (grants +2 to Shooting rolls). The AT-1 is reusable.

Dove AT/AA-2: A replacement for the Dove AT-1, the Dove AT/AA-2 can be used to attack ground or airborne targets. It comes fitted with



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an infrared sight and laser painter as per the AT-1. A selector switch toggles the targeting system between ground and airborne mode. As with the AT-1, it is reusable.

Filament Grenades: Commonly known as “shredders,” the filament grenade comprises a tightly packed bundle of monofilament wire threads wrapped around an explosive charge housed in a plastic casing. On impact the explosive detonates, causing the filament to spray outwards at supersonic speeds, literally shredding everything they touch.

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

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

Grenade Launcher: The standard grenade launcher of the 24th century comes in two varieties. The most common is the Hellfire, which is fitted to the underside of flechette assault rifles as standard. This is a 40mm, five-chamber, rotary-magazine, pump-loading launcher. The second is the Brimstone, identical to the Hellfire save it can't be fitted to a rifle and has a folding stock. Both can be used for direct fire (like a firearm) or indirect fire (as a mortar). Each has the same range and fires the same grenades.

Incendiary Grenades: Though renowned for causing “unnecessary collateral damage,” incendiary grenades remain popular for house clearance. Each contains a glass canister of flammable liquid ignited on impact by a small thermite charge. A layer of weak explosive causes the outer casing and glass canister to fragment before the thermite ignites the fuel. As with flamethrowers, incendiary grenades ignore armor. Incendiary grenades explode as per flamethrowers if hit (-6 to attack rolls to hit one), though they only cover a Small Burst Template.

LAW: The LAW (Light Antitank Weapon) is a disposable rocket launcher designed to be portable and fired quickly. While capable of destroying APC's, against tanks it is only effective when fired at the rear armor. This is a no-frills design with a simple optical sight.

Starshell Grenades: The starshell is a parachute flare fired from a grenade launcher. Starshell rounds negate all darkness penalties in non-forested or jungle terrain for 2d4 rounds. In light vegetation, penalties are reduced to -1. They have no effect in thick vegetation.

It can be used in an offensive capability, but requires a direct hit to be effective. It causes 2d10 damage each round it burns. Targets have the standard chance of catching fire—the roll should be made each round the flare is burning.

CLOSE SUPPORT ARTILLERY

Artillery can be a valuable asset if used correctly. Church artillery is either self-propelled or designed to be man-portable. Weapons described below fall into the latter category.

Crusader SBAC: The Crusader Short Barrel Autocannon (SBAC) was developed to provide heavy infantry support. Complete with gun carriage, the SBAC can be pulled by two men with relative ease or towed behind a vehicle. A new five round magazine can be inserted into the cannon before the last round of the previous magazine is fired, allowing for continuous fire. The armor-piercing warhead is effective only at relatively close range but packs a powerful charge.

Jericho Cannon: Short ranged, but packing a heavy punch, the Jericho's role is to demolish barricades and buildings. It fires a large caliber HESH shell.

HESH (High Explosive Squash Head) shells are not designed to pierce armor but to deliver a supersonic shockwave. Against tanks and other armored targets, they cause the inner armor to fragment, sending razor sharp fragments into the crew compartment at supersonic speeds.

The shell has an effective AP of 40 and Armor provides protection equal to half the weakest side (rounded down). All crewmembers are automatically caught in the blast and the vehicle's Armor provides no additional protection. Against buildings and barricades, the shell creates a hole large enough for infantry to pass through (assume 1" width) and inflicts damage on anyone within a Small Burst Template sheltering behind the obstacle. Shooting rolls made to target individual troops are at -2.

Megiddo Rotary Mortar: Possessing six rotating tubes, a single Megiddo is equivalent in firepower to a full Lance of single tube Levant

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MUNDANE GEAR

mortars. Unlike conventional mortars, the tubes are lightweight and disposable. Reloading involves removing the old barrels, called cartridges, and inserting new ones. Installing a new cartridge takes an entire round. The Megiddo can be set to fire one tube per round or all six simultaneously.

VEHICULAR WEAPONS

AP Packs: Anti-personnel packs are defensive weapons. Roughly the size of a briefcase and loaded with hundreds of steel flechettes packed around an explosive charge, AP packs are attached to the sides and rear of tanks. When activated—any crewmember can do this as an action—the AP pack discharges its deadly cargo. Any foe on the same facing as the AP pack and within range is affected.

Flechette Chain Gun: A highly inaccurate weapon designed to saturate an area rather than target specific foes. When fired on the ground, it can only be used to conduct a Suppressive Fire attack. Each burst fires 50 rounds. Due to the chain gun's high rate of fire, targets have -1 to their Spirit rolls. Foes who roll a 1 or lower on their Spirit die (regardless of Wild Die) are hit and suffer damage normally.

Passover AT Missiles: The Passover system is the standard vehicle mounted anti-tank missile, capable of ground-to-ground and air-to-ground operations. Both variations pack a tremendous punch and are powerful enough to knock out a main battle tank at long ranges. Laser painters are used for target acquisition (+2 to Shooting rolls), with on-board image recognition systems taking over once the weapon is launched, allowing the operator to switch to a new target.

The missile guidance is semi-intelligent and tries to target the top of a ground vehicle. A raise on the Shooting roll means it has struck the deck—Armor protection is reduced to half the lowest rating (rounded down).

Railguns: Railguns are the primary weapons mounted on MBTs. Firing armor piercing projectiles, the railgun is a magnetic propulsion armament similar to flechette firearms.

Due to the high power requirements, a railgun is only ever fired while the vehicle's engine is running. Without the engine running only a single round can be launched before the batteries die.

Backpack Radio: Allows communication over 500 miles in open terrain.

Binoculars: Encased in a durable plastic case, binoculars give 20x magnification and are fitted with a night vision attachment as standard. These reduce penalties for poor lighting by 1 except in Pitch Black conditions.

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

Combat Webbing: Combat webbing consists of a belt, pouches, shoulder straps, and a lightweight backpack. On a successful Agility roll it can be removed as a free action—otherwise it takes an action.

Composite Rations: Contains enough preserved food and powdered drinks to last seven days. No form of heating is included.

Command Center, Mobile: Jammed into an oversize armored briefcase (Armor 2), the mobile command center provides commanders with the means to collate information from their troops in the field. It draws power from a laser pistol battery (included in the weight), which provides 12 hours of continuous usage. An adaptor allows it to run indefinitely from a vehicle powerplant.

Its primary function is to display images from helmet-mounted cameras, giving the officer a "troops' eye" view of the mission as it unfolds. A high resolution, 36" folding plasma screen can display up to six separate video feeds simultaneously (typically an entire Lance), each labeled with the transmitter's ID (patched from his ID tag).

Radio communication through an MCC can be directed at all troops under the officer's command or focused to specific individuals through one of six encoded communication channels. This feature reduces the risk of units intercepting orders designated for other troops.

When commanding remotely, the operator may pick *one* of the Knights to be his eyes and ears on the ground. This allows the Knight to use some of his commander's Leadership Edges as if they were his own. Available Edges are Art of War, Born Leader, Command, Cry Havoc, Fanaticism, Fervor, Hold the Line, Inspire, and Tactician.

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However, since the Knight must wait for orders, he draws one less initiative card than normal. Knights who would normally draw one card take two but act on the lower card (except Jokers, which function as normal). Should he choose not to take this penalty (decided each round before cards are dealt), he cannot “gain” the Leadership Edges that round.

The Eloi (see page 40) has an enhanced MCC package which allows for each of the three passengers to command their own Lances (maximum of 18 men). Each passenger typically commands a separate Lance.

Electronic Lockpicks: This small computer is designed to bypass electronic locks. Attempting to “pick” an electronic lock without one incurs a -2 penalty.

Field Surgery Kit: Basically a large version of the medical kit, the field surgery kit holds 40 sets of supplies and gives a +4 bonus to Healing rolls. Each wound treated uses 1d4 points of supplies. If a medical kit runs out, the medic can continue to use the instruments and non-expendables but no longer gains the +4 bonus to his Healing rolls.

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

Flares: Each flare burns for 20 minutes illuminating a Large Burst Template. Flares are available in a variety of different colors though all flares bought in a pack are the same color.

Flashlight: Heavy-duty flashlight with a 10” beam.

Ghillie Suit: Predominantly used by snipers, the suits provide a +2 bonus to Stealth rolls when camouflaged to match the local terrain.

Headset Communicator: Standard issue to most security forces. Has a 5 mile range.

ID Scanner: A hand held scanner carried by all Knights of Knight Commander rank and above. It allows the user to pick up ID tag signals and displays their information in textual form. It has a range of 12”.

ID Tags: ID tags are the modern equivalent of dog tags. Cross-shaped, they are issued to all members of the Church armies and worn around the neck. A microchip continually broadcasts the wearer’s name, rank, and Ordo to a range of 12”.

Meal Ready to Eat (MRE): Contains enough food for a single meal. Food is contained in self-heating cans. The food is bland and looks unappetizing but is nutritionally balanced to provide a soldier with the energy and nutrients he needs to remain in fighting form.

Medikit: Issued to all Combat Medics and Chaplains. Each kit contains 10 points of field dressings, drugs, and other non-reusable items (used up as per the field surgery kit), and adds +2 to Healing rolls.

Medpac: One use medical kit issued to all military forces. Each pack contains a large field dressing, a small canister of antiseptic spray, and a syringe of local anesthetic. There are enough supplies to treat a single wound. It grants a one-time +1 bonus to Healing rolls.

Mess Kit: Comprises one small pan with folding handle and a set of cutlery.

Remote Detonator: Used to trigger mines by remote control, a radio detonator works with any mine the character plants. A small control panel allows the user to operate up to 20 mines, either individually or in groups. The detonator has a range of 30 yards (15”).

Rope, Nylon: The rope can safely handle 500 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Satellite Radio: Satellite radios use the few remaining satellites to bounce signals across Necropolis. They have an unlimited range and are rarely affected by weather.

VEHICLES

Destruction cometh; and they shall seek peace, and there shall be none.

Ezekiel 7:25.

Any war requires infantry to secure victory, but having mobile support helps—the Sacri Ordines are equipped with tanks, APCs, and recon vehicles.

Recent technological advances allowed the first grav lift tanks to enter the battlefield in 2340, giving tanks the ability to move unhindered over most terrain. The technology is still new, however, and prone to breakdown.

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NEW VEHICLE NOTES

Coaxial Weapons: The gunner of a vehicle with a main gun and coaxial weapons can fire all those weapons in the same round, though he suffers a multi action penalty. If he switches targets, he suffers an additional -1 penalty per target.

Grav Lift: Anti-gravity lift engines are in their infancy. Capable of lifting a craft to a maximum ceiling of 6 yards (3"), they negate penalties for rough terrain and water with one limitation—hills. In order to function, the vehicle must remain within 15 degrees of horizontal. Passing over hills is next to impossible and requires a Driving roll at -8. Grav lift tankers have taken to skimming the side of hills—a tactic to which their enemy is becoming accustomed. Grav vehicles generate no surface pressure and so do not activate mines.

Handling: Some vehicles are more maneuverable than others. Handling adds directly to the driver's Boating, Driving, or Piloting roll, as applicable.

Pintle Weapons: The commander of a vehicle with a pintle mounted MG can fire only when exposed. He gains Medium Cover when doing so, as only his upper body is visible.

Twin Weapons: Twin weapons fire together when the trigger is pulled. They must use the same ROF and fire at the same target. When firing twin weapons, you add +1 to each Shooting die. Successful hits inflict an extra dice of damage. For instance, twin flechette MGs would roll 3d8+1 damage for each hit.

GROUND VEHICLES

CALVARY HEAVY TANK

The Calvary is the next-generation MBT. Its revolutionary grav lift engine gives superior maneuverability but due to its low power output, the tank suffers less protection and firepower due to reduced weight load. There are still teething problems with the grav lift engines and few crews are yet willing to advance much beyond the range of supply lines for fear of becoming stranded.

The Templars have adopted it as their main MBT and possess a large number in their front-line Preceptories.

Acc/Top Speed: 12/45; **Toughness:** 100/90/70 (85/75/55); **Handling:** -1; **Crew:** 4

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

Weapons:

- * 60mm railgun (30 rounds)
- * 20mm autocannon coaxial (150 rounds)
- * Flechette MG coaxial (2000 rounds)
- * Flechette MG pintle (500 rounds)
- * Eight AP packs (2 each facing)

DANIEL QUAD BIKE

With its four oversized tires, the Daniel quad bike is well suited to off-road driving. It lacks any form of armor, but has good acceleration and maneuverability. Ill-suited for a combat role, it is, however, perfect for patrol duties in non-hostile territory and for getting around larger Preceptories. Some recon units are now adopting it as their vehicle of choice.

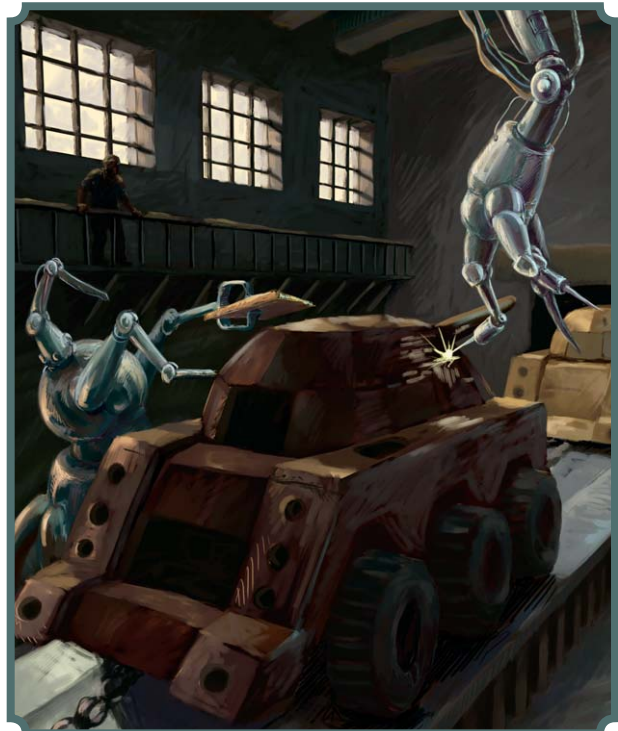
Although no weapons are fitted as standard, a flechette MG can be mounted along with a 500 round hopper.

Acc/Top Speed: 20/30; **Toughness:** 12; **Handling:** +1; **Crew:** 1

Notes: Fixed Weapon (not fitted as standard), Four Wheel Drive, Night Vision

FLAGELLANT INFANTRY SUPPORT VEHICLE

The Flagellant ISV is one of many light vehicles modeled on the Prophet chassis. The passenger bay has been replaced with four flechette chain



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guns mounted on an extendable arm. Weapon control is mounted inside the cab and the gunner aims using cameras mounted on the platform.

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

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

Notes: Heavy Armor, Improved Stabilizer, Night Vision,

Weapons:

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

GOLGOTHA HEAVY TANK

With a reputation for being able to take excessive punishment, the Golgotha was once the main battle tank of the Sacri Ordines.

The Calvary grav tank is being slowly phased in as the main MBT of the Sacri Ordines, and spares for the Golgotha are becoming harder to requisition. The Templars plan to remove it from service completely within five years.

Acc/Top Speed: 5/20; **Toughness:** 116/96/76 (100/80/60); **Handling:** -2; **Crew:** 3

Notes: Heavy Armor, Night Vision, Sloped Armor (-3), Stabilizer, Tracked

Weapons:

- * 80mm railgun (40 rounds)
- * 30mm autocannon coaxial (200 rounds)
- * Flechette MG coaxial (2000 rounds)
- * Flechette MG pintle (500 rounds)
- * Eight AP packs (2 each facing)

JUDEA MEDIUM TANK

An older generation tank, the Judea was once the MBT of the Sacri Ordines but has been downgraded to a medium tank. It was the first tank to mount a railgun. A six-round rocket launcher is fitted to the rear of the tank, giving it limited artillery capability.

Acc/Top Speed: 5/20; **Toughness:** 74/64/54 (60/50/40); **Handling:** -1; **Crew:** 3

Notes: Heavy Armor, Night Vision, Sloped Armor (-1), Stabilizer, Tracked

Weapons:

- * 45mm railgun (40 rounds)
- * Six 30mm unguided rockets* (see Artillery

rules, on page 48)

- * Flechette MG coaxial (2000 rounds)
- * Six AP packs (2 each side and rear)
- * *If used from a Judea on the tabletop, the rockets have a minimum range of 50".*

NAZARETH LIGHT TANK

Designed for close infantry support against poorly armored targets, the Nazareth is the lightest tank used by Church forces. Passover AT missiles give it a fighting chance against an MBT if it can survive long enough to launch them.

On the Nazareth II variant, the twin autocannons have been replaced with a single 30mm railgun (40 rounds).

Acc/Top Speed: 6/30; **Toughness:** 52/42/32 (40/30/20); **Handling:** +0; **Crew:** 3

Notes: Heavy Armor, Improved Stabilizer, Night Vision, Tracked

Weapons:

- * Twin 40mm autocannons (100 rounds each)
- * 2 x Passover 6cm AT missile tubes (no reloads)
- * Twin flechette MG coaxial (2000 rounds)
- * Six AP packs (2 each side and rear)

PROPHET APC

Designed to deliver troops to the frontline as quickly and safely as possible, the Prophet has become a common feature on the battlefield.

Variants include the Eloi mobile command unit (three passengers and an improved communication array), the Ezekiel repair truck (two passengers and adds +2 to Repair rolls), and the Job supply truck (no passenger seats but holds 2 tons of cargo).

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

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

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

PROVERB MINESWEEPER

Another vehicle based on the Nazareth chassis, the Proverb is designed to clear mines. It has heavily reinforced front armor, to which is fitted a

CHURCH HARDWARE

series of heavy chains on a rotating drum. As the vehicle moves forward, the drum rotates, flailing the ground in front of it.

In game terms, the driver must make a Driving roll each round he moves through a minefield. Each 5" of movement or part thereof above 5 gives a -1 penalty. On a success, he clears a track through a minefield 4 yards wide (2") and as deep as the vehicle moves that round. With a failure, he merely lowers the density of the minefield by one step. A roll of 1 or less fails to clear any mines.

Acc/Top Speed: 4/20; **Toughness:** 82/32/22 (70/20/10); **Handling:** -2; **Crew:** 3

Notes: Heavy Armor, Tracked

Weapons:

- * 20mm autocannon coaxial (100 rounds)
- * Flechette MG in turret (2000 rounds)

PURIFIER LIGHT TANK

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

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

Notes: Heavy Armor, Tracked

Weapons:

- * Heavy flamethrower (30 shots)
- * 20mm autocannon coaxial (100 rounds)
- * Twin flechette MG pintle (2000 rounds)

SAMARITAN MEDEVAC APC

The Samaritan APC has a Prophet chassis but a heavily modified interior, which allows for four stretchers (in two tiers of two) as well as two medics and their equipment. Healing rolls made within the Samaritan are made at +2 because of the advanced equipment.

The loss of the Passover launchers gives the vehicle a slightly better acceleration than the standard Prophet.

Acc/Top Speed: 7/25; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 2+2

Notes: Heavy Armor, Improved Stabilizer, Night Vision

Weapons:

- * 30mm autocannon turret mounted (40 rounds)

SINAI SCOUT VEHICLE

Favored by reconnaissance units, the Sinai jeep is a rugged vehicle. Fully enclosed, it can carry four passengers in relative comfort. Of all the military vehicles, it is the most commonly modified by its crews. The specifications below represent the "factory model."

Acc/Top Speed: 6/25; **Toughness:** 16 (4); **Handling:** +1; **Crew:** 2+4

Notes: Advanced Stealth Technology, Four Wheel Drive, Improved Stabilizer, Night Vision, Stealth Paint

Weapons:

- * Twin flechette MG in turret (1000 rounds)

AIRCRAFT

The use of combat aircraft is covered in the Setting Rules chapter (see page 49). No stats are provided.

ANGEL DROPSHIP

The Angel is the airborne equivalent of the Prophet. Capable of carrying three Knight Lances (or one Lance plus supporting Sergeants) straight into the heart of battle, providing fire support, and then airlifting the troops to safety, the Angel



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is deserving of its name. Its armor is capable of deflecting autocannon rounds, but is no match for railguns or Dove-2 rockets.

Two variations exist. The Gabriel is a medevac transport, its passenger bay replaced by eight stretchers and a small surgery station (treat as a field surgery kit). The Pedael is a cargo lifter capable of moving 6 tons of supplies instead of transporting troops.

Acc/Top Speed: 30/300; **Toughness:** 40 (24); **Handling:** +1; **Crew:** 2+18

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

Weapons:

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

CHERUB INSERTION CRAFT

Designed for covert operations, the Cherub is a rotary wing aircraft equipped with the latest in stealth technology and noise suppression systems. Almost completely silent, it can carry a six-man strike team in its cramped interior deep into enemy territory with little chance of being detected. A sliding side-door allows for quick dispersal.

Acc/Top Speed: 20/60; **Climb:** 20; **Toughness:** 14 (4); **Handling:** +2; **Crew:** 1+6

Notes: Advanced Stealth Technology, Night Vision, Stealth Paint

Weapons:

- * Twin flechette MG in nose turret (1000 rounds)

WATERCRAFT

In addition to the vehicles presented here, the Church uses freighters identical to those of the Corporations (page 76).

GALILEE PBR

Rephaim have, thankfully, yet to master watercraft. Necropolis has many navigable rivers whose banks must be patrolled and marshes in which the Rephaim seek concealment. The Galilee is ideal for this role, being shallow bottomed and capable of operating in as little as three feet of water. PBRs are also used for troop insertion and can carry 20 men on deck.

Acc/Top Speed: 4/16; **Toughness:** 15 (4); **Handling:** -1; **Crew:** 6+20

Notes: —

Weapons:

- * 20mm autocannon forward (100 rounds)
- * 20mm autocannon aft (100 rounds)
- * Twin Flechette MG forward (1000 rounds)
- * Twin Flechette MG aft (1000 rounds)

JONAH LIGHT DESTROYER

The Jonah is the Church's only maritime combat vessel and is primarily used for coastal defense and escort duty. It has a range of 12,000 miles, can carry up to six Lances of Knights, and is a match for anything the Corporations can field.

Acc/Top Speed: 3/12; **Toughness:** 38 (25); **Handling:** -2; **Crew:** 12+24

Notes: Heavy Armor

Weapons:

- * 60mm railgun front turret (30 rounds)
- * Two 30mm railguns each side (50 rounds each)
- * Four flechette chain guns for antiaircraft use (1200 rounds each)
- * Four front-firing torpedo tubes (Range 150/300/600, Damage 5d10, ROF 1, Medium Burst Template, AP 20)

ARMOR

Type	Armor	Weight	Notes
Light armor	+4	8	See notes
Medium armor	+6	12	See notes
Infantry battle suit	+8	20	Covers entire body
Medium shield*	Special	6	+1 Parry; +2 Armor to ranged shots that hit the protected side
Tabard	+1	1	See notes

* Shields protect only against attacks from the front and left (assuming a right-banded character)

CHURCH HARDWARE

CLOSE SUPPORT ARTILLERY

Type	Range	Damage	Crew	Mag	Notes
Anti-Tank Guns					
Crusader 25mm SBAC	30/60/120	3d8	2	5	AP 10; HW; gun carriage; Small Burst Template
Crusader 50mm SBAC	50/100/200	4d8+2	2	5	AP 20; HW; gun carriage; Small Burst Template
Jericho cannon	15/30/60	4d8	2	—	AP 40; HW; 1 Action to reload; gun carriage; see notes

Mortars*

Megiddo 2.5" rotary mortar	30/60/120	3d6	2	6	Medium Burst Template; see notes
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* *Minimum range 15".*

RANGED WEAPONS

Type	Range	Damage	RoF	Weight	Shots	Min Str.	Notes
Pistols							
Flechette pistol	12/24/48	2d6	1	2	30	—	AP 2; Semi-auto
Stunner	3/6/12	2d6	1	5	10	—	See notes
Shotguns							
Semi-auto	12/24/48	1-3d6	1	10	12	—	See <i>Savage Worlds</i> ; Semi-auto
Submachine Guns							
Flechette SMG	12/24/48	2d6+1	3	4	60	—	AP 2; Auto
Microflare SMG	10/20/40	1d10	1	5	15	—	Semi-auto; See notes
Assault Rifles							
Bolt rifle	8/16/32	2d10	1	14	10	d8	AP 4
Flechette rifle	24/48/96	2d8+1	3	9	60	—	AP 2; Auto; 3RB; Integral grenade launcher
Tangle gun	2/4/8	—	1	5	1	d6	See notes
Sniper Rifles							
Sniper rifle	30/60/120	2d8+1	1	10	30	—	AP 2; Integral scope with low light vision attachment
Laser Weapons							
Laser pistol	8/16/32	1-3d6*	1	8	12	d6	Semi-auto
Laser rifle	15/30/60	1-3d6*	3	16	24	d6	Auto
Machine Guns							
Flechette MG	30/60/120	2d8+1	4	16	240	d6	AP 2; 3RB
Laser MG	25/50/100	1-3d6*	5	32	48	d8	Auto

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

Semi-Auto: May Double-Tap; Auto: Fully Automatic or Single Shot; 3RB: Has a 3-round burst selector.

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SPECIAL WEAPONS

Type	Range	Damage	Weight	Shots	Min Str.	Notes
Flamethrowers						
Flamethrower	Cone	2d10	20	20	d6	Ignores armor
Grenade						
Grenade launcher	20/40/80	as grenade	3	5	—	See notes
Filament grenade	5/10/20*	3d8	0.5	—	—	AP 4; Medium Burst Template
Incendiary grenade	5/10/20*	2d10	0.5	—	—	Medium Burst; ignores armor
Starshell	As GL	(2d10)	0.5	—	—	See notes
Mines						
Anti-personnel mine	—	3d6	2	—	—	Medium Burst Template
Anti-tank mine	—	4d6	10	—	—	HW; Small Burst Template; AP 40 against half weakest Armor value rounded down
Monofilament mine	—	3d10	3	—	—	AP 4; HW; Medium Burst Template
Rocket Launchers						
Dove AT-1	24/48/96	3d8	12	1	d6	AP 60; HW; Medium Burst
Dove AA/AT-2	30/60/120	4d8	14	1	d8	AP 90; HW; Medium Burst
LAW 66mm	24/48/96	4d8+2	7	1	—	AP 30; HW; Medium Burst
Explosives						
Demolition charge	4/8/16*	3d6	0.25	—	—	Medium Burst Template; +1" and +1d6 damage per charge; HW
Mortars**						
Levant field mortar	30/60/120	3d6	4	—	d6	1 action to reload; Medium Burst (HE)

* *Thrown. Grenades fired from a grenade launcher use the Grenade Launcher range distances.*

** *Minimum range 15".*

VEHICULAR WEAPONS

Type	Range	Damage	Burst	Notes
20mm autocannon	50/100/200	3d8	Small	AP 8; HW
30mm autocannon	50/100/200	3d8	Small	AP 12; HW
40mm autocannon	75/150/300	4d8	Small	AP 16; HW
30mm railgun	50/100/200	3d8	—	AP 35; HW
45mm railgun	70/140/280	3d8	—	AP 60; HW
60mm railgun	100/200/400	4d8	—	AP 75; HW
80mm railgun	120/240/480	5d8	—	AP 120; HW
AP pack	2/4/8	2d6	—	See notes
Flechette chain gun	30/60/120	2d8+1	—	AP 2; See notes
Heavy flamethrower	40	2d10	—	As vehicular flamethrower
Passover 6cm AT missile	100/200/400	3d10	Medium	AP 40; HW
Passover 9cm AT missile	100/200/400	4d10	Medium	AP 65; HW

CHURCH HARDWARE

AMMUNITION

Ammo	Weight	Notes
Dove AT-1 Rocket	3	One rocket
Dove AT/AA-2 Rocket	4	One rocket
Flechettes	1/60	Includes micro battery
Fuel cylinder	2	Provides one full load of shots for a flamethrower
Laser battery (pistol)	1	Provides one full load of shots
Laser battery (rifle)	2	Provides one full load of shots
Laser battery (MG)	4	Provides one full load of shots
Levant 2.5" shell	2	One HE mortar round
Microflares	2	Provides one full load of shots

MELEE WEAPONS

Type	Damage	Weight	Notes
Baton	Str+d4	1	Carried on riot control duties
Corpse catcher	None	4	Reach 1; see notes
Heartbreaker	Str+d6/2d6	1	Reach 1; see notes
Molecular knife	Str+d4+2	1	AP 2; cannot be thrown
Molecular sword	Str+d8+2	8	AP 4
Sledgehammer	Str+d8	15	AP 2 vs. rigid armor; Parry -1; requires 2 hands
Spear	Str +d6	5	Parry +1; Reach 1; requires 2 hands

GENERIC PERSONAL EQUIPMENT

Item	Weight	Item	Weight
General Items		Medikit	8
Bedroll	3	Clothing	
Binoculars	2	Business suit	2
Electronic lockpicks	1	Cold weather clothing	5
Entrenching tool	2	Combat fatigues	2
Fire extinguisher	5	Combat webbing	1
Flares (4)	1	Dress uniform	3
Flashlight	3	Ghillie suit	3
Handcuffs (10)	1	Communication Gear	
ID Scanner	2	Backpack radio	10
ID tag—		Command center, mobile	8
Remote detonator	2	Headset communicator	1
Rope, nylon	10	Satellite radio	20
Toolkit	15	Whistle	—
Wire cutters	2	Rations	
Medical Supplies		Canteen	1
Field surgery kit	20	Mess kit	1
Medpac	1	MRE (Meal Ready to Eat)	1
		Trail rations	6

NECROPOLIS 2350

A BRIEF HISTORY

- 2012:** First manned mission to Mars
- 2015:** Dr Robert France and Professor Fergus Crawford discover a way of distorting time and space to avoid the limitations of faster-than-light travel. Theoretical propulsion system dubbed the FC Drive after its discoverers.
- 2016:** First test of FC Drive between Earth and Mars damages the probe but proves theory has practical applications.
- 2019:** Completion of full-size FC Probe. Launched to Alpha Centauri on one-way mission.
- 2023:** Data received from Alpha Centauri probe reaches Earth. Man has reached another star system. Production of FC Drive craft for manned flight begins.
- 2040:** Global riots over cost of FC Drive projects.
- 2042:** First manned FC Drive craft visits Alpha Centauri. The gateway to the stars is open.
- 2044:** Mars colonized.
- 2052:** Asteroid mining posts fully operational.
- 2059:** Start of extended mission to find habitable planets beyond Earth. Many mineral rich worlds discovered but none habitable.
- 2080:** First mining and research outposts founded on distant worlds.
- 2096:** Discovery of an Earth-like world located 480 light years from Earth. The planet is named Chalcis after the scientist leading the project.
- 2100:** Discovery of Chalcis leads to widespread religious revolution.
- 2132:** Colonization of Chalcis begins. Over the next 30 years 500 million people settle there.
- 2149:** First Reformation Church unites mankind's religious beliefs. New age of peace begins.
- 2193:** Despite newfound mineral wealth, the cost of expansion into outer space leads to financial collapse of the industrialized powers. Earth slides into anarchy as nation after nation declares itself bankrupt.
- 2198:** World War III begins. Chalcis declares itself an independent world and officially cuts all communication with Earth.
- 2201:** World War III ends. Second Reformation Church founded.
- 2206:** Collapse of many nations following the world market crash and World War III leads the Church to become the ruler of a united Earth.
- 2212:** Growth of the Corporations. Nationalistic views are replaced by Corporate identities.
- 2245:** Chalcis re-opens communication with Earth. Second wave of colonization begins.
- 2249:** Corporations begin investment in Chalcis.
- 2290:** Competition for resources leads to Corporate Wars. Chalcis declares itself neutral.
- 2300:** Corporate Wars end in stalemate. Founding of the Union of Corporations. The majority of FC Drive vessels have been destroyed in the war. Many outposts and colonies lost forever.
- 2309:** Chalcis extends hand of peace to Earth.
- 2312:** First reports of "demons" on Chalcis. Hard line cardinals start a bitter two-year war that ends in the formation of the Third Reformation Church. Church takes a more militant stance toward heresy and the problems on Chalcis.
- 2314:** Founding of the Ordo Lazari Sancti.
- 2316:** Nuclear Weapons Act bans all development, testing, and use of nuclear weapons.
- 2317:** Open war breaks out between Rephaim and colonists on Chalcis.
- 2318:** Church moves HQ to Chalcis along with majority of the Lazarites. Chalcis renamed Salus as Church assumes control.
- 2319:** Founding of the Ordo Templi Novi. Earth destroyed—cause unknown.
- 2320:** Founding of the Ordo Sacrae Flamulae. First Templar battle against Rephaim ends in disaster.
- 2321:** First instance of miraculous powers noted among citizens of Salus.
- 2323:** Lazarites granted new powers over other Sacri Ordines regarding capture of Rephaim.
- 2325:** Founding of the Ordo Hastae Sanctae.
- 2326:** Templars reorganize their Ordo into a mobile force.
- 2328:** Founding of the Ordo Verbi Baenedicti.
- 2329:** First recorded use of necromantic weapons by Rephaim.
- 2330:** Church declares all citizens possessing miraculous powers must join a Sacer Ordo or the Inquisition, or be branded heretics.
- 2333:** Founding of the Ordo Penitentia.
- 2334:** Salus unofficially renamed Necropolis.
- 2339:** Inquisitor-Asgard skirmish threatens to bring the Church and Union to war.
- 2346:** Fall of New Budapest, a strategic city located near the Dead Zone, to Rephaim forces.
- 2347:** Attempt to retake New Budapest fails.
- 2348:** Rephaim assault on Iron Belt repelled. Southern war reaches a stalemate.
- 2350:** Present day

SETTING RULES

Let all things be done decently and in order.

1 Corinthians 14:40

COMMON KNOWLEDGE

Every Church character receives a detailed briefing during training on the nature of his foe. As such, all characters can make Common Knowledge rolls relating to the following Rephaim—vampires, skeletons, and zombies. Knowledge of other abominations requires the Knowledge (Rephaim) skill.

GRENADES

Most Knights carry a few grenades. Grabbing one, activating it, and throwing it is considered a single action, assuming the hero hasn't stuffed it into a pocket or pack.

Knights with grenade launchers must decide whether their grenades are loaded in the launcher or carried externally (or how many are stored where if they divide them up). Loading or unloading a single grenade from a grenade launcher takes an action, thus limiting the character to adding or removing one grenade per round.

Characters with different types of grenade loaded into a launcher need to determine in what order they are loaded, as the grenades are fired in the same order they are shoved into the weapon. A character with three filament and two incendiary grenades can store them in any order, but he (and the WM) needs to know which warhead will be launched when he next pulls the trigger.

AWARDS AND PROMOTIONS

Unlike traditional armies, the Sacri Ordines do not reward their soldiers with medals or promotions. Individuals may join a Corporate army to

climb the ranks or receive awards, but those in the Sacri Ordines are beyond such base desires. Even if they're not, they have little hope of achieving their goal.

Promotion to Senior Knight is possible only if the character's unit has a vacancy. If the unit's Knight-Commander puts in a good report the character may purchase the Rank (Senior Knight) Edge. He must still meet all the usual requirements.

Promotion to Knight-Commander requires the support of the Preceptory Master. Any Senior Knight character meeting the requirements may apply for promotion. If his service record is good and his Banner currently lacks a Knight-Commander, he is likely to be promoted. In game terms, he must have the WM's permission to purchase the Rank (Knight Commander) Edge. He must also fulfill all the requirements of the Edge. Promotion to higher ranks would effectively remove the character from the game.

Sergeants may be promoted solely on the word of their commanding Knight. Should a player have a Sergeant character, use the guidelines on page 18 to determine if he is eligible for promotion.

TRANSFERS

Characters, whether Chaplains, Knights, or Sergeants, cannot transfer between Sacri Ordines. They may resign from their Ordo—considered dishonorable and cowardly—but cannot then enlist in another Ordo. They may, however, change roles within their Ordo. So long as the character meets the minimum requirements for his new role he may request an internal transfer.

Note that a character who transfers to become a Chaplain does not gain the Chaplain's Special Training. Likewise, a knighted Chaplain (or Sergeant) would not gain his Ordo's training.

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Receiving a transfer requires a Persuasion role from the applicant. On a success, the character receives his transfer and is equipped according to his new profession. A failure means the request is denied and the character must remain in his old post. Characters may apply for a transfer each time they reach a new character rank (Seasoned, Veteran, etc.). Only one transfer attempt is allowed per rank.

AMMUNITION

Each group of Extras starts with an Ammo Level of Very High, High (typical), Low, or Out. You'll find a Supply Track on the Ally Sheet to help you keep track. Very High Ammunition Level means the Extras have a -1 penalty to their physical rolls due to being overloaded.

After each fight, the ammo drops a level. Allies dealt a deuce during combat drop an ammo level immediately after that round. When the combat is over, use the average ammo level for the entire collection of Extras.

Once the team is "Out," they have a few rounds each, perhaps one grenade for every dozen men, and so on. Individuals aren't completely helpless but as a group they are combat ineffective.

FIRE SUPPORT

Commanders can radio for artillery and air strike support, although what's available from general support depends on what else is happening in the theatre of war at the moment, and so is something of a random process.

To determine if support is available have the Senior Knight make a d6 Support Roll adding the modifiers below. A total of 4+ means support is available. If the mission is deep behind enemy lines or it specifically states that no support of any type is available, no one will answer the call so no roll can be made.

SUPPORT ROLL MODIFIERS

Modifier	Situation
+2	Character is a Knight-Commander or higher
+1	Character is a Knight or Senior Knight
+1	Dedicated support available

+1	If about to be overrun (WM's discretion)
-3	For each Support Roll attempted in the past 8 hours

If no specific support was allocated for the mission, the CO has called in general supporting fire. The CO (or forward observer) rolls on the Support Table to see what is available.

After the type of support is determined, roll the Delay Die to see how long it takes to arrive. Artillery lands at the start of the appropriate round, effectively landing on an Ace of Spades and interrupting all characters except those dealt Jokers. Aircraft payloads land the same action they are called (after the Delay Die interval passes).

The Bingo Die is rolled every round after the asset fires. On a roll of 1, the asset is used up or otherwise diverted and its fire mission is over. On any other roll, the asset remains on call.

SUPPORT TABLE

d6	Available General Support
1-3	Artillery Support
4-6	Air Support (see below)

ARTILLERY SUPPORT

ARTILLERY SUPPORT TABLE

d8	Type	Delay Die	Bingo Die
1-2	Judea Medium Tank	d4	d6
3-4	Constantine SPA	d6	d10
5-6	Basilica SPA	d6	d10
7	Goliath 200mm MRLS	d4	d4
8	Goliath 300mm MRLS	d4	d4

ROCKET BARRAGE

The player can place as many of the vehicle's rockets as he wishes on the battlefield each turn, but all rockets fired in a single round must be adjacent. Next roll a d12 and 2d10-1 x 2". This is the direction and number of inches the rounds deviate, measured from the center of each template.

Goliath Multiple Rocket Launch System: Up to eight 200mm (4d8 damage in a Large Burst Template) or six 300mm rockets (5d8 damage in a Large Burst Template).

Judea: Six 30mm rockets for 3d6 damage in a Medium Burst Template.

SETTING RULES

SPA BARRAGE

The CO's player places two adjacent templates on his desired targets and checks for deviation as above.

Basilica: 5d10 damage in a Large Burst Template.

Constantine: 4d10 damage in a Large Burst Template.

ADJUSTING FIRE

The CO can allow the barrage to continue each round in the same location as the first salvo hit, or he can adjust the target point up to 10" per round without delay. If the barrage is not used in a round, or is shifted more than 10" in a round, it must be called in again (meaning another Delay Die roll). Even with the accuracy of modern guns artillery fire is still a little unpredictable.

Whether or not the CO has shifted fire or allowed it to come down on the same location, each template deviates d4-1 inches (d8-1 for rockets) each turn using a d12 to determine the direction.

AIRBURSTS

Artillery shells and rockets explode when they strike resistance. In theory this should be the ground, but one of the most feared types of explosions are airbursts. These are extremely common when artillery is firing into a wooded area. As well as shrapnel from the shell, shattered trees disperse sharp splinters of wood in all directions.

The WM should roll a d6 when artillery is firing into wooded areas. In lightly wooded areas, a roll of 6 indicates an airburst. In heavy woods this increases to a roll of 4-6. Only full overhead cover offers any Armor bonus against such explosions. Simply being prone or hiding behind an obstacle offers no protection from these deadly explosions. Damage is increased by 2d6, due to the flying wood splinters.

ARTILLERY VS. VEHICLES

Artillery rounds plunge down from above at a steep angle. This can be dangerous for vehicles struck by artillery rounds.

If the vehicle is enclosed, there is a good chance the round may strike its relatively weak deck Armor. Roll a d6 if the center of the Burst Template is located over a vehicle. If the roll is

odd, resolve the attack against half the target's weakest armor (rounded down). If the roll is even it strikes the side Armor.

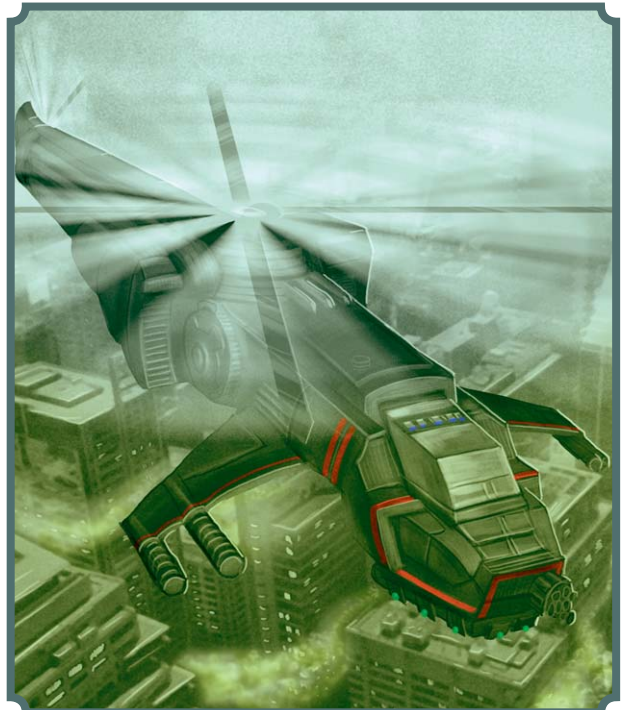
ILLUMINATION

Constantine and Basilica units can also fire illumination flares each round instead of HE. These are extremely bright phosphorous rounds that drift down on a small parachute. This counts as the battery's barrage for the turn. Illumination rounds negate all darkness penalties in non-forested or jungle terrain for 1d10+5 rounds. In light vegetation, penalties are reduced to -1. They have no effect in thick vegetation.

AIR SUPPORT

AIR SUPPORT TABLE

d10	Type	Delay Die	Bingo Die
1-2	Archangel Assault Craft	d4	d10
3-5	Angel Dropship	d6	d6
6-7	Deliverance Bomber	d8	d8
8	Scourge Bomber	d6	d6
9-10	Crown Fighter	d6	d6



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AIR STRIKES

Air support ranges from Crown fighters up to the powerful Archangel Assault Craft. Dedicated air support loiters in area as long as possible during crucial moments of the operation to try and provide effective coverage.

General air support is often aircraft in the area returning from a mission with undropped ordnance. After calling in the support, roll the Delay Die to see how long it takes the aircraft to reach the unit and start blasting any Rephaim or Corporate forces foolish enough to be seen.

Once the aircraft arrives, the CO can determine which one of its weapons it uses each round on his action card. See the Aircraft Payloads table to find out what munitions an aircraft has at its disposal. If it is listed as having a choice of munitions, randomly to determine what is available. As always, roll the Bingo Die every round the aircraft fires. On a 1, it is no longer available.

Bombs are Large Burst Templates that explode for 4d10 damage. The player can place as many of the aircraft's bombs as he wishes on the battlefield each turn, but all munitions dropped in a single round must be adjacent. Roll 1d10-1 x 3" deviation for each Burst Template.

Guns fire a single Strafe Template each round. This is Suppressive Fire. Those who are hit suffer 2d8+1 damage (AP 2). There is no deviation. Due to the gun's high rate of fire, targets have -1 to their Spirit rolls. Foes who roll a 1 or lower on their Spirit die (regardless of Wild Die) are hit and suffer damage normally.

Napalm is sticky, flaming goo that incinerates most targets. It has an AP value of 30, causes 3d10 damage, and burns for 10 rounds on objects or 1d10 rounds on "soft targets" such as Rephaim. Each canister of napalm creates a chain of four Medium Burst Templates in a straight line. Roll for deviation as for bombs and move the entire chain the indicated direction and distance.

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

Missiles: Passover missiles fired from the air automatically hit the deck of a vehicle. The target vehicle's Armor is counted as being half its lowest value (round down).

Rockets: The player can place as many of the aircraft's rockets as he wishes on the battlefield each turn, but all rockets fired in a single round

must be adjacent. Roll 1d10-1" deviation for each Burst Template. Each 30mm rocket causes 3d6 damage in a Medium Burst Template. The larger 200mm rockets explode for 4d8 damage in a Large Burst Template.

AIRCRAFT PAYLOADS

Aircraft	Munitions Available
Archangel	Guns, Bombs x4, Rockets x10 (30mm), Rockets x4 (200mm), Missiles x4 (Passover 9cm)
Angel Dropship	Guns, Missiles x2 (Passover 6cm)
Deliverance Bomber	Bombs x10 <i>or</i> Napalm x10
Scourge Bomber	Napalm x4
Crown Fighter	Guns, and Rockets x6 (30mm) <i>or</i> Bombs x2 <i>or</i> Missiles x2 (Passover 6cm)

ANTI-AIRCRAFT FIRE

Most aircraft fly too high and fast for effective anti-aircraft fire. However, the Dove AT-2, Flagellant ISV, and Corporate Shredder light tank are capable of knocking out enemy aircraft. Other weapons lack the accuracy, rate of fire, range, or elevation.

Characters armed with these weapons can try to shoot down aircraft dropping their payloads. The firer must be on Hold on the round the aircraft makes its attack, otherwise, the aircraft is long gone before the firer can react. Treat the pilot as having Agility d8 for the purpose of interrupting. Whether he successfully interrupts or not, the hero still gets to attack the aircraft this round—the difference between success and failure is the aircraft has fired first.

The range is always treated as being Long Range. Make a single attack roll, ignoring any ROF. If the firer scores a success, the GM immediately rolls the aircraft's Bingo Die. Using a Flagellant allows four dice to be rolled (one per gun). On any roll of 1, the aircraft has been shot down or damaged enough to abort its mission. Otherwise there is no effect. With a raise on the attack, roll a Bingo Die of one die lower (minimum of d4).

A single hero using anti-aircraft weaponry has a low chance of success, whereas a battery of Flagellants or Dove AT-2s greatly increases the odds of destroying enemy aircraft.

GUIDE TO NECROPOLIS

Let darkness and the shadow of death stain it; let a cloud dwell upon it; let the blackness of the day terrify it.

Job 3:5

Whether you call the world Chalcis, Salus, or Necropolis, it holds the prestigious title of being the only habitable planet outside of the solar system upon which mankind has built a home. It also holds the honor of being the site of humanity's last stand against a dark, insidious, and destructive force threatening to extinguish the light of mankind.

NEW SOL

At the center of the Chalcis system sits an unusual binary star system. The single star is a white-yellow F-class giant (category III) star. Scientific research shows the star has undergone some sort of transformation in its history, possible a direct result of its companion—a black hole.

The black hole, labeled Krijger X-1 after the famous Dutch astronomer who discovered it in 2128, lies a distance of 6.3 million miles from its luminous companion, New Sol. Invisible for much of the time, the black hole's existence becomes visually apparent during two solar events.

First, the tidal effect of Krijger X-1 generates massive solar flares. Although the atmosphere of Salus and its distance from the star protects the inhabitants from harmful radiation, the flares have proven disastrous to spacecraft caught "in the open." One such craft was ark vessel Exodus 9, which entered the Chalcis system shortly before a flare. Its hulk now orbits New Sol at a distance of 2.4 AU, a mausoleum for the 50,000 souls onboard.

Strangely, although some of the ejected solar matter ends up drawn towards the event horizon of the black hole, there is no evidence of any

x-ray radiation, a clear indication a black hole is "feeding." Probes have detected only weak Hawking radiation, which raises some interesting questions. However, with no radiation bursts, the solar system is habitable.

Second, every few days New Sol passes behind Krijger X-1. From the surface of Salus the star seems to bulge and then develop a large hole, much like a donut, as light waves are bent around the black hole. This is known as an Einstein Ring.

Because there is no radiation, the black hole can only be detected by the influence its gravity has on its surroundings (such as the Einstein Ring). Still, FC Drive ships needed to be careful as the energy field from the drive engines were subject to heavy disruption when entering the system.

New Sol has 6.8 times the mass of Earth's own sun, Sol. It is 2.6 times as bright, and has a radius of 4.7 times larger than Sol. The star is stable and likely to remain that way for many billions of years.

SOLAR SYSTEM

The Salus system consists of eight planetary objects. Numbers in parentheses after the planetary object name are distances from the star in astronomical units (1 AU equals approximately 93 million miles).

Infernalis (0.65): Blasted by the intense heat of the giant star and often bathed in solar flares, Infernalis is a barren wasteland. Its surface is near-molten, making detailed exploration of the surface impossible.

Vulcan (1.0): Like Infernalis, Vulcan is a barren rock with a heavily cratered surface. Remote probes launched soon after the system was discovered found nothing of interest.

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Midgard (1.5): Tidally locked, Midgard's sunward face is baked and blistered, while its other side is bitterly cold. Back in 2139 a dozen solar flare sensor satellites were placed in orbit ringing the day-night divide. Two centuries on, the satellites still warn the citizens of Salus of approaching solar flares.

Incus (2.75): Incus ("Anvil") is an astronomical rarity and a nightmare for scientists. At some point there was once a large gas giant in the orbit (estimated diameter 170,000 miles). All that remains now is a ball of solid metal many thousands of miles in diameter, some apocalyptic force having stripped away its primordial atmosphere. Attempts to mine the surface were hastily abandoned due to the solar flares, which fried even hardened robots.

Salus (5.2): Only habitable planet. See below for detailed information.

Malleus (11.2): A small gas giant (diameter 63,000 miles) with rings of small particles and ice crystals and 10 moons (largest just 2500 miles diameter). Like all gas giants, Malleus ("Hammer") has a primordial atmosphere of hydrogen, helium, methane, and ammonia.

An orbital facility was constructed in the upper atmosphere in 2271 to harvest and process the gases. It was abandoned in 2298 for fears it would become a terrorist target for out-system Corporate extremists determined to bring Salus into the war. Latest scans indicate the facility is still circling the planet, though it has slipped into a lower orbit. Predictions are it will fall into the atmosphere within a few decades.

Icicle (21.8): Unusually, Icicle (official name "Cavil," after the first man to set foot there) is a rocky world, much like Salus. The world is swathed in a layer of ice with an average depth of 10 miles. Evidence suggests the world entered an ice age perhaps 100 million years ago and never recovered. Scientific consensus is the molten core cooled and lack of volcanic activity allowed the surface to cool into eternal winter.

Interest in the world was always low, though one Corporation, Off-World Mining, founded a mining station in 2247 to explore the possibility of recovering mineral wealth from beneath the ice. All contact was lost in 2289. Off-world Mining was obliterated during the Corporate Wars and its local office fell to West Star Mining in a relatively bloodless takeover, one of the few incidents during the war to affect Salus.

The Beach (35.1): Evidence suggests the Beach, a thin, sparsely populated asteroid field, may have been a failed planetary formation. So far from the sun's gravity, the planet was stillborn, the swirling morass of rocks a leftover from the creation of the solar system. Early probes indicated metals found only in full-formed planets. Their presence remains a mystery.

Before the Corporate Wars, several Corporations established mining platforms, though these were abandoned by 2300, the minerals no longer being useful to the Corporate war effort. The stations remain intact, but no attempts to reuse them have occurred.

SALUS

Salus is also referred to as New Sol 5 in the scientific community.

LOCATION

Salus is the only habitable planet in the local system. Lying 5.2 astronomical units from its sun (i.e. just over five times the distance between Earth and the Sun), it is positioned centrally in the star's habitable zone. Were Salus in orbit at the same distance as Earth is from the Sun, New Sol would dominate the sky. Life would also be impossible at such close proximity.

ATMOSPHERICS

Atmospheric pressure at sea level is equal to that of Earth. Even the atmospheric composition is remarkably close to that of mankind's former homeworld.

Towards the polar zones, the *aurora borealis* (northern hemisphere) and *aurora australis* (southern) are constant companions during the long winters. The energy output of New Sol, even at this distance, results in spectacular light shows as solar radiation energizes particles in the ionosphere. Particularly powerful displays illuminate the surrounding lands with an eerie, pale green glow, almost as bright as a full moon on Earth. Settlers in these climes welcome such nights for the extra light they provide.

One side effect of the increased radiation that strikes Salus is the amount of radio interference it causes. A solar flare can result in disrupted communications over much of the planet's surface lasting days or weeks at a time. Military strategists must take such astronomical phenomenon into account.

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CLIMATE

At 5.2 AU it takes Salus 1,536 days to circle its sun, resulting in seasons lasting longer than an Earth year. (Each recorded year is exactly one season long.) However, the slight orbital eccentricity (0.005) and a low axial tilt of just 10 degree equate to only comparatively mild seasonal variations in temperature. Little comfort if you live in the polar extremes, where the sun barely rises for nearly 400 days.

Salus has ice caps at the poles and temperatures there never rise above freezing in the summer. During the long winter, the temperature plummets well below the line. Snow regularly falls as low as the 40th parallel. At the equator, the high summer temperatures are blistering but more pleasant in winter. Wealthy citizens move toward the equator to escape the long, cold winter nights. The sidebar shows average summer high and winter low temperatures at various latitudes.

Precipitation in non-desert regions is plentiful and in certain regions can be near constant.

The rotation period of Salus is almost exactly 24 hours. A leap day is added to the last day of the calendar every ten years to account for the slight difference. This degree of closeness to Earth's day has been attributed to everything from alien tampering to divine blueprints.

Thunderstorms and electrical storms are common in the summer and a Salus storm at its height can be a truly frightening experience—day turns to night, thunderclaps can knock a man off his feet, and lightning strikes make travel extremely hazardous.

Such storms can cover an area the size of the entire American Mid West and can last for many days. Hurricanes and tornadoes, whilst less frequent, easily rival those on Earth, and, in rare cases, can exceed their power many fold.

GEOGRAPHY

With a diameter of 8,950 miles and circumference of 28,100 miles, the planet is larger than Earth. However, it is marginally less dense, resulting in a surface gravity of 1.01G. Surface area is approximately 251 million square miles (644 million square km). This equates to around 20% more than Earth.

Water makes up 62% of the surface area (156 million square miles). Salus lacks its own satellite, resulting in weak yet complicated tides due

TEMPERATURE RANGES

Latitude	Summer	Winter
0°	117F (47C)	82F (28C)
10°	104F (40C)	70F (21C)
20°	92F (33C)	57F (14C)
30°	79F (26C)	45F (7C)
40°	67F (19C)	32F (0C)
50°	57F (14C)	15F (-9C)
60°	47F (8C)	-2F (-19C)
70°	37F (3C)	-19F (-28C)
80°	27F (-3C)	-36F (-38C)
90°	14F (-10C)	-49F (-45C)

to the combined gravity of Krijger X-1 and New Sol. When Salus is aligned with the binary pair there is a noticeable high tide.

As with Earth the oceans are salty from eons of constant mineral erosion. The deepest part of any ocean, the Putin Canyon, is an astounding 14 miles deep and has never been fully explored. The average depth of the seabed is 2-3 miles. By comparison, the highest mountain, Mount Bastion, is 12,800 feet (4267 yards), or 2.4 miles.

The remaining 38% of the surface area (95 million square miles) is divided into four large landmasses. Salus' population of just 832 million humans—and an unknown number of Rephaim—live scattered across this vast landscape. Total human population density is just 8.75 citizens per square mile. (For comparison, the United States had roughly 76 citizens per square mile during the early 21st century, nine times that of Salus.)

Minerals common to those found on Earth are found within the crust, though there is a noticeable lack of heavier, radioactive elements, such as those vital for FC Drive manufacture. As on Earth, soil composition is variable, but generally even the best agricultural soil is lacking in nitrates and extensive use of fertilizer is required to produce good crops. The planet's thick crust gives rise to only minor plate tectonics.

IMPORTED BIOSPHERE

Genetically modified grains and cereals from Earth have proven adaptable to Salus' nutrient-deficient soil. A variety of Earth fruits and vegetables were also introduced, albeit with some

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DIVISION OF LAND

When you look at the map of Necropolis you may be inclined to think of the Church and Union states as being single, vast metropolises or clearly defined territories.

In fact, over 75% of these areas are uninhabited and unprotected—in most cases the borders are arbitrary lines drawn on a map and represent the furthest the respective militaries are willing to patrol. In the vast majority of non-troubled areas, outlying settlements are left to fend for themselves.

Within each territory are hundreds of smaller zones, each effectively a nation unto itself, which split into still smaller domains. The Church has its archdioceses, dioceses, and Preceptories—the Union has city-states and industrial enclaves controlled by a single Corporation.

Much of the Corporate population lives in huge cities of towering skyscrapers, usually located near the coasts or rich natural resource reserves—only a few large towns and industrial sites lie beyond the city limits. The situation is reversed with the Church—there are few true cities and much of the population lives in large towns and villages, where agriculture and light industry are the prime sources of income.

Why has so much territory remained unclaimed? If settlers were to move into an area both the Church and the Union would have to protect their citizens. Military resources on both sides are already stretched to breaking point, so colonization is actively discouraged through excessive taxes and highly priced imports.

far better than others. For the most part, any vegetable product once found on Earth can be bought in the markets of Salus.

Up to five harvests in prime agricultural areas can be gathered during the long summer and autumn, though the quality is often poor. In winter, agriculture is confined to the tropics and equatorial regions, few of which are densely populated.

Many species of food animal were also shipped to Salus. Poultry, cattle, sheep, goats, and pigs are bred, and have required little modification to adapt to their new environment. Rabbits were

introduced as a plentiful food source and have proven perhaps too adaptable. Within the first few decades many thousands had escaped into the wilds and began breeding. Now, two centuries on, they are found in abundance across much of the planet.

Cats and dogs of all breeds, still popular pets in the 24th century, are numerous. In outlying areas many dogs have gone feral, and have taken to hunting in packs, much like African wild dogs did on Earth. Rats, a common enough rodent, can be found in most human settlements. Though none were deliberately shipped to Salus their migration with man was inevitable.

Many species in danger of extinction on Earth found a new home in the virgin wilds. Elephants, rhinos, tigers, and wolves, amongst others, were transported to Salus and let loose on the native wildlife. Virtually all have adapted to eat native species of plants and animals.

GAZETTEER OF NECROPOLIS

The Alvam Pocket: The Pocket was formed as a block to Church expansion from the Vatican and to protect vast reserves of oil. While the former failed to materialize, the latter has made the Corporations operating here very rich.

Aquilo: Named for the bitterly cold wind that howls relentlessly from the northern ice caps, Aquilo covers an arc along the coast.

The Augustine Territories: The Territories lie along the southeast bulge of the Terra Australis and border both Rephaim and Corporate territories. Where the border with Dead Zone Gamma is heavily fortified, a major road and rail network links the western territory to New Pittsburgh. The largest city is Augustus, which lies along the banks of the Celestine River.

Dead Zones: The term used to describe the territory held by the Rephaim. A thick cloud, impenetrable by the most advanced sensors, covers much of the interior of each DZ. Few ground units can penetrate much further than a few hundred miles into the core, and what lies beneath the cloud is a mystery to the Church.

Dead Zone Alpha: DZ-Alpha, as it is known among the Sacri Ordines, is the major stronghold of the Rephaim. What is now dank marsh and

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barren steppe was once a vast plain interspersed with verdant forests. New Budapest, the former Vatican of the South now lies in the zone.

Dead Zone Beta: Located in the western bulge of Terra Nova, DZ-Beta is considered a serious threat to human existence. Until 2319 the area was barren wastes, marshes, and jungle, and home to a few isolated Church and Corporate enclaves.

Without warning, a tide of Rephaim swept forward from the marshes and destroyed everything in their path. Although the Sacri Ordines have managed to halt their progress, the border is not as well defended as the Iron Belt.

Dead Zone Gamma: DZ-Gamma has so far been contained by the quick action of both Church and Corporate forces. It borders three territories, all of which are heavily fortified. The Rephaim have kept up pressures on all three borders—a tactic which has failed to produce any major breakthroughs.

Drake Peninsula: Technically the peninsula covers only the north part of the territory, but as the Corporations expanded the name was carried over to the whole area. Although a series of bridges and tunnels links the southern extreme with Hensland, natural geography has prevented the two states from merging completely.

The Eastern Conurbs: Western Haven may be home to the Church's penal mines, but the eastern sector belongs to the Corporations.

Haven: The smallest continental landmass of Salus is a morass of tropical jungle and swamps. Much of the center remains unexplored, though a few Corporate research bases exist.

Hensland: Also known as The Strip, the Union founded Hensland in a bid to stop Nova Europa and Tomaculum completely isolating the Drake Peninsula by overland routes. The plan worked and Hensland is now a major Corporate enclave.

The Iron Belt: The Iron Belt is a series of large Preceptories manned by all five Sacri Ordines spread out over 5,000 miles along the foothills of the Montes Carpathia. Despite the massed ranks of troops, defending every mile of the border is beyond the Church's capability and incursions through the Belt are commonplace. To the east lie the Carpathians, to the west lies Dead Zone Alpha. Civilians still live in the region and farm the fertile soil to feed the Knights and Sergeants whose constant vigil keeps the eastern continent

safe from attack. The northern extreme was once New Carpathia, and stretched as far as New Budapest in the west.

Kobia: Kobia is the Union's largest territory. Western expansion toward the Levant has been halted as Corporate resources are diverted to defending the eastern border. Several large mining cities exist along the Montes Ferrum.

The Levant: Running from the northern coast down to the Carpathian Mountains, the Levant is under threat from Rephaim forces massing along the Iron Belt. The southeastern border extends as far as Terra Infernalis.

Midgard: The most northerly Corporate enclave is the headquarters of Asgard. Very little of its colossal military might is stationed here, as there is no serious threat to its hegemony. Rumors abound the Corporation has constructed several research bases in the ice caps but the Church cannot afford the manpower to investigate the truth of the matter.

New Budapest: New Budapest, the Vatican of the South, was the second largest Church city on Salus. Originally constructed on a large island in the River Boritsi, the city quickly expanded onto the neighboring banks. Within a decade of its founding it was home to two million souls. Its fall to the Rephaim in 2346 was considered



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a disaster of the first magnitude and a clear sign the apocalypse was near. An attempt to liberate the city in 2347 failed and led to the fortification of the Iron Belt.

The city is divided into three key areas—the city center, the outer districts, and the suburbs. The main island remained the city center and housed the great cathedral of St Peter, as well as bureaucratic Preceptories for all five Ordines, an Inquisition office, and a vast treasury. On either bank were the main accommodation areas and light industrial parks. Tall apartment blocks housed the tens of thousands of workers, whose smoky factories were located in the surrounding area. Further afield were the suburbs—a mix of large villas owned by the rich and the slums of the poor who saw New Budapest as a new hope.

Once New Budapest was the capital of New Carpathia—now it lies hundreds of miles behind the frontline. As far as the Sacri Ordines have been able to deduce, within a few months of the city being taken the two million souls inhabiting the city became two million Rephaim. Recapturing the city is a Church priority.

New Eden: Lies on the western tip of Haven and serves as a Church penal mining colony.

New Pittsburgh: The second-largest Union state is one of the key manufacturing areas on Salus. Vast industrial complexes produce everything from processed food to telecommunications satellites. Although the attempt to link the territory with Kobia to the north has been thwarted by the Church, relations remain good between the Corporations and their Church neighbors.

The New Territories: The New Territories were claimed in 2332 in direct response to the growth of the Corporate territory of Kobia to the north. The border with Kobia is heavily fortified to prevent further expansion. Preceptories guard the eastern border, but the Rephaim exist here in fewer numbers and do not present as much threat as those far to the west.

Nova Europa: Covers a vast territory, though much of the population lives in the northern bulge. The coastal arc is predominantly comprised of fishing towns.

Telmar: Telmar has shrunk to half its former size since the Rephaim stormed out of DZ-Alpha. Asgard and Ravendell both maintain large garrisons on the border—paid for by Corporations within the territory—but the unending waves of Rephaim have so far proven unstoppable. It is likely the territory will fall within two decades.

Terra Australis: The great southern continent accounts almost half the land area of Salus. Although it now covers much of the southern hemisphere, it was not always so. The Montes Carpathia are in fact the joining of three continents—the western and eastern parts of the island crashed into a central continent. As the two larger continents drive toward each other, the region of Terra Infernalis is being crushed to form the two mountain ranges to either side.

Terra Infernalis: Hemmed in by the Montes Carpathia to the west and the Montes Ferrum to the east, Terra Infernalis is a barren desert. Thin strips of farmland exist near the mountain ranges, where summer melt waters allow crops to grow. The vast interior, the largest part of which is the Ruber Desert, has never been fully explored but reconnaissance flights and satellite mapping have revealed nothing but vast seas of sand dunes broken by rocky plateaus.

Terra Nova: Terra Nova was the first continent on which mankind landed. Its vast area ranges from equatorial jungle through to sub arctic forests. Terra Nova comprises two continents thrust together by tectonic activity—the western portion is moving slowly eastward while the eastern part is grinding southwest.

Terra Septentriones: With its northern coast inside the Arctic Circle, Terra Septentriones is the most northerly continent. Much of its territory is unclaimed taiga.

Tomaculum: Until 2327 the region of Tomaculum was known as Aquinas. Corporate expansion from the north and a constant Rephaim threat from the south, combined with the near-impassable Montes Leviathan to the east have resulted in the territory being isolated. The name Tomaculum actually means “sausage” and refers to the territory’s shape.

The northern and eastern borders are only lightly defended—the Church simply cannot afford the manpower to watch three borders.

Vatican City: Although the entire territory is referred to as the Vatican, the city itself comprises only 50 square miles and is located on the New Tiber estuary. The inner city is one of opulent splendor, but is surrounded by slums and factories. As one might expect, the entire area is ringed with Preceptories. Each Sacer Ordo maintains an administrative Preceptory building close to the Papal palace, which serves as the headquarters of the Sacer Ordo and is home to the Grand Master and his aides.

MOTHER CHURCH

Thou shalt fear the Lord thy God, and serve him, and shalt swear by his name.

Deuteronomy 6:13

At the center of mankind's resistance to the Rephaim threat sits the Third Reformation Church. No longer a simple spiritual entity, the Church represents a sizeable financial, political, and military force, ruled over by Pope John XXIV.

This is not the same Church as that of the 21st century. The Third Reformation Church bears only passing resemblance to that entity, which withered during the first colonization of the Terran solar system, when mankind's belief in his own ability replaced the need for God.

Much has changed in the Church since its initial creation during the Imperial Roman period. Women are accepted as priests, although few rise to positions of power, the militant Sacri Ordines have risen from the ashes, and Church doctrine has moved away from many of its former tenets. In many ways, the Church has taken several steps backward toward a more medieval view of life. The war against the Rephaim is a crusade, heretics are arrested, tortured, and executed, and familial ties are a way of climbing the spiritual power ladder. (Readers should note the term "heresy" does not in any way refer to other, real world religions.)

CHURCH STRUCTURE

Pope John XXIV is the spiritual and secular leader of the Church, and the most influential individual on Salus. His decrees affect the lives of the hundreds of millions of citizens who belong to the Church. As well as being pontiff, he is entitled Bishop of the Vatican and Vicar of Salus.

Beneath the pope are the cardinals of the Curia, who act as the pope's ministers and chief advisors. Forming the College of Cardinals, these individuals carry out the pope's edicts and ensure the Church machinery operates effectively. The reach of a cardinal extends far beyond the doors of his office, however. Even though they have no jurisdictional powers over the rest of the hierarchical structure, their word carries great weight and few archbishops or bishops will refuse to aid a cardinal when requested. For all they know, he may become the next pontiff and favors are handy resources.

Ruling over areas called archdioceses are the archbishops. Answerable directly to the pope, it is their job to maintain order over the bishops who serve them. The biannual gathering of archbishops—the Prime Synod—functions to see the pope's will is carried out, as well as to discuss matters of faith and law.

Bishops are responsible for a diocese, the main administrative unit of the Church. It is their duty to govern the parochial churches, deliver Church law to the citizens, oversee educational and charitable programs, and stamp out heresy within their diocese. Each has the power to create Diocese Laws, so long as they do not counter any Church laws. The bishop's palace is both home and office, containing residential quarters for the bishop, as well as administrative offices, the court of laws, and extensive libraries.

Serving under the bishops are a varying number of priests. Depending on the size of the diocese this can range from 50 up to 500. Priests are responsible for a single church within a settlement. Again, depending on the population of the settlement, there may be as many as two-dozen churches catering for the religious needs of the masses. Priests are responsible for carrying out their bishop's orders and for caring for the needs of their congregation.

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THE CURIA

The Curia is the civil service of the Church but most often refers only to the cardinals who run the various departments and belong to the College of Cardinals.

Each cardinal takes his orders directly from the pope and departments are seen as personal fiefs, to be ruled as they wish so long as the pontiff remains happy. Beneath the cardinals is a veritable army of priests and laity, whose task it is to ensure each department runs smoothly and efficiently.

The Curia has many arms, but the most well known are described below (in alphabetical order) in more detail. Examples of lesser offices include the Office of Printing (printers of official Church booklets and Bibles), Office of Ceremonies (organizes major events and pontifical tours), the Office of Mail (the Church's postal department), and the Office of Astronomy (one of several scientific offices answering to the Office of Scientific Research).

OFFICE OF CORPORATE LIAISON

The Church may not favor the Corporations but it also knows it cannot afford to completely alienate them—too much of Salus' manufacturing capacity is held in their hands. The Office of Corporate Liaison is charged with two key tasks—ensuring the Corporations do not overstep the mark and smoothing any ruffled feathers. The head of the office carries the title Cardinal Secretary of State and is the highest-ranking cardinal in the Curia. He is also the Pope's chief advisor.

Ambassadors are sent to each Corporation's headquarters on a year long secondment, during which time they are the pope's official representatives. Though the Corporations rarely warm to an ambassador—most view them as little more than spies—they are at least cordial. With every ambassador travels an entourage of 10–30 administrators.

At least one of the administrators is a member of the Church Intelligence Service tasked with gathering as much information as he can on covert Corporate activities and reporting them back to the CIS. Church ambassadorial staff are accorded diplomatic immunity, and the only punishment the Corporations can inflict on those caught spying is expulsion from the enclave.

An ambassador is also tasked with liaising with each Corporate diplomatic office in the various Papal states. More than one ambassador is a CIS agent, though only the CIS knows the true figure.

OFFICE OF EDUCATION

The Church considers part of its moral duty as protector of mankind to educate the masses. Outside of Corporate enclaves, all schools and colleges are Church controlled. Reading, writing, math, and sciences are all part of the agenda, as is a heavy dose of theology.

City schools and colleges are well staffed, with deans teaching a specialized subject. In rural areas, the local priest often doubles as the schoolmaster, and, depending on his own skills, certain subjects may be missed from the timetable.

Each year the schools and colleges hold a careers day. Members of the various Curial offices and Sacri Ordines attend, trying to recruit new members from amongst those graduating that year. Church approved businesses are also invited. Most of the children flock to the Sacri Ordines' stands, keen to handle the veritable arsenal each Ordo brings along and to talk with the Knights. Such is the power of the Church media.

The education channel is run by members of the Office of Education, working alongside their colleagues from the Office of Information.

OFFICE OF INFORMATION

Citizens on Salus have few choices when it comes to television and radio. An in-depth look at the Church media is found on page 61. The Office of Information is directly responsible for the Church's media network and in this capacity works closely with the Office of Education.

People crave entertainment, and it is the responsibility of this office to ensure they receive this—so long as the programs are approved by Church doctrine. The office has full control over television, radio, and newspapers within non-Corporate areas.

As well as reporters, cameramen, newsreaders, and sound engineers, the office also has a department dedicated to tracking down Corporate radio stations broadcasting within Church territory and shutting them down. Officially called the Office of Public Conscience, they are commonly referred to as the Censors.

MOTHER CHURCH

OFFICE OF INTERNAL SECURITY

More properly named the Church Intelligence Service, the CIS is a large department that works closely with the Inquisition. Their mandate covers everything from countering Corporate espionage, uncovering heresies, and reporting on morals amongst the laity. It has no interest in minor crimes unless the suspect is of significant interest, such as a high-ranking clergyman or Corporate executive.

Members are stationed in every large settlement across Salus, in Corporate liaison teams, within Preceptories, and even in non-Church territories. Other Curial departments are frequently placed under routine surveillance for signs of corruption.

The CIS has access to a wide range of communication equipment and maintains two spy satellites of its own. Though the CIS has a wide range of investigative powers, it has no judicial arm—the Inquisition handles arrests and interrogations.

Since the founding of the first Sacer Ordo, the CIS has tried to work its way into a position of trust. To date, there has been no noticeable success. The Ordines are fiercely independent of outside agencies, even those of the Church, and maintain their own intelligence gathering arms.

Members of the CIS caught spying within a Preceptory are tried as spies by the Preceptory's court and receive severe punishments, much to the outrage of the CIS, who are powerless to interfere in the process.

OFFICE OF THE TREASURY

With an iron grip on the finances of the Church, the Office of the Treasury is probably the most powerful of the Curial offices, controlling the finances of even the feared Inquisition, for without money, the Church cannot function. As well as accountants, the

Treasury has a large staff of tax collectors, financial investors, and street-level donation collectors.

All citizens within Church territory must pay 10% of their income (known as a tithe) to the Church on a monthly basis. Many settlements are actually owned by the Church directly, so rent monies are also funneled straight to the Treasury. Collection plate donations made in cathedrals or churches are one of the few financial areas left in the hands of the local bishops, and collections go straight to the bishops' treasuries for use as he sees fit.

Though a rigorous anti-Corporation stance is maintained to the public, the Church accountants are not fools. The Church owns stock in many of the Corporations, handled through a network (some say web) of "independent" financial advisors and stockbrokers. Investments are also made in the hundreds of smaller companies not answerable to any Corporation.

Companies entirely owned by the Church, and there are many scattered across Salus, plow their profits into the Treasury, greatly bolstering the coffers.

Amongst these businesses are several mining operations, plastics manufacturers, and, of course, armaments firms. Peace may be part of the doctrine, but the Sacri Ordines need to purchase weapons from somewhere and it is better to pay the Church than enrich the Corporations.

The Sacri Ordines are a thorn in the Treasury's side. Due to their unique papal status, the Ordines are exempted from many of the regular taxes and own huge territories of their own, from which they collect their own taxes and donations. Calls to the pope to revoke certain benefits have not been well received by the Ordines or the pontiff himself. As such, the Sacri Ordines are the only Church branches outside of Treasury control.

The official currency of the Church is the miter (M). Currency is minted in coins and notes, with denominations of 1, 2, 5, 10, 50, and 100.



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OFFICE OF THE HOLY INQUISITION

A man need not have committed a sin to fear the Inquisition. Their reputation for thoroughness, brutality, and persistence is well known. Posters proclaiming, “The Inquisition is Watching You!” are on every street corner and village square, and their activities in rooting out heretics are always headline news (except when it suits the Church to keep quiet).

ORGANIZATION

The Office of the Holy Inquisition of the Third Reformation Church, to give it its full title, is a semi-independent police force within the Church tasked with hunting down heretics and Rephaim sympathizers (yes, they do exist) wherever they lurk.

Dressed in red and black armor and armed with flechette weapons, the Inquisition is a paramilitary force unto itself. Its head, the Grand Inquisitor, although a cardinal, has limited powers over the other Curia members. Only the Sacri Ordines of Knights remain outside his jurisdiction.

Serving under the Grand Inquisitor are the Inquisitor-Generals. As well as forming the Council of Inquisition, each is governor of Inquisitorial affairs within an archdiocese, though the archbishop has no powers over their activities. Their duty is to coordinate Inquisitorial affairs within their area of jurisdiction, organize educational classes for school children, maintain a public presence, liaise with CIS local officials, and head up the local Inquisition court.

Each Inquisitor-General has a number of chapter houses answerable to him. Ruled by an Inquisitor-Bishop, these serve as the police precincts of the Inquisition and are staffed by inquisitors and security-screened civilian employees.

INTERROGATION

The Inquisition has been given powers of arrest over heretics. It is also the judicial arm of the CIS and the Church’s own internal police force.

Suspects arrested by the Inquisition are normally taken to the nearest chapter house for interrogation. Here, they are stripped naked, processed (covered under Church Law, p. 60), and thrown into dank, crowded cells. Rights common to “regular” criminals are not applicable when under Inquisitorial arrest.

Following processing the suspect will be interrogated. There is no set time limit on this and prisoners can be held indefinitely without charge under the Heretic Act of 2321. When an inquisitor opens the cell door there is a palpable aura of fear from the prisoners.

Interrogation techniques vary from old-fashioned physical torture, psychological torture, sleep deprivation, and pharmaceutical injection, to polite questioning. A varied mixture often achieves the best results.

It is a matter of pride amongst Inquisitors who can break a suspect the quickest, though many take pleasure in interrogating stubborn prisoners as it allows them to experiment with their “art.”

In recent times, the Inquisition has become a little trigger-happy. Incidents of suspects being killed before capture have risen over 200%, though their activities have not been curbed by the Curia.

JUSTICE

Those being tried by the Inquisition are brought before the local Inquisitor-Bishop. Evidence and witness statements mean little compared to a signed confession, and most are deemed guilty before they even receive a trial date. For heretics there is only one sentence—death by burning without absolution. For most other offences, the Inquisition prefers incarceration in a labor camp or reeducation (i.e. lobotomy).

PAPAL ELECTIONS

A second function of the Curia is to elect a new pontiff from amongst their number upon the death or abdication of the current pope. Being chosen as God’s vicar is not purely a matter of divine providence—politics plays a very important role.

Each cardinal, and there are currently 87, is allotted a single vote, to use as they see wisest. Under Church law, discussion amongst the cardinals is prohibited. Each is shown to a cell and remains there until he has made his decision.

In reality, many cardinals already know whom they wish to see seated on the papal throne and promises are made long before the current pontiff has departed office. Regardless of the Church’s new stance on women priests, there is an unspoken rule that no woman will ever be allowed to

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sit on the papal throne. Given there are presently only six female cardinals the chances of this happening are extremely remote.

When all of the cardinals are ready, a secret vote is held in the main Curia chamber within the Vatican Palace. The names of those who have received votes are read out, along with their current vote tally. In order to become pope, a cardinal requires two-thirds of the votes plus one extra.

If there is no clear winner, the cardinals return to their cells and another vote is held after their meditations. This procedure can last for many days, but as successive votes are held, so the number of candidates is naturally reduced, with cardinals throwing their weight behind one or other of the candidates with votes in the previous round.

In keeping with the old Vatican tradition, colored smoke is released from the chimney within the Curia council chamber after each round of voting. Black smoke signifies the voting has failed to elect a new pope—white means a new pontiff has been elected. Huge crowds gather outside in the plaza, hoping the voting will be swift and a new pope soon enthroned.

OTHER APPOINTMENTS

The office of Pope is the only elected position within the Church. The pope is directly responsible for appointing members to the posts of cardinal and archbishop and his word is final in such matters.

Bishops are appointed from amongst the priesthood by the archbishop they will serve. Due to nepotism, many bishops are blood relatives of their archbishop.

Bishops appoint common priests, the lowest ordained members of the Church. Any appointment is an excuse for a Mass to be held at the local church or cathedral.

THE MEDIA

There are six main Church television channels, each covering a single subject. The channels provide news (religious, civil, and business), movies, light entertainment, sermons and hymns, educational programs, and home shopping (from Curia approved companies, of course, and with a cut of the profits going to Church coffers).

All six channels broadcast 24 hours a day, 8 days a week. During festival periods a seventh channel is broadcast, covering the festive events taking place and allowing viewers to partake of the celebrations from their own home through interactive options.

The Sacri Ordines are each allotted one hour per day on the news channel to broadcast their own material, though typically this is a recruitment film or old news footage of Knights in combat with a voice-over promoting the good work of the Ordo. Sometimes viewers receive live footage, though usually only when the Church is winning a battle. Once a week the shopping channel hosts an “Ordo Night,” where shoppers can purchase Sacer Ordo memorabilia (model tanks, mugs, commemorative coins, autographed photos of heroic Knights, and so on).

Just two stations provide Church radio services for Salus. Vatican Radio broadcasts a mixture of sermons, music, and news, whereas Radio Salus provides a mixture of chat shows, plays, comedies, and other forms of light entertainment. Each Sacer Ordo is allowed to broadcast its own radio station on Fridays.

Lastly, there are the daily newspapers, which are actually printed on paper. The Vatican Daily is available only within the Vatican City itself, but the Salus Times, the Daily Word (jokingly referred



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to as the Burning Bush), and the Independent (which it is not) are available in densely populated regions. Remote areas often have to suffice with the local bishop's own monthly newsletter.

Corporate media of any form is banned within Church-dominated territories. Depending on the content, being caught reading or listening to Corporate media can carry a charge of heresy.

CALENDAR

Though Salus has a 24-hour rotation it has a 1,536-day year. The earliest calendars were simply an extension of Earth's own, with months ranging from 127 to 130 days in length and keeping the same names as had been used for centuries. Every 365 days, the year was increased. Following the Third Reformation, the Church drastically altered the calendar.

The modern calendar works on a non-solar year of eight months. Each month is named after one of the canonical hours—Prime, Terce, Sext, Nones, Vespers, Compline, Matins, and Lauds. Each month comprises 48 days, broken down into six weeks of eight days. Days retain their old Earth names, but Prayday (Restday in the Union) now sits between Saturday and Sunday. Prayday is the only regular day off during the week for civilians. Weeks begin on Sunday.

The first and last days of each month are a major public holiday, during which time the Church hosts many large festivals. Even the corporations have adopted these holidays.

At the end of each eight month cycle, the year count is increased by one, differences between the 384 days of a quarter year on Salus and Earth's 365 day year being politely ignored. With Earth destroyed, the recording of Earth years is more a nod to the past than a strict requirement.

With each recorded year lasting exactly a quarter of a Salus solar year, each effectively covers a single season. The current year covers spring, 2351 will be summer, 2352 spans fall, and 2353 is winter. The cycle then begins again with 2354 in spring. Of course, seasons rarely answer to the calendars of men and some leeway in seasonal variations is to be expected.

Date notation is written as "number of day in the month.month.year." The month is notated by Roman numerals. Thus, the last day of the current year would be written 48.VIII.2350.

Human biology has not altered since mankind arrived on Salus and aging occurs at the same rate as it did on Earth. In keeping with tradition, citizens still refer to their age in Earth years. Citizens celebrate four birthdays every Salus solar year.

CHURCH LAW

In theory, Church law governs the entirety of Salus. In reality, it extends only as far as the Church can enforce its will. Remote settlements and Corporate enclaves are often self-governed, leaving the Church powerless to intervene except by military force. Only the Sacri Ordines are officially exempted from regular Church law.

POLICING CRIME

Settlements are policed by a professional police force, with a regimented hierarchy from patrolman up to precinct captain. The two-tier structure of Salus extends to law enforcement as well.

Whereas cities may have dozens of multistory precinct buildings containing cells, interrogation rooms, offices, armories, and garages, the smallest villages may have nothing other than a police sergeant and one or two patrolmen operating out of a two cell one office shack. Metropolitan police are issued with batons, flechette pistols, tangle guns, light armor, combat helmets, and APC's—rural officers are lucky to receive anything other than a baton and a patrol car.

Regardless of geographic location, the senior officer answers directly to the bishop—the chief of police within the diocese.

Suspects detained by the police are allowed a single phone call (upon which the police may eavesdrop), have the right to be treated humanely, and the right to an attorney. Those detained by the Inquisition have no rights. Suspects are fingerprinted, DNA-printed, photographed, and retina scanned before being locked in a cell.

Once a suspect has been processed, the case is handed over to the Bishop Attorney's office. Lawyers within the Bishop Attorney's office, whether clergy or civilian, carry the title Monsignor Attorney.

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CRIMES

For those who answer to the Church, the law covers all civil, criminal, and religious crimes—everything from murder to theft to extortion passes through the Bishop Attorney’s office.

Religious crimes have been reintroduced since the Third Reformation. The Inquisition handles heresy, the most severe of the religious crimes—the bishop handles all other religious crimes. Blasphemy, not paying tithes, desecration, and anti-Church activities, the meaning of which is left deliberately vague to allow Inquisitional jurisdiction, are now punishable offences.

In keeping with its authoritarian stance, the Church labels all crimes as sins—acts against God—and criminals are referred to as sinners.

THE BISHOP’S COURT

Trial by jury is a thing of the past. Evidence gathered over the centuries proved the jury system is flawed and open to corruption. Under the edicts of the pope, all criminal matters committed by citizens are to be heard by bishops, in whom the Church places great faith. Citizens who have sworn fealty to a Preceptory have the right to trial in the Ordines’ courts.

Given that one man must oversee all court proceedings, the bishop does not have time, or the inclination, to hear every case. Simple cases, where the suspect was caught red-handed, are handled by simple submission of evidence and witness statements. The accused does not get his “day in court” to defend himself.

More complex cases, those involving important figures, or cases deemed to be of public interest are handled differently. Both accused and accuser (a lawyer if the crime is against the Church) are brought before the bishop, along with material evidence, witnesses, and character witnesses. This is often a trial by numbers, with the number of character witnesses, as well as their reputation, playing a direct role in determining guilt.

For example, family and friends will accompany a poor tenant farmer caught stealing from his master. The landowner, on the other hand, will bring other wealthy landowners, churchmen, doctors, and other professionals of good reputation to back him up. The unlucky farmer stands little chance of being found not guilty.

Bribery is considered a sin, but donations to worthy Church causes are not. Naturally, the difference depends solely upon the donor. The peasant from the above example may be able to buy a few candles for his church and earn the favor of his priest—a landowner accused of murdering a social inferior could afford an entire hospital wing named after the bishop’s mother.

SENTENCING

Once the bishop has heard or read the evidence he passes sentence. Depending on the crime and severity, the punishment may be anything from a fine to confiscation of property, public flogging, mutilation (including branding), incarceration in a labor camp, or death by burning or hanging. To call sentences medieval is being generous. Those sentenced to death are sometimes offered absolution for their mortal sins.

Appeals or retrials are rare. The appeal process is painfully slow and, in the case of flogging, mutilation, or death, often comes too late to be of much use to the accused. At best, the accused is given a pardon (sometimes posthumously). A sample of crimes and punishments is listed below.

Crime	Punishment.
Arson	Death by burning.
Blasphemy	Ten lashes, increasing by ten for each further offence. Persistent offenders may be handed over to the Inquisition.
Grand theft (10,000M+)	Loss of dominant hand, plus fine equaling 20–100% of the value of the goods stolen.
Handling of stolen goods	Fifty lashes and fine equal to the value of the goods.
Heresy	Death by burning without absolution.
Murder of a clergyman	Death by burning.
Murder of a social equal	5–25 years incarceration in a labor camp.
Murder of a social superior	Twenty years to life incarceration in a labor camp.
Petty theft (1,000M or less)	Twenty lashes plus fine equal to value of the goods.
Sedition	Ranges from five or more years in a labor camp to death by burning.

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CHURCH LAW AND THE CORPORATIONS

“Justice for All” is a motto the Church cannot always enforce. Ruling the common people is one thing, but dispensing justice with regard the Corporations is another matter altogether.

For a start, each Corporation has their own internal security force and judicial system. Though technically these are to police Corporate crimes, such as fraud or sabotage, in reality Corporate enclaves are separate city-states, ruled by the local board of directors.

The Church may have a presence within these cities, in the form of a house of worship, but it lacks any real judicial authority. Corporations allow clergy to preach to the masses, but armed Church enforcers, even the Sacri Ordines, are forbidden access unless specifically invited.

Church ambassadors may request an individual be extradited to a Church state to stand trial under Church law, but such requests must go before the board and are often placed under “Any Other Business” and missed out if the meeting overruns. After a half dozen such overruns, even the most pacifistic of ambassadors is ready to call in the Knights.

There have been instances of armed Church intervention. In 2339, Inquisition spies had long suspected a senior executive of the Asgard Corporation was a vampiric puppet, diverting arms shipments to the Rephaim through intermediaries. Asgard’s board refused to hand the executive over, stating they were “not in a position to comply until they had viewed the evidence.” Having reviewed the evidence the board again refused, insisting a junior executive was actually the party responsible.

After six months of wrangling the Inquisition persuaded the pope to order the Ordo Hastae Sanctae to capture the suspect on their behalf. During a fierce battle with Asgard security forces that left over 150 dead, the Ordo eventually located the executive. He committed suicide before they could arrest him. Asgard remains a fierce opponent of the Church to this day.

THE POPULACE

The Church actively governs over 400 million souls. From the largest city to the smallest farmstead, the Church has made it its mission to save

the souls of the populace by any means necessary. Church territory is divided into archdioceses and dioceses controlled directly by the Church, and Commanderies and Preceptories owned by the Sacri Ordines.

Poverty is rife across most of the land. The Church imposes heavy taxes on the masses to pay for public services and subsidize industry—the Ordines’ taxes go toward keeping their military machines running at the highest possible efficiency. The wealthiest citizens are senior Church members (bishops and above), captains of industry, and crime bosses.

Within cities and towns, the majority of the populace lives in towering apartment blocks. Large families are the norm, though few apartments have more than two bedrooms. Most apartment blocks are in dire need of maintenance, but the Church is loathe to spend money on refurbishment when it has more pressing matters to deal with—such as feeding the masses, saving souls, and rooting out heresy.

In stark contrast to the drab rows of apartment blocks are the marbled plazas, tree-lined avenues, and open parks located in the more affluent parts of town. Police patrols keep diligent watch over these areas and those who look out of place are stopped and questioned.

Rephaim attacks on rural communities have led to mass migrations to the already overcrowded cities, placing further strain on the Church welfare system. Beggars are becoming more common on city streets despite local police actions to remove them to work camps.

Corporate observers often accuse the Church of deliberately keeping the masses downtrodden. This way, they say, the citizens see membership of an Ordo as advancement up the social ladder and flock to the various Ordines, so keeping up troop strengths. The Church is quick to retort that Corporate pricing policy and trading practices stifle local industries.

Citizens living in villages and hamlets are only slightly better off. Agriculture is the usual way of life and while not richly rewarded employs most of the rural population. Houses range from prefab structures used by the earliest colonists to stone and thatch cottages more reminiscent of 18th century Earth. Few farmers can afford the latest Corporate agricultural machinery and so must rely on a combination of outdated machines—some dating back to the first colonization—and backbreaking manual labor.

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There are “free hold” areas within the Church hegemony. Land not controlled directly by a bishop or Preceptory is often run by a close relative of the official. Nepotism is seen as an acceptable part of society—at least to those with something to gain from it.

Church laws ban citizens from owning firearms, leaving most with no way of defending their homes against the Rephaim. As attacks increase more and more citizens are acquiring illegal firearms through Corporate channels—something the Church is keen to stop.

OTHER MILITARY FORCES

True military power within the Church lies solely in the hands of the Sacri Ordines. A unit known as the Swiss Guard serves as the pope’s personal bodyguard. Originally founded in the 15th century from Swiss mercenaries, the current pope reintroduced the Guard when he took office.

Comprised of Knights poached from their Ordo to serve the pontiff directly and citizens who pass the rigorous training regime, they pro-

tect the pope’s body, possessions, and residence, and accompany him on official tours. Within the Vatican itself four members are always stationed at the pope’s side.

The Swiss Guard is fiercely loyal to the pontiff, willing to lay down their lives for him at a moment’s notice and without hesitation. No door is closed to the Guard so long as the pope is present, and bodyguards are present at even secret meetings. Knowing they hold this knowledge makes them highly suspicious of any Curial advances toward them. Guard members pride themselves on being incorruptible—the punishment for breaking the pope’s trust in them is death by firing squad without absolution.

At present, the Guard maintains a force of only 200 soldiers, plus a cadre of 100 support staff. The only armed vehicles they possess are Prophet APC’s and a single Angel dropship (call-sign Ark 1) for transporting the pope on his tours. Members of the Guard on duty wear purple battle suits and carry flechette rifles. Although comprised mainly of Knights, the Swiss Guard is not a Sacri Ordo and its members use military ranks similar to those of the 21st Century. However, members are allowed to carry swords, much to the disgust of the Sacri Ordines.



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The year is 2350.

The place is Salus—more popularly called Necropolis—the only habitable world left to mankind. Knights of the militant Sacri Ordines of the Third Reformation Church are locked in a bitter crusade against the Rephaim (“the dead ones”), a race of evil beings who wield necromantic powers with the desire to exterminate all life.

Yet even when faced with extinction, mankind cannot work together. While the Rephaim batter at humanity’s door, the Church and Union of Corporations continue their cold-war struggle for dominance over the lives of millions.

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