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By Kevin Siembieda



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— Kevin Siembieda, 2000

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The cover: SAMAS power armor troops face off over the wreckage of a Death's Head Transport against *Shadow Dragons*, the savage id creations of the Dragon Kings. By Dave Dorman.

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Palladium Books® Presents:

**Rifts® Coalition Wars™
Siege on Tolkeen Three™**

Sorcerers' Revenge™

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— *Kevin Siembieda*, 2000

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No More Mr. Nice Guy

Uncensored video-letter from Sergeant Deon Canton to his wife at Chi-Town

"Hey Baby, hope ya an' duh kids is all well. Jush shendin' you dish vid sho ya doan worry. I know I shed I'd be home on leaf shoon, but I took my two weeks aff a widdle border town I can't tell ya duh name uv.

"Don't be mad, Hon. I got too mush combat in my head to come home rife now. My mind would be out here, Baby. Wid the resh uv da Exterminators an' ... an' I was afraid ... you ... me

"Well anyway, I thought iff besh tuh shay near the front. Pershonally, I think the war's goin' good. Shure we ain't makin' da progressh we shuposed to be doin'. Thish ain't gonna be a short war, I don't care whaff der tellin' ya at home. Doan ya bullieve it. Gonna be a long one. But we're shur gonna win it, Baby. Da Coalishin' is kickin' ash. Thas a promish. Too many o' our boys dyin' fer us not ta win. A whole lots more gonna die 'fore dis is all over too. So we gotta win. Gotta win fer the boys! Gotta.

"Oh, doan mine duh bruishes on my faysh. Got into a fish fight wiff a Dee-Bee luvver, at da bar. Sonofa ... called ush aminals. Said weez slaughtered innoshent women and chil'en. Sonofa ... they ain't no better! Dey ain't!! I know. Ya got ta belief me, Bay-bee. I sheen things. Dey ... dey send deez ... deez ... god only knows whaff at ush. Demons shrait from hell! An' we're the figgin' bad guys!! NO way! Muffer, son of a ...

"You doan shee the Coalishin' conshortin' wiff demons and monshers. An' ... an' ... Honey if ya sheen deez things ya know I mean monshers. Livin' friggin' nightmares from hell dat tears a man's arm off or rip hish throat out sho fast ... b'fer ... b'fer ... god damn! Half of em' eat da sholdiers dey kill. Jush rip 'em up, like a cat does a damn bird. And god ... oh god, help those who git demshelf captured! God, Baby, I seen whad's left of our boys who git captured."

Sgt. Canton drops his beer bottle, to bury his head in his hands. He tries to smother the sobs that boil out of him in uncontrollable volleys for the next three minutes. Finally, he chokes down the cauldron of emotion and looks up all red-eyed and angry.

"Sho we does whad we gotta do. Thaz all. Whad we gotsta do. Ya know dat, doan ya, Baby? If dat means blashing an entire town, sho be it. Murder chil'ens. Dem D-Bee kids ain't yuman. Dey jush baby monshers thaz all. Monshers dat hate us. If dey grow up weez be fightin' dem next. Da horror would jush continue. Sho 'sterminate dem now. Ain't like killin' a yuman child. 'Sides wadda you do win ya sheen kids, I mean little chil'ren ... five, shix yearz ol' turn out ta be a friggin' monsher or magically 'guised mage or shumthin' worst. Better ta shoot it down. I ... I ain't proudda whash we gotsha do haf duh time, but it's neshessary to shurvive ... ta win. Somebody hazta die. It's war.

"I ain't bad. You know I ain't a bad man, Baby. Ya gotta know it. I luv ya sho mush. I luv duh kids. Duh Coalishion Shates ... I do dis for YOU! An' fer everybody sho we kin lif in peash! Widout fear. Ya know dat, right? Ya gotta know dat! (More tears washed away with more beer.)

"I'm shorry, Baby. I'm shorry. Doan be 'fraid ... or worry. I'm jush upshet from duh fightin' ... maybe ahm a liddle drunk too. O.K. a lot drunk."

"Probably shouldn't uv made dis vid. It ain't government ishue an' I'll be shendin' it by private meshenger. Dey ain't 'lowin' ush tah shend vids cuz duh Army's gearin' up fer a big push an' the p'toon is gonna be deep bee hind emeny lines.

"I ... jush wanna ya tah know I luv ya and ya ain't forgotten. I don't never fergit ya or duh babies. Never. Don't know when ya'll be hearin' from me agin, but I promish ya will. I luv ya an' I ain't gonna die on you, Baby. I promish."

End of video recording.

— Sergeant Deon Canton, November 18, 106 P.A.

Stirring in the wind

Vid Report to General Drogue From: Freelance Agent, Eisenhower Flint

The face of Ike Flint, grizzled old bounty hunter, appears on the video screen. He stares into the camera, snorts and begins his report.

"General Drogue? This here's Ike. Ike Flint.

"You'll remember you hired me for my, um, expertise as a manhunter. Help your boys tame the locals and take the edge off trouble. Well, the Commander I've been working with of late suggested I make this here vid to send you.

"I wanted you to know something is up with the Tolkeen Army. There's something in the air. Something serious. It's nothing I can put my finger on yet, but it's there. An undercurrent of excitement ... no! Anticipation I haven't felt since the early days of the war.

"It's not just increased guerilla activity neither. Yeah, sure there's bin a lot more Tolkeen guerillas entering the picture. Hell, guerilla combat and ambushes is about all they really got going for them. Lots more demon squads, Daemonix, Juggernauts and sorcerers too, but the rest of them are farmers, thugs and looters as far as I'm concerned. Trouble? Yeah, but nothin' me and your Dead Boys can't handle easy enough. So what if them guerillas have had their share of successes of late? Let them cocky bastards pat themselves on the back while they still can. In my line of work, I've found the cockier my mark is the sooner he'll be six feet under.

"Point is, it's not cockiness I'm picking up. All of a sudden ... in the past couple of days there's something new. There's something brewing. Something building. And it's big. I dunno what, but I can feel it. Smell it as clearly as I can the approach of a summer storm. I'm telling you, it's time to put your troops on alert."

The cagey manhunter takes a deep breath, clears his sinus cavities, spits and leans into the camera lens.

"You know I'm no alarmist. You know I've never submitted a report like this before. Not ever. So I hope yer listening good. I've learned a long time ago to trust my gut. An' my belly's rumbling big time. Be prepared for anything.

"I'll try to sniff out more on my end, but you might wanna send more boys out on recon and see what they can ferret out.

"Yeah. I smell a storm, alright. An' it's coming your direction, Sir. Of that I'm sure. Of that I *am* sure.

"Ike Flint, out."

The ugly mug of Old Ike hangs frozen at the end of his recording until Colonel McDaniels, attache to General Drogue, pops it out of the player.

"Should I take this to the General, Sir?" asks his aide.

"What? Heck no. File it."

"Yes, Sir. But ... what if something is brewing across enemy lines? Shouldn't we at least tell ..."

"Are you second guessing me, Lieutenant!?"

"No, Sir."

"Then why are we having this conversation."

"Sir, I think, maybe the General should ..."

"Do I know my job Major."

"Sir, yes, Sir."

"Good. Then do as you are told. Clear?"

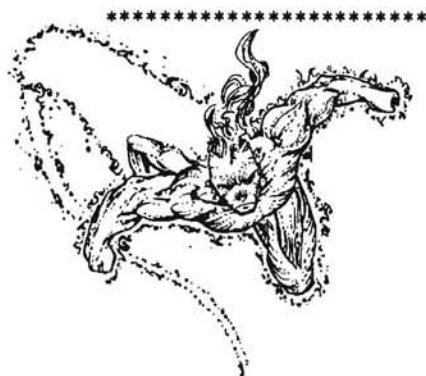
"Yes, Sir."

"Oh, and for your information, I spoke to Brigadier General Mitchell, Lieutenant General Jefferson and Colonel Maklusi just this morning. None of them 'smell' any storm coming. Hell, Flint's assigned to Maklusi and he can't confirm anything that old hound had to say. He only allowed the vid to be made because Flint was making himself a pain in the backside. The Coalition Army operates on fact and science not gut feelings, superstitious hunches and odors carried on the wind. So I'll thank you not to second guess me again, Lieutenant. It's becoming an annoying habit that could hamper your advancement. Understood?"

"Yes — Sir. No offense meant. Just trying to be thorough."

"Good. Then file this report where it belongs. Wait a minute. Why waste war-front materials on garbage? Wipe the disk clean and reuse it."

"Um, as you wish, Sir. Immediately."



Tolkeen's Heroes

There *is* electricity in the air. It energizes Tolkeen's warriors at the front and the guerillas waging a war of subversion and treachery. It is a sense of triumph, justice and purpose. They have convinced themselves that they battle a heartless monster that must be destroyed, or at least pushed into retreat. The Tolkeenites, like the soldiers of the Coalition Army, have demonized their enemy to justify their actions. To make the killing easy. The atrocities acceptable. And so they fight. Fight and fight. Each little accomplishment is as grand and bold as the greatest battle because they were part of it, and because their cause is just. D-Bees of every nature fight alongside their human compatriots and demonic allies. Optimism is omnipresent, even as the Coalition Invasion Force slowly pushes their way toward the heart of the kingdom, inch by agonizing inch.

In this crazy war, every baby step *forward* seems like a defeat for the Coalition, and every foot of lost ground by the Tolkeenites somehow seems like a triumph for them. No fighting force has ever held the Coalition Army at bay like they have. No one. So Tolkeenites have good reason to feel proud and gutsy. Every day, even as the Coalition grunts win a new position across the Mississippi River and take another trembling step forward, the sorcerers and people of Tolkeen make them pay. And pay dearly. Coalition casualties run high and their every move is met with fierce opposition. One observer observed: every foot of ground taken by the Coalition is saturated with the blood of six of its men.

And so the sorcerers, the D-Bees, the mercenaries, the Juicers, the demons and the farmers fight on. Ever hopeful that in the end they *will* win. They do it all in an atmosphere that something else is bubbling up behind the scenes. That they are just the opening act to something much bigger. Something that is just over the next horizon and soon to break. Until it does, they continue their struggle and relish each success, large and small, against the invading Coalition Army.

In the pages that follow we present more of the people — some of the strange alien life forms humans call "D-Bees" — new Techno-Wizard machines of destruction, and some of the notable guerilla fighter groups taking their toll on the Coalition aggressors. The secret of the Dragon Kings is also revealed as the leaders of Tolkeen prepare to take the war to a frightening new level.

New D-Bees

The following D-Bees can be found throughout North America, although they are most common and numerous in what was once the Midwestern United States, the Magic Zone and Southern Canada.

Auto-G R.C.C.

Auto-Gs are presumed to be extremely rare. Whether they are mutants, aliens or the product of some genetic experiment gone awry (CS perhaps) is unknown. They consider themselves to be Earthlings, if not entirely human. To that end they claim their natural shape and appearance is "human," however, an Auto-G can take on the appearance and nature of most mortal humanoids. The Coalition, Splugorth and other groups consider these strange beings to be the ultimate shapechanger without actually being supernatural or a true creature of magic. Unlike the rare and fabled *Changeling* of Palladium or even the metamorphosis of a dragon, the Auto-G can completely transform into whatever particular race it chooses, right down to the natural abilities. This means if the race they are copying has wings and can fly, or teleport, or turn invisible, etc., so can the Auto-G while in that form. If killed while in its unnatural form, that's the way the body remains. It does not revert to its true (allegedly) human appearance.

The transformation can go far beyond imitating a specific race; the Auto-G can study and duplicate a specific individual to every detail, right down to his or her unique genetic structure! The Auto-G's transformation is so complete that the impostor has identical fingerprints and can fool retinal scans, blood tests, voice pattern identification, DNA examination and similar tests! Even a spouse or the character's own mother can not tell the original from the genetic duplicate. This places Auto-Gs among the very best and most dangerous of spies, assassins, kidnappers, thieves, blackmailers, and masters of "the frame" in the world.

Of course, the Auto-G does not possess or copy the skills, memories, or personality of the character (or race) they are mimicking, which can give them away to those who know them best. Nor can they generate bionic implants or artificial appendages, only the actual, physical form. This means questioning *can* sometimes be used to ferret out an Auto-G impersonator. However, one is more likely to simply believe their cohort, friend or loved one is angry, confused or ill rather than jump to the conclusion that he has been replaced by a shapechanger.

Psionic powers can also help uncover an Auto-G, however, these beings pass casual inspection by Dog Boys, Psi-Stalkers and psychics with ease. Since they *are* whatever race they are impersonating, they do NOT register as being supernatural or creatures of magic. Thus, the keen psychic senses of these races are useless against Auto-Gs, for they can even disguise their P.P.E. and alter their auras. Telepathic scans *may* be able to pluck out surface thoughts, but only an interrogation and pointed questions are likely to stimulate thoughts that might betray the impostor — a casual scan of surface thoughts will rarely reveal anything suspicious or incriminating. A psychic *Mind Bond* will always reveal the truth but most psychics avoid using this invasive and distasteful power. Meanwhile using a *See Aura* is likely to display a very normal looking aura for that race. Unless the psychic has studied the character's aura before being impersonated he will not know if it looks different. However, if

the psychic is very familiar with the *real McCoy's* aura (typically a friend, loved one or somebody important) he is likely to notice some subtle and disturbing differences or aberrations — one of which is an unusually high amount of P.P.E., but whether these small differences from what he remembers are enough to make him suspicious is another matter entirely. **Note:** Auto-Gs are so incredibly rare that most people do not believe they are real. In fact, most ordinary people (95%) have never even heard of Auto-Gs, and even many (60%) of the learned scholars, adventurers and practitioners of magic who have heard of them, believe they are mythical creatures that never really existed. A fictional boogeyman from the paranoid time of the Dark Ages. This holds true even with the recent turn of events at Chi-Town, which most outsiders suspect is a false story contrived to stir up patriotic emotions among its troops and citizens. (Why else leak it to the public?) Chi-Town was the first to discover that Auto-Gs were real way back during the last decades of the Dark Ages, when these boogeymen were found living among them. This prompted the, even then, technological society to study and understand these strange, secretive beings to the best of their ability. Having had more dealings with Auto-Gs than anyone else in the world, Chi-Town is the leading expert on the subject. They have established protocols for detecting and countering Auto-Gs that have stood the test of time for over one hundred years. When the Coalition States were formed they shared this information with their allied States, insisting that all other member States put their protocols in place as well (including Free Quebec). Information that has always been kept "Top Secret" and protocols even Emperor Prosek must follow. Thus, the CS

can identify even slain replicants by testing for a particular rare combination of enzymes only Auto-Gs possess and that, unless one is specifically looking and testing for, are likely to go unnoticed (99% chance). This is a simple test that can be performed on the living or dead and takes only a few minutes. The CS also have psionic procedures (similar to those noted earlier) that can be used to help uncover "suspected" Auto-G impostors. Unfortunately, such detection in the 'Burbs, on the field of combat and away from the modern cities and military bases is extremely difficult and rarely performed (it's just not practical).

Of course being who and what they are, in 2 P.A. Chi-Town launched a campaign to unearth and obliterate all shapechangers within their territories, with Auto-Gs at the top of the list. This campaign is believed to have been so successful over the decades that even Coalition forces (both military and civil defenders like the ISS and NTSET) had come to believe Auto-Gs were nearly extinct, and that whatever numbers survived had fled the regions dominated by the Coalition States. Ever vigilant, CS forces continue to investigate every rumor or suspicion of shapechangers operating within their domains. While many a shapeshifting demon, D-Bee and dragon have been flushed out, not one Auto-G had been uncovered in the last forty years. Since Auto-Gs are super-rare to begin with and since none had been encountered in two generations, most CS grunts and law officers have come to believe they are extinct and nothing to fear. That misguided belief changed when a branch of the Chi-Town ISS foiled a hit team sent to kill Emperor Prosek. All five conspirators were slain trying to escape, leading to an autopsy. The standard AG Test revealed one of the seemingly human assassins was really an Auto-G who had stolen the identity of a civilian businessman (whether the businessman is imprisoned somewhere or dead is unknown, much to the chagrin of his family). The autopsy examiner almost missed the tell-tale enzyme test results revealing the man's true nature. The examiner had done the AG Test countless times over the last 25 years without consequence, and he never expected to see a positive result in his lifetime. When his computer "flagged" the Auto-G identification he was staggered and performed the test three more times to verify the results. The ISS was automatically notified, the Emperor and Military High Command apprised of the situation and Security placed on alert. Military code-breakers confirmed the authorities' worst suspicions 36 hours later when they pierced the defense codes on a computer disk found on the body of the Auto-G. The disk contained a comprehensive profile, complete with old and new video footage, on each member of the Prosek family. It also revealed a plan to secretly kill either the Emperor or Joseph II and have the shapechanger take his place to undermine the CS from within. It also references "Team Two." This revelation has placed Chi-Town on high alert and protection of the Emperor and his family has reached new heights.

Unfortunately, the incident was leaked before it could be plugged, so the plot is circulated as a "hot rumor" in the Chi-Town 'Burbs, Old Bones (in Free Quebec), among CS troops at the Tolkeen front, and among the Tolkeenites and Federation of Magic. Both Tolkeen and the Federation of Magic have denied any part of this escapade, but most Coalition citizens assume one of them must be the culprit who put the plot into motion.



Auto-G R.C.C. Special Abilities, Transformation, & Bonuses

1. True form. The Auto-G can only assume one of two forms, the current person or race he is *copying* and the creature's (supposedly) natural *human form*. Most Auto-Gs' natural appearance is that of a very attractive human with a P.B. of 12 or higher. Most Auto-Gs have a healthy, youthful appearance, with those in their nineties looking to be in their forties.

An Auto-G has a definite male or female gender, but they can assume the "appearance" of the opposite sex when they transform into a different race. Assuming the opposite sex and acting the part can prove difficult as the shapechanger may be a male in a female body and vice versa, with all his normal male attitudes and instincts. Acting the part of a female (and vice versa) may be harder than one thinks.

When abandoning the false identity, the Auto-G can only revert back to its human-looking natural form. To change into another race, he must consume some DNA from that life form.

2. DNA sample required to change. To assume the identity of another race, be it Elf, Dog Boy, D-Bee or alien, the Auto-G must actually have something with that being's genetic signature. This requires the shapeshifter to chew and swallow a bit of the subject targeted for replication, such as a bit of hair, finger nails, dry skin, or a tiny drop of blood. One minute (four melee rounds) after consumption, the Auto-G is able to replicate the exact genetic structure of that race and transform itself into a convincing copy! This only enables the Auto-G to turn into an identical member of that race, not an exact copy of a specific individual. **Note:** As long as the creature copied is mortal, whether it is an S.D.C. or M.D.C. being, the Auto-G can replicate it right down to additional limbs, natural abilities and its genetic code. An Auto-G can NOT replicate a supernatural being, creature of magic or a being who is extremely alien (i.e. an intelligent blob, talking cockroach or tree-person is out of the question).

3. To replicate a specific individual, the Auto-G must be able to thoroughly examine the subject (dead or alive) for at least 15 minutes (20-30 is better), consume a large DNA sample (one ounce minimum) and be within 12 feet (3.6 m) of said individual when the change takes place. After the appropriate amount of time, concentration and meditation, the Auto-G will turn into an identical-looking twin, down to the smallest detail and genetic composition. Fingerprints, voice, eye color, hair color, hair style, and natural moles, as well as scars and blemishes caused by injury or birth defect, are all replicated 99.7 percent. Bionic implants, tattoos and piercings can not be replicated and if the impostor is to complete the charade, the character must be physically altered (i.e. get an identical tattoo, implant, etc.). Strangely, while the Auto-G can not make a tattoo appear when it changes its form, the tattoo will *disappear* when it reverts back to its natural, human form. Likewise, any cybernetic implants or bionic limbs will be harmlessly expelled and the Auto-G will regenerate any missing limbs or organs. In fact, if a bionic arm or leg is required for the disguise (typically only necessary when replicating a specific individual), the Auto-G will appear without that limb when it transforms (awaiting a bionic supplement to be attached to complete the transformation). **Note:** Full bionic conversion is not possible for Auto-Gs and

will kill them if attempted. In fact, the beings will die if more than 40% of their body is replaced with machine parts. Consequently, most try to avoid cybernetics at all costs, even if it's only temporary.

When assuming the exact identity of a specific individual, there is no necessity to kill the genuine article. Auto-Gs who respect life will usually imprison and hide the person until they no longer have any need for the charade, and release him or extort valuables for his location or safe return. On the other hand, evil and ruthless Auto-Gs (many of whom are professional assassins and spies) kill those they impersonate and destroy the body (or at least dispose of it) to prevent accidental escape or discovery.

4. Unusually high level of P.P.E. Auto-Gs have 2D4x10 +P.P.E. attribute number in P.P.E., roughly 10-30 times more than the average human adult. Yet despite this, Auto-Gs can NOT perform magic of any kind nor can their P.P.E. be siphoned away by sorcerers or P.P.E. vampires. Additionally, the individual's P.P.E. drops by 70% for 24 hours after a transformation into a nonhuman life form. Presumably, the expenditure of P.P.E. at the moment of transformation is necessary for the Auto-G to change its genetic structure and appearance. This may mean these enigmatic beings are actually minor creatures of magic of some kind.

5. Instant adaptation to alien form. The Auto-G instantly and intuitively understands the new body, even if it is completely alien and has additional appendages and inhuman powers (psionics, instincts, wings and flight, aquatic capabilities, M.D.C. body, superhuman P.S., and so forth). They are immediately comfortable with their new bodies and whatever powers and abilities that may come with them. For example, if an Auto-G turns into a *Simvan*, it has the power to control and command animals. If it turns into a *Psi-Stalker* or *Dog Boy*, the Auto-G possesses and understands the abilities of that race (including instincts, heightened senses and natural needs to sustain that body), and so on.

6. R.C.C. Bonuses: +2 to save vs magic including magic illusions, +3 to save vs Horror Factor, and +2 to save vs possession at levels 2, 4, 6, 8, 11 and 15. Needs a 12 or higher to save vs psionic attacks. Also see attributes, psionics, and other stats.

7. Restrictions: Can not replicate the genetic structure or appearance of nonliving materials, animals, lower life forms, creatures of magic, supernatural beings, or truly alien creatures (i.e. a pile of tentacles, an intelligent plant, etc.), only other mortal humanoids. Can not cast spells or draw upon magic. Can not have its P.P.E. drained by outside forces, including allied mages.

Origin of the Auto-G

Not even the Auto-Gs know how they came to possess their mind-boggling powers of transformation. They insist they are some sort of *human mutant*, like the Psi-Stalkers, born from the maelstrom of mystic energy unleashed during the Great Cataclysm and the Dark Ages. They are steadfast in their belief that they are (or were) *human* and forced to become shapechangers in order to adapt to the changing world of Rifts Earth. This was especially true during the early decades of the Dark Ages in which all manner of alien beings flooded into the world. The ability to make oneself look like any of those alien races gave the Auto-G a huge advantage in survival, able to hide in plain

sight. The scholars among them believe their powers were made possible through the magic energy that swept across the globe and persists as ley lines to this day. While at a quick glance this theory may seem plausible (and may, in fact, be the case), it seems unlikely.

Outsiders prefer the theory that Auto-Gs are the product of some lost super-science that re-engineered ordinary humans on a genetic level into what we know as Auto-Gs. One of the theories credits a secret pre-Rifts cabal — probably the military of the American Empire — that took extreme measures to insure the survival of the human race shortly after the Great Cataclysm, but perished as an organization early on during the Dark Age. Or that the Auto-G was a secret genetic experiment created by the military of the American, Canadian or Mexican Empires that was accidentally unleashed by the Great Cataclysm.

Others point to the evil and mysterious *Gene-Splicers* known for their bizarre experiments and unparalleled mastery of molecular genetic reconstruction. They are responsible for numerous mutants and monsters set loose in the world, especially in Europe. Thus, they seem like the most logical and likely creators of the Auto-Gs if they are, indeed, mutant humans. Which leads to the question: Are they really human at all? It is quite possible that Auto-Gs do not originate from Rifts Earth. That they are human mutants from some similar but very different dimension. Then again, they may be completely alien and have so well adapted to Earth (selecting the human form because humans are still the dominant species — or were at the time that the Auto-Gs came to this planet), that they have forgotten their true origins and honestly don't know what they originally were! It's possible, and more likely than being some kind of super mutant caused by the explosive return of magic energy. If this is the case, the Auto-Gs' past is forever lost because they are convinced they originated as human beings native to Rifts Earth. Then again, dimension spanning travelers like True Atlanteans, the Splugorth and dragons have never encountered Auto-Gs anywhere except Rifts Earth, suggesting they *might* originate from our planet. Such is the mystery surrounding these creatures.

Auto-G R.C.C.

Note: "Auto-G" is slang for "auto-genetic," a term coined to describe their ability to duplicate the genetic structure and physical appearance of other races.

Alignment: Any but professional assassins and spies lean toward Anarchist, Aberrant, Miscreant and Diabolic.

Player Character Attributes: The number of dice to roll are as follows: I.Q.: 2D6+8, M.E.: 2D6+8 (roll another 1D6 if the initial generated number is 17 or higher), M.A.: 3D6, P.S.: 3D6, P.P.: 3D6, P.E.: 2D6+8, P.B.: 3D6+6, Spd: 3D6

Hit Points: P.E. number is the base, plus 1D6 per level of experience.

S.D.C.: 24 +P.E. attribute number and any additional S.D.C. points acquired through skills or O.C.C.; tend to be a bit tougher than normal humans.

Mega-Damage: Auto-Gs can become M.D.C. beings whenever they alter their genetic structure to replicate a *mortal* Mega-Damage creature. However, more likely than not, they must wear M.D.C. armor to protect themselves.

Horror Factor: 10

Size: Same as a human, 5-7 feet (1.5 to 2.1 m); **Weight:** 120 to 240 lbs (54 to 108 kg).

Life Span: Unknown, but seems to be a bit better than an ordinary human with a typical life expectancy of 140 to 200 years.

P.P.E.: 2D4x10 +P.E. attribute number.

I.S.P.: M.E. attribute +4D6. Add another 1D6+1 per level of experience.

Natural Abilities: Other than the ability to alter their physical structure on a genetic level and change their physical bodies, they are effectively human with the same fundamental abilities and characteristics. When replicating an inhuman race, the character has all the natural abilities of that race, other than spell casting.

Available O.C.C.s: Auto-Gs tend toward the following: Professional Assassin, Spy, Thief/Bandit, Highway Man, Smuggler, Con Artist, Soldier, Bounty Hunter, City Rat, Wilderness Scout, Drifter, Vagabond and most any of the Scholar & Adventurer O.C.C.s. **Note:** Can not select any O.C.C. that artificially augments the body, including Cyborg, Cyber-Knight, Crazy, Juicer, Headhunter, nor any Practitioner of Magic O.C.C. or Psychic R.C.C.

Attacks per Melee: As per O.C.C. and current race.

Bonuses: See Special R.C.C. abilities earlier.

Damage: Varies with race or weapon.

Magic Powers: None, and can not practice magic of any kind.

Psionics: Mind Block, Mask P.P.E., Mask I.S.P. & Psionics, Alter Aura, Death Trance, Nightvision and Summon Inner Strength. Considered a Major psychic and needs a 12 or higher to save vs psionic attack. **I.S.P.:** M.E. attribute number plus a roll of 4D6. Add an additional 1D6+1 per level of experience.

Bionics: Avoid it whenever possible. Never make more than 40% of their body cybernetic (any more will kill them).

Weapons: None per se; varies with personal preference and O.C.C.

Allies: Nobody in particular. Those who pursue criminal professions tend to associate with like-minded evildoers and power-brokers. A number of Auto-Gs are rumored to be members of and/or work with the *Federation of Magic*. With the recent plot against Emperor Prosek, rumors abound that *Tolkeen* has hired a number of freelance Auto-G assassins and spies.

Enemies: Most people fear and distrust them and many will slay Auto-Gs whenever they are discovered, just to be on the safe side. The CS has an ongoing campaign of genocide to eradicate the Auto-Gs (be they human mutants or weird aliens) from the face of the planet. The CS also has the knowledge and means to identify these beings. Otherwise, enemies are anybody who gets in their way or threatens their existence.

Habitat: Basically the same as any human or whatever race they are impersonating. Auto-Gs are believed to originate from North America. Long ago they primarily inhabited the Midwest, but since they are so feared and hunted, they hide their true natures. Theoretically, anybody, human or D-Bee, could be an Auto-G. Since most people believe them to be nothing more than myth or legend, nobody other than the Coalition States has any tests in place to identify them.

Note: It is believed there are fewer than six hundred Auto-Gs in all of North America and most people don't believe they ever really existed. The CS suspects there are half that number, but

even that is too many. Of course, no one knows how many exist and since they could be almost anybody, there could be thousands living among the many human and D-Bee communities undetected.



D'norr Devilmen R.C.C.

The D'norr are more commonly known as "Devilmen" because of their appearance. They are bipedal humanoids with a light reddish-tan skin, and a darker red (for males) or purple (for females) back and top portion of the head. The backs of their heads are rather gourd shaped, not unlike a squash or pumpkin, and dotted with tiny red spines. The D'norr's "devilish" appearance comes from their red complexion accented with dark blue eyes, gnarled pointed ears, and a pair of horns that protrude from their forehead. Four small spines run along the top of each eyebrow and 4-6 protrude from their chins. Their high intelligence and penchant toward the sciences, magic and philosophy only contribute to the idea that they are "devilish" tempters and schemers. Female D'norr have breasts (they are mammals), a smaller frame and feminine shape.

Despite their name and demonic appearance, Devilmen are actually highly intelligent, thoughtful, and compassionate. Most study social behavior, philosophy and scholastic pursuits. Moreover, they are much less aggressive than humans and prefer to find a peaceful resolution to problems. This makes these peace-loving beings natural "team-players," teachers and diplomats worthy of trust and loyalty. The D'norr thrive on so-

cial interaction with other beings and are willing to accept most other creatures until they are proven unworthy of their trust. Consequently, they have found Rifts Earth to be a cultural paradise filled with scores of strange and alien beings with whom they can share their knowledge, philosophies and ideas, as well as learn many new things themselves. They are especially aware and respectful of the customs and beliefs of other people, which has made them welcome among Native Americans, Fennodi, Lyn-Srial, Psi-Stalkers, and even Simvan. Most D'norr detest violence and a third are devout pacifists avoiding conflict and fighting back only to defend themselves or to protect the innocent, and even then only enough to escape or survive. These admirable sentiments and lifestyle have made the D'norr known and respected by Cyber-Knights, the Justice Rangers, Tundra Rangers and most lawmen.

D'norr Devilman R.C.C.

Also known as "melonheads" by the Coalition and "Horned Red Brother" by many Native Americans.

Alignment: Any, but the majority are good or selfish.

Player Character Attributes: The number of dice to roll are as follows: I.Q.: 2D6+6, M.E.: 2D6+4, M.A.: 2D6+12 (roll another 1D6 if the initial generated number is 18 or higher), P.S.: 3D6, P.P.: 3D6, P.E.: 3D6, P.B.: 2D6+3, Spd: 3D6

Hit Points: P.E. number is the base, plus 1D6+2 per level of experience.

S.D.C.: 20 plus any additional S.D.C. points acquired through skills or O.C.C.

Mega-Damage: Must wear M.D.C. body armor for protection in the dangerous world that is Rifts Earth.

Horror Factor: 12, at least until one gets to know one.

Height: 5-6 feet tall (1.5 to 1.8 m).

Weight: 120 to 180 lbs (54 to 81 kg); tend to be slender, rarely overweight.

Life Span: 190 on average, but as long as 240 years is possible.

P.P.E.: 6D6 points +P.E. attribute number.

I.S.P.: None. Devilmen have no psychic capabilities (making it a phenomenon that fascinates them).

Natural Abilities: The D'norr are very caring and compassionate beings of high ideals and tolerance. Their high I.Q. and M.A. automatically makes them smart, able to see the big picture, and affable "devilish charmers" and, sometimes, even con-artists. Also see Mega-Damage, R.C.C. skills and attributes.

R.C.C. Skills: All D'norr Devilmen have the following skills: Anthropology, Art and Mathematics Basic and Advanced at +10% regardless of what O.C.C. they select.

Available O.C.C.s: Any Scholar, Science or Magic based O.C.C. (excluding those involving demons). D'norr are attracted to magic, science, language, lore, philosophy, history and law.

On the D'norr home world, there is no "magic" so the Devilmen are fascinated by the very concept. As a result, a full half of all Devilmen are practitioners of magic, typically *Ley Line Walker*, *Conjurer*, *Techno-Wizard* or *Warlock*, as well as other disciplines. Only Witchery and all forms of demon worship are completely avoided.

20% are Rogue Scientists, and may include the Body Fixer, Cyber-Doc and Operator.

20% are Rogue Scholars, and may include the Preacher O.C.C.

10% are adventurers but limited to the City Rat, Sailor, Freebooter, Spy, Smuggler, Saddle Tramp/Drifter, and Vagabond O.C.C.s. A "pilot" type O.C.C. like the Aerojock (**Rifts® Australia One**) or CS RPA "Fly Boy" Ace (**Coalition War Campaign™**) may also be selected, but in all cases, power armor and combat robot skills are NOT included; make piloting selections from non-military air, ground and water vehicles (may include horsemanship). **Note:** Can not select most Men at Arms or psionic O.C.C.s, including the Mystic or Grey Seer.

Attacks per Melee: As per O.C.C. and skills, rarely better than Hand to Hand: Basic.

R.C.C. Bonuses: +1 to save vs mind control, +1 to save vs illusions and +3 to save vs possession. Also see those acquired from specific O.C.C.s, skills and higher than average attributes.

R.C.C. Penalty: The D'norr are so sensitive, open and compassionate that they are -1 to save vs Horror Factor and Insanity.

Damage: Punch or kick is the same as a human, head butt with horns does 2D4 S.D.C. +P.S. damage bonuses, if any, or by weapon.

Magic Powers: By O.C.C. only. D'norr possess a naturally high amount of P.P.E., 6D6 points +P.E. attribute number to start, whether a practitioner of magic or not. This amount is in addition to those gained in the pursuit of magic.

Psionics: None.

Bionics: Most Devilmen avoid even minor implants, especially if they are practitioners of magic. D'norr scholars and adventurers sometimes get a few implants and minor bionic augmentation (typically the minimum for their O.C.C.). They will also consider cybernetic prosthetics for medical reasons.

Weapons: Varies with personal preference and O.C.C.

Allies: Most D'norr make many diverse friends and acquaintances. They are generally regarded well by Cyber-Knights, lawmen and those who know about them as noble and honorable beings. Those with connections to Cyber-Knights, Justice Rangers, Tundra Rangers and other lawmen and heroes are usually (not always) held in the highest esteem and trusted, and their word taken over that of others.

Enemies: The Coalition States and those people who fear magic and/or nonhumans. Likewise, the moral and trustworthy Devilmen often earn the disdain and wrath of villains and cutthroats. Their high level of P.P.E. and peaceful ways also make them easy targets for *Psi-Stalkers* and other P.P.E. vampires. Most D'norr Devilmen try to get along with everybody, cherishing differences and embracing new ideas. Even *Psi-Stalkers* who get to know them, come to like and respect the horned D-Bees, deterring the mutants from preying upon them.

Habitat: Their interest in magic, learning and diverse cultures have made communities like Tolkeen, Lazlo and New Lazlo meccas that attract the D'norr in droves. The diverse people and cultures of the American and Canadian West are also attractive. While Devilmen can be found throughout the Americas, north and south, they are found in greatest numbers at Tolkeen, Lazlo, New Lazlo and central North America. Attracted to knowledge like moths to a flame, some have gravitated to the Magic Zone and Atlantis. However, only the most aggressive and forceful, or conniving D'norr can make it in the Magic Zone. A few selfish and evil Devilman mages

are counted among the fellowship of the Federation of Magic. Those so foolish to visit Atlantis have become slaves and suffer a fate of captivity and forced labor.

Note: Those who stay and fight for the Kingdom of Tolkeen do so out of a sense of patriotic duty to their adopted homeland, to preserve a cultural icon, or out of some sense of moral duty or outrage, while others stay to protect or care for the innocent and tend to the injured.

Larmac R.C.C.

This D-Bee has appeared in the illustrations of various **Rifts®** books including the *RPG* and *Psyscape™*, but has never been described. Well that ends here.

The Larmac are big, beefy D-Bees who resemble giant horned toads or lizards, right down to having rough, scaly and blotchy tan skin. A pair of small horns crown the top of their head, with two smaller ones off to the back and side above where one might expect to see their ears. Like a lizard, they have a hole in the side of the head for an ear, small eyes and nose, long muzzle and a large mouth filled with jagged, uneven teeth. Despite these reptilian features, the hulking D-Bee is a bipedal mammal. Males have hair on their chin, chest, arms and legs, while females have more slender muzzles, smaller horns and two pairs of small breasts. They give birth to litters with 2-4 young.

Larmac are a study in contrast. Reasonably intelligent, large and physically powerful, they can make formidable combatants and warriors to be feared. In fact, most survive as tough scavengers, rough and tumble bandits, and brazen warriors using strong-arm techniques, intimidation and brute force to survive. On the other hand, they are, by nature, low key, easy going, unmotivated, complacent and downright lazy. This means most Larmac only do enough to get by — and they can get by on pretty little. The typical Larmac doesn't mind sleeping in the gutter, rummaging through garbage, pan-handling, intimidating others out of their belongings or beating and robbing people. Always looking for "easy money" and a "sweet deal," Larmac often associate with criminals, gamblers and lowlifes, frequently making a living as raiders, leg breakers, enforcers, bodyguards, bouncers and strong men.

When not "working," Larmac have four favorite hobbies: partying, eating, boozing and sleeping. The big D-Bees have been known to party (or "hop" from one to another) for days at a time if they can arrange it. When partied out, they'll sleep or lounge around for just as many days, getting up only to eat, drink and relieve themselves. Natural born freeloaders, they will stay with an easy job even if they could get something better doing only slightly more work. Likewise, even highly motivated Larmac adventurers will stop to stretch out and relax or eat at every opportunity.

This laid back and easy going disposition can be a good thing when tempers flare, because a Larmac rarely takes action on either side, although he may weigh in with a bit of verbal support. ("I'm with him, so shut up, I'm trying to get some beauty sleep.") Likewise, Larmac are difficult to rile, preferring to focus on having fun, eating, drinking or sleeping rather than defending his honor or one of his buddies. ("Yeah, yeah, we're all worthless, lazy pigs. Why isn't anybody dancing?") One will know

when the hulking warrior is angry when he growls something like, "Don't make me get up." And if he does, one can expect a serious fight on their hands. Even a Larmac will only tolerate so much.

Although lazy in the extreme, not all Larmac are shiftless, and even the shiftless ones can be motivated. What motivates a Larmac? Dangling the "big score" and/or "easy street" at him will do it every time. ("You can retire if we can pull this job off." Or, "You'll make so much money and people will be so impressed you'll live like a king with people buying you booze and whatever you might want." And so on.) It's not that Larmac are stupid or gullible, because they aren't, it's that they are always willing to work hard for a few days, even weeks, if it means they can enjoy the fruits of their labor and sit on their duffs enjoying the good life afterward. That's just the way they are. Make a Larmac clean a latrine or stand guard duty and one can expect a lousy job and a sleeping guard. Promise the big lug a week (or better yet, a month) off or easy duty, and one can expect to see a latrine so clean it sparkles. Likewise, if the Larmac is guarding the loot, person or place that spells "easy street" for him, not only will he stay awake and alert for 72 hours at a stretch, but he'll fight to the death to protect it! Consequently, if the job will not take too long, his employer knows how to motivate him, and the Larmac can profit enough to take it easy for a good while, one can count on them to do almost anything. It's simply a matter of appealing to their nature.

Despite the sloth and devil-may-care attitude of most Larmac, when one comes to consider somebody his friend, the hulking D-Bee is usually surprisingly loyal and trustworthy, especially if he is of an Unprincipled or good alignment. On the other hand, Anarchist and evil Larmac are typically cheating, self-serving, backstabbing scum who will betray their own mother if it means the easy life for them or saving their own hide.

Ironically, most Larmac are gamblers willing to take high risks and outrageous chances to get what they want or if the reward is great enough. And that reward doesn't always have to be money or an easy period. It can be having the joy of showing someone up, saying "I told ya so," helping somebody or extracting revenge. It is difficult sometimes to identify everything that motivates a Larmac, especially those of good alignment or leaning that way. Cruel jokes, heartlessly teasing a child, threatening a kindly barmaid or other acts of cruelty, often get a good Larmac to stir from his rest, dining or revelry.

Larmac R.C.C.

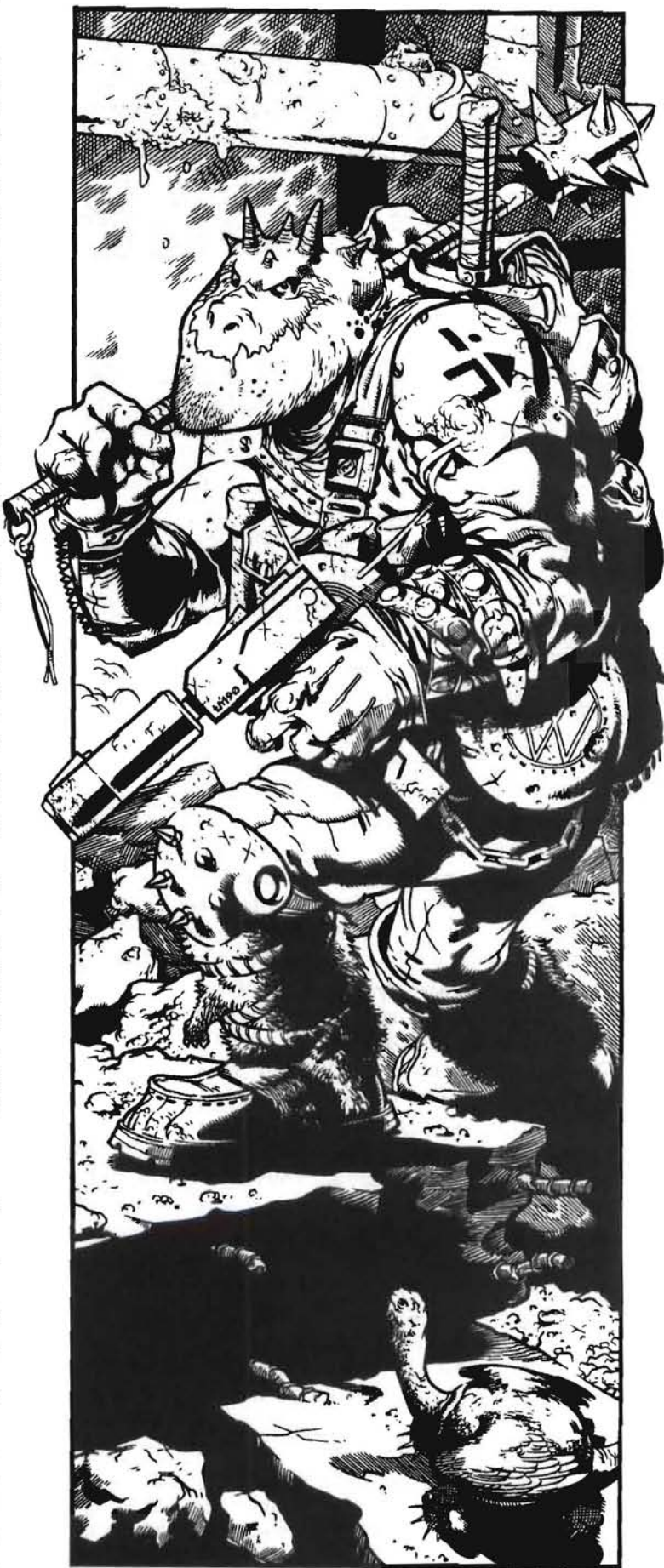
Also known as "lard butts" and "lazy lards" by the Coalition and others who find them to be worthless, obese miscreants.

Alignment: Any, but the majority are Unprincipled (30%), Anarchist (30%) or Miscreant (20%).

Player Character Attributes: The number of dice to roll are as follows: I.Q.: 2D6+3, M.E.: 2D6+3, M.A.: 2D6, P.S.: 4D6+16, P.P.: 3D6, P.E.: 3D6+5, P.B.: 1D6+3, Spd: 2D6+5

Hit Points & S.D.C.: Not applicable. Larmac are minor Mega-Damage creatures.

Mega-Damage: 5D6 +2D4 M.D.C. per level of experience. Although M.D.C. beings on Rifts Earth, most Larmac find their naturally mega-tough hides to be insufficient protection, and elect to wear M.D.C. body armor just like humans. Such suits are typically patchwork homespun armor with 40-70 M.D.C.



and no environmental capabilities. (On S.D.C. worlds, Larmac have 6D6 +P.E. attribute number for Hit Points and 6D6 S.D.C., plus any bonuses acquired through skills; natural A.R. 12).

Horror Factor: 12, at least until one gets to know one.

Height: 6-7 feet tall (1.8 to 2.1 m).

Weight: 250 to 500 lbs (112.5 to 225 kg). Larmac tend to be broad, barrel chested, heavy humanoids who look to be overweight by 40% to double their optimum weight.

Life Span: 100 on average, but as long as 140 years is possible.

P.P.E.: 1D6 points.

I.S.P.: Typically none or little. See psionics for details.

Natural Abilities: Nightvision 300 feet (91.5 m), +6 to save vs poison, disease and drugs, and recover M.D.C. at a rate of 2D6+3 per day. Larmac have voracious appetites in many areas, food and libations being two of them. However, although the D-Bee seems to be constantly eating, they can go without food for as long as a week (7 days) without any debilitating physical side effects, and without water for four days before starting to feel the effects of dehydration.

Their thick, tan, Mega-Damage hide also provides protection in the sun enabling them to trek through a desert at daytime without suffering from heat exhaustion or dehydration. Likewise, their hide and the layer of blubber underneath, helps insulate them from cold temperatures as low as 40 degrees below zero (can play buck-naked in arctic snow without any ill effect, not that anyone would want to be witness to such an event). Despite their natural resistance to the forces of nature, Larmac usually avoid extreme environments, mainly because nobody lives there and there's no fun to be had.

R.C.C. Skills: Cook, Land Navigation, and Wilderness Survival, all at +20%, and W.P. Blunt, in addition to O.C.C. skills.

Available O.C.C.s: These underachievers are typically one of the following adventurer or men at arms O.C.C.s (pick one): *Bandit*, *Highway Man*, *Sailor/Pirate*, *Grunt* (or thug/muscleman), *Saloon Bum*, *Barmaid* (if female), *Saddle Tramp*, or *Vagabond*. Only the most ambitious will consider becoming a *Wilderness Scout*, *Trapper-Woodsman*, *Professional Gambler* or *Sheriff's Deputy*. And only the most fortunate possess any psionics, let alone Master Psionics, in order to select a Psychic O.C.C. (any). **Note:** Can not select most Men at Arms or psionic O.C.C.s, including the Mystic or Grey Seer.

Attacks per Melee: As per O.C.C. and skills, rarely better than Hand to Hand: Basic.

R.C.C. Bonuses: +5 to save vs Horror Factor. When highly motivated or fighting to save his own life, the Larmac gets +1 melee action/attack and +1 on initiative. Also see those acquired from specific O.C.C.s, skills and higher than average attributes.

R.C.C. Penalties: -1 on initiative unless highly motivated, then they are +1; always -3 to save vs illusions.

Damage: Undoubtedly has strength greater than even most augmented humans. Damage varies with P.S. attribute or by weapon.

Magic Powers: None. Larmac are too lazy to spend the time to study magic, but they love magic items.

Psionics: Larmac love psionic powers. Unfortunately, psychic abilities are rare among their race. To determine if a character has psionics, roll percentile on the following table:

01-02% Master Psionics.

03-07% Major Psionics.

08-15% Minor Psionics.

16-00% No Psionics.

Their love affair with psychic powers (a way to find "easy street") has led many a Larmac to become addicted to Psi-Cola. An estimated 19-24% are hooked on the stuff (see **Rifts® World Book 12: Pyscape™**, page 84, for details on Psi-Cola).

Bionics: Most Larmac avoid cybernetics, but may get minor implants and bionic prosthetics to repair injuries. Being an alien, most human bionic systems must be modified for use on a Larmac and always look mechanical. Bio-systems are out of the question.

Weapons: Most Larmac have an affinity for blunt weapons (maybe because they are simple and easy to learn and use) and heavy weapons from grenade and mini-missile launchers to plasma and particle beam weapons (they prefer energy weapons and explosives to rail guns).

Allies: Anybody willing to put up with their laziness, sloppiness and casual attitude. Larmac generally like humans and most anybody who is not too driven, fanatical or mean-spirited. They love party animals, especially those who allow them to sponge off them without complaint or expectations.

Enemies: The Coalition States, Federation of Magic and Vanguard Brawlers because they are always messing with them and looking for trouble. Dislike scholars, teachers, scientists and highly motivated, energetic, A-type personalities out of general principle. Devilmen are okay though, because they don't try to push or better them, and accept the Larmac for what they are. These carefree D-Bees also tend to dislike power-mongers, tyrants and slavers out of the same general principle. Mainly the Larmac just want to be left alone and coast through life, taking it easy. Consequently, they are always looking for "easy street" and the "big score." Anybody who gives them grief or demands more action out of them than they are willing to give, quickly gets on their bad side.

Habitat: Larmac originate from the Saint Louis and Detroit-Windsor Rifts and have spread out from there. Today they are found in large numbers throughout lower Canada and what was once known as the central and eastern United States. Cities and slums where the Larmac can lose themselves, live on the streets, booze it up and take it easy are their favorite haunts. Thus, Larmac can be found at cities and towns from the Mexican border to northern Canada.

Attracted to cities, many Larmac once lived in and around the many communities in the Kingdom of Tolkeen. While tens of thousands have moved to greener and less noisy pastures, those who stay, fight for their homeland, or the promise of a big reward and easy street, or just because they feel like it and nobody is going to tell them different. Others are outsiders and opportunists belonging to gangs of bandits, raiders and mercenaries who see the war as a way to make some easy cash and get out before the going gets too rough.

Tolkeen's Most Notorious

By Bill Coffin

Brothers In Arms

As the Coalition charges headlong into Minnesota, so too have a legion of volunteers come from far and wide to meet them. Warriors who wave the Tolkeen's banner and welcome each clash against the Coalition. Some of these groups are Tolkeen patriots who lived afar when hostilities broke out, so they are now returning to serve their country. Others are D-Bee refugees and adventurers who have banded together to fight the Coalition menace, a genocidal threat to all *non-humans* on the planet. Still others are callous freebooters, raiders and brigands getting involved in the war because Tolkeen's pay is good and the chance of seeing some serious action against the CS is even better! Last but not least, there are those who call the Kingdom of Tolkeen home and fight to save their homeland. Most of these latter people never thought of themselves as warriors ... until now.

Together, these unlikely fighters make a considerable contribution to the Tolkeen war effort. Not only do they possess remarkable powers and talents for war, but many of them also possess years of adventuring and survival experience that makes them just as hardened and tough as any Coalition Commando or Special Forces trooper. That, and the fact that a good number of these Tolkeen allies have run into Emperor Prosek's boys in black before, means they know Coalition tactics and might even have developed their own strategies for countering them.

For the Kingdom of Tolkeen, the best thing about its unexpected "army of allies" is that they are essentially *free* personnel — for most heroes and mercenaries come self-equipped, combat trained, and ready for action. First, the Kingdom need not divert precious resources teaching these newcomers how to fight, or make it necessary to give them a full range of weapons and equipment with which to fight. Secondly, whether they seek revenge against the CS, fight as patriots, have something to prove or seek glory, most are *highly motivated* combatants. Third, the number of volunteers or "free allies" coming into Tolkeen seems to be endless. For every group of patriots or volunteers that the Coalition kills, another seems to arrive the next day. It is as if the Coalition's invasion has galvanized the adventuring public to take a stand in Tolkeen for one reason or another. For the Coalition, this bodes most ill, for even if the entire Kingdom of Tolkeen were to be destroyed, securing this area will prove most costly, as intense guerrilla activity will almost certainly continue for months, if not years, to come.

To discourage adventurers from joining Tolkeen, the **Coalition High Command** has authorized the taking of bounties on recognized members of the Tolkeen "volunteer army," as well as known criminals, mercenaries not allied to the CS, anybody who looks like a mage and nonhumans fighting on the side of Tolkeen. Tolkeen fighters whose deeds are enough to get them noticed by the Coalition Commanders of the invasion force will have a substantial bounty of between 25,000 and 100,000 credits

placed on their heads (occasionally higher for truly dangerous and hated enemies). These bounties are typically "dead or alive," and have no expiration date on them. The idea behind these bounties is to encourage Coalition regulars and allied mercenaries to step up their efforts to root out Tolkeen's guerrilla armies and their volunteer allies in the hope of scoring some of that bounty cash for themselves. Alas, for the Coalition, the program has borne little fruit. To date, bounty-hunters have brought in the heads of only a few hundred or so second-rate Tolkeen freedom fighters and mages. Although the bounties were paid out to the lucky Grunts who bagged them, many independent operators don't consider the reward worth the risk. After all, fighting against Tolkeen's "regular" troops is difficult enough. Picking a fight with their equivalent of *Special Forces* commandos and powerful, magic wielding monsters sounds like a bad idea unless one knows exactly how and where to hit them. Considering how well the Tolkeen Forces have managed to stymie and hold the Coalition Invasion Force at bay, many of the best (as well as most cowardly) mercenaries and bounty hunters have no inclination to tackle Tolkeen's elite squads. Not even using well planned and coordinated ambushes, not when its against Tolkeen's most respected fighters. Besides, what if Tolkeen wins? No independent contractor wants to have fought on the side of the loser and face retribution. Let the Coalition's own troops take the initiative and bag themselves a bounty (military personnel are eligible to collect bounties as a special field bonus). However, many grunts believe it's best (and safer) to just follow orders, finish a tour of duty, and live to get transferred to a better assignment.

The following Tolkeen squads all have CS bounties on their heads, and represent some of the more notorious and noteworthy groups of Tolkeen volunteers on the Coalition's hit list. Such bounties often give these fugitives a sort of celebrity status among their fellow Tolkeenites both at home and on the front. This chagrins the Coalition even more, since the last thing they ever wanted to do with their bounty program was to make heroes out of their enemies.

Among the top bounty-bearing groups at present include the **1st Calgary Volunteers** (a group of Canadian D-Bee adventurers), the **Vultures of Tolkeen** (a small horde of Simvan Monster Riders), the **Caliber Street Irregulars** (a crew of D-Bee outlaws from the Chi-Town 'Burbs), the **Jorukeva** (four nearly identical quadruplets, each of whom has mastered one of the four forms of elemental magic), the **Dark Cabal** (a three-man party of sinister spell casters whose intentions are dubious at best), **Jara Kado & Co.** (a renegade Tolkeen sorcerer and her coterie of unusual allies) and the infamous **Vanguard** (a secret society made up of ex-Coalition loyalists who embrace magic).

With the exception of the Vanguard, all of these groups are fairly small bands of hardy adventurers and patriots whose small size makes them appear easy to overwhelm. However, these groups have made a career out of fighting against incredible odds, and underestimating any of these volunteers is just asking for disaster. In the case of the Vanguard, that group is actually the size of a small guerrilla army itself and requires very special attention. If the Coalition decides to make a concerted effort to destroy this group, it had better plan on a long and frustrating hunt and battle, and it had better make sure its supply of body bags is topped off.

1st Calgary Volunteers

This group consists of five hardy, Canadian D-Bee adventurers who all headed to Tolkeen on their own, but hooked up along the way and merged into an integrated fighting unit. Although these aliens did not necessarily come to this world through the Calgary Rift, they named themselves after it, since the Rift is a symbol of extra-dimensional travel to many D-Bees living here on Earth. With that in mind, the **1st Calgary Volunteers** were born.

The nominal leader of the group is **Sir Bokobo**, a Noli Bushman who, incredibly enough, has become a Cyber-Knight! His fellows include the Aarden Tek Mystic, **Ghilmon**, the Grackle Tooth Operator, **Tronk**, the Yeno Commando, **Yuryo**, and the Groot Bounty Hunter, **Chucklebones**. These five have been volunteering their fighting skills to Tolkeen for over a year now, and they currently top the Coalition's bounty list for Tolkeen freelancers. Each has a bounty in excess of 100,000 universal credits on their head; the half-million+ combined bounty makes this group a retirement ticket to any Coalition Soldier or bounty-hunter lucky enough to bag the lot of them. However, one must be careful before taking these guys on. They are renowned for their collective ability to sense a trap and ambush, and they have been extraordinarily successful in eluding capture even when seemingly surrounded by vastly superior numbers.

The 1st Calgary Volunteers also have a long memory, and any Coalition unit or freelance band who makes an attempt on their lives can *definitely* count on the Volunteers paying them back sometime in the near future. In times past, the 1st Calgary Volunteers have used their clout with Tolkeen commanders to get larger forces to accompany them on revenge missions, which almost always result in dozens of Coalition troops dead and numerous vehicles, robots, suits or power armor, and other valuable hardware destroyed, damaged, or stolen.

Sir Bokobo

Bokobo is that most rare of his kind, a Noli Cyber-Knight. To date, only two Noli have become Cyber-Knights, with Sir Bokobo being one of them. However, there is a growing interest in the order of Cyber-Knights among the Noli community, and Bokobo believes that as the war in Tolkeen becomes more prolonged, additional Noli will be inspired to undertake Cyber-Knight training in order to fight on Tolkeen's behalf.

Sir Bokobo himself has pledged to fight at Tolkeen's side through the course of the war. This decision is not an easy one for him, since he feels a personal loyalty to Lord Coake, who has publicly ordered the withdrawal of all Cyber-Knights from Tolkeen. That so many have chosen to refuse this order (they see fighting for a lesser evil like Tolkeen as acceptable, since it opposes an even greater evil, the Coalition States) bodes ill for the Cyber-Knights as a group. He often worries if, by the war's end, the order of the Cyber-Knights will be another casualty of the madness that is the Siege on Tolkeen. For he fears the Cyber-Knights will remain forever divided. Personally, even af-

ter a year, he can hardly believe that he and so many other knights have actually defied their legendary founder and noble leader.

Sir Bokobo essentially formed the 1st Calgary Volunteers when he met with Tronk the Grackle Tooth and Ghilmon the Aarden Tek while skirting the edges of Xiticix territory on his way to Minnesota. Although comfortable with adventuring solo, Sir Bokobo enjoyed his new company, and after the trio fought off a group of Coalition scouts, decided they worked well enough to stick together on a more permanent basis. Since then, Bokobo has developed fairly strong ties to everybody in the group, even its surlier members — Yuryo the Yeno and Chucklebones the Groot Hunter. Even to them, Sir Bokobo's genuine devotion to a worthy cause (stopping the Coalition's genocidal crusade to purge Minnesota of magic-users and D-Bees) and his overall charisma make him a leader easy to follow.

Sir Bokobo seems to hold within him a quiet kind of fury, outwardly calm, but inwardly itching to join arms against his enemies. He is proud of his unique distinction as a Noli Cyber-Knight and earnestly hopes his achievements will encourage others of his kind to follow the path he has helped to forge.

Note: Thanks to his Cyber-Knight training, Bokobo is unusually strong for a Noli Bushman. His high P.S. belies his relatively slim and sinewy build. More on the *Cyber-Knights* in *Coalition Wars Four*.



Race: Bushman

Alignment: Principled

Attributes: I.Q.: 12, M.E.: 20, M.A.: 17, P.S.: 30, P.P.: 19, P.E.: 24, P.B.: 8, Spd: 34

Hit Points: 53; **S.D.C.:** 130

Weight: 160 pounds (72 kg); **Height:** Six feet (1.8 m).

Age: 40

P.P.E.: 30, **I.S.P.:** 68

Experience Level: 7th level Cyber-Knight.

Skills of Note: Climb (95%/85%), Prowl (70%), Literacy (80%), American (98%), Dragonese (98%), Techno-Can (98%), Gobblely (98%), Lore: Demon (90%), Anthropology (65%), Paramedic (80%), Land Navigation (72%), Horsemanship (89%), Body Building, Gymnastics (73%/81%/75%/87%), Swimming (90%), Boxing, Wrestling, Wilderness Survival (70%), Detect Ambush (65%), Detect Concealment (60%), Escape Artist (65%), Intelligence (61%), Sniper, Pilot: Motorcycle (84%), Pilot: Jet Pack (66%), Tracking (45%), Radio: Basic (60%), Computer Operation (55%), Computer Hacking (45%), W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Knife, W.P. Archery and Targeting, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy.

Special Abilities: Sharp vision, nightvision 300 feet (91.5 m), natural polarizing lens (a thin membrane that is sort of a second eyelid that slides down to cover and protect the eye from bright light, functioning effectively like a pair of polarized sunglasses). See *Rifts® Canada* for complete details on this race.

Psionics: Like all Noli, Bokobo possesses considerable psionic powers, but they have been limited in range somewhat by his Cyber-Knight training. Bokobo's psionic abilities include: Mind Block (4), Summon Inner Strength (4), Telekinesis (varies), Clairvoyance (4), Telepathy (4), Empathy (4), Object Read (6), See the Invisible (4) and Sixth Sense (2). Of course, Bokobo can also summon a Psi-Sword (3D6 M.D.) at no I.S.P. cost.

Combat Training: Hand to Hand: Martial Arts

Attacks Per Melee: 7

Combat Bonuses: +2 on initiative, +5 to strike, +7 to parry and dodge, +15 to damage, +4 to disarm, +6 to pull punch, +6 to roll with punch/fall/impact, +2 to save vs possession, +3 to save vs Horror Factor, +3 vs psionic attack and insanity, +5 to save vs poison and magic, +18% to save vs coma/death. Sir Bokobo needs a 10 or higher to save vs psionics and mind control.

Other Combat Info: Karate kick (2D4), crescent kick (2D6), roundhouse kick (3D6), tripping/leg hook, backward sweep, jump kicks (all), body block/tackle: 1D4, pin/incapacitate: 18-20, crush/squeeze: 1D4, critical strike: 18-20, paired weapons (all).

Favorite Weapons:

TX-42 Laser Pulse Rifle: Mega-Damage: 2D6 M.D. per single shot or 1D4X10 M.D. per rapid-fire pulse (three simultaneous shots). Rate of Fire: Equal to user's attacks per melee. Range: 2,000 feet (610 m). Payload: 40 shots per FSE-clip.

NG-56 Northern Gun Light Ion Pistol: Mega-Damage: 2D6. Rate of Fire: Standard. Range: 400 feet (122 m). Payload: 6 shots per standard E-clip, 12 shots per long E-clip, and 42 shots with a power pack.

Extra Ammo: 12 standard E-clips, 8 long E-clips.

Cybernetics: Cyber-Armor (A.R.: 16, M.D.C.: 62)

Body Armor: CA-6EX Heavy "Dead Boy" Armor: Head/Helmet: 100 M.D.C., Arms: 100 M.D.C. each, Legs: 120 M.D.C. each, Main Body: 200 M.D.C. Armor Bonuses: +1 to strike, +8 P.S., +14 Spd, +10 feet/3 m to length of leaps, reduces rate of fatigue by 50%. Sir Bokobo procured this from a Dead Boy he defeated some time ago, and has spent considerable effort customizing it to look more like a medieval suit of armor. Unless one makes a successful Weapons Engineer skill roll, one can not tell at first glance that this is actually a modified suit of Coalition environmental armor.

Other Equipment: Gas mask and air filter, tinted goggles, knapsack, backpack, small sack, Geiger counter, NG-S2 Basic Survival Pack, two canteens, language translator, pocket laser distancer, Vibro-Knife (strapped to his left boot), survival knife (1D6 S.D.C.), hatchet (1D6 S.D.C.), three pairs of handcuffs (10 M.D.C. each), silver cross, squirt gun, other basic wilderness items and a real horse with light M.D.C. barding (110 M.D.C./78 H.P.), named Bolt.



Ghilmon

Ghilmon is intelligent, inquisitive, and introspective, making him the quietest member of the group. Like most of his kind, he is simply overwhelmed by the variety and abundance of dimensional travelers and practitioners of magic. A Mystic himself,

Ghilmon is fascinated by the Kingdom of Tolkeen and considers it both an honor and a privilege to fight the Coalition on their behalf. This noble mage has been part of this group for over a year now, and is very close to all of his teammates. In battle and other pressure situations, Ghilmon is considered the group's "Swiss army knife," one who is not necessarily cut out for pure combat, but whose diverse capabilities make him very useful all of the time.

Race: Aarden Tek; see *Rifts® Canada* for details on the R.C.C.

Alignment: Scrupulous

Attributes: I.Q.: 18, M.E.: 12, M.A.: 12, P.S.: 15, P.P.: 20, P.E.: 14, P.B.: 3, Spd: 16

Hit Points: 55, S.D.C.: 20

Weight: 200 lbs (90 kg); **Height:** Six feet, five inches (1.98 m)

Age: 50

P.P.E.: 130, I.S.P.: 87

Experience Level: 7th level Mystic.

Skills of Note: American (98%), Techno-Can (98%), Spanish (98%), Euro (98%), Dragonese (98%), Gobblely (98%), Play Lute (79%), Play Flute (79%), Dance (79%), Horsemanship (88%), Wilderness Survival (84%), Radio: Basic (79%), Escape Artist (64%), Holistic Medicine (64%), Biology (64%), Botany (59%), Art (69%), Computer Operation (74%).

Special Abilities: Prehensile nose and keen sense of smell, recognize common and strong scents (91%, 700 feet/213.5 m), identify specific odors (72%, 175 feet/53.4 m), track by smell alone (62%).

Psionics: Sense supernatural evil: 510 feet (155.5 m), opening oneself to the supernatural, Clairvoyance (4 I.S.P.), Exorcism (10 I.S.P.), Sixth Sense (2 I.S.P.), Presence Sense (4 I.S.P.), Telepathy (4 I.S.P.), Empathy (4 I.S.P.).

Spells: See the Invisible (4), Sense Evil (2), Sense Magic (4), Concealment (6), Detect Concealment (6), Mystic Alarm (5), Armor of Ithan (10), Breathe Without Air (5), Fuel Flame (5), Ignite Fire (6), Invisibility: Simple (6), Telekinesis (6), Carpet of Adhesion (10), Ley Line Transmission (30), Shadow Meld (10), Energy Disruption (12), Superhuman Speed (10), Memory Bank (12), Teleport: Lesser (15), Globe of Silence (20), and Invulnerability (25).

Combat Training: Hand to Hand: Basic

Attacks Per Melee: 5

Combat Bonuses: +4 on initiative, +4 to strike, +5 to parry and dodge, +2 to damage, +3 to roll with punch/fall/impact, +4 to save vs Horror Factor, +2 to save vs magic, +1 to spell strength.

Other Combat Info: Needs a roll of 11 to save vs psionics, karate kick (2D4), and critical strike: 19-20.

Favorite Weapons:

TX-16 Pump Rifle: Mega-Damage: 4D6. Rate of Fire: Standard. Range: 1,600 feet (488 m). Payload: 16 rounds loaded manually one at a time. A speed loader will load 8 rounds in four seconds (one melee action).

TX-22 Precision Laser Pistol: Mega-Damage: 2D4 M.D. Rate of Fire: Standard. Range: 1,000 feet (305 m). Payload: 20 shots per standard E-clip. 50 shots per FSE-clip. Bonuses: +1 to strike on an aimed shot (for a total bonus of +4).

Vibro-Blade: 2D6 M.D.

Extra Ammo: 4 TX-16 speed loaders, 8 long E-clips, 8 standard E-clips.

Body Armor: The Crusader: 55 M.D.C. Main Body; full mobility, no prowl penalty.

Magic Items: Ghilmon has not yet accumulated any magic items, but would dearly love to do so. The promise of scoring some Techno-Wizard hardware, magic items, or even a rune weapon are what initially drew this individual to the war in Tolkeen. Of course, putting a few Dead Boys six feet under was an incentive, too.

Other Equipment: Tinted goggles, PDD pocket audio recorder, pocket laser distancer, flashlight, pocket mirror, cigarette lighter, portable language translator, pair of handcuffs (10 M.D.C.), knapsack, backpack, utility belt, gas mask, canteen, wooden cross, note pad and three markers.

Tronk

Tronk is a rough and tumble fighter and fixer who simply loves a good challenge. Although he does not take foolish risks, he is never afraid to get down and dirty in the worst situations. The hotter things get, the cooler he seems to become. He is rock steady to the core, a quality that served the group well some weeks ago when it was pinned down by a large force of Coalition infantry. Although the situation seemed hopeless, Tronk kept a level head and in doing so, located a nice spot where he could put his heavy gunnery skills to work. Setting up the heavy weaponry he carries, he rained murderous flanking fire on the Dead Boys, breaking their formation and giving his comrades the opening they needed to punch out and escape. Had Tronk let the excitement of the moment distract him, he would never have thought to set up a flanking position, and he and his friends would probably be dead right now. This is the hallmark of Tronk's thinking in combat, and his comrades nicknamed him "Bedrock" for it.

Race: Grackle Tooth; see *Rifts® Canada* for details on the R.C.C.

Alignment: Scrupulous

Attributes: I.Q.: 12, M.E.: 13, M.A.: 22, P.S.: 28, P.P.: 18, P.E.: 18, P.B.: 10, Spd: 18 — supernatural physical attributes.

Hit Points & S.D.C.: Mega-Damage creature; see M.D.C.

M.D.C.: 150

Weight: 800 pounds (360 kg). **Height:** 10 feet (3 m).

Age: 125

P.P.E.: 13; I.S.P.: None.

Experience Level: 6th level Operator.

Skills of Note: Basic Electronics (65%), Basic Mechanics (65%), Basic Math (90%), Electrical Engineer (80%), Mechanical Engineer (75%), Weapons Engineer (70%), Computer Repair (65%), Read Sensory Equipment (75%), Pilot: Automobile (85%), Pilot: Truck (75%), Pilot: Tanks & APCs (71%), Aircraft Mechanics (65%), Automotive Mechanics (65%), Robot Mechanics (70%), Robot Electronics (70%), Demolitions (81%), Demolitions Disposal (81%), Prowl (25%), Swim (50%), W.P. Blunt, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy.

Special Abilities: Sharp vision, incredible strength, excellent reflexes, impervious to carcinogens and heat, but finds cold uncomfortable. Recovers 2D6 M.D. per every 12 hours.

Prehensile Tail: A long, tapering tail 15 feet (4.6 m) long.



Adds one attack per melee round and can use handheld melee weapons (vibro-blades, clubs, etc.) to strike, and even hand guns, but is -3 to strike with a gun for even an aimed shot.
Note: If damaged or lost, the tail will regenerate at the rate of one foot (0.3 m) per month until it reaches its full length.

Magic Abilities: None.

Psionics: None.

Combat Training: Hand to Hand: Basic

Attacks Per Melee: 5

Combat Bonuses: +3 on initiative, +4 to strike, +6 to parry, +4 to dodge, +15 to damage, +4 to roll with punch/fall/impact, +5 to pull punch, +4 to save vs poison and toxins, +6 to save vs disease, +2 to save vs magic, +6% to save vs coma/death, +5 to save vs Horror Factor, and +1 to save vs psionic attacks, mind controlling drugs and magical illusions.

Other Combat Info: Restrained punch (5D6 S.D.C.), full strength punch (3D6 M.D.), power punch (6D6 M.D.; counts as two attacks), bite (2D4 M.D.), karate kick (2D4), critical strike: 19-20. 70% to trust/intimidate.

Favorite Weapons:

NG-E12 Heavy Plasma Ejector: Mega-Damage: 1D6x10. Rate of Fire: Standard. Range: 2,000 feet (610 m). Payload: 6 shots per standard E-clip, 12 shots per long E-clip, or 42 shots with a power pack.

NG-202 Rail Gun: Mega-Damage: 1D4 (one round), 1D4x10 (40 round burst). Rate of Fire: Standard. Range: 4,000 feet (1,219 m) Payload: 400 round belt (10 bursts).

TX-26 Particle Beam Pistol: Mega-Damage: 5D6 per shot. Rate of Fire: Standard. Range: 400 feet (122 m). Payload: 6 shots per standard E-clip, 15 shots per FSE-clip.

Light Fusion Block (4): Mega-Damage: 1D4x10 M.D.

Medium Fusion Block (2): Mega-Damage: 2D6x10 M.D.

Heavy Fusion Block (1): Mega-Damage: 4D6x10 M.D. (Blast contained within a 10 foot (3 m) area.)

High Explosive Grenade (4): Mega-Damage: 4D6 M.D. to a 6 foot (1.8 m) blast radius.

Plasma Grenade (3): Mega-Damage: 5D6 M.D. to a 12 foot (3.6 m) blast radius.

Smoke Grenade (2): Damage: The grenade creates an opaque cloud of smoke 40 feet (12 m) in diameter. Anyone within the cloud not protected by an environmental suit or a gas mask will be at -5 to strike, parry and dodge, and -1 on initiative. Any gunfire within the cloud is wild.

Extra Ammo: Two spare NG-E12 power packs, 2 NG-202 400-round belts, 12 standard E-clips.

Cybernetics: None.

Body Armor: The Gladiator: 70 M.D.C. Mobility: Excellent; -5% prowl penalty. This suit has been seriously re-tailored to fit this Grackle Tooth's massive frame.

Other Equipment: Portable tool kit with an electric screwdriver and additional interchangeable heads, wrenches, etc. Large tool kit, soldering iron, laser torch (for welding), a roll of duct tape, two rolls of electrical tape, pen flashlight, large flashlight, a dozen flares, 200 feet (60 m) of super lightweight rope, three utility knives, notebook, portable disc recorder, portable language translator, protective goggles, work gloves, one pair of thin doctor's gloves (where he got a pair to fit his oversized hands is anybody's guess) and other similar basic tools of the trade. Has a souped-up, all-terrain, Big Boss ATV (goes 10% faster and has 10% more M.D.C.; typically kept out of combat situations).

Yuryo

Grumpy, nasty, ornery, and downright mean. And that's on a good day! Sadly, Yuryo is no more gruff than most of his kind. For some reason, he, like all Yeno, permanently has a burr under his saddle for no particular reason. Yuryo is particularly nasty towards the Noli Cyber-Knight, *Sir Bokobo*, both because he sees him as a goody two-shoes, and because Sir Bokobo saved Yuryo's life during a fire-fight a few weeks back. The thought of owing "that little green bean" anything makes Yuryo's blood curdle. For all of this venomous talk, though, Yuryo really does respect the Noli warrior for his valor, skill in combat, and for his ability to pull together five people from different cultures and forge them into a united fighting force. Of course, Yuryo keeps all of this to himself. If Sir Bokobo or anybody else learned he had a genuinely appreciative thought running through his head, it would ruin his reputation!

Generally speaking, Yuryo is a lot more devil-may-care than his fellows, and is also a bit less committed to the cause of saving Tolkeen from the Coalition. He ran into this group while on his way to Tolkeen to look for mercenary work, and figured hanging with these characters seemed as good an idea as any. Though Yuryo has been paid well by Tolkeen so far, he hardly considers this a "steady gig," and if he becomes desperate for cash, or terribly disenchanted, he *might* just pull up stakes and seek a better job elsewhere.

Race: Yeno; see *Rifts® Canada* for details on the R.C.C.

Alignment: Anarchist

Attributes: I.Q.: 10, M.E.: 7, M.A.: 8, P.S.: 12, P.P.: 20, P.E.: 15, P.B.: 4, Spd: 16

M.D.C.: 203

Weight: 160 pounds (72 kg). **Height:** Six feet (1.8 m).

Age: 114

P.P.E.: 10, I.S.P.: None.

Experience Level: 9th level Commando.

Skills of Note: Basic Math (98%), Radio: Basic (98%), Radio: Scramblers (85%), Cryptography (75%), American (98%), Techno-Can (98%), Land Navigation (78%), Intelligence (74%), Parachuting (98%), Pilot: Jet Pack (88%), Pilot: Robots & Power Armor (88%), Recognize Weapon Quality (77%), Wilderness Survival (90%), Climbing (90%/80%), Running, Escape Artist (80%), Forgery (70%), Pick Locks (80%), Escape Artist (80%), Basic Electronics (65%), Basic Mechanics (60%), First Aid (70%), Concealment (36%), Pick Pockets (44%), Streetwise (32%), Swimming (90%), Navigation (95%), Read Sensory Equipment (55%), Weapon Systems (65%), Computer Operation (45%), Computer Programming (35%), W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword, W.P. Knife.

Special Abilities: Sharp vision and can see in all spectrums of light. Resistant to all energy attacks (half damage), but takes full damage from kinetic attacks (i.e., M.D. punches, kicks, claw strikes, rail guns, explosives, etc.).

Fire Energy Bolts: Damage can be regulated as follows: 4D6 S.D.C., 2D4x10 S.D.C., 1D6 M.D., 2D6 M.D., or 4D6 M.D., Each counts as one attack. Range is 1,270 feet (387 m).

Force Field: Yuryo can generate an M.D.C. force field around himself only, at the speed of thought. This force field has 120 M.D.C. It can be maintained indefinitely while

Yuryo is conscious and regenerates lost M.D.C. at the speed of 12 points an hour, double while sleeping or meditating. If the field is depleted, Yuryo cannot raise it again for at least one hour, and starts with only 12 M.D.C. (increases with each passing hour).

Psionics: None, other than the art of meditation.

Combat Training: Hand to Hand: Commando

Attacks Per Melee: 6

Combat Bonuses: +5 on initiative, +5 to strike, +6 to parry and dodge, +5 to strike with natural energy blasts, +6 to roll with punch/fall/impact, +2 to damage, +1 to disarm, +5 to pull punch, and +7 to save vs Horror Factor.

Other Combat Bonuses & Info: Paired weapons (all), +2 to body flip/throw, body block/tackle, backward sweep kick, +1 to automatic body flip, karate kick (2D6), jump kick, +1 to automatic dodge, critical body flip/throw, and death blow: natural 18-20.

Favorite Weapons:

WI-NFT-1 Napalm-P Flame Thrower: **Mega-Damage:** A short plasma burst does 3D6 M.D. A concentrated plasma burst (counts as two attacks) does 1D4x10+10 M.D.; up to 10 feet (3 m) can be covered with each attack/action, so a character with four hand to hand attacks could cover an area or



length of 40 feet (12.2 m); everybody in the area affected takes 2D6 M.D. Additionally, any target that is hit by the plasma will continue to take damage: 2D6 M.D. every melee round for 1D4 minutes. The only way to save oneself from the damage is to roll in dirt or sand (water will not extinguish the plasma) for one entire melee round, which rubs off the plasma. Rate of Fire: Single shot or concentrated burst only. Range: 500 feet (152 m). Payload: A Napalm-P tank holds 100 short bursts or 50 concentrated bursts. NOTE: Yuryo prefers to use his natural energy blasts during combat, but likes to go to this weapon for shock value and when facing overwhelming odds. Plus, it is just a vicious weapon, one that suits Yuryo's surly attitude toward all living things.

Vibro-Sword: Mega-Damage: 2D6.

Vibro-Knives (2): Mega-Damage: 1D6 M.D.

Heavy Fragmentation Grenades (8): Mega-Damage: 3D6 M.D. to a 20 foot (6.1 m) blast radius.

Stun/Flash Grenades (4): Damage: -8 to strike, parry and dodge, -1 on initiative, lose one melee attack per round for the next 1D4 rounds. Even those in armor will be momentarily distracted for 1D4 seconds and lose initiative.

Smoke Grenades (4): Damage: The grenade creates an opaque cloud of smoke 40 feet (12 m) in diameter. Anyone within the cloud not protected by an environmental suit or a gas mask will be at -5 to strike, parry and dodge, and -1 on initiative. Any gunfire within the cloud is wild.

Extra Ammo: None. Once Yuryo runs out of juice for his flame thrower, the weapon will be empty until he can refill the tank.

Body Armor: None. Yuryo prefers to rely solely on his natural force field ability.

Other Equipment: Hand-held communicator, PC-3000 hand-held computer, portable language translator, IRMSS system, NG-S2 Basic Survival Pack, passive nightvision goggles (1200 foot/366 m range), canteen, backpack, bandoleer, and basic personal items and gear. He also has a CS jet pack that he uses whenever appropriate (typically kept in Tronk's ATV when it's not in use).

Chucklebones

This tough bounty hunter is fairly good-natured by Greet standards. He is gruff with folks, and is often cynical, sarcastic, and negative in his outlook on things, but he doesn't really mean anything by it. Deep down, Chucklebones is a good person who places a high premium on things like loyalty and friendship. Although he finds his Anarchist sensibilities at odds with these feelings at some times, Chucklebones still treasures his friendship with his current comrades, and even though he considers leaving them in the lurch sometimes, he hopes that their union remains a long and fruitful one.

Chucklebones has an ongoing friendly rivalry with Tronk the Grackle Tooth over how many Coalition personnel they have killed. Chucklebones insists he is leading in this little competition, ignoring the fact that Tronk is not even keeping score.

Chucklebones was given his name by a bunch of former adventuring companions. They might have been making fun of him when they came up with this name, but Chucklebones is not quite sure.

Race: Greet Hunter; see *Rifts® Canada* for details on the R.C.C.

Alignment: Anarchist

Attributes: I.Q.: 7, M.E.: 7, M.A.: 8, P.S.: 37, P.P.: 18, P.E.: 22, P.B.: 5, Spd: 25 (75 while swimming); supernatural physical attributes.

M.D.C.: 152

Weight: 600 pounds (270 kg). **Height:** 8 feet (2.4 m).

Age: 25

P.P.E.: 2, I.S.P.: None.

Experience Level: 6th level Bounty Hunter.

Skills of Note: Speak American (98%), Speak Dragonese (98%), Basic Math (90%), Radio: Basic (85%), Surveillance Systems (65%), Track Humanoids (65%), Find Contraband (56%), Land Navigation (71%), Intelligence (67%), Seduction (45%; doubles as Interrogation — the thought of being seduced by a Greet Hunter scares most subjects into talking), Detect Ambush (65%), Wilderness Survival (75%), Climbing (65%/55%), Pilot: Hovercycle (88%), Pilot Hovercraft (75%), Pilot Truck (60%), Demolitions (85%), Streetwise (48%), Read Sensory Instruments (60%), Boxing, Wrestling, Running, Paramedic (65%), Basic Mechanics (45%), Identify Plants & Fruits (45%), Land Navigation (46%), W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Special Abilities: Sharp vision, incredible strength, good reflexes, instinctive swimmers (90%) and can tolerate depths of up to 600 feet (183 m), impervious to carcinogens, equipped to handle the cold thanks to a layer of blubber beneath his thick, lumpy, tough skin. Physical M.D.C. recovers at a rate of 3D6 per 12 hours.

Psionics: None.

Combat Training: Hand to Hand: Expert

Attacks Per Melee: 8

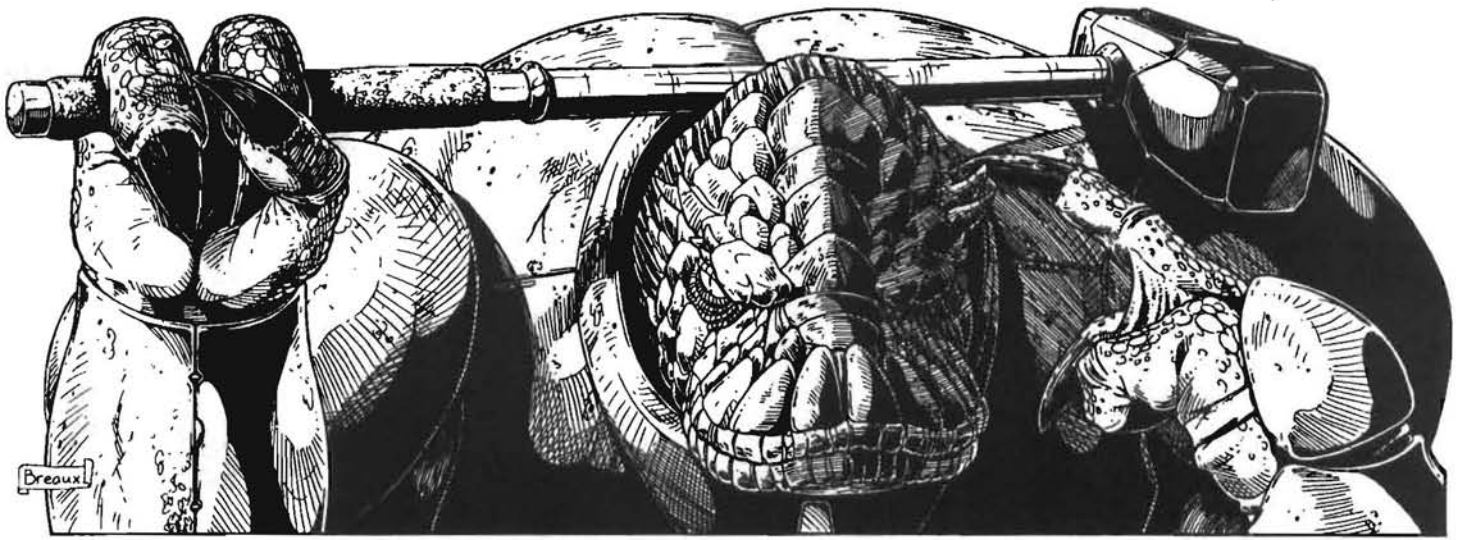
Combat Bonuses: +2 on initiative, +4 to strike, +5 to parry and dodge, +2 to pull punch, +4 to roll with punch/fall/impact.

Other Combat Info: Bite (1D6 M.D.), restrained punch (6D6 S.D.C.), full strength punch (7D6 M.D.), power punch (1D6x10+10 M.D.; counts as two attacks), body block/tackle (1D4 M.D.), pin/incapacitate: 18-20, crush/squeeze (1D4 M.D.), +3 to save vs poison and toxins, +5 to save vs disease, +1 to save vs magic and possession, +6 to save vs Horror Factor.

Weapons:

Magic Hammer: Somewhere along the line, Chucklebones came across an enchanted sledgehammer that he now uses as his primary weapon. He has tried for over a year to come up with a cool-sounding name for the weapon, but just can not come up with one. If one studies the haft of the hammer, one will find the names "Betsy," "Da Hamma" and "Furious George" carved into it, but with strike marks through each one of them. Mega-Damage: 1D4x10 M.D. per strike (2D4x10 power strike, but counts as two attacks), or can fire a magical lightning bolt for 5D6 M.D. Rate of Fire: Chucklebones can fire off a lightning bolt as many times as he has attacks per melee. Each lightning bolt counts as one attack. Range: 600 feet (183 m) for the lightning bolts. The hammer can not be thrown accurately (-4 to strike). Payload: Unlimited.

WI-GL20 Automatic Grenade Launcher: Mega-Damage: Fragmentary: 4D6 M.D. to a blast area of 12 feet (3.6 m). Ar-



mor-piercing: 1D4X10 M.D. to a blast area of 3 feet (0.9 m). Can also fire smoke, illumination and chemical rounds. **NOTE:** A burst is 10 rounds! A burst of fragmentary grenades inflicts 2D6x10 M.D. with a blast area of 40 feet (12 m). A burst of armor-piercing grenades does 3D6x10 M.D. with an 8 foot (2.4 m) blast radius. **Rate of Fire:** Standard. **Range:** 3,000 feet (914 m). **Payload:** 40 round magazine or 200 round belt. **Note:** This is a really big weapon, and although Chucklebones owns the rifle-shaped variant of it and has the strength to fire this on his own, he prefers to reserve it for times when he will take up a stationary firing position and clobber somebody from a distance. On the butt of the gun are nine skulls stenciled on, each skull representing 10 people killed with this weapon. If Chucklebones bags one more person with this thing, it'll bring the tally to an even 100. There are also a few icons of various heavy vehicles, power armor, and even what appears to be a dragon. Asking Chucklebones about any of these icons will get him to launch into the story of how he made that kill.

NG-45LP "Long Pistol": **Mega-Damage:** 5D6 M.D. per shot. **Rate of Fire:** Single shots only. **Range:** 1,200 feet (365 m). **Payload:** 8 shots per standard E-clip.

Extra Ammo: Two extra 200-round belts for the WI-GL20. 10 standard E-clips.

Body Armor: T-43 Explorer: This suit has been modified to fit Chucklebones' massive frame and has 80 M.D.C. **Mobility:** Fair; -20% prowl penalty.

Other Equipment: Gas mask, tinted goggles, NG-S2 basic survival pack, IRMSS robot medical kit, infrared distancing binoculars, portable language translator, 5 tracer bugs, pocket scrambler, 5 sets of handcuffs/manacles (80 S.D.C. each), two M.D.C. handcuffs (15 M.D.C. each), 50 feet (15.2 m) of strong cord, utility belt, backpack, knapsack, 4 small sacks (folded up and stored in the knapsack; Chucklebones likes to say they are for bagging the heads of fallen enemies, but nobody knows if this is true or not.)

For a vehicle, he rides an NG-230 "Prowler" hovercycle modified for his large size. It has 80 M.D.C. for the main body; max. speed is 190 mph (304 km), and has a heavy laser in the nose that does 2D6 M.D., range 2000 feet (610 m).

Caliber Street Irregulars

The 'Burbs of Chi-Town have always been a hotbed of lawlessness, sedition, and D-Bee activity. Periodically, the Coalition would send large numbers of troops into the 'Burbs on "sweep and clear" missions designed to root out the biggest troublemakers and expose them to some "permanent justice." Recently, however, these sweep and clears have become more difficult because of the rising number of armed D-Bee adventurers living in the 'Burbs. These folk see the 'Burbs (squalid though they may be) as their home, and are willing to defend it. The conflict at Tolkeen has only stirred up their emotions and hatred against the CS, so when Coalition forces move into the 'Burbs, they have been meeting increased resistance, insurrection and heavy fire. What used to be minor peacekeeping missions are turning into major urban combat situations.

The **Caliber Street Irregulars** are, arguably, the most notable group of D-Bees who make a habit of resisting the Coalition's incursions into the 'Burbs. During the last sweep and clear, the Irregulars in particular wrought havoc on the marauding Coalition troops, sniping at them and herding them into ambush zones where none could escape. The Irregulars are credited with killing over 100 Coalition troops over the last three sweep and clear missions, as well as engaging Coalition authorities in a number of other, unrelated skirmishes.

The worst of these clashes was the **Memorial Plaza Massacre**, in which the Irregulars, along with two other D-Bee groups, surrounded a Coalition platoon in the area of 'Burbs known as Memorial Plaza. The 30 soldiers who perished in the attack were bad enough, but among the casualties was an official from High Command who had been with them on a PR junket. When he got killed, High Command wanted blood. In particular, it wanted the Irregulars, who quickly realized their days in the 'Burbs were numbered. By then, the war in Minnesota had kicked into full swing, so the group figured they could always donate their expertise to Tolkeen. With the help of some friends in the 'Burbs' version of the underground railroad, the Caliber

Street Irregulars smuggled themselves out of the shadow of Chi-Town and made it all the way to Tolkeen. However, nearly half their number were intercepted and destroyed by the Coalition Army on the way.

Today, the surviving Irregulars function as an officially sanctioned guerrilla unit of the Tolkeen military. They operate semi-autonomously. That is, they routinely check in and receive orders, but usually have total leeway in how to carry out their missions.

The Irregulars currently consist of only five members, each of whom lives under an assumed name — a common practice for outlaws in the 'Burbs to protect one's friends and family. The Irregulars include *Musashi*, a Kremin Cyborg and the group's leader, *El Cid*, a Tirrvol Sword-Fist, *Jitter*, a Quick-Flex Alien Gunfighter, *Auger*, a Vanguard Brawler Thug, and *Thankless*, a Trimadore Mechanic.

Musashi

Musashi, a.k.a Mirjan Saldo, is named after Miyamoto Musashi, the legendary medieval Japanese samurai who created his own style of two-sword fighting. Mirjan was named after Musashi because unlike most Kremin Cyborgs, he carries not one, but *two* of the signature multi-weapon blades the Kremin are always seen with. He fights with both of them at the same time and has made it his trademark. Musashi rather enjoys the notoriety he and his fellows have earned for themselves, and tends to view their adventures as one great big joyride. Possessing a little more recklessness than most Kremin Cyborgs, Musashi's only goal, it seems, is to seek out dangerous situations (usually involving the Coalition) and survive them. Whether he does so as a means to challenge himself or to extract some sort of revenge against Dead Boys, is unknown to any but Musashi, but it certainly seems he has a vendetta against the Coalition Army (if not the entire government).

Since he lost some of his friends escaping the 'Burbs, Musashi has gotten more serious. In part, he blames himself for their deaths, for had he not kept the crew in the 'Burbs for so long, flamboyantly goading the Coalition into fight after fight, they might still be alive. Initially, Musashi focused on making it to Tolkeen as a way of coping with his friends' deaths. Now he focuses on being a good soldier for Tolkeen and striking fear into the heart of the Coalition war machine. He feels that living such a life is the least he can do to honor the comrades who died back in the 'Burbs.

Race: Kremin Cyborg; see *Coalition War Campaign™* for R.C.C. details.

Alignment: Anarchist with leanings toward Unprincipled.

Attributes: I.Q.: 15, M.E.: 19, M.A.: 14, P.S.: 28, P.P.: 26, P.E.: not applicable, P.B.: 12, Spd: 132 (90 mph/144 km).

M.D.C. by Location:

Head — 110

Hands (2) — 30 each

Arms (2) — 95 each

Feet (2) — 50 each

Multi-Weapon Blade & Sheath (2) — 60 each

Legs (2) — 130 each

Main Body — 280

Weight: 600 pounds (270 kg). **Height:** 8 feet tall (2.4 m).

Age: Unknown.



P.P.E.: 4; **I.S.P.:** None.

Disposition: Reserved and serious, this individual is reluctant to share any information or his group's purposes with outsiders. While winning his trust is difficult, once gained, it can never truly be lost.

Experience Level: 10th level Kremin Cyborg R.C.C.

Skills of Note: Literacy (95%), Basic Math (98%), Advanced Math (98%), Radio: Basic (95%), Anthropology (80%), Archeology (80%), Computer Operation (98%), Computer Programming (98%), Cryptography (70%), Optic Systems (75%), Radio: Scramblers (80%), Laser (60%), Surveillance Systems (44%), T.V./Video (37%), First Aid (45%), Demolitions (87%), Demolitions Disposal (87%), Astronomy (70%), Biology (75%), Botany (70%), Chemistry (75%), Running, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword.

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 6

Combat Bonuses: +3 to initiative, +8 to strike, +9 to parry and dodge, +4 to disarm, +2 to roll with punch/fall/impact, +2 to pull punch, +13 to damage, and +5 to save vs Horror Factor.

Other Combat Info: Snap kick (1D6), karate kick (2D4), roundhouse kick, tripping/leg hook, jump kicks (all), critical strike: 18-20, paired weapons (all), leap attack (critical strike), body throw/flip.

Bionics: Finger and headjack, amplified hearing, built-in language translator, full optics, molecular analyzer, voice amplification, built-in radio receiver and transmitter, laser finger (tool), climb cord, and various secret compartments.

Special Alien Bionics: Psionic dampers and blockers, retro-mechanic nano restorers, energy fist, multi-weapon blades.

Psionic Dampers and Blockers: These are implanted into Musashi's brain, preventing psychics from reading his surface thoughts, emotions, seeing his aura, sensing good or evil about him, or conducting full telepathic probes. Effectively, this hardware provides a permanent *mind block* on Musashi. It also makes him +3 to save vs illusions and hypnosis and +6 to save vs possession.

Retro-Mechanic Nano Restorers: These internal housings contain rechargeable nano-machines that actually regenerate damage to the Kremin Cyborg's body! Severe damage will require raw materials from Earth equivalents, such as Mega-Damage plating or circuitry, which is assimilated into the body and converted to Kremin technology. It is through this process that the Kremin Cyborg self-repairs any damage at a rate equivalent to a human recovering from wounds.

Energy Fist: When Musashi charges up his fists with an offensive energy field, he can either punch for 4D6 M.D. or he can fire an energy blast (4D6 M.D. out to 500 feet/152 m). Musashi can only use four energy punches or fire two energy blasts per melee round from either hand.

Multi-Weapon Blades: Unlike most Kremin Cyborgs, who wield only one of these remarkable implements, Musashi carries two, much like a Japanese samurai would. One is roughly the size of a typical Kremin Cyborg sword — about the size of a Japanese *wakizashi*. The other sword is slightly larger and about the size of a Japanese *katana*. It is for his habit of using these two swords at once (paired weapons) that Musashi was given his nickname, after the famous Japanese ronin of yesteryear who made famous his *Myojinsoga-style*

two-sword technique. Either sword cuts like a Vibro-Blade (2D6 M.D. for the short sword, 3D6 for the long sword), stuns by touch (a jolt that knocks its victims off their feet, causing them to lose two melee attacks and initiative; does 5D6 S.D.C. damage) or fires an energy blast (6D6 M.D.) out to 1,200 feet (366 m). The swords can each fire 12 blasts before needing to be returned to their sheaths to recharge at a rate of 4 blasts per hour.

Weapons: In addition to his special alien bionics, Musashi carries the following high-tech weapons:

NG-P7 Northern Gun Particle Beam Rifle: Mega-Damage: 1D4x10. Rate of Fire: Standard. Range: 1,200 feet (366 m). Payload: 8 shots per standard E-clip.

CP-30 Laser Pulse Pistol: Mega-Damage: 2D4 M.D. per single blast or 4D6 per triple-blast burst. Rate of Fire: Standard. Range: 600 feet (183 m). Payload: 30 laser shots per long E-clip.

Extra Ammo: 5 standard E-clips, 5 long E-clips.

Body Armor: On top of his cyborg body, Musashi wears a suit of LE-B1 Light Espionage Cyborg Body Armor (M.D.C.: 135). He has stylized this suit so it vaguely resembles that of a medieval Japanese samurai, but only a student of history (or martial arts) would appreciate the reference.

Other Equipment: NG-S2 Survival Pack and a few personal items. That's it; Musashi likes to travel as light as he can, carrying no more than his weapons, if feasible.

El Cid

El Cid, a.k.a. Rigorris Aldek, has appointed himself to be Musashi's conscience, prodding his leader and friend to do the right thing, no matter how hard or inconvenient it might be for the Kremin Cyborg. For the most part, El Cid is pretty successful in this regard, perhaps because he knows when to push his friend on ethical involvement and when to back off and let him do his thing.

El Cid never thought of himself as a hero or even an adventurer. He merely grew up in and around the 'Burbs and happened to be there when the first resistance formed against the Coalition sweep and clear missions. Rigorris himself participated in the first defenses, and his handiwork with his sword-hands, as well as his involvement in a victorious street skirmish with Coalition Juicers earned him the nickname, "El Cid." He is growing weary of battle, however, and he knows he will seriously burn out before this war is over. If he does not watch himself, he might very well end up with shell shock of some kind. In the meanwhile, even he can recognize that he is becoming more ruthless and cold when it comes to the Coalition Army. He regards them as an evil blight on the human race and sees them all as being heartless and cruel, particularly against nonhumans. El Cid honestly believes he fights to protect and help fellow D-Bees from the wicked prejudice and deadly wrath of the Coalition States. He speaks of how all sentient beings should live in peace and harmony, but he does not see that he and his teammates are sliding down the same path of prejudice, hatred and vindictiveness as the loathsome CS.

Race: Tirrvol Sword-Fist; see *Coalition War Campaign™* for R.C.C. details.

Alignment: Scrupulous with leanings toward Unprincipled.



Attributes: I.Q.: 15, M.E.: 15, M.A.: 15, P.S.: 34, P.P.: 20, P.E.: 25, P.B.: 4, Spd: 32; supernatural strength.

M.D.C.: 123

Weight: 375 pounds (169 kg). **Height:** 10 feet (3 m) tall.

Age: 22

P.P.E.: 15; **I.S.P.:** 60.

Experience Level: 7th level City Rat and natural swordsman.

Horror Factor: 12

Skills of Note: Streetwise (64%), Pilot: Motorcycle (98%), Pilot: Automobile (82%), Basic Math (85%), Radio: Basic (85%), Surveillance Systems (70%), Computer Operation (80%), Computer Programming (70%), Computer Hacking (85%), Paramedic (80%), Prowl (80%), Read Sensory Instruments (60%), Running, Boxing, Wrestling, Athletics (General), Acrobatics, Gymnastics, Basic Electronics (60%), Swimming (80%), Climbing (90%/80%), Body Building, Automotive Mechanics (65%), Pilot: Jet Pack (56%), Pilot: Hovercycle (56%), Pilot: Truck (54%), Pilot: Tanks & APCs (50%), Pilot: Hovercraft (65%), W.P. Energy Pistol.

Special Abilities: Keen vision, good hearing, heals twice as fast as normal humans; sword hands and other limbs regenerate within 3D4 weeks if broken or severed. Leg joints are double-jointed and the feet and toes are prehensile. However, all skills requiring manual dexterity or precision are difficult and are conducted with a -10% penalty.

Psionics: See the Invisible, Sense Evil, Sixth Sense, Telepathy.

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 7

Combat Bonuses: +4 on initiative, +5 to strike (+9 with sword-fists), +10 to parry (+14 with sword-fists), +9 to dodge, +17 to damage, +7 to roll with punch/fall/impact, +6 to pull punch, +4 to disarm (+8 with sword-fists), +3 to save vs Horror Factor, +5 to save vs magic and poison, and +20% to save vs coma/death.

Other Combat Info: Paired weapons (all), critical strike: natural 17-20, critical strike from behind, restrained sword-fist

strike (5D6 S.D.C.), sword-fist strike (4D6 M.D.), power sword-fist strike (1D4X10 M.D.; counts as two attacks). Karate kick (2D4 M.D.), snap kick (1D6 M.D.), roundhouse kick (3D6 M.D.), backward sweep. Jump kicks (all). Body block/tackle (1D4 M.D.), pin/incapacitate: 18-20, and crush/squeeze (1D4 M.D.).

Favorite Weapons:

TX-24 Ion Pulse Pistol: Mega-Damage: 2D4 per single shot or 4D6 per multiple burst (three simultaneous shots). Rate of Fire: Standard. Range: 500 feet (152 m). Payload: 10 shots per standard E-clip, 30 shots per FSE-clip.

Extra Ammo: 6 standard E-clips, 4 FSE-clips.

Cybernetics: Cyber-armor (M.D.C.: 50)

Body Armor: CA-5 Juicer "Dead Boy" Armor: Head/Helmet: 80 M.D.C., Arms: 70 M.D.C. each, Legs: 85 M.D.C. each, Main Body: 125 M.D.C. El Cid has seriously personalized this armor, removing its Coalition markings. But it still looks like Juicer armor, no doubt about it.

Other Equipment: Flashlight, 900 pound (405 kg) test nylon cord/rope and grappling hooks, RMK Robot Medical Kit, PDD/Pocket Digital Disc player and recorder, PC-3000 hand-held computers (6; El Cid "acquired" these a while ago from the back of a Coalition truck and is letting them go to friends and comrades; he also uses them as disposable hacking stations from which he can hack in somewhere and simply ditch the machine so he does not get caught), portable language translator, backpack, pair of boots with electro-adhesive pads built into the soles and basic gear.

Jitter

Hyper, hyper, hyper. Jitter (a.k.a. Fast Jack Jericho) has a tendency to talk really fast and to repeat himself several times before his audience even had a chance to hear what he said the first time. He is a little paranoid and always on guard, ready for

action, even when he is in a safe place, far from combat. He never takes off his combat rig, for he is deathly afraid to be caught without it. Under fire, however, he is rock solid and as dependable as can be. When locked in combat, he prefers to get up close to his opponents and engage them at point-blank range, just blasting away and letting his personal force field take whatever hits he can't automatically dodge. Jitter's style of fighting is an obvious side effect of the three dozen or so pre-Rifts Hong Kong action movies he watches over and over and over again. Like El Cid and the others, he sees himself as one of the good guys fighting to save D-Bees from unjust and unwarranted persecution at the hand of the "Evil Empire" as he calls the CS.

Race: Quick-Flex Alien; see *Coalition War Campaign™* for R.C.C. details.

Alignment: Unprincipled

Attributes: I.Q.: 12, M.E.: 9, M.A.: 8, P.S.: 15, P.P.: 20, P.E.: 15, P.B.: 8, Spd: 55

Hit Points: 31; **S.D.C.:** 25.

Weight: 150 pounds (67.5 kg). **Height:** Five feet, six inches (1.65 m) tall.

Age: Unknown.

P.P.E.: 10. **I.S.P.:** None.

Experience Level: 8th level Gunfighter.

Gunfighter Horror Factor: 10

Skills of Note: Speak American (98%), Speak Spanish (98%), Speak Euro (95%), Weapon Repair (75%), Land Navigation (82%), Detect Ambush (90%), Detect Concealment (80%), Find Contraband (74%), Recognize Weapon Quality (90%), Basic Electronics (95%), Armorer (90%), Sniper, W.P. Revolver, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy, W.P. Sharpshooting (specialty: energy pistols), W.P. Knife, Pilot: Hovercycle (98%), Horsemanship: General (86%), First Aid (90%), Streetwise (64%), Prowl (50%), Radio: Basic (65%), Escape Artist (50%), Interrogation (45%), Swimming (95%), Climbing (85%/75%), Concealment (56%), Palming (35%), Pick Locks (40%), Pick Pockets (30%).

Special Abilities: Enhanced reflexes, can leap eight feet (2.4 m) in any direction from a standing start (add four feet (1.2 m) from a running start). Can intuitively figure out almost any modern projectile weapon.

Combat Training: Hand to Hand: Commando.

Attacks Per Melee: Seven, ordinarily. *Eight* when using any gun. *Nine* when using energy pistols!

Combat Bonuses: +5 on initiative (+7 when drawing a handgun or rifle), +5 to strike (+6 to strike with modern weapons or bow and arrow), +6 to parry or dodge, +1 to automatic dodge, +2 to damage, +6 to roll with punch/fall/impact, +7 to pull punch, +1 to disarm, and +3 to save vs Horror Factor.

Other Combat Info: Paired weapons (all, including revolvers and pistols), +2 to body flip/throw, body block/tackle, backward sweep kick, +1 to automatic back flip, karate kick (2D6), critical body flip/throw, jump kick.

Weapons:

CP-30 Laser Pulse Pistols (6): Mega-Damage: 2D4 M.D. per single blast or 4D6 per triple-blast burst. Rate of Fire: Standard. Range: 600 feet (183 m). Payload: 30 single shots or 10 triple bursts per long E-clip. The CP-30 can also hook up to a small energy canister worn on the back or the hip that provides energy for 72 single shots or 24 triple bursts. Jitter

wears a special harness with *six* of these canisters on his back, each of which is hooked up to a separate CP-30. (Jitter's customary overcoat covers all of this gear up pretty well.) When Jitter runs out of ammo with his first two pistols, he will holster them and simply draw another two and keep shooting. If, by the time he runs out of ammo, the fight is not yet over, then he will switch out long E-clips for his weapons. But frankly, after expending *that* much firepower, if Jitter hasn't gotten out of trouble by then, he probably won't at all.

Plasma Grenades (8): Mega-Damage: 5D6 M.D. Blast Radius: 12 feet (3.6 m). Throwing Range: 40 yards/meters. Note: These weapons are not meant for throwing. They are part of Jitter's six-gun harness mentioned above, and are a powerful suicide device. Should Jitter be mortally wounded or believe capture is imminent, he will hit a special dead switch on his harness and simultaneously trigger all eight plasma grenades. Hopefully, he will get a few of his enemies (and none of his friends!) when this goes off.

Vibro-Knives (2): Mega-Damage: 1D6 M.D. These knives are holstered among his various pistols.

Extra Ammo: 12 long E-clips.

Body Armor: N-F50A Superheavy Force Field: 160 M.D.C., Duration: 6 hours per E-clip. This is the only armor Jitter will wear. He simply can't stand the feel of wearing actual armor and will always shun it. Jitter's N-F50A is the defensive element to the serious combat rig he always wears.

Other Equipment: Grav pack (400 pounds/181 kg maximum carrying weight; maximum speed: 200 mph/320 km; +1 to dodge while in flight; 12 hour life off one E-clip; M.D.C.:



30), NG-S2 survival kit, overcoat, tinted sunglasses, flashlight, binoculars, laser distancer, pocket language translator, pocket magnifying glass, multi-optics band, portable tool kit, air filter, PDD-V pocket digital disc audio and video player and over three dozen movie discs containing a slew of pre-Rifts action flicks, mostly from the Hong Kong crime/action genre.

Jitter's Harness Recap: Just to be clear, Jitter's combat rig holds the following: six holstered CP-30 energy pistols, six energy canisters for said pistols, his spare E-clips, his suicide grenades, his two Vibro-Knives, his force field generator, and his grav pack. Jitter wears this harness pretty much all the time. The rest of his belongings he carries in a backpack and considers his "other stuff," not necessarily to be brought into a fire-fight.



Auger

Definitely the loose cannon of the group, Auger (a.k.a. Aughurukelse Sorobi) is the most prone to simply begin fighting the moment things look dicey. This has landed him in trouble on numerous occasions with Coalition patrols and with various tough elements of the 'Burbs. Thankfully, Auger is as adept at getting out of trouble as he is getting in it. Otherwise, without a cadre of friends to look after him, he would have died long ago.

In part, Auger's attitude stems from his need to prove himself to his comrades, so he takes unnecessary risks all the time and regularly ends up biting off more than he can chew.

Unbeknownst to his comrades, Auger was once captured by CS forces and implanted with a nano-transmitter so the CS could keep tabs on him. Through some snafu in Coalition Intelligence, the file on Auger has been lost, corrupted or deleted. So while he is transmitting his location at all times, there is nobody within the Coalition picking up on it because they are not monitoring on the hyper-precise frequency of his transmitter. Should this little device be found on Auger, though, he will have a very difficult time explaining to his comrades that he is not really a Coalition spy.

Race: Vanguard Brawler; see *Coalition War Campaign™* for R.C.C.

Alignment: Anarchist with aggressive and violent tendencies.

Attributes: I.Q.: 19, M.E.: 10, M.A.: 11, P.S.: 24, P.P.: 18, P.E.: 20, P.B.: 7, Spd: 10

M.D.C.: 80

Weight: 300 pounds (136 kg). **Height:** Seven feet (2.1 m) tall.

Age: Unknown, probably in his late 20s or early 30s.

P.P.E.: 3

Experience Level: 8th level Vanguard Brawler Thug R.C.C.

Skills of Note: Speak American (98%), Speak Techno-Can (98%), Basic Math (98%), Land Navigation (84%), Find Contraband (74%), Intelligence (81%), Streetwise (69%), Track Humanoids (75%), Pilot Hover Vehicle (98%), Pick Locks (60%), Pick Pockets (55%), Lore: Demons & Monsters (60%), Lore: Faeries (60%), Electrical Engineer (30%), Robot Electronics (30%), Prowl (75%), Escape Artist (65%), Radio: Basic (80%), Interrogation (75%), Intelligence (60%), Detect Ambush (65%), Detect Concealment (60%), Body Building, Boxing, Gymnastics, Running, Swimming (85%), First Aid (80%), Basic Mechanics (65%), Demolitions (72%), Demolitions Disposal (63%), W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, Sniper.

Special Abilities: Keen hearing and sense of smell (track by scent at 46%, track blood scent 56%), can see the infrared spectrum of light, and is a natural climber (84%/72%).

Combat Training: Hand to Hand: Assassin

Attacks Per Melee: 9

Combat Bonuses: +5 on initiative, +4 to strike, +7 to parry and dodge, +7 to pull punch, +13 to damage, +3 to roll with punch/fall/impact, +3 to disarm, +1 to save vs disease and poison, +1 to save vs possession, and +7 to save vs Horror Factor.

Other Combat Info: Always ready for a fight and has a short temper.

Favorite Weapons:

NG-LG6 Northern Gun Laser Rifle & Grenade Launcher:

Mega-Damage: 3D6 per laser blast or 4D6 per grenade. **Rate of Fire:** Standard. **Range:** Laser: 1,600 feet (488 m); grenade launcher: 1,100 feet (335 m) and a blast radius of 12 feet (3.6 m). **Payload:** 10 shots per standard E-clip, 20 shots per long E-clip, or 70 shots with a power pack. Grenade launcher holds four grenades.

C-20 Laser Pistol: **Mega-Damage:** 2D6 M.D., **Rate of Fire:** Standard. **Range:** 800 feet (244 m). **Payload:** 30 shots per long E-clip.

Type One NG Anti-Vehicle Mines (2): **Mega-Damage:** High

Explosive: 5D6 M.D. to a 20 foot (6.1 m) blast radius.
Plasma: 1D4x10 to a 30 foot (9.1 m) blast radius.

Type Two NG Anti-Vehicle Mines (2): Mega-Damage: High Explosive: 1D6x10 M.D. to a 20 foot (6.1 m) blast radius.
Plasma: 2D4x10 to a 30 foot (9.1 m) blast radius.

Type Three NG Anti-Vehicle Mines (2): Mega-Damage: High Explosive: 2D6x10 M.D. to a 20 foot (21 m) blast radius.
Plasma: 4D4x10 to a 30 foot (9.1 m) blast radius.

Extra Ammo: 20 standard E-clips, 10 long E-clips, and three full reloads for his grenade launcher.

Body Armor: The Bushman: 60 M.D.C. Mobility: Good; -10% prowl penalty.

Other Equipment: NG-S2 survival pack, food rations and basic gear.

Thankless

Chullen Nystery earned the name "Thankless" because he is constantly lost in his own little world, communicates poorly and doesn't even acknowledge when someone does something for him. Likewise, he sometimes ignores the needs and requests of the group (doesn't hear or remember them). He tends to set his own agenda for things, especially if his attention meanders toward some mechanical project he is working on. Once focused on his mission for fixing things, Thankless has a hard time breaking away from it for any reason, even to help a friend in need. This has caused a little friction among the teammates in the past, but his valuable skills more than make him worth having around. Plus, he really does not mean anybody any harm. He is just off in his own world half the time and nothing short of incoming laser fire will break him out of it for very long.

Chullen hates the Coalition terribly, but he lacks his comrades' fighting spirit. When the lasers start flying, he would much rather find a safe spot and grab some cover, popping off only a few shots now and again. His comrades (especially Jitter) laugh at Thankless' tendency, but it is easy for them — most of them have major combat abilities and serious armor or Mega-Damage skin. Still a Trimadore D-Bee's worth in any group is undoubtable as a fixer, especially for weapons and vehicles. Thankless says he earned his name because he has the "thankless" job of keeping weapons and machines running smoothly.

Race: Trimadore; see *Coalition War Campaign™* for R.C.C. details.

Alignment: Anarchist

Attributes: I.Q.: 18, M.E.: 15, M.A.: 15, P.S.: 15, P.P.: 15, P.E.: 15, P.B.: 6, Spd: 30

Hit Points: 40; **S.D.C.:** 20

Weight: 220 pounds (99 kg). **Height:** 8 feet (2.4 m) tall.

Age: 29

P.P.E.: 2; **I.S.P.:** 125

Experience Level: 6th level Trimadore Mechanic R.C.C.

Skills of Note: Speak American (95%), Speak Techno-Can (95%), Literate in American (70%), Basic Math (98%), Advanced Math (98%), Pilot Hover Vehicle (85%), Pilot Jet Pack (62%), Military Fortifications (65%), Computer Operation (65%), Computer Programming (65%), Electrical Engineer (65%), Mechanical Engineer (65%), Weapons Engineer (60%), Robot Mechanics (65%), Robot Electronics (65%), Aircraft Mechanics (60%), Armorer (85%), Recognize

Weapon Quality (70%), Radio: Basic (65%), Radio: Scramblers (55%), Laser (40%), Cryptography (35%), Running,



Swimming (75%), Climbing (65%/55%), Prowl (50%), Body Building, First Aid (70%), W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Special Abilities: Perfect 20/20 vision, good hearing, a keen sense of touch and a savant-like mechanical aptitude. Also, Thankless long arms give him a healthy reach.

Psionics: Mind Block (4), Object Read (6), Speed Reading (2), and Telemechanics (10).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 6

Combat Bonuses: +3 on initiative, +1 to strike, +2 to parry and dodge, +4 to roll with punch/fall/impact, +4 to pull punch, +1 to save vs disease and poison, +1 to save vs possession, +6 to save vs Horror Factor.

Other Combat Info: Snap kick (1D6) and critical strike: 19-20.
Weapons:

L-20 Pulse Rifle: Mega-Damage: 2D6 M.D. per single shot, or 6D6 per multiple burst (three simultaneous shots). Rate of Fire: Standard. Range: 1,600 feet (488 m) Payload: 40 shots per standard E-clip or 50 shots per long E-clip. Bonus: Thankless has had this weapon for over ten years and knows it like the back of his hand. As a result, he has an additional +1 to strike with it. Of course, should the Coalition get their

hands on this thing, they could connect Thankless with a long history of anti-Coalition attacks.

TX-11 Triax Sniper Rifle: Mega-Damage: 3D6. Rate of Fire: Equal to the user's number of attacks per melee. Aimed or wild shots only. Can not fire bursts. Range: 1,600 feet (488 m). Payload: 10 shots per standard E-clip, 20 shots per long E-clip. Bonuses: +1 to strike (so an aimed shot is +4). Note: Thankless simply loves this weapon and enjoys using it to "plink" at his enemies from long distance. Even though he could do the same with his L-20, he prefers to do so with this weapon.

WR-10 Wilderness Ion Pistol: Mega-Damage: 2D4 M.D. Rate of Fire: Standard. Range: 600 feet (183 m). Payload: 20 shots per standard E-clip.

TX-5 Pump Pistol: Mega-Damage: 4D6. Rate of Fire: Standard. Range: 800 feet (244 m). Payload: 5 rounds loaded manually, one at a time. A speed loader will load all five rounds in four seconds (one melee action).

Extra Ammo: 20 long E-clips, 5 TX-5 speed loaders.

Body Armor (special): The Thankless Protector: Homemade special suit with 113 M.D.C. Mobility: Excellent; no movement or prowl penalty.

Other Equipment: Utility belt, backpack, satchel, tool kit, flashlight, laser distancer, PC-300 hand-held computer, multi-optic band, visor, portable language translator, long-range directional radio with scrambler, knife, and some personal items. He also has an NG jet pack and rides an M1-3000 "Firefly" hovercycle (92 M.D.C. for the main body, max. speed 190 mph/305 km, with heavy laser doing 2D6 M.D. at 2000 feet/610 m)

Vultures of Tolkeen

The *Vultures of Tolkeen* is the collective name given to a small cadre of Simvan Monster Riders who have come to Tolkeen to raise hell and have some fun doing it. The Kingdom of Tolkeen has opened its arms to these questionable and violent allies, in part because they have had trading relations with them in the past, and in part because the Simvan are coming to get in on the fun anyway. Might as well make their presence at Tolkeen official and exert some minuscule amount of control over them.

The leader of this group is the infamous *Lord Murgesh*, a notorious warlord and bandit chieftain who has made life for Coalition settlers near the New West miserable. Lord Murgesh has always detested the Coalition States, and prefers to spend his energies raiding their territory and settlements than any other. Among Simvan, this single-mindedness has given Lord Murgesh and his lackeys special recognition, since the CS is pretty much the strongest enemy for these Monster Riders to pick a fight with. That Lord Murgesh has tempted fate with the Coalition so many times and always comes out on top shows that he is both skillful *and* daring. Indeed the Coalition agrees, for it has put out a collective bounty of *one million* credits on Lord Murgesh and his soldiers! 250,000 credits are earmarked for Murgesh's capture, 100,000 for each of his three lieutenants,

50,000 for each of his six sergeants, and 15,000 credits for each of the ten grunts along for the ride.

This group is known as the **Vultures of Tolkeen** because since Lord Murgesh has thrown his lot in with the Tolkeen defenders, he has focused his efforts on attacking relatively undefended Coalition convoys and military groups in full retreat, at less than full fighting strength, or in a rear area and not on full alert. His refusal to pick a "fair fight" with the Coalition is mostly why he and his men are still alive today. While they are skillful warriors, their numbers are still small, and are insufficient to engage the Coalition in force. The CS propagandists have been quick to label Lord Murgesh a coward and a murderer in the vain hopes that it will so incense the Simvan leader that he will openly challenge the CS someplace where he can finally be captured or killed easily. No dice. Lord Murgesh did not get where he is today by playing into clumsily laid traps. He considers the CS's labeling of him as an honor of sorts, and simply takes out whatever frustration it causes him by killing that many more CS troopers.

The Vultures of Tolkeen primarily act as an independent raiding force. (The Vultures sometimes act as force recon for larger Tolkeen units, too.) When they feel like it, they report their results back to the Tolkeen command, but for the most part, they just do their thing without regard for Tolkeen's orders or larger strategy. Tolkeen Warlords figure this is about the best they can expect from the Simvan (who are notorious for their recklessness and disregard for authority) and are just grateful Lord Murgesh is on *their* side.

Breakdown of the Gang:

- *Lord Murgesh*, one Fury Beetle, and four Simvan Throka (Grunts)
- Three *Simvan Heska* (Lieutenants), each on a single Rhino-Buffalo.
- Six *Simvan Guress* (Sergeants), each on a single Ostrasaurus.
- Ten *Simvan Throka* (Grunts). Four ride with Lord Murgesh on his Fury Beetle, and six ride on the Rhino-Buffalo of the Simvan Heskas, two Throka per Rhino-Buffalo.

Lord Murgesh

Lord Murgesh is perhaps the perfect specimen of the Simvan Monster Rider. He excels in all aspects of Simvan life. His record in combat is unequaled by any of his tribesmen or by most other Simvan, period. That he has lived to 40 is a testament to his savagery, ruthlessness, combat ability, and knack for simply staying alive. The incredibly reckless lifestyle of the Simvan often cuts their lives short at around 20 to 30, so for this elder warrior to still be alive and kicking marks him as special.

Prior to the war in Minnesota, Lord Murgesh's tribe conducted limited trade with Tolkeen and had numerous run-ins with Coalition patrols. So, when the Coalition finally invaded the sorcerers' kingdom, it took little additional incentive for him to gather his finest warriors, suit up for war, and ride into Tolkeen looking to raise hell. Murgesh's group represents only a part of his entire tribe. All of his females as well as many of his other warriors remain to the West, where they await the return of their lord and master. Lord Murgesh's plan is to participate in the fighting for a while, send a rider back to the tribe to let them know how they are doing, and if things look good (i.e., Tolkeen



might win the war), he will call for the rest of his tribe (over 200 additional Simvan) to come to Tolkeen and settle down temporarily. Lord Murgesh has not considered that even if Tolkeen were to win the war they would not appreciate Simvan settling, even for a brief while, so close to their borders. While the Kingdom of Tolkeen has always had decent relations with groups like Murgesh's Riders, the fact is the Simvan are too wild and woolly to be truly trusted, and Tolkeen leaders just *know* that were the war to end tomorrow, the Simvan would simply continue carrying on their bloody work against Tolkeen's own, or any other sorry blighters who get in their way.

For the time being, Lord Murgesh is relishing his role in the war, acting as a kind of elite strike force and recon group for larger Tolkeen units. Lord Murgesh has free rein to conduct himself in the war, largely because Tolkeen leaders know that he would not obey any orders he received anyway, so why give them? So far, Murgesh's group has racked up an impressive number of kills, mostly by picking their fights wisely and hitting Coalition groups when they are isolated, on the run, or at crippled fighting capacity. For this, Murgesh has been called the "Vulture of Tolkeen" by Coalition soldiers, a name he takes pride in. So far, several different groups of Coalition-aligned freebooters and bounty hunters have tried to collect on the reward. All of them went home minus their heads, which now adorn the fury beetle the Simvan war chief rides into combat.

Lord Murgesh

Race: Simvan Monster Rider; See *Sourcebook One* or *Lone Star* for details about this R.C.C.

Alignment: Miscreant

Attributes: I.Q.: 18, M.E.: 24, M.A.: 12, P.S.: 29, P.P.: 24, P.E.: 32, P.B.: 12, Spd: 46

Hit Points: 86; **S.D.C.:** 88

Weight: 200 pounds (90 kg). **Height:** Six feet (1.8 m).

Age: 40

P.P.E.: 16; **I.S.P.:** 104

Disposition: Lord Murgesh embodies the hallmarks of the Simvan Monster Riders. He is a savage warrior who delights in shedding blood, taking unnecessary chances, and devouring the flesh of humans and humanoids who fall before him. He revels in sowing terror and mayhem wherever he rides, and his truest passion is to see his enemies driven before him — so that he may mercilessly run them down and kill them like the dogs they are. He has no real respect for any other living thing, not even his own subordinates. He is merely a compilation of vile and barbaric instincts, wrapped up in a destructive package and set loose upon this world. His entry into the war gives him the chance of a lifetime to engage in a never-ending orgy of warfare, bloodletting and mass destruction.

Experience Level: 9

Horror Factor: 12

Skills of Note: Boat Building (85%), Carpentry (85%), Hunting, Identify Plants & Fruits (85%), Land Navigation (88%), Preserve Food (85%), Skin & Prepare Animal Hides (90%), Track Animals (80%), Wilderness Survival (95%), Track Humanoids (80%), Horsemanship: Exotic (98%), Dance (70%), Sing (75%), Body Building, General Athletics, Running, Climbing (80%/70%), Prowl (65%), Swimming (90%), Wrestling, Radio: Basic (85%), Escape Artist (70%), Pick Pockets (65%), Lore: Demons & Monsters (80%), Speak American (90%), Speak Gobblely (90%), W.P. Archery & Targeting, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy.

Special Abilities: Keen vision, nightvision: 120 feet (36.5 m).

Psionics: Empathy (4), Telepathy (4), Sixth Sense (2), Mind Block (4), and Mind Bond (10), as well as a psychic affinity with animals similar to that of the Psi-Stalkers.

Combat Training: Hand to Hand: Assassin.

Attacks Per Melee: 7

Combat Bonuses: +3 to initiative, +7 to strike, +8 to parry/dodge, +5 to pull punch, +18 to damage, +3 to disarm,

+5 to roll with punch/fall/impact, +9 to save vs poison & magic, +5 to save vs psionic attack and insanity, and +30% to save vs coma/death.

Other Combat Info: Entangle, body flip/throw, knockout/stun: natural 17-20, karate kick (1D6), body block/tackle (1D4), pin/incapacitate: 18-20, and crush/squeeze (1D4).

Favorite Weapons: Lord Murgesh and the rest of his crew have begun plundering Coalition arms since entering the war and are seen after a battle picking over the dead like "vultures." Warriors and raiders, the Simvan take the weapons, spare ammunition and other items that are useful to them or easy to trade.

CP-29 "Hellfire" Heavy Plasma Cannon: Mega-Damage: 1D6x10 M.D. Rate of Fire: Equal to hand to hand attacks per melee round; each blast counts as one melee action/attack. Range: 1,400 feet (427 m). Payload: 8 blasts per energy canister; mounted on the top-side of the weapon. In addition, the C-29 can be connected with an energy cable to a portable hip or backpack carried energy canister the same size as the CP-40. This gives the weapon a total initial payload of 16 blasts. The dual backpack is commonly issued with this weapon, with two to four additional energy canisters carried in a satchel.

CP-30 Laser Pulse Pistol: Mega-Damage: 2D4 M.D. per single blast or 4D6 per triple-blast burst. Rate of Fire: Standard. Range: 600 feet (183 m). Payload: 30 laser shots per long E-clip.

Plasma Grenades (6): Mega-Damage: 5D6 M.D. Blast Radius: 12 feet (3.6 m). Throwing Range: 40 yards/meters.

Vibro-Sword: Mega-Damage: 2D6 M.D.

Vibro-Knife: Mega-Damage: 1D6 M.D.

Longbow: Lord Murgesh is fond of using a longbow which fires the following high-tech arrows:

High Explosive Arrowhead (20): Mega-Damage: 3D6 M.D.

Tranquilizer Gas Arrowhead (4): Damage: Arrowhead shatters on impact, releasing a toxic gas that fills a 10 foot (3 m) area. Everybody in the gaseous area must roll to save vs harmful drugs (15 or higher) or be knocked out for 1D6 melees.

Neural Disrupter Arrowhead (4): Damage: Save vs non-lethal poison (16 or higher) or suffer the following penalties: -8 to strike, parry, and dodge for 2D4 melees. Each subsequent hit will increase this duration by another 2D4 melees.

Smoke (4), Flare (4) and Tracer Bug (4) Arrowheads: Mega-Damage: None.

Extra Ammo: 20 long E-clips, six extra energy canisters.

Body Armor: CA-6C Heavy "Dead Boy" Armor: Head/Helmet: 100 M.D.C., Arms: 100 M.D.C. each, Legs: 120 M.D.C. each, Main Body: 200 M.D.C.; +1 to strike.

Other Equipment: Backpack, three sacks, utility/ammo belts, binoculars, air filter/gas mask, dried rations (dried strips of human flesh, usually), and E-clips, weapons, and various items, for trade. Personal items include the severed ears and other body parts of fallen enemies.

Lord Murgesh's Fury Beetle

Lord Murgesh rides atop a Fury Beetle in combat, with four Throka grunts riding shotgun with him as added firepower.

Alignment: The equivalent of Miscreant.

Attributes: I.Q.: 7, M.E.: 12, M.A.: 6, P.S.: 44, P.P.: 20, P.E.: 26, P.B.: 6, Spd: 160; supernatural strength and endurance.



M.D.C. by Location:

Large Front Legs — 100 each

Small Legs (32) — 50 each

* Eyes (11) — 10 each

Armor Plated Head — 220

Main Body — 700

Vulnerable Underbelly — 100

* The eyes are small targets and difficult to strike, so an attacker must make a "called shot" and even then is -5 to strike.

Weight: 16 tons. **Size:** 10 feet (3 m) tall. 20 feet (6.1 m) long.

P.P.E.: 60, **I.S.P.:** 60

Disposition: Mean! They don't call these things Fury Beetles for nothing.

Horror Factor: 14

Skills of Note: Land Navigation (80%), Track Animals (60%), Track Humanoids (30%), Swim (75%), Climb (80%/20%), understands spoken language about as well as a horse.

Special Abilities: Excellent, hawk-like vision and can also see into the infrared and ultraviolet spectrums. Polarized vision, thermo-imaging, nightvision: 1,000 feet (305 m), and can see the invisible. Supernatural strength; can carry 20 tons and pull 40 more, seems to be impervious to disease and cold, resistant to heat, and regenerates 4D6 M.D.C. every 4 hours. It can regrow damaged or lost small legs within 1D6+6 weeks and an eye in 1D6+12 weeks, but can not regrow the large forelegs.

Psionics: Can sense and locate water within a four mile (6.4 km) area, an automatic ability that costs no I.S.P. Plus, Sense Evil (2), Sense Magic (3), and Mind Block (4).

Attacks Per Melee: Four

Combat Bonuses: +3 on initiative, +3 to strike, +1 to parry and dodge, +4 to dodge when running at full speed.

Other Combat Info: Bite (4D6+4 M.D.), restrained claw swipe (1D6x10+10 S.D.C.), full strength claw swipe (8D6 M.D.), power claw swipe (2D4x10+10 M.D.; counts as two attacks), head butt or sideswipe (3D6 M.D.), full speed ram (1D6x10 M.D.; counts as three attacks) and trample (3D6 M.D.). +4 to save vs poison.

Gunnery Stations: Lord Murgesh rides atop his Fury Beetle in a large howdah (a small castle-like battlement sometimes seen on the backs of elephants in medieval illustrations). Murgesh mans a mounted CTT-P40, and four Throka grunts man separate gunnery stations, each with their own armaments.

CTT-P40 Particle Beam Cannon: Mega-Damage: 1D6x10 per single blast. Rate of Fire: Equal to hand to hand attacks per melee round. Range: 2,000 feet (610 m). Payload: 40 blasts per energy cell. Lord Murgesh mans this weapon on a 360 degree swivel mount atop the Fury Beetle. He keeps three extra energy cells on hand for reloads.

C-40R Coalition SAMAS Rail Gun: Mega-Damage: 1D4 (one round), 1D4x10 (40 round burst). Rate of Fire: Single shots or bursts equal to number of hand to hand attacks per melee. Range: 4,000 feet (1,219 m). Payload: 400 round belt (10 bursts). Each of the four Throka grunts mans one of these guns on a 180 degree swivel mount on each of the four "corners" of the Fury Beetle's back. Each gunnery station has two additional 400-round belts available for reloads.

Simvan Heska (Lieutenant)

The "Heska" or "lieutenants" under Lord Murgesh are elite Simvan warriors: bold, vicious, cunning, mindlessly reckless, and hell-bent for bloodshed whenever possible. "Live fast and die with your finger on the trigger," as they say. Each Simvan Heska rides a Rhino-Buffalo into combat, with two Simvan Throka grunts riding shotgun. These lieutenants are loyal and obedient to their Lord and serve him to their last dying breath. Each commands his own squad of Simvan Warriors.

Race: Simvan Monster Rider

Alignment: Diabolic or Aberrant.

Typical Attributes: I.Q.: 12 or higher, M.E.: 18, M.A.: 9, P.S.: 24, P.P.: 20, P.E.: 25, P.B.: 8, Spd: 30

Hit Points: 77; **S.D.C.:** 78 **Age:** 30

Weight: 200 pounds (90 kg). **Height:** Six feet (1.8 m).

P.P.E.: 12; **I.S.P.:** 60

Experience Level: Typically 6th to 8th level; 6th level stats are presented here.

Horror Factor: 12

Skills of Note: Boat Building (70%), Carpentry (70%), Hunting, Identify Plants & Fruits (70%), Land Navigation (76%), Preserve Food (70%), Skin & Prepare Animal Hides (75%), Track Animals (65%), Wilderness Survival (80%), Track Humanoids (65%), Horsemanship: Exotic (85%), Dance (55%), Sing (60%), Body Building, General Athletics, Running, Climbing (65%/55%), Prowl (50%), Swimming (75%), Wrestling, Radio: Basic (60%), Escape Artist (55%), Pick Pockets (50%), Lore: Demons & Monsters (65%), Speak American (75%), Speak Gobblely (75%), W.P. Archery & Targeting, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy.



Special Abilities: Keen vision, nightvision: 120 feet (36.5 m)

Psionics: Empathy (4), Telepathy (4), Sixth Sense (2), Mind Block (4), and Mind Bond (10), as well as a psychic affinity with animals similar to that of the Psi-Stalkers.

Combat Training: Hand to Hand: Assassin

Attacks Per Melee: 6

Combat Bonuses: +3 to initiative, +5 to strike, +6 to parry/dodge, +5 to pull punch, +13 to damage, +3 to disarm, +5 to roll with punch/fall/impact, +2 to save vs psionic attack and insanity, +5 to save vs poison and magic.

Other Combat Info: Entangle, body block/tackle (1D4), pin/incapacitate: 18-20, crush/squeeze (1D4), +5 to save vs poison & magic, +20% to save vs coma/death.

Weapons: The typical Simvan Heska will carry *either* a CP-29 or a CP-50. They will carry a C-20 as a sidearm.

CP-29 "Hellfire" Heavy Plasma Cannon: Mega-Damage: 1D6x10 M.D. Rate of Fire: Equal to hand to hand attacks per melee round; each blast counts as one melee action/attack. Range: 1,400 feet (427 m). Payload: 8 blasts per energy canister.

CP-50 Dragonfire: Mega-Damage: 2D6 M.D. per single blast or 6D6 M.D. per triple-blast burst. Micro-fusion grenades, fired from the underbarrel grenade launcher, do 6D6 M.D. to a 12 feet/3.6 m diameter blast area. Rate of Fire: Laser fires single shots or triple bursts equal to hand to hand attacks per melee round. Grenade launcher fires single shots or bursts of four. Range: 2,000 feet (610 m) for laser, 1,200 feet (365 m) for grenade launcher. Payload: 30 laser shots per long E-clip and 12 grenades in grenade launcher.

C-20 Laser Pistol: Mega-Damage: 2D6 M.D., Rate of Fire: Standard. Range: 800 feet (244 m). Payload: 30 shots per long E-clip.

Heavy High Explosive Grenades (6): Mega-Damage: 4D6 M.D. Blast Radius: 6 feet (1.8 m). Throwing Range: 40 yards/meters.

Vibro-Sword: Mega-Damage: 2D6 M.D.

Vibro-Knife: Mega-Damage: 1D6 M.D.

Extra Ammo: Enough for three full reloads of each weapon they carry.

Body Armor: CA-6C Heavy "Dead Boy" Armor: Head/Helmet: 100 M.D.C., Arms: 100 M.D.C. each, Legs: 120 M.D.C. each, Main Body: 200 M.D.C.

Heska Rhino-Buffalo

Alignment: Miscreant, an animal predator.

Attributes: I.Q.: 4, M.E.: 5, M.A.: 4, P.S.: 30, P.P.: 17, P.E.: 30, P.B.: 2, Spd: 130; supernatural strength and endurance.

M.D.C. by Location:

- * Head — 60
- * Horn (1) — 30
- Front Legs (2) — 90 each
- Hind Legs (2) — 80 each
- Main Body — 150

* A single asterisk means a small or difficult target to hit and requires a "called shot" at -1 to strike.

Horror Factor: 16

Weight: 25 tons. **Height:** 25 feet (7.6 m) tall and 40 feet (12 m) long.

P.P.E.: 30

Disposition: An aggressive and solitary hunter that has a fondness for attacking robot vehicles. If left untended, these crea-

tures will attack robot vehicles with such gusto that they will enter a mindless, homicidal frenzy, which ends only when either the creature or the vehicle is destroyed. In such a frenzy, Simvan monster riders usually just abandon the beast and hope to salvage it after the battle when it calms down.

Special Abilities: Poor swimmers (35%), excellent climbers (85%), track by blood sent (66%), recognize the scent of human blood (66%), leaps 30 feet (9.1 m) high and 60 feet (18.3 m) lengthwise from a standing start. A running leap at speeds in excess of 40 mph (64 km) will double the creature's leaping distance.

Attacks Per Melee: 4

Combat Bonuses: +2 on initiative, +5 to strike, +5 to parry and dodge, +3 to roll with punch/fall/impact, +15 to damage.

Other Combat Info: Claws (4D6 M.D.), bite (2D6 M.D.), stomp (1D6 M.D.), horn jab (2D6 M.D.), horn ram (1D6x10 M.D.; counts as two attacks; 88% chance that the victim will be knocked down or hurled 20 feet/6.1 m and loses one melee attack), ram with body (1D4x10 M.D. but counts as two attacks; 88% chance that the victim will be knocked down or hurled 20 feet/6.1 m and loses one melee attack), leap attack (1D4x10 M.D. but counts as two attacks; opponents who are 20 feet/6.1 m tall or smaller have an 80% chance of being knocked down, losing one melee attack. Also, there is a 55% chance of pinning the victim rendering him unable to move/attack/dodge. The monster can attack the pinned victim, effortlessly until the beast lets go or is moved off.), +6 to save vs disease, +14 to save vs poison, +8 to save vs magic, +9 to save vs Horror Factor, +30% to save vs coma/death.

Weapon Stations: The Simvan Heska riding these beasts will fire his own personal weapon in combat. However, there are two Throka grunt gunnery stations (each with a mounted C-200) on the back of the beast for additional fire support.

C-200 "Dead Man's" Rail Gun (2): Mega-Damage: A full damage burst does 4D6 M.D. A single round does 1D4 M.D. Rate of Fire: Standard. Range: 4,000 feet (1,219 m). Payload: 2,000 round drum (100 full damage bursts), plus five 200-round (10 full bursts) short clips per gun for reloading. Bonuses: +1 to strike.

Simvan Guress (Sergeant)

Living a life that's nasty, brutish and short is the ideal for this kind of warrior. The "Guress" or "sergeants" can be considered stock Simvan warriors, indicative of the vast majority of the 20,000 or so Simvan who have come to fight for Tolkeen during the Coalition invasion. What these guys lack in individual smarts and initiative, they more than make up for in sheer bloodthirstiness, courage, and a kind of kamikaze attitude that Coalition soldiers find truly frightening.

Simvan Guress each ride their own Ostrasaur or similar animal without any additional riders on it. Just them, their steed, and their personal weaponry. With regards to Lord Murgesh's fighting group, the Ostrasaur units act as scouts and fast-moving interceptors, able to outflank an enemy and set up a murderous crossfire while the heavier units (Fury Beetle and Rhino-Buffalo) engage head-on.

Race: Simvan Monster Rider

Alignment: Typically Aberrant (50%), Anarchist (25%) or some other evil alignment.

Typical Attributes: I.Q.: 9-12, M.E.: 17, M.A.: 9, P.S.: 20, P.P.: 18, P.E.: 20, P.B.: 8, Spd: 30

Hit Points: 68; **S.D.C.:** 60

Weight: 200 pounds (90 kg). **Height:** Six feet (1.8 m).

Age: 25

P.P.E.: 8; **I.S.P.:** 50

Experience Level: Typically 4th to 7th level. Fourth level stats are presented here.

Horror Factor: 12

Skills of Note: Boat Building (55%), Carpentry (55%), Hunting, Identify Plants & Fruits (55%), Land Navigation (64%), Preserve Food (55%), Skin & Prepare Animal Hides (60%), Track Animals (50%), Wilderness Survival (65%), Track Humanoids (50%), Horsemanship: Exotic (70%), Dance (40%), Sing (45%), Body Building, General Athletics, Running, Climbing (50%/40%), Prowl (35%), Swimming (60%), Wrestling, Radio: Basic (45%), Escape Artist (40%), Pick Pockets (35%), Lore: Demons & Monsters (50%), Speak American (60%), Speak Gobblely (60%), W.P. Archery & Targeting, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy.

Special Abilities: Keen vision, nightvision: 120 feet (36.5 m)

Psionics: Empathy (4), Telepathy (4), Sixth Sense (2), Mind Block (4), and Mind Bond (10) as well as a psychic affinity with animals similar to that of the Psi-Stalkers.

Combat Training: Hand to Hand: Assassin

Attacks Per Melee: 4

Combat Bonuses: +3 to initiative, +5 to strike, +4 to parry/dodge, +5 to pull punch, +5 to damage, +3 to disarm, +5 to roll with punch/fall/impact, +3 to save vs poison & magic, +1 to save vs psionic attacks, and +10% to save vs coma/death.

Other Combat Info: Entangle, body block/tackle (1D4), pin/incapacitate: 18-20, crush/squeeze (1D4).

Weapons: A Simvan Guress will carry *either* a CP-50 or a CP-40. They will carry a C-20 as a sidearm.

CP-50 Dragonfire: Mega-Damage: 2D6 M.D. per single blast or 6D6 M.D. per triple-blast burst. Micro-fusion grenades, fired from the underbarrel grenade launcher, do 6D6 M.D. to a 12 feet/3.6 m diameter blast area. Rate of Fire: Laser fires single shots or triple bursts equal to hand to hand attacks per melee round. Grenade launcher fires single shots or bursts of four. Range: 2,000 feet (610 m) for laser, 1,200 feet (365 m) for grenade launcher. Payload: 30, laser shots per long E-clip and 12 grenades in the grenade launcher.

CP-40 Pulse Laser Rifle: Mega-Damage: 2D6 M.D. per single blast or 6D6 M.D. per triple blast. Rate of Fire: Standard. Range: 2,000 feet (610 m). Payload: 30 shots per long E-clip.

C-20 Laser Pistol: Mega-Damage: 2D6 M.D., Rate of Fire: Standard. Range: 800 feet (244 m). Payload: 30 shots per long E-clip.

Light High Explosive Grenades (6): Mega-Damage: 3D6 M.D. Blast Radius: 6 feet (1.8 m). Throwing Range: 40 yards/meters.

Vibro-Sword: Mega-Damage: 2D6 M.D.

Vibro-Knife: Mega-Damage: 1D6 M.D.

Extra Ammo: Enough for three full reloads for each weapon carried.

Body Armor: Homespun, non-environmental armor: Partial spiked helmet (shows face): 40 M.D.C., Arms: 45 M.D.C. each, Legs: 50 M.D.C. each, with a Main Body of 66 M.D.C.

Simvan Guress Ostrasaurus

Alignment: Miscreant; animal predators.

Attributes: I.Q.: 10, M.E.: 15, M.A.: 15, P.S.: 26, P.P.: 20, P.E.: 20, P.B.: 4, Spd: 88 (60 mph/96 km); supernatural strength and endurance.

M.D.C. by Location:

* Head — 40

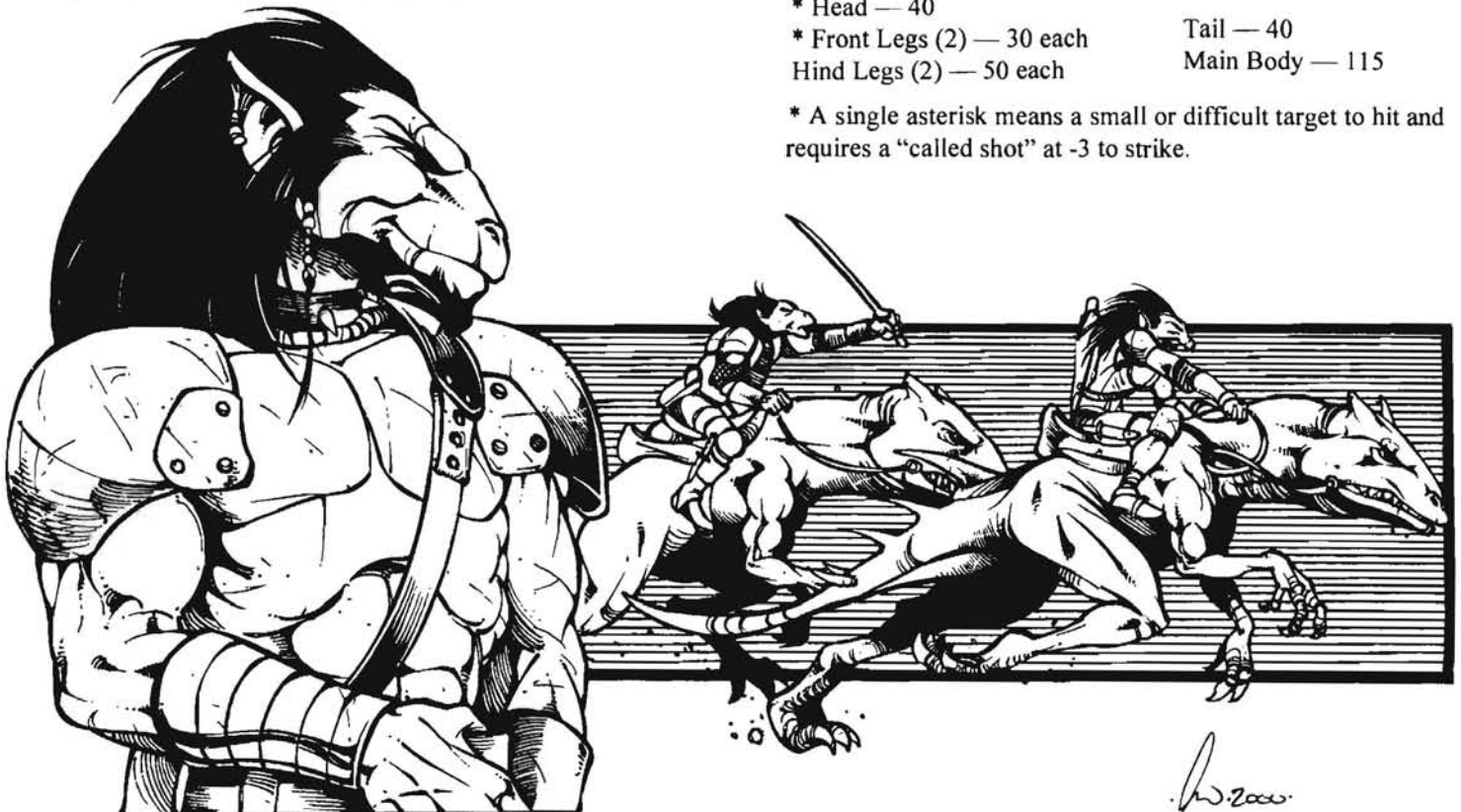
* Front Legs (2) — 30 each

Hind Legs (2) — 50 each

Tail — 40

Main Body — 115

* A single asterisk means a small or difficult target to hit and requires a "called shot" at -3 to strike.



Horror Factor: 12

Weight: 1,600 pounds (720 kg). **Size:** 15 feet (4.6 m) long from buttock to nose tip. The thick tail adds another 6 feet (1.8 m) to the overall length. Standing erect, the creature is 15 feet (4.6 m) tall.

P.P.E.: 10

Disposition: An aggressive, solitary hunter that responds surprisingly well to Simvan domestication. These beasts make fine steeds for the dreaded Monster Riders.

Special Abilities: Terrible swimmers (20%), excellent climbers (80%), track by scent (35%), recognize scent of human blood (60%), superior vision; can see a rabbit a mile (1.6 km) away. Leaps 15 feet (4.6 m) high and 40 feet (12.2 m) lengthwise from a standing start. A running leap at speeds in excess of 40 mph (64 km) will add an additional 30 feet (9.1 m) to leaping length. Can run without pause and without exhaustion for six hours.

Attacks Per Melee: 4

Combat Bonuses: +3 on initiative, +4 to strike, +4 to parry, +3 to dodge, +8 to leaping dodge, +3 to roll with punch/fall/impact.

Other Combat Info: Front claws (1D6 M.D.), rear claws (3D6 M.D.), bite (2D6 M.D.), tail slap (6D6 S.D.C. plus 70% chance victim is knocked down and hurled 12 feet/3.6 m; loses initiative and one melee attack). Leap attack (4D6 M.D. but counts as two attacks. Opponents who are 10 feet/3 m and smaller are 80% likely to be knocked down, losing initiative and one melee attack, and may be pinned, with a 40% chance of being unable to move/attack/dodge). +4 to save vs disease and poison, +6 to save vs Horror Factor.

Simvan Throka (Private/Grunt)

The low men on the totem pole are the "Throka," the Simvan equivalent of the foot-soldier, grunt or private. These young warriors get hazed routinely by their superiors and are expected to pull more than their own weight. For the typical Simvan, this is not so bad, since one only gets hazed if he is being groomed for eventual elite combat duty or becoming a "Guress." Each of the grunts riding with Lord Murgesh has been earmarked as a potentially exceptional soldier who, if given the experience, may develop into a fine warlord in his own right. In the meantime, these guys are simply here to follow orders and to keep shooting until they run out of ammo. They do not think things through because they are actively discouraged from doing so. If left without a superior officer, these soldiers will quickly become confused and disoriented until one of their number assumes a command role and gets the group reorganized.

Race: Simvan Monster Rider

Typical Alignment: Anarchist (33%), Miscreant (30%), Diabolic (25%) or other.

Typical Attributes: I.Q.: 9-12 for those with potential to advance, 5-8 for the lowliest grunt, M.E.: 18, M.A.: 9, P.S.: 20, P.P.: 18, P.E.: 20, P.B.: 8, Spd: 24-33

Hit Points: 60, S.D.C.: 60

Weight: 200 pounds (90 kg). **Height:** Six feet (1.8 m).

Age: 20

P.P.E.: 8, I.S.P.: 50

Experience Level: 1st to 4th level; these are 2nd level stats.

Horror Factor: 12

Skills of Note: Boat Building (50%), Carpentry (50%), Hunting, Identify Plants & Fruits (50%), Land Navigation (60%), Preserve Food (50%), Skin & Prepare Animal Hides (55%), Track Animals (45%), Wilderness Survival (60%), Track Humanoids (45%), Horsemanship: Exotic (65%), Dance (35%), Sing (40%), Body Building, General Athletics, Running, Climbing (45%/35%), Prowl (30%), Swimming (55%), Wrestling, Radio: Basic (40%), Escape Artist (35%), Pick Pockets (30%), Lore: Demons & Monsters (45%), Speak American (55%), Speak Gobblely (55%), W.P. Archery & Targeting, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy.



Special Abilities: Keen vision, nightvision: 120 feet (36.5 m)

Psionics: Empathy (4), Telepathy (4), Sixth Sense (2), Mind Block (4), and Mind Bond (10), as well as a psychic affinity with animals similar to that of the Psi-Stalkers.

Combat Training: Hand to Hand: Assassin

Attacks Per Melee: 4

Combat Bonuses: +3 to initiative, +3 to strike, +1 to parry/dodge, +5 to damage, +3 to disarm, +2 to pull punch, +2 to roll with punch/fall/impact, +3 to save vs poison & magic, +10% to save vs coma/death.

Other Combat Info: Entangle, body block/tackle (1D4), pin/incapacitate: 18-20, and crush/squeeze (1D4).

Standard Weapons: The CP-40 Pulse Laser Rifle (3D6 or 6D6 M.D.), C-20 Laser Pistol (2D6 M.D.), Light High Explosive Grenades (3D6 M.D.), a Vibro-Knife (1D6 M.D.) and an S.D.C. spear, sword or axe that does 2D6 S.D.C.

Extra Ammo: Enough for three full reloads of each weapon.

Body Armor: Light Homespun, non-environmental armor, typically modified Bushman Armor with a partial helmet (does not cover face): 45 M.D.C., Arms: 40 M.D.C. each, Legs: 55

M.D.C. each, Main Body: 60 M.D.C.; -5% movement penalty.

The Jorukeva

The *Jorukeva* are four Tolkeen Warlocks who act in unison as a small spell casting force that specializes in picking away at larger Coalition formations, or ambushing them with high-powered spells. The *Jorukeva* has, to date, inflicted utterly horrific losses upon the Coalition troops, supplementing their own elemental powers with the might of Lesser and Greater Elementals to tear into the unsuspecting soldiers. Not only does each of the four represent a different elemental force but each are brothers, quadruplets (although not exactly identical in their appearance, but close). When acting in unison these brothers are virtually unstoppable. The group's name comes from merging the first two letters of each of their names. Even when they are on their own, the members of this group will tend to refer to themselves as "Jorukeva" or "of the Jorukeva," but *not* by their given individual name. That is how far their group identity has become ingrained into their thought processes. While the four do not share a telepathic link, they might as well, so superbly coordinated are their speech and actions. Whatever bond is shared by quadruplets, these four have it in spades, because they seem to anticipate each others' moves, plans and needs. They can read a volume of information from each others' body language, gestures, and facial expressions, from the twitch of the lip or eyebrow to the slump of the shoulders.

The four seem rather detached from the rest of the word and operate in an eerie silence and uniformity. Except to interact with each other, these brothers rarely speak or even try to communicate with other people. It is as if they all are acting on a slightly different wavelength than everybody else, as if they are becoming like the alien and indifferent elementals they are kindred to.

Note: See *Rifts® Conversion Book One* for Warlock spells and elemental beings.

Joromir, Water Warlock

Race: Human

Alignment: Aberrant

Attributes: I.Q.: 17, M.E.: 18, M.A.: 9, P.S.: 15, P.P.: 18, P.E.: 13, P.B.: 12, Spd: 30

Hit Points: 49; **S.D.C.:** 30

Weight: 180 pounds (81 kg). **Height:** Six feet (1.83 m).

Age: 30

P.P.E.: 194

Disposition: Joromir tends to be the most flexible member of the group. Under trying circumstances, he somehow always manages a way to go with the flow of things, and to adapt to his changing environment. This quality best serves Joromir when confronting the ever-changing face of the battlefield. The Coalition is a wily enemy capable of turning the tables on their opponents without warning. In this regard, Joromir's ability to analyze a changing situation and come up with the best way to handle it has saved the group on numerous occasions.

Experience Level: 9th level Water Warlock.

Skills of Note: Speak Elemental (98%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in American (80%), Lore: Demons & Monsters (90%), Lore: Faerie Folk (90%), Land Navigation (78%), Wilderness Survival (85%), Pilot Hover Craft (95%), Running, Body Building, Swimming (90%), Climbing (80%/70%), Prowl (65%), First Aid (85%), Holistic Medicine (70%), Tracking (70%), Wilderness Survival (85%), Radio: Basic (75%), Radio: Scramblers (65%), Cryptography (40%), W.P. Sword, W.P. Automatic Pistol, W.P. Semi- and Automatic Rifles, W.P. Energy Pistol, W.P. Energy Rifle

Special Abilities: Sense Elementals within 120 feet (36.6 m), Sense Chosen Element (70%), See Invisible Elemental (80%), Summon Lesser Elemental (45%), Summon Greater Elemental (23%). Instinctively swim (65%); can hold breath for five minutes. Sense Location and Direction of Body of Water (80%); Sense Water Contamination (75%).

Spell Knowledge: Cloud of Steam (10), Create Fog (5), Purple Mist (5), Breathe Under Water (6), Ride the Waves (7), Walk the Waves (10), Circle of Rain (20), Freeze Water (8), Resist Cold (6), Sheet of Ice (15), Hail (20), Shards of Ice (15), Swim Like the Dolphin (15), Wall of Ice (20), Earth to Mud (20), Snow Storm (40), Ten Foot Ball of Ice (30), Whirlpool (40), Hurricane (50), Part Waters (50), Encase in Ice (40), Rain Dance (60), Summon Storm (60), Drought (70), Little Ice Monster (40), Tidal Wave (80), and Creature of the Waves (70).



Combat Training: Hand to Hand: Basic

Attacks Per Melee: 6 hand to hand or two by spell.

Combat Bonuses: +1 on initiative, +3 to strike, +4 to parry and dodge, +2 to damage, +2 to roll with punch/fall/impact, +1 to disarm, +2 to save vs Horror Factor, +1 to save vs magic, +2 to save vs psionic attack, and +1 to save vs possession.

Other Combat Info: Karate kick (2D4), critical strike: 19-20, body throw/flip.

Weapons:

TX-5 Pump Pistol: Mega-Damage: 4D6. Rate of Fire: Standard. Range: 800 feet (244 m). Payload: 5 rounds loaded manually, one at a time. A speed loader will load all five rounds in four seconds (one melee action).

TX-16 Pump Rifle: Mega-Damage: 4D6. Rate of Fire: Standard. Range: 1,600 feet (488 m). Payload: 16 rounds loaded manually one at a time. A speed loader will load 8 rounds in four seconds (one melee action).

Heavy Fragmentation Grenades (4): Mega-Damage: 3D6 M.D. to a 20 foot (6.1 m) blast radius.

Vibro Sword: Mega-Damage: 2D6 M.D.

Extra Ammo: 10 TX-5 speedloaders, 10 TX-16 speedloaders.

Bushman Body Armor: 60 M.D.C. Mobility: Good; -10% prowl and movement penalty

Other Equipment: NG-S2 survival pack, backpack and satchel, canteen, wine skin, binoculars, tinted goggles and air filter/gas mask, flashlight, first-aid kit, flint and charcoal, wooden cross, two small, clear diamonds, elemental symbol and some personal items.

Rusemel, Earth Warlock

Race: Human

Alignment: Aberrant

Attributes: I.Q.: 17, M.E.: 18, M.A.: 9, P.S.: 15, P.P.: 19, P.E.: 15, P.B.: 12, Spd: 28

Hit Points: 50; **S.D.C.:** 32

Weight: 180 pounds (81 kg). **Height:** Six feet (1.83 m).

Age: 30

P.P.E.: 194

Disposition: Rusemel is a stoic and enduring individual, capable of bearing the greatest of hardships with minimal complaint. He is fond of saying, "The rocks do not complain when the wind and rain beat upon them, so neither shall I." As the war in Minnesota grinds on, the horror and hardship of it all have little effect on this stalwart figure, who shall continue to operate at his peak efficiency, even if the scene becomes incredibly grim.

Experience Level: 9th level Earth Warlock.

Skills of Note: Speak Elemental (98%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in American (80%), Lore: Demons & Monsters (90%), Lore: Faerie Folk (90%), Land Navigation (78%), Wilderness Survival (85%), Pilot Hover Craft (95%), Running, Body Building, Swimming (90%), Climbing (80%/70%), Prowl (65%), First Aid (85%), Holistic Medicine (70%), Tracking (70%), Wilderness Survival (85%), Radio: Basic (75%), Radio: Scramblers (65%), Cryptography (40%), W.P. Sword, W.P. Automatic Pistol, W.P. Semi- and Automatic Rifles, W.P. Energy Pistol, W.P. Energy Rifle.

Special Abilities: Sense Elementals within 120 feet (36.6 m), Sense Chosen Element (70%), See Invisible Elemental (80%), Summon Lesser Elemental (45%), Summon Greater Elemental (23%). Instinctively Perform Holistic Medicine (50%), Identify Plants & Fruits (65%). Recognize Minerals (80%), Sense Danger Within the Earth (68%), and Unerring Sense of Direction (98%).

Spell Knowledge: Chameleon (5), Dust Storm (5), Rot Wood (4), Grow Plants (8), Hopping Stones (6), Wall of Clay (8), Wither Plants (10), Animate Plants (10), Encase Object in Stone (10), Wall of Stone (15), Quicksand (15), Sand Storm (15), Wall of Thorns (15), Chasm (25), Close Fissures (30), Travel Through Walls (20), Clay or Stone to Iron (40/60), Mend Metal (30), Travel Through Stone (35), Wood to Stone (30), Petrification (40), River of Lava (50), Wall of Iron (45), Create Golem (80), Earthquake (50), Transference of Essence and Intellect (50), Suspended Animation (80)

Combat Training: Hand to Hand: Basic

Attacks Per Melee: 6 hand to hand, or two by spell magic.

Combat Bonuses: +1 on initiative, +3 to strike, +4 to parry and dodge, +4 to damage, +2 to roll with punch/fall/impact, +1 to disarm, +2 to save vs Horror Factor, +1 to save vs magic, +2 to save vs psionic attack, and +1 to save vs possession.

Other Combat Info: Karate kick (2D4), critical strike: 19-20, body throw/flip.

Weapons & Armor: Identical to brother Joromir.



Other Equipment: NG-S2 survival pack, backpack and satchel, canteen, binoculars, tinted goggles and air filter/gas mask, flashlight, language translator, first-aid kit, flint and charcoal, wooden cross, six stakes, pouch of seeds, and elemental symbol.



Keridu, Air Warlock

Race: Human

Alignment: Aberrant

Attributes: I.Q.: 17, M.E.: 18, M.A.: 9, P.S.: 15, P.P.: 19, P.E.: 14, P.B.: 11, Spd: 33

Hit Points: 49; **S.D.C.:** 27

Weight: 180 pounds (81 kg). **Height:** Six feet (1.83 m).

Age: 30

P.P.E.: 194

Disposition: Keridu is a visionary and a dreamer, one who is often lost in thought. He is forever occupied with something else and only under the most dire circumstances is he fully focused on the task at hand. Still, his "deep sky" thinking makes him the major plan-maker for the group, and as a strategist, Keridu is unparalleled.

Experience Level: 9th level Air Warlock.

Skills of Note: Speak Elemental (98%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in American (80%), Lore: Demons & Monsters (90%), Lore: Faerie Folk (90%), Land Navigation (78%), Wilderness Survival (85%), Pilot Hover Craft (95%), Running, Body Building, Swimming (90%), Climbing (80%/70%), Prowl (65%),

First Aid (85%), Holistic Medicine (70%), Tracking (70%), Wilderness Survival (85%), Radio: Basic (75%), Radio: Scramblers (65%), Cryptography (40%), W.P. Sword, W.P. Automatic Pistol, W.P. Semi- and Automatic Rifles, W.P. Energy Pistol, W.P. Energy Rifle

Special Abilities: Sense Elementals within 120 feet (36.6 m), Sense Chosen Element (70%), See Invisible Elemental (80%), Summon Lesser Elemental (45%), Summon Greater Elemental (23%). Instinctively knows Astronomy (65%) and Basic Electronics (50%); can Hold Breath for 10 minutes. Sense Wind Direction and tell time by the heavens (98%), Sense Coming of Storms (75%), Sense Contaminated Air (75%)

Spell Knowledge: Breathe Without Air (3), Cloud of Slumber (4), Create Light (2), Howling Wind (7), Miasma (7), Silence (10), Call Lightning (10), Darkness (10), Northern Lights (12), Wind Rush (10), Ball Lightning (15), Calm Storm (20), Dissipate Gases (15), Invisibility (20), Protection from Lightning (20), Breath of Life (60), Invisible Wall (30), Whirlwind (30), Electrical Field (35), Electro-Magnetism (40), Vacuum (40), Atmosphere Manipulation (50), Rainbow (60), Tornado (60), Wind Blast (40), Wind Cushion (50), Creature of the Wind (70)

Combat Training: Hand to Hand: Basic

Attacks Per Melee: 6 hand to hand or two by spells.

Combat Bonuses: +1 on initiative, +3 to strike, +4 to parry and dodge, +2 to damage, +2 to roll with punch/fall/impact, +1 to disarm, +2 to save vs Horror Factor, +1 to save vs magic, +2 to save vs psionic attack, and +1 to save vs possession.

Other Combat Info: Karate kick (2D4), critical strike: 19-20, body throw/flip.

Weapons & Armor: Identical to brother Joromir.

Other Equipment: NG-S2 survival pack, backpack and satchel, canteen, binoculars, tinted goggles and air filter/gas mask, flashlight, first-aid kit, flint and charcoal, wooden cross, elemental symbol.

Vallacon, Fire Warlock

Race: Human

Alignment: Aberrant

Attributes: I.Q.: 17, M.E.: 19, M.A.: 9, P.S.: 15, P.P.: 18, P.E.: 15, P.B.: 11, Spd: 30

Hit Points: 48; **S.D.C.:** 30

Weight: 180 pounds (81 kg). **Height:** Six feet (1.83 m).

Age: 30

P.P.E.: 194

Disposition: Vallacon seethes with energy and struggles to contain his fury against the dreaded Coalition. Of the four brothers, he hates the Coalition most, and takes the greatest satisfaction in destroying its forces. While his hot-headedness sometimes gets him (and the rest of the group) in trouble, it is this same fighting spirit that has led the Jorukeva to victory on several occasions when the brothers were debating whether to fight further or to withdraw.

Experience Level: 9th level Fire Warlock.

Skills of Note: Speak Elemental (98%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in American (80%), Lore: Demons & Monsters (90%), Lore: Faerie Folk (90%), Land Navigation (78%), Wilderness Sur-



vival (85%), Pilot Hover Craft (95%), Running, Body Building, Swimming (90%), Climbing (80%/70%), Prowl (65%), First Aid (85%), Holistic Medicine (70%), Tracking (70%), Wilderness Survival (85%), Radio: Basic (75%), Radio: Scrambler (65%), Cryptography (40%), W.P. Sword, W.P. Automatic Pistol, W.P. Semi- and Automatic Rifles, W.P. Energy Pistol, W.P. Energy Rifle

Special Abilities: Sense elementals within 120 feet (36.6 m), sense chosen element (70%), see invisible elemental (80%), summon lesser elemental (45%), summon greater elemental (23%). Impervious to normal fires and resistant (half damage) to magical and Mega-Damage fires. (The warlock's personal items are also protected, but vehicles and power armor are not.) Sense presence, direction and distance of fire (80%), sense engine heat or personal fever (75%)

Spell Knowledge: Blinding Flash (1), Cloud of Smoke (2), Stench of Hades (4), Cloud of Ash (5), Darkness (8), Tongue of Flame (6), Circle of Flame (10), Fire Ball (10), Wall of Flame (15), Cloud of Steam (10), Fuel Flame (10), Mini-Fireballs (20), Blue Flame (30), Breathe Fire (20), Eat Fire (20), Screaming Wall of Flame (30), Wall of Ice (30), Dancing Fires (35), Eternal Flame (75), Flame of Life (40), Fire Whip (30), Ten Foot Wheel of Fire (40), Melt Metal (50), River of Lava (50), Burst Into Flame (70), Drought (80), Plasma Bolt (60).

Combat Training: Basic

Attacks Per Melee: 6 hand to hand or two by spells.

Combat Bonuses: +1 on initiative, +3 to strike, +4 to parry and dodge, +2 to damage, +2 to roll with punch/fall/impact, +1 to disarm, +2 to save vs Horror Factor, +1 to save vs magic, +2 to save vs psionic attack, and +1 to save vs possession.

Other Combat Info: Karate kick (2D4), critical strike: 19-20, body throw/flip.

Weapons: Identical to brother Vallacon.

Other Equipment: NG-S2 survival pack, backpack and satchel, canteen, binoculars, tinted goggles and air filter/gas mask, flashlight, first aid kit, flint and charcoal, wooden cross, six wooden stakes, two fiery red sapphires, and elemental symbol.

Kado & Co.

Jara Kado, renowned Tolkeen soldier and spell caster, has recently risen to prominence on the Coalition hit lists by recruiting a band of fellow magic users and D-Bees and directly opposing an ominous Coalition secret project: *Operation Falling Star*. Jara's crew consists of herself, the Techno-Wizard, *Talon Bircheley*, the Mystic Knight known as the *Revenant*, the Psi-Tech *Skeevo Challis*, the Loup Garou, *Redmoon*, and the Armored Slayer, *Gr'tkkt*.

Jara Kado

Known among Tolkeen warriors as a brilliant guerrilla fighter with a knack for eluding the Coalition's every attempt to capture her, Major Jara Kado has been a hero for years. Her constant skirmishes with Coalition troops on the kingdom's borders are the stuff of legend, and the CS has marked her as a major enemy of the States. Last Kado heard, she was appearing in Coalition bedtimes stories to scare naughty children into good behavior. "Be good, or Jara Kado will take you away." This amuses the warrior-mage to no end, and serves as recognition that her years of struggle against the Coalition have made its mark.

Major Kado is, at heart, a kind and gentle woman who has found herself pushed into extreme circumstances by an invading foreign enemy. She used to live on Tolkeen's border until Coalition raiders destroyed her home and her family nearly 10 years ago. Since then, she has spent her life waging war upon the Coalition and doing all she can to prevent other families from meeting the same fate.

About a year ago, Kado learned of *Operation Falling Star*, a top-secret Coalition effort to make contact with and procure the firing codes for, a killer satellite believed to still be active and in orbit! With such a weapon at their disposal, the Coalition would be unstoppable in North America. Having the ability to blast targets from an orbiting energy weapon is the kind of firepower nobody could stand up to. Well, not Tolkeen, anyway. The trick is, the Coalition has no idea if this project of their's has even the slightest chance of bearing fruit. (Indeed, chances are there is *no* way to contact a killer satellite, much less gain control over it.) But with wars in full swing against both Tolkeen and Free Quebec, the Coalition war machine is showing signs of stress, so CS scientists have been given blank checks with which to develop super-weapons programs, no matter how remote their chances may be of working.

For Jara, the thought of the Coalition obtaining such a weapon of mass destruction is too much to bear. Consequently, Operation Falling Star has become her personal and primary focus in the war. More than stopping the invasion, she is hellbent on making sure the Coalition *never* sees Operation Falling Star to any sort of positive conclusion. That has put her in a race against time with the various Coalition agents who are reportedly combing Minnesota for the ruins of an old satellite operations bunker that is supposed to contain intact up-link codebooks. *If* this bunker still exists, and *if* it contains these codebooks, and *if* there is a way to gain remote control of a killer satellite, then *maybe* whoever finds this bunker first will have a shot at controlling a vastly powerful new weapon system. Even Major Kado realizes this is all probably a wild goose chase, but she can't take the remotest chance that it might exist and might fall into the hands of the Coalition States.

Unfortunately, nobody else in Tolkeen takes her very seriously on this. Tolkeen's Warlords consider the stories about "killer satellites" to be a myth, an unusable relics of the past, or just a ghost project the Coalition is chasing to divert its enemies' attention from its *real* plans. In any case, Jara's chase after Operation Falling Star is seen as an exercise in futility, one that has cost the Major much of her reputation. It is not just that she is so obsessed with foiling Operation Falling Star. It is also that it seems that Major Kado herself has been seduced by the thought

of controlling a super-weapon of vast magnitude. Were she able to somehow gain control of a killer satellite herself, Tolkeen's higher-ups are afraid of what she might do with it.

A true maverick, Major Kado does not trust Tolkeen's corrupt leadership enough to turn this weapon of mass destruction over to them. She also does not have it in her to use the killer satellite to vent her wrath upon the Coalition States. While she has fought Coalition soldiers for the past decade, she truly believes that they are generally the victims of an evil and manipulative government that uses fear and intimidation to turn its people into warmongers. All Kado really wants is not the destruction of the Coalition, but for it to leave Tolkeen alone forever. To that end, if she got control of a killer satellite, she might use it to burn a huge swath across Iowa or something to get the Coalition's attention and then deliver her own ultimatum to Emperor Prosek:

"You know what kind of weapon we have, and you know what will happen if we use it on Chi-Town or your massed armies in Tolkeen. This is your first and last chance for peace: leave Tolkeen now and forever, and the Coalition will be spared. Refuse, and the Coalition's cities shall be obliterated, one by one. The choice is yours. Take this opportunity to show the world that you indeed are a great and caring leader, and choose peace over suicide."



Since no Tolkeen Commander will help her in this quest, she has recruited her own team of operatives to do the job. Many of these individuals are Tolkeen's castaways and outsiders, freaks and wierdlings who are not welcome anywhere else. Together with Major Kado, they form a powerful irregular force that has become a *major* thorn in the side of Coalition Army in Minnesota. Such a big thorn, in fact, that Coalition High Command has authorized a 500,000 credit bounty on Jara's head, and a 150,000 credit bounty on the head of any of her traveling companions. So far, there have been no takers on any of these bounties, but it is merely a matter of time.

While strong willed and stubborn, Major Kado has never lost her keen sense of humor or the ability to appreciate sacrifice and nobility in others. She also has a knack for seeing the silver lining in any situation, no matter how dire. Often, her "Pollyanna" attitude comes through clenched teeth as she prepares to battle her way out of another Coalition ambush, but her friends and fellow warriors all love her for it. It is perhaps her most endearing quality.

G.M. Note: For more information on the dreaded killer satellites of Rifts Earth, please refer to the **Mutants in Orbit™** sourcebook. But before you introduce killer satellites into your campaign, keep in mind two things. One, that both the Coalition and Jara Kado really are on a big wild goose chase. There is no way for them to contact, much less control a killer satellite. It is just the very thought of such power that keeps them going on this quest despite its obvious futility. Two, if any killer satellite were taken over by anybody on Earth, the space colonists in orbit and on the moon would either usurp that control or destroy the satellite. And remember, the potential for these things to critically unbalance a campaign is very high, so forget killer satellites even exist and do not include them in your game.

Major Jara Kado

Race: Human

Alignment: Scrupulous

Attributes: I.Q.: 19, M.E.: 20, M.A.: 10, P.S.: 15, P.P.: 18, P.E.: 15, P.B.: 19, Spd: 22

Hit Points: 60; **S.D.C.:** 40

Weight: 150 lbs. (68.1 kg). **Height:** Five feet, ten inches (1.78 m).

Age: 29

P.P.E.: 180, **I.S.P.:** None.

Experience Level: 9th level Ley Line Walker.

Skills of Note: Climbing (+90%/80%), Land Navigation (77%), Wilderness Survival (+78%), Pilot Hovercraft (98%), Lore: Demon (70%), Basic Math (98%), Speak Dragonese (98%), Speak Gobblely (98%), Biology (85%), Botany (80%), Astronomy (80%), Art (85%).

Special O.C.C. Abilities: Sense ley line and magic energy, read ley lines, ley line transmission, ley line phasing, ley line drifting, ley line rejuvenation, and ley line observation ball.

Spell Knowledge: Blinding Flash, Cloud of Smoke, See Aura, Chameleon, Mystic Alarm, Detect Concealment, Armor of Ithan, Telekinesis, Negate Poisons/Toxins, Astral Projection, Superhuman Speed, Teleport: Lesser, Invulnerability, Oracle, Speed of the Snail

Psionics: None.

Combat Training: Hand to Hand: Expert

Attacks Per Melee: 6 hand to hand or two by spells.

Combat Bonuses: +4 to strike, +5 to parry and dodge, +2 to pull/roll with punch/fall/impact, +3 vs psychic attack/insanity, +3 vs magic, +4 vs Horror Factor, +2 to spell strength,

Other Combat Info: Kick: 1D6, critical strike: 18-20, paired weapons, and body throw/flip.

Weapons:

E-6 TW Energy Bolt Pistol: Mega-Damage: 3D6 M.D. per shot. Rate of Fire: Single shot or burst firing. A short burst is 3 shots. A long burst is 6 shots. A full melee burst is all 10 shots. Effective Range: 500 feet (152.5 m). Payload: 10 shots per P.P.E. clip. Bonus: +3 to strike.

TK-21 Telekinetic Sub-Machinegun: Mega-Damage: 3D6 M.D. per shot. Rate of Fire: Single shot or burst firing. A short burst fires 6 shots, a long burst fires 15 shots, and a full melee burst fires 30 shots. Effective Range: 600 feet (183 m). Payload: 30 shots per P.P.E. clip or 100 shots per P.P.E. power pack. Bonus: +1 to strike.

E-17 TW Energy Bolt Rifle: Mega-Damage: 4D6 per shot. Rate of Fire: Single shot or burst firing. A short burst fires 6 shots. A long burst fires 15 shots. A full melee burst fires 30 shots. Effective Range: 1,500 feet (457.5 m). Payload: 30 shots per P.P.E. clip. Or, 100 shots per P.P.E. power pack. Bonus: +3 to strike.

TK Sawsword: Mega-Damage: 1D4x10 M.D. P.P.E.: 20 to activate. Duration: Five minutes (20 melees) per level of experience. Bonus: +1 to strike, and +1 to parry.

Extra Ammo: Twelve P.P.E. clips, three P.P.E. power packs.

The Scavenger TW Body Armor: M.D.C.: 50; Spells: Chameleon, Climb, Multiple Image, Shadow Meld, Escape, Reduce Self (Six Inches), and Invisibility: Superior.

Other Equipment: Standard Ley Line Walker equipment.

Captain Talon Bircheley

Captain Bircheley is a hard-hitting Techno-Wizard who has been a childhood friend of Jara Kado, and her long-time comrade in the fight against "the Big C," as he calls the Coalition. Talon is an ace designer of new TW machinery; among his numerous TW inventions are several of the armored vehicles that appear in Tolkeen's formidable TW arsenal. However, some of his radical ideas, refusal to play politics and his association with Major Kado have worked against him and taken Talon out of the workshop and into the field of combat. As a result, his new ideas just keep piling up. Should he survive the war and be able to return to more peaceful pursuits, he will embark on a flurry of inventing and building that may launch a whole new wave of TW technology into the Techno-Wizard community. Until then, Talon's prime goal is to help Jara gain control over a killer satellite before the Coalition does. Talon (he prefers the use of his given name rather than "Capt. Bircheley") is convinced he can somehow convert such a device into a massive TW cannon. Now, if only there was a way to actually get him to the satellite and a way to keep him alive in space long enough to work on such a grand device.

Talon is hard-working and upbeat. Always the consummate team player, he is quick with an idea or a way to pool the group's strengths together. He will never openly criticize his teammates or the Kingdom of Tolkeen when on a mission. His philosophy is that all griping stays within the barracks. Out in the killzones, your comrades are the people who your life de-

depends on. Bad-mouthing them can serve no good purpose. As for the Tolkeen government and military, he does not like where the kingdom's leadership and TW community is going, and he fears the worst for his homeland. Which is why he clings to Jara's dream of using a killer satellite to blackmail peace out of the CS (and Tolkeen) before all is lost.

Race: Human

Alignment: Scrupulous

Attributes: I.Q.: 15, M.E.: 17, M.A.: 9, P.S.: 14, P.P.: 18, P.E.: 12, P.B.: 17, Spd: 21

Hit Points: 35; **S.D.C.:** 20.

Weight: 160 lbs (72 kg). **Height:** Six feet (1.8 m).

Age: 23

P.P.E.: 151

Experience Level: 6th level Techno-Wizard.

Skills of Note: Literacy (65%), Radio: Basic (75%), Carpentry (55%), Computer Operation (65%), Computer Programming (55%), Computer Repair (55%), Basic Electronics (65%), Automotive Mechanics (55%), Read Sensory Equipment (60%), Mathematics: Basic (85%), Land Navigation (57%), Literacy: Elven (65%), Literacy Gobblely (65%).

Special Abilities: Change power source to magic P.P.E., adding an element of magic to technology.

Spell Knowledge: Blinding Flash, Globe of Daylight, Ignite Fire, Fuel Flame, Fire Bolt, Call Lightning, Energy Bolt, Energy Field, Impervious to Energy, Telekinesis, Carpet of Adhesion, Armor of Ithan, and Magic Net.

Psionics: None.



Combat Training: Hand to Hand: Expert.

Attacks Per Melee: 5 hand to hand or two by spells.

Combat Bonuses: +3 to strike, +4 to parry and dodge, +2 to pull/roll with punch/fall/impact, +2 to vs Horror Factor, +1 to vs magic, and +1 to spell strength.

Other Combat Info: Kick: 1D6 and critical strike: 18-20.

Weapons:

TW Firebolt Pistol: Mega-Damage: 4D6 M.D. Rate of Fire: Single shot only. Range: 450 feet (137 m) Payload: 10 shots per P.P.E. clip.

TW Jammer: Mega-Damage: None; disrupts/jams other machines and weapons. Rate of Fire: Single shots only. Range: 600 feet (183 m). Payload: 10 shots per P.P.E. clip.

TW Force Cannon: Mega-Damage: 1D6x10+10. Rate of Fire: Single shots only. Range: 2,000 feet (610 m). Payload: Six shots per P.P.E. clip. Bonuses: -2 to strike, because Talon is not strong enough to carry it properly. Still, he does not care; he simply *loves* the brute force this weapon puts out.

Flash Freeze Grenades (6): Mega-Damage: As per the Ice spell in *Federation of Magic*TM, p. 140) Rate of Fire: One can be thrown with each attack. Range: 100 feet (30.5 m); affects a 10 foot (3 m) radius.

Battle Fury Blade: Mega-Damage: 6D6 M.D. M.D.C.: 200, regenerates 20 M.D.C. per day. Powers: By channeling 40 P.P.E. into the weapon, the wielder can invoke the Battle Fury. While this fearsome ability is active, the weapon inflicts a whopping 1D6x10 M.D. with every hit. In addition, every time the wielder makes an attack with the sword, they get two attacks instead of one, the weapon striking with blistering speed (opponents are -5 to parry the unexpected, super-quick, second attack). Finally, for the duration of the enchantment, the wielder is encased in a suit of magical force with 100 M.D.C. The Battle Fury lasts for 12 melee rounds/three minutes.

Extra Ammo: Thirty-two P.P.E. clips, plus six P.P.E. power packs. Talon is the *de facto* ammunition bearer for the group.

Utgard Loki TW Body Armor: M.D.C.: 100, Mobility: -20% prowl penalty. Spell Powers: Superhuman Strength, Fist of Fury, Crushing Fist, Superhuman Endurance, and Shock-wave.

TW Vehicles: Talon owns and operates a small fleet of TW vehicles, ranging from TK Wingboards to TW variants of the *Big Boss* and *Mountaineer* ATVs (*Rifts*[®] RPG, page 227) as well as some Tolkeen-made TW combat vehicles, such as the *Tusker Battlebike* and the *Cyclops Battlebuggy*. His most ambitious vehicular project to date is to find and convert a *Behemoth Explorer* (RPG, page 217).

Other Equipment: Invariably, Talon has some TW doohickey on his person that he is merely tinkering with at the beginning of many adventures, but by the end of the adventure, he will have fashioned something useful from it. For this reason, Talon does not actually keep many possessions. He spends money like a drunken sailor, too.



The Revenant

As deadly as he is mysterious, the Revenant is one of the *Mystic Knights*, a dreaded order of magically powered warriors who make their living as bandits, warlords and assassins. They are infamous for thriving on carnage and chaos, sparing none from their unholy thirst for spreading misery and destruction wherever they go. (Note: For a full description of the Mystic Knights, please refer to the *Federation of Magic™*, page 91.)

The Revenant, however, is not like this. Possessing a strong sense of honor and the desire to destroy evil and corruption in all of its forms, he runs counter to the rest of his kind. It is strongly believed, although not proven, that he is a member of the *Order of the White Rose*, a secret and tiny splinter group that wages a private war against all other Mystic Knights — a jihad to purge the world of those villains once and for all.

The Revenant's quest in this regard eventually brought him to Tolkeen, where he single-handedly destroyed a band of Mystic Knight mercenaries who were making their living as bandits and freelance killers. During the course of that adventure, he befriended Jara Kado. The details of their meeting are known only to the Revenant and Major Kado, as are the reasons for why they grew so close so quickly. What is known is that underneath his demonic armor is a true and noble champion who would gladly sacrifice his life if it meant bringing the people of Tolkeen lasting peace from the threat of the Coalition. In terms of his role in Major Kado's little band, he is the resident heavy

hitter, the powerhouse who can duke it out with the best of them, and who will not balk at taking on an APC full of Dead Boys in order to buy the rest of the fellowship some time.

The Revenant is hated and actively hunted by other Mystic Knights, although they have been unable to effectively track him. This is mostly because the Revenant travels with Jara Kado, who has an almost supernatural knack for eluding capture and keeping other people from finding her (or her friends) when she doesn't want them to. So far, the Revenant has been indispensable in Major Kado's private war against the Coalition and in her search for a killer satellite's uplink codes. All this has come at a price for the Major, however, who has promised that once the war in Tolkeen is over, she will help the Revenant destroy his evil brethren.

The Revenant is also watched closely by the fellowship of Cyber-Knights who have aligned themselves with Tolkeen. The Cyber-Knights and Mystic Knights are sworn enemies and have tangled many times before. While Jara Kado's endorsement of the Revenant is beyond question, many of Tolkeen's Cyber-Knight allies can not shake the notion that somewhere within the Revenant is a sliver of evil just waiting to come to the surface and fester. The Revenant is aware of this mistrust, and uses it to fuel his desire to prove himself as a champion of justice and righteousness to those who would judge him. It would mean a great deal to the Revenant if the Cyber-Knight population accepts him as a kindred spirit, and whenever he is around a Cyber-Knight (even one who commands considerably less power than he does), the warrior will display the utmost courtesy and honor.

Grim and silent, this introspective warrior-mystic observes everything but shares few observations unless the situation truly merits his input. He has mastered the art of intimidating others through silence, and communicating an entire mind-set with a glance or gesture, further minimizing his need for communication. In combat, he is an unholy terror, asking nor giving any quarter, often plunging into the thick of the press with murderous intent.

Race: Human

Alignment: Principled

Attributes: I.Q.: 14, M.E.: 15, M.A.: 15, P.S.: 25, P.P.: 24, P.E.: 20, P.B.: 10, Spd: 40

Hit Points: 85; **S.D.C.:** 125.

Weight: 260 lbs. (117 kg), **Height:** Six feet, six inches (2 m).

Age: Unknown.

P.P.E.: 156; **I.S.P.:** 54.

Experience Level: 8th level (good) Mystic Knight.

Skills of Note: Speak American (98%), Speak Dragonese/Elven (98%), Literacy: Dragonese/Elven (80%), Horsemanship: Knight (91%/71%), Horsemanship: Exotic (88%), Magic Lore (65%), Demon Lore (85%), Boxing, Running, Land Navigation (62%), Detect Ambush (75%), Sniper, Demolitions (96%), Demolitions Disposal (96%), Prowl (75%), Streetwise (58%), W.P. Sword (+3 to strike and parry), W.P. Chain (+2 to strike and parry), W.P. Blunt (+3 to strike and parry), W.P. Energy Pistols, W.P. Energy Rifles, Boat Building (60%), Carpentry (60%), Hunting, Identify Plants & Fruits (60%), Preserve Food (60%), Skin and Prepare Animal Hides (65%), and Track Animals (75%).

Special Abilities: P.P.E. Channeling, Fire Energy Bolts (6D6 M.D., 1,000 feet/305 m range, 5 P.P.E.), Steal & Redirect

Ley Line Energy, Impervious to Energy, Masters of Combat, Ley Line Abilities. See *Federation of Magic™*, page 93, for complete details.

Magic Knowledge: Magic Shield, Armor of Ithan, Aura of Death, Tongues, Energize Spell, Fists of Fury, and Power Weapon.

Psionics: See the Invisible, Sixth Sense, Resist Fatigue, Mind Block, Astral Projection, Telekinetic Punch, Telekinetic Leap, Clairvoyance, Presence Sense, Object Read, Sixth Sense, Telepathy, Total Recall, Speed Reading, Empathy, and Telekinesis (Super).

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 7

Combat Bonuses: +4 to initiative, +7 to strike, +8 to parry and dodge, +3 to disarm, +2 to entangle, +10 to damage, +7 to roll with punch/impact/fall, +8 to pull punch, +5 to save vs magic and poison, +5 to save vs disease, and +15% to save vs coma/death.

Other Combat Info: Knockout on a Natural 20, Karate Kick: 1D8, Jump Kick (critical strike), Entangle, Critical Strike on a Natural 18-20, Paired Weapons, Leap Attack (critical strike).

Weapons:

Deathbringer Sword: Mega-Damage: 1D6x10. M.D.C. of the Sword Itself: 250; regenerates 10 M.D.C. per day. Spell Powers: Invincibility (50 P.P.E.), Sub-Particle Acceleration (20 P.P.E.; 500 feet/152 m; 1D6x10+5 M.D.), and Spinning Blades (20 P.P.E.).

TW Shard Cannon: Mega-Damage: 6D6 for a short burst, 1D4x10 for a long burst, 1D6x10 for a full melee burst. Rate of Fire: Machinegun burst firing only. A short burst fires 5 shots, a long burst fires 13 shots, and a full melee burst fires 25 shots. Range: 2,000 feet (610 m) Payload: 25 shots per P.P.E. clip. 100 shots per P.P.E. power pack. Bonus: +2 to strike.

TW Firebolt Pistol: Mega-Damage: 4D6 M.D. Rate of Fire: Single shot only. Range: 450 feet (137 m). Payload: 10 shots per P.P.E. clip.

Extra Ammo: Three P.P.E. power packs, ten P.P.E. clips.

Body Armor:

Maximilian TW Body Armor: M.D.C.: 150. Mobility: -30% to prowl, -20% to swim and climb. Spell Powers: Superhuman Strength, Superhuman Endurance, Invincible Armor, Armor of Ithan, Power Bolt, and Spinning Blades.

Other Equipment: None, other than basic survival gear and TW communications equipment.

Skeevo Challis

Corp. Skeevo Challis is a promising, young Psi-Tech (for full details on this O.C.C., please refer to page 74 of the *Psyscape™* sourcebook). He has been recruited for Major Kado's "treasure hunt," as he likes to call it, because his unique abilities might somehow allow them to interface with a killer satellite without the uplink codes it requires. To this end, Corp. Challis is especially interested in pursuing a lead that somewhere in the Tolkeen area lies an undiscovered underground bunker that used to be an old military uplink station. Perhaps there the group could discover the kind of equipment used to connect with the killer satellite, and somehow, Challis himself could use his abilities in conjunction with this equipment to gain control over the

weapon. It is a long shot at best, but he is certainly willing to give it a go. Challis also thinks that perhaps Talon Bircheley could construct some kind of TW enhancement mechanism that could boost his own abilities to interface psychically with machinery. With such a boost, maybe Corp. Challis' chances of controlling the weapon from the ground, under his own power, would not be so remote.

For now, all such talk is purely hypothetical, and Skeevo would much rather focus his abilities on determining if this uplink station actually does exist, and if so, where it is located. In that regard, he has proven an effective investigator, interrogator, and all-around information gatherer. These talents spring from the lad's insatiable curiosity, brightness and a desire to make the most out of his special gifts.

Corporal Challis is still fairly new at the hero business, and he remains clearly star struck by Major Jara Kado (who he has a bit of a crush on) and her impressive companions. For the time being, Corp. Challis feels that he really must do his best to earn his comrades' respect and truly earn his place on Major Kado's team. Ironically, what the Corporal does not realize is that his ingenuity, valor in combat, and gregarious nature have already earned him his peers' respect (as well as from his idol — Major Kado would not have recruited him were she unimpressed by him), and that his over-effort to excel is the only thing that prevents his comrades from fully accepting him. One of these days he will figure it out ... if his penchant for risk taking does not kill him first.

Overall, he's a bit geeky and introverted. "Skeevo" is only really animated and outgoing when he is doing his thing — con-



necting with and modifying machinery of any sort. As the group gets closer and closer to its goal of finding the killer satellite uplink process, he will become like a child before Christmas morning, so giddy with excitement he can hardly stand still.

Note: Prefers being called "Skeevo" rather than Corp. Challis.

Race: Human

Alignment: Scrupulous

Attributes: I.Q.: 20, M.E.: 20, M.A.: 15, P.S.: 17, P.P.: 18, P.E.: 17, P.B.: 14, Spd: 25

Hit Points: 30; **S.D.C.:** 50.

Weight: 160 lbs; (72 kg). **Height:** Six feet (1.83 m).

Age: 24

P.P.E.: 5; **I.S.P.:** 170.

Experience Level: 5th level Psi-Tech.

Skills of Note: Speak American (98%), Speak Chinese (90%), Speak Japanese (90%), Literacy: American (98%), Literacy: Chinese (60%), Basic Math (80%), Radio: Basic (70%), Computer Operation (80%), Computer Programming (60%), Basic Electronics (70%), Basic Mechanics (70%), Robot Mechanics (60%), Weapons Engineer (55%), Pilot Jet Packs (68%), Pilot Robots and Power Armor (81%), Pilot Tanks & APCs (62%), Robot Combat: Elite, Read Sensory Equipment (60%), Weapon Systems (60%), Cryptography (55%), Laser (60%), Radio: Scramblers (65%), Electrical Engineer (60%), Robot Electronics (60%), W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Special Abilities: Telemechanics (90%), Machine & Electrical Diagnosis (6 I.S.P.), Soup-Up Machines, Mental Link to Robots, Power Armor & Vehicles.

Psionics: Telemechanic Mental Operation, Telemechanic Paralysis, Telemechanic Possession, Machine Ghost, Object Read, Speed Reading, Total Recall, Telepathy, Clairvoyance, Mind Block, Object Read, See Aura, See the Invisible, Alter Aura, Death Trance, Ectoplasm, Impervious to Fire, Telekinetic Force Field, Mind Bond.

Combat Training: Hand to Hand: Expert.

Attacks Per Melee: 5

Combat Bonuses: +4 to strike, +5 to parry and dodge, +2 to pull punch, +2 to roll with impact, +1 to save vs magic and poison, and +5% vs coma/death.

Additional Combat Bonuses When Linked to a Machine: +1 attack/action per melee round, +1 on initiative, +2 to pull punch, run or fly 10% faster, leap 10% higher or farther. +10% to piloting skill for special maneuvers.

Other Combat Info: Kick: 1D6.

Weapons:

NG-LG6 Northern Gun Laser Rifle & Grenade Launcher:
Mega-Damage: 3D6 M.D. per laser blast or 4D6 M.D. per grenade. **Rate of Fire:** Standard. **Range:** Laser: 1,600 feet (488 m). Grenade launcher: 1,100 feet (335 m) and a blast radius of 12 feet (3.6 m). **Payload:** Laser: 10 shots per standard E-clip, or 20 shots per long E-clip. Grenade launcher: Four rounds; can be reloaded in five seconds.

NG-57 Northern Gun Heavy-Duty Ion Blaster (2):
Mega-Damage: 2D4 or 3D6. **Rate of Fire:** Equal to number of attacks per melee round. **Range:** 500 feet/152 m. **Payload:** 10 shots per standard E-clip.

Extra Ammo: 10 standard E-clips, 5 long E-clips, and 16 extra grenades.

The Bushman Body Armor: **M.D.C.:** 60. **Mobility:** -10% to prowl. **Note:** This suit of armor is environmentally sealed.

Other Equipment: Back in Tolkeen city, Skeevo maintains a locker full of gear, tools and spare parts all suited for working with machinery, including an extensive tool kit, a smaller tool kit (for traveling), soldering iron, Wilk's laser scalpel, 4 rolls of duct tape, 4 rolls of electrical tape, pocket laser distancer, measuring tape, magnifying glass, multi-optics band, tinted goggles, sunglasses, pen, flashlight, 6 flares, 200 feet (61 m) of lightweight rope, several knives, a PDD recorder/player, a PC-3000 hand-held computer, notebook, mechanical pencil, backpack, reinforced padded briefcase (110 M.D.C.) for fragile equipment and/or components, 4 large sacks, and various other personal items and basic tools of the trade. Normally, Skeevo has an additional 10-20 spare gadgets, parts and components on his person (circuit boards, electric motors, vehicle drive train, robot arm, etc.) to build, repair or modify. He also carries with him a Northern Gun NG-S2 basic Survival Pack.

Vehicles: Skeevo often can be found piloting a suit of "liberated" power armor, be it Coalition war booty, a suit of Northern Gun armor he bought off the black market, a Triax suit he scored somewhere, or the like.

At the time of this adventure, Skeevo's choice of armor is left to the G.M.'s discretion, though the **Triax X-10A Predator** (see *Rifts® Sourcebook One* or *Triax & NGR™*), **Northern Gun Samson** (*Rifts® RPG*), and **Coalition PA-100 Mauler** (see *Coalition War Campaign™*) are all his currently top picks. The illustration shows Skeevo clad in a Triax Predator.

Redmoon

Corporal Redmoon is a most rare rogue creature — a *Loup Garou*. Basically a super-werewolf who has forsaken its evil ways and joined with a band of humanoid friends and companions. Shy and reserved under normal circumstances, when combat begins she transforms into an unholy killing machine just barely in control of herself.

Redmoon came into this group several years ago when she met the renegade spell caster Jara Kado. The Major took her in and treated her with fairness and compassion. Unused to such behavior, Redmoon quickly felt comfortable with this friendly human and began striving to shed some of her more sinister behavior, most notably her love for dining on humanoid flesh. Redmoon's eating habits have not been entirely suppressed (she is a predator at heart), but she tries to tone things down when in Jara's presence. She makes a point of only eating evil people, or monsters, and will kill and eat wildlife when possible even though it tastes terrible to her. This is an impressive display of self-control and concession for a *Loup Garou*. Major Kado turns a blind eye to Redmoon's dark nature when she can, allowing her lupine friend to feast on fallen enemy soldiers, bandits, and other such folk without remorse.

Unbeknownst to Major Kado and the rest of her crew, Redmoon hails from a large tribe of *Loup Garou* in Louisiana. The details of her departure from that group are unknown, but at this very moment, a substantial *hunting party* of her former tribe mates is migrating northward, following Redmoon's trail. When they find her, they intend to kill her (and her companions) in retaliation for some past crime she supposedly committed. By

Loup Garou standards, merely cavorting with humans is enough to merit a death sentence. Should these hunters succeed in their mission, they will return to Louisiana with Redmoon's carcass in tow as a war trophy, and anyone who tries to stop them will pay for their transgression with their life.

Race: Loup Garou; see *Rifts® Canada* for complete R.C.C. details.

Alignment: Anarchist with strong leanings toward Unprincipled.

Attributes: I.Q.: 14, M.E.: 12, M.A.: 14, P.S.: 26, P.P.: 22, P.E.: 26, P.B.: 9, Spd: 30 (human) or 50 (wolf; roughly 35 mph/56 km)

Hit Points: 98; S.D.C.: 30.

Weight: 200 pounds (90 kg) in human form. 400 pounds (180 kg) in man-wolf form. 600 pounds (270 kg) in giant wolf form.

Height: Six feet, five inches (1.9 m) in human form. Seven feet (2.1 m) in man-wolf form. 5 feet (1.5 m) tall at the shoulder and 9 feet (2.7 m) long in giant wolf form.

Age: Unknown. Thought to be around 70!

P.P.E.: 80; **I.S.P.:** 45.

Experience Level: 4th level Loup Garou.

Horror Factor: 12 as a man-wolf or giant wolf. The Horror Factor does not apply to Redmoon in her human form, although she does have a palpable aura of evil about her. She has always found this distressing, since she is *not* evil, although she is a predator of humanoids. This has led to her frequent ostracization and exile from human communities.



That Jara Kado can see through this and recognize the real person within Redmoon is the bedrock of their friendship.

Skills of Note: Speak Gobblely (98%), Speak Old Canadian French (98%), Speak American (98%), Land Navigation (68%), Track Animals (55%), Track Humanoids (65%), Detect Ambush (45%), Detect Concealment (40%), Wilderness Survival (45%), Cook (50%), Sewing (55%), Dance (45%), Sing (50%), Skin & Prepare Animal Hides (30%), and Lore: Demons & Monsters (25%).

Special Abilities: Can speak while in animal form, nightvision 300 feet (91.5 m), prowl (80%), swim (70%), track by smell (70%; 85% if following a blood scent), can leap 15 feet (4.6 m) high and 25 feet (7.6 m) across from a standing position (increase by 50% from a running start), and bio-regenerates 4D6 Hit Points per hour.

Shapechanger: Redmoon can switch between her human, man-wolf and giant wolf forms at will. The transformation from one form to another takes 15 seconds (one melee round). There is no limit as to how long she may remain in any one form. Redmoon typically stays in her human form (she appears as a plain-looking, if tall and broad, woman) during the day and assumes her more monstrous forms in combat or at night.

Limited Invulnerability: Redmoon is vulnerable only to certain types of magic, psionics and silver weapons (double damage). Wolfbay and garlic will hold her at bay, but sunlight and running water have no effect on her. Powerful Mega-Damage attacks and explosions may knock Redmoon down or stun her momentarily, but will do *no* damage! This invulnerability applies to Redmoon in all three of her forms and has been the bane of numerous Dead Boys already, who simply lack the means to stop Redmoon in combat.

The Loup Garou Must Die Twice: Should Redmoon be slain in her wolf or man-wolf form, she will turn into a human who will rise with the next sun as a ghoul-like creature with all the same Hit Points and abilities, except for her shapechanging, which is forever lost. In this state, Redmoon will become deranged and obsessed with devouring humanoid flesh and not even her friends will be able to reach her. Unable to think clearly, her skill ratios will be reduced by half and her mental attributes will be reduced by three points. When killed in human form, Redmoon will finally be dead forever.

If Redmoon is killed first in human form, she will rise as a man-wolf or giant wolf on the next midnight moon as a bestial nocturnal hunter of humanoids. Half of all skills and all language abilities will be lost, and remaining skills will be down by 50%. Mental attributes will also be down by 3 points in this state. If killed then, she will forever rest.

Psionics: Sense Evil (2), Sense Magic (3), Sixth Sense (2), See the Invisible (4), Mind Block (4).

Combat Training: Instinctive combat ability.

Attacks Per Melee: Four attacks per melee when in human and giant wolf forms, six attacks per melee when in man-wolf form.

Combat Bonuses: +2 on initiative, +7 to strike, parry and dodge, +3 to pull punch, +2 to roll with punch/fall/impact, +7 to save vs Horror Factor, +2 to save vs psionics, +8 to save vs magic, +6 to save vs poison, and +22% to save vs coma/death.

Other Combat Info: Bite (wolf forms): 2D6 M.D., restrained punch: 5D6 S.D.C., full strength punch: 6D6 M.D., or 8D6 M.D. on a power punch (counts as two attacks).

Weapons: None. Redmoon poses as a simple traveler in human form, and reverts to wolf form when threatened. So far, her mix of invulnerability and supernatural strength have proved more than a match for her foes, especially Coalition soldiers who are never properly equipped to deal with supernatural creatures such as herself.

Body Armor: None; she hardly needs it.

Other Equipment: Redmoon keeps a bundle of personal belongings with her — cooking utensils, sewing gear, spare clothes, mementos, etc. But none of it is hardcore adventuring gear. In dangerous situations, she merely relies on her natural animal abilities and the capabilities, spells and technology of her comrades.



Gr'tkkt

Gr'tkkt is an Armored Slayer, and perhaps the most powerful of Jara Kado's team of outcasts. Nobody knows the exact circumstances that brought Gr'tkkt and Jara together, just that she left for a solo mission one time and came back with this hulking brute as a new friend and team member. Like most Armored Slayers, Gr'tkkt has little understanding of this world, and reacts to it much as a scared child or mentally impaired adult might. What it does not understand, it will lash out against. Anything that threatens or frightens Gr'tkkt will receive a lethal dose of

force in return, often escalating into a full-blown rampage until the Slayer can be by itself or until whatever had been agitating it is destroyed. Oddly enough, Jara Kado has some kind of empathic connection to this great monster, and just a few soothing words and brief eye contact from her can soothe Gr'tkkt in a few moments. ("Smash Dead Boys! Smash! Smash! What? Jara no say so? Okay, then. Me no smash. For now.") In this regard, Gr'tkkt seems like an odd cross between a comrade, bodyguard and attack dog for Major Kado.

In keeping with its heritage, Gr'tkkt despises all sorts of supernatural fiends (i.e. demons, vampires, alien intelligences, etc.) and will attack them on sight. This creates a bit of a problem, given Tolkeen's recent and increasing use of such creatures as servants and allies in the war against the Coalition. To keep Gr'tkkt from causing too much trouble, Major Kado keeps it well away from any such Tolkeenite activity. This is not hard to do, since she herself tends to operate on Tolkeen's fringes and does not like to mix with various elements of her own home society. In this regard, her relationship with the monstrous Gr'tkkt makes her even more of a renegade and self-made outcast from Tolkeen. This is why her superiors see her and her squad as loose cannons and unreliable. Kado & Company have a conscience and sense of morality and goodness that won't let them cross the line to use any means to achieve a desired end. Thus, she and her fellows see the unleashing of demons and the exploitation of other evil beings to win the war as dangerous at best and like juggling nuclear bombs, at worst. It's just plain wrong. Jara is a dedicated soldier, but one with a code of ethics, goodness and a sense of justice. Commodities that are quickly vanishing among the leadership of Tolkeen and their army.

Race: Armored Slayer; see *Rifts® Canada™*, page 140, for details.

Alignment: Scrupulous

Attributes: I.Q.: 6, M.E.: 15, M.A.: 10, P.S.: 32 (armored body) and 16 (for each tentacle), P.P.: 20 (tentacles and armored body), P.E.: 20, P.B.: 6, Spd: 25 (armored body) and 3 (organism); all physical attributes are supernatural.

M.D.C. by Location:

Hands (2) — 100 each

Arms (2) — 150 each

Legs (2) — 225 each

Head — 150

* Tentacles (6) — 20 each

* Eyes (2) — 8 each

Main Body — 400

* The tentacles are small targets that are constantly moving, so to hit one the attacker must make a "called shot" and even then is -5 to strike. The eyes are small, shielded and also need a "called shot" to strike with a penalty of -7.

Note: Loss of limbs and damage to the main body does not hurt the organism inside the armored body. Moreover, it can replace lost limbs and restore lost M.D.C. by rebuilding its body with M.D.C. scraps. See Natural Abilities for more details. If the entire main body is destroyed, the alien organism is revealed and vulnerable to attack.

M.D.C. Without Armor: 64

Weight: 4,000 pounds (1,800 kg). **Height:** 12 feet (3.6 m) tall.

Age: Unknown. Speculates to be 100-200 years old.

P.P.E.: 20; **I.S.P.:** 40

Experience Level: Not applicable.

Skills of Note: The equivalent of Land Navigation (80%), Lore: Demons & Monsters (80%), Track Animals (60%), Track Humanoids (65%), Swim (40% or 55% outside of armor), Climb (60%/40%), Prowl (40%), American (70%), Dragonese (70%), Spanish (60%), Gobblely (50%), Euro (50%).

Special Abilities: Sharp vision, nightvision 1,000 feet (305 m), see the invisible, incredible strength and reflexes, impervious to disease, poison and cold, resistant to heat, can hold breath underwater for 20 minutes, can survive depths up to 1,000 feet (305 m) although it dislikes water and would be better off walking on the bottom than trying to swim. The living organism can also regenerate damage at a rate of 3D6 physical M.D.C. per 12 hours and can regrow damaged or lost tentacles at the rate of one foot (0.3 m) per month and eyes within 1D6+6 weeks.

Prehensile Tentacles: Gr'tkkt has six tentacles that can extend up to 10 feet (3 m) in length. Each can move like an independent appendage or in unison with 2 or 3 others. They are used to attack, parry, and entangle. Gr'tkkt can use these to grab or entangle objects, strike like a whip, and even impale Mega-Damage materials. The tentacles can use melee weapons like swords or clubs, but rarely do. If damaged or lost, Gr'tkkt can regenerate tentacles at the rate of one foot (0.3 m) per month until it reaches full length.

Create Armored Body: like other Armored Slayers, Gr'tkkt uses metal and stone scraps, debris, machine parts, etc., to build its armored body. These scraps are used as the basic skeletal framework, weapons and armored plating of the hulking body, all of which is held together with a powerful bonding resin secreted from its tentacles. Gr'tkkt can also secrete a solvent to dissolve its own resin to remove or modify plates and parts as it sees fit. Gr'tkkt can make a complete basic appendage (arm, leg, etc.) with half its normal M.D.C. within 24 hours, and a complete body with 150 M.D.C. within 72. Like a hermit crab, Gr'tkkt can leave its armored body at any time and occasionally does so to trick its enemies.

Psionics: Mind Block (4), Meditation, Empathy (4), Sense Magic (3), Detect Psionics (6), Death Trance (1), Intuitive Combat (10), Impervious to Cold (2), Impervious to Fire (4), Telekinetic Push (4), Telekinetic Lift (6), and Telekinesis: Super (10+).

Combat Training: Instinctive combat training.

Attacks Per Melee: 9

Combat Bonuses: +3 on initiative, +3 to strike, +6 to parry, +6 to entangle, +6 to pull punch, +3 to disarm, +6 to save vs Horror Factor, and +6 to save vs possession.

Other Combat Info: Tentacle strike (2D6 M.D.), tentacle power strike (4D6 M.D. per single tentacle, double if two tentacles strike simultaneously and triple if three strike; no more than three can strike at a time).

Weapons: None. Gr'tkkt's body is its only weapon.

Body Armor: None. What goes for Gr'tkkt's weapons goes double for Gr'tkkt's armor.

Other Equipment: None.

The Dark Cabal

This sinister group contains just three individuals: *Lord Ultim*, a renegade Lord Magus from the Federation of Magic, *Lagouda the Hideous*, a vile Temporal Raider, and *Galvan Darkseed*, a Necromancer hailing from parts unknown. This group once also contained the insidious Shifter *Soro Sinjin*, and the Mind Melter *Lazarus Sane*, although their whereabouts (as well as their reasons for leaving the group) are unknown.

The Dark Cabal is an ominous sign of things to come in Tolkeen as the war against the Coalition drags on and as Tolkeen's leaders become ever more desperate to find a way to kick out the Coalition. Although Tolkeen's current leadership has never been very discriminating about the kinds of individuals it allows into its borders, it has gotten even less so during the war. As the flood of volunteers enters the Kingdom, so too have come villains and monsters whose devotion to Tolkeen is questionable at best. Most of these foul-hearted individuals simply have come to Tolkeen to feed off the chaos of war and profit from other peoples' hardship. Others have come to fight for Tolkeen only because Tolkeen has something they want. And still others have come to fight the Coalition because they have some other plan already in motion and the war is bollixing it up, so they have come to help end it and put their own sinister workings back into motion.

The Dark Cabal is one such group. Basically, it is a small party of evil treasure hunters for whom the war against the Coalition is an annoying roadblock. They have all taken part in the fight against the Coalition, but only because it enables them to stay in Tolkeen while they conduct their treasure hunt. Should these freebooters find what they are looking for tomorrow, they will leave the war zone at once, without a care as to whether or not the kingdom lives or dies.

Tolkeen, by the way, is aware of this group and others like it. Only with so much of the kingdom's resources tied up in the war effort, the kingdom's leaders can hardly monitor and regulate the behavior of the multitude of less-than-desirable newcomers. The only feasible option is to simply let them go about their business (however dark that may be) and hope that it does not interfere with the Kingdom's defenses too much. In the long-run, most of these independent operatives and loose allies contribute to the war effort by hurting and distracting the enemy. In addition, the sad truth is that more and more of Tolkeen's decision-makers are beginning to resemble these dark-hearted visitors. In spirit, word and deed, Tolkeen's finest is corrupting and becoming an evil shadow of its former self. While this remains the case, visitors such as the Dark Cabal will be able to do as they like within the Kingdom throughout the war. They will not be welcomed with open arms, but they will not be chased away either. Only the those who interfere with the war effort or take intolerable action against the citizens of the kingdom will be dealt with.

Lord Ultim

Also known as *Ultim of Underdark*, this sorcerer came north from the Magic Zone in search of an ancient magic text known as the *Meganomicon*. Like some of the artifacts already in Tolkeen's possession, the *Meganomicon* promises to bestow mind-boggling power upon its beholder. What form that power

is supposed to take, however, remains unknown. The prevailing theory says that the book contains the knowledge of dozens of "standard" spells as well as a number of previously unknown incantations. Another theory states that the book actually contains instructions for how to create and form entirely new styles of magic! And another theory suggests that the book is merely a focus object, something that magnifies the user's innate spell abilities a hundredfold. Whatever it is, this Federation renegade wants it, and he is willing to brave a CS combat zone to get it.

To aid in his search, Lord Ultim founded the Dark Cabal and recruited its current members, as well as a few others who have since left for mysterious reasons. Technically, Lord Ultim is the leader of the Dark Cabal, but the truth is that its members are so evenly matched and strong-willed that there can be no true leader to this lot. There can only be a mutual agreement of purpose or nothing.

Cool and aloof to everybody, even his fellows within the group, Lord Ultim is a megalomaniac of the first order. Unlike other such power-mongers, however, Ultim has the sense to constrain his contempt for other beings when around those he feels are useful to him. As such, his comrades have not quite seen the real Lord Ultim yet, and believe him to be considerably more personable and open-minded than he really is. Eventually Ultim will tire of holding back, however, and when his use for his current comrades has expired, his true demeanor will come out like a thunderbolt. When not around those he considers near-equals or rivals, he assumes the role of supreme leader, issuing orders and speaking to subordinates in the third person (to prevent him having to directly talk to an underling). "Lord Ultim commands you to fight," would be an example. Another might be "Lord Ultim wonders why this insignificant little worm is daring too speak to him."

Everybody assumes Lord Ultim began his search for the Meganomicon out of a lust for power and a desire for treasure. That is true, but it is only a secondary reason. The real reason why Lord Ultim has come this far north is because he fled the *Federation of Magic* some time ago after being implicated in a botched plot to assassinate Lord Dunscon and overthrow the Federation! Nearly all of the conspirators have already been captured, tortured and killed. Only Lord Ultim and perhaps one or two others remain at large and pursued by agents of the Federation. Ultim himself believes that he has shaken off his pursuers, but dares not test his luck by returning to the Magic Zone. At least not until he gets the Meganomicon. With the arcane knowledge within that tome, Lord Ultim believes he'll be powerful enough to withstand any attack Lord Dunscon can throw at him. At that time, he shall return to his home, overthrow that fool, Dunscon, and take what he feels is rightly his — the whole of the Federation of Magic.

Though Ultim keeps his private quest a secret, he is always on the lookout for new allies (actually, he considers anybody helping him an "underling"), especially those who he feels could aid him in the overthrow of the Federation. Of course, no matter how faithfully one serves this cad, Lord Ultim will most likely to dispose of his lackeys after they have served his purposes. So far, he has not met a single person he feels worthy of fair and equal treatment. Especially not his old superiors from the Federation.



Race: Human

Alignment: Aberrant

Attributes: I.Q.: 14, M.E.: 19, M.A.: 20, P.S.: 12, P.P.: 10, P.E.: 10, P.B.: 8, Spd: 14

M.D.C.: 60

Height: Six feet (1.8 m); **Weight:** 190 lbs (85.5 kg).

Age: Appears 35, but is most likely well older than that.

P.P.E.: 330

Experience Level: 10th level Lord Magus.

Skills of Note: All Lore (+15%), Speak/Literate in America (+30%), Speak/Literate in Dragonese (+20%), Speak/Literate in Techno-Can (+20%), Basic Math (98%), Advanced Math (98%), Law (+10%), Interrogation (+10%), Land Navigation (+6%), Computer Operation (+10%), Art (+10%), Writing (+10%), Concealment (+10%), Palming (+10%), Intelligence (+10%), Military Etiquette (+5%), Cryptography, Archeology, Anthropology, Astronomy, Biology, Botany, W.P. Sword, W.P. Chain, W.P. Energy Pistol, W.P. Energy Rifle.

Special Abilities: Fatigues at half the normal rate, can hold his breath for three minutes. Spells, psionic attacks, drugs and disease that cause confusion, dizziness or dull the senses are half as effective (reduce penalties by half). Become invisible at will, regenerate 2D6 M.D.C. per minute, has double normal spell range, impervious to possession, ages one year for every five, magic heat and fire do half damage, magic cold does half damage. Sense ley lines, ley line phasing, and ley line rejuvenation, all as a Ley Line Walker.

Spell Knowledge: Lord Ultim commands a vast knowledge of spell magic, including the following:

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Cleanse (6), Climb (3), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), Turn Dead (6).

Level Three: Armor of Ithan (10), Magic Shield (6), Orb of Cold (6), Telekinesis (6).

Level Four: Astral Projection (10), Electric Arc (8), Fireblast (8), Fist of Fury (10 or 50), Magic Net (7), Ricochet Strike (12), Shadow Meld (10).

Level Five: Circle of Flame (10), Horrific Illusion (10), Lifeblast (15), Mental Blast (15).

Level Six: Barrage (15), Call Lightning (15), Illusion Booster (15), Illusory Wall (15 or 30), Magic Pigeon (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20).

Level Seven: Ballistic Fire (25), Fire Gout (20), Fly as the Eagle (25), Heal Self (20), Invulnerability (25), Life Drain (25), Negate Mechanics (20), Sonic Blast (25), Spinning Blades (20), Sub-Particle Acceleration (20).

Level Eight: Forcebonds (25), Hallucination (30), Shock-wave (35), Sorcerous Fury (70).

Level Nine: Beat Insurmountable Odds (70), Illusion Manipulation (25-60).

Level Ten: Illusory Forest (45-90), Meteor (75), Mystic Portal (60), Summon Shadow Beast (140).

Level Eleven: Illusory Terrain (55-120).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 6 physical attacks per melee or 2 spell attacks per melee.

Combat Bonuses: +1 to initiative, +1 to strike, +2 to parry and dodge, +2 to damage, +4 to roll/pull, +1 to disarm, +5 to save vs coma/death, +4 to save vs mind control, +5 to save vs Horror Factor, +2 to save vs illusions, and +3 to spell strength.

Other Combat Info: Karate kick (2D4), critical strike: 19-20, body throw/flip, and recovers 6 P.P.E. per hour of rest or sleep or 12 P.P.E. per hour of meditation.

Vulnerabilities: Silver and 90% iron weapons inflict their S.D.C. damage in M.D.C. Rune weapons and holy weapons do double damage. Suffers double damage from Ley Line Storms.

Weapons:

Magic Staff: **Mega-Damage:** 2D6. Lord Ultim carries this more as a showpiece. He much rather prefers to rely solely on his magic powers in combat. For this reason, he shuns any other weapons. He used to carry various Techno-Wizard firearms into battle, but no longer.

Silver Daggers (2): Inflict 1D6 S.D.C. against ordinary mortals, more against supernatural beings vulnerable to silver.

Body Armor: Lord Magus Suit: **M.D.C.:** Head/Helmet: 100, Arms: 100 each, Legs: 120 each, and Main Body: 200. **Mobility:** Poor; -20% on prowl. **Note:** Lord Ultim specially commissioned this suit of heavy armor for himself. Like other, lighter suits of Lord Magi armor, the helmet has an insect or crustacean-like appearance with bug-like eyes, an open, pincer-like mouth area, and a long, segmented hood that extends beyond the head, down over the neck and the upper back. The rest of the suit resembles heavy medieval plate mail stylized in a similar fashion to the helmet. Thanks to this armor, Lord Ultim prefers to *rarely* dodge in combat. He would rather the armor take a beating while he works his magic. To him, jumping about the battlefield as if *afraid* of getting hurt is simply beneath a creature with power such as his.

Other Equipment: Lord Ultim used to pilot a Battlelord Automaton but lost it in combat against members of the Federation of Magic sent after him by Lord Dunscon. He would very much like to acquire a new one. Other than that, Lord Ultim carries few personal belongings on him when out in the field. He is a creature of magic, and likes to show it by not relying on crude non-magical tools and such. He has 22,600 credits; funds are starting to run dry.

Lagouda the Hideous

What drives Lagouda is what drives every Temporal Raider: an insatiable appetite for destruction, a love of preying upon the weak and powerless, and the thrill of subjugating others to his will. Lagouda had made Rifts Earth his home for several decades before he met with Lord Ultim and Galvan Darkseed on their drive to locate the Meganomicon. Being a kindred spirit to these fellows (if a little less trustworthy and a little more openly despicable), Lagouda tagged along with them before being invited to join their ranks. Soon after joining the Dark Cabal, two of its other members, the Mind Melter Lazarus Sane and the Shifter Soro Sinjin both left the group without explaining why. Lagouda has not given it a second thought, but what he does not

realize is that in years past, his acts of treachery and wanton cruelty have impacted the lives of both Lazarus and Soro, and they left the Dark Cabal so that they might return one day and take their revenge upon their mutually hated foe. They are uncertain if Galvan Darkseed and Lord Ultim will permit them to extract their revenge before finding the Meganomicon, so they wait for an opportune time when Lagouda is alone, vulnerable, and suitable for a quick and merciless death.

Meanwhile, Lagouda spends his time in further wicked abandon, totally oblivious to these two enemies. He abuses his great powers constantly, using them to torment those weaker than he and satisfy his base desires. Thus, he generally makes life miserable for everybody he comes into contact with, causing suffering and death wherever he goes. The only folks who have earned a reprieve from this behavior are his current traveling companions, largely because he knows they will destroy him if he should cross them.

Were the Dark Cabal to find the Meganomicon, and were it as powerful as it is cracked up to be, Lagouda will immediately plot to destroy his two remaining companions so that he might have the artifact for himself. Should he secure the item, he will most likely set himself up as the lord of some kingdom and force all nearby to bow to his will alone. From then on out, he will rule his dominion with an iron fist, destroying anybody who so much as dares think a bad thought about him. Even Galvan Darkseed and Lord Ultim are starting to find him revolting and dangerously untrustworthy to the point that they would not interfere with any vengeance their old comrades might seek against the vile creature. They might very well ditch him, or ambush Lagouda themselves at some point.

Race: Temporal Raider; see *Rifts® England* for complete details on this alien R.C.C. and Temporal Magic.

Alignment: Diabolic!

Attributes: I.Q.: 19, M.E.: 20, M.A.: 10, P.S.: 20, P.P.: 22, P.E.: 20, P.B.: 3, Spd: 21; supernatural strength.

M.D.C.: 350

Height: Eight feet tall (2.4 m).

Weight: 700 pounds (315 kg).

Age: Unknown, but is presumably several thousand years old.

P.P.E.: 350; **I.S.P.:** 80.

Experience Level: 10th level Temporal Raider.

Skills of Note: Recognize Enchanted Items (98%), Land Navigation (92%), Wilderness Survival (90%), Pilot Hover Vehicle (98%), Pilot Jet Aircraft (86%), Horsemanship (96%), Speak Dragonese (98%), Speak American (95%), Speak Euro (95%), Speak Gobblely (95%), Climb (95%/85%), Detect Ambush (75%), Detect Concealment (70%), Escape Artist (75%), Intelligence (68%), Computer Operation (85%), Computer Programming (75%), Computer Hacking (75%), Concealment (56%), Palming (65%), Pick Locks (75%), Pick Pockets (70%), Prowl (70%), Streetwise (56%), Forgery (65%), W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Heavy, W.P. Knife.

Special Abilities:

Sense Rift: Automatically senses the opening, closing and location of dimensional Rifts within a 50 mile (80 km) area.

Sense Dimensional Anomaly: Automatically senses the opening and closing of dimensional envelopes, mystic portals, and dimensional teleportation and time holes within one mile (1.6 km).



Can also see dimensional pockets as well as characters transformed into fourth dimensional beings, two-dimensional beings, and astral travelers, and the invisible energy essence of alien intelligences and entities.

Ley Line Phasing: As a Ley Line Walker.

Energy Blasts: Can fire energy blasts from the hands, eyes, and/or mouth. Can fire ten light blasts (1D4 M.D., 1D6 M.D. or 2D6 M.D.) or five heavy blasts (3D6 M.D. or 5D6 M.D.) per melee round. Each blast counts as one attack. Range for blasts from the hands is 1,000 feet (305 m). Blasts from the eyes or mouth are 500 feet (153 m).

Feed on Life Energy: The creature lives off the ambient mystic and psionic energy of other creatures and as such, does not require food. The creature may drain 15 S.D.C. worth of life energy from its victim per touch. This drained energy is what Lagouda uses for nourishment. He must drain 1,000 S.D.C./10 M.D.C. per day or he will become tired, slow, weak, etc. — the early signs of starvation. Lagouda may “overeate” and store up to six days’ worth of food (6,000 S.D.C./60 M.D.C.) at any given time. Even when he is sated, Lagouda will dine on other intelligent creatures simply because he enjoys doing so, the evil bastard.

Other Abilities: Impervious to poison, toxins, drugs, gases, heat and fire. Does not breathe air and is resistant to all forms of energy (half damage), including Mega-Damage blasts and magic. Can regenerate 4D6 M.D.C. every melee round, but doing so costs one attack. Can see most forms of radiation (including a crude equivalent of heat imaging sight) up to 600 feet (183 m). Nightvision: 600 feet (183 m). Can leap 20 feet (6.1 m) straight up and 15 feet (4.6 m) lengthwise from a standing start; add 10 feet (3 m) from a running start.

Spell Knowledge: Lagouda knows *all* Temporal Magic spells, all summoning magic, all simple and superior protection circles, as well as the following spells: Tongues (12), Eyes of Thoth (8), Shadow Meld (10), Time Slip (20), Negate Magic (30), Mystic Portal (60), Close Rift (200+), Dimensional Portal (1,000), Teleport: Lesser (15), Teleport: Superior (600), Magic Net (7), Multiple Image (7), Circle of Flame (10), Memory Bank (12), Dispel Magic Barrier (20), Fly as the Eagle (25), Invisibility: Superior (20), Invulnerability (25), Create Golem (700 or 1,000), Summon Lesser Being (425).

Psionics: Alter Aura (2), Death Trance (1), Levitation (varies), Mind Block (4), See the Invisible (4), Total Recall (2)

Combat Training: Intuitive combat training.

Attacks Per Melee: 5 physical attacks or 2 magic attacks.

Combat Bonuses: +6 to initiative, +5 to strike (+6 when using energy blasts), +7 to parry and dodge, +5 to roll with punch/fall/impact, +5 to pull punch, +3 to save vs psionics, +3 to save vs magic, and +7 to save vs Horror Factor.

Other Combat Info: Restrained punch (3D6 S.D.C.), full strength punch (1D6 M.D.), power punch (2D6 M.D., counts as two attacks).

Weapons:

NG-IP7 Ion Pulse Rifle: Mega-Damage: 3D6 M.D. for a single shot, 1D4x10 M.D. for a multiple pulse burst (counts as one attack but consumes three shots). Rate of Fire: Standard. Range: 1,600 feet (488 m). Payload: 30 shots per standard E-clip.

NG-45LP “Long Pistol”: Mega-Damage: 5D6 M.D. per shot. Rate of Fire: Single shots only. Range: 1,200 feet (365 m). Payload: 8 shots per standard E-clip.

WI-LP3 Pepperbox Laser: Mega-Damage: 1D4 M.D. per shot. A double shot does 2D4 M.D., a triple shot does 3D4 M.D., and a quadruple shot does 4D4 M.D. and empties the entire battery payload. Rate of Fire: Can fire single, double, triple or quadruple shots (all count as one attack). Range: 100 feet (30.5 m). Payload: Four shots; one shot per battery. Each battery is the size of a shotgun shell. Reloading the batteries takes four melee actions or one if a speedloader is used.

Vibro-Forearm Claws: Mega-Damage: 2D6

Extra Ammo: 20 standard E-clips, one speedloader for the WI-LP3.

Body Armor: Being a resilient Mega-Damage creature, Lagouda scoffs at the very idea of wearing body armor. That’s a custom for mere humans and other lesser creatures.

Other Equipment: Lagouda has several large treasure troves (each containing millions of credits as well as numerous magic items and artifacts) safely hidden throughout the Megaverse. However, he has traveled lightly when coming to Rifts Earth for he is afraid of losing his coveted treasures in a fight or some other unfortunate misadventure. That’s how he lost the legendary rune spear *Triumvira* a few centuries ago; since then he has learned his lesson: Never travel with anything you can’t live without. At present, he only has a few items of human technology, such as a PC-3000 hand-held computer, a portable language translator, laser distancer, 50,000 credits worth of gems and a few other odds and ends.

Galvan Darkseed

Perhaps typical for a Necromancer, Galvan displays a grim glibness when confronted with the grisly, abnormal, and disgusting. Shocking displays of gore and violence do not bother him in the least, and he possesses the distressing tendency to crack wise whenever dealing with corpses of any kind. In part, he does this to freak out those around him. But mostly, he does this because he is, at heart, a grisly fellow whose true passion is immersing himself in the experience of death’s many forms.

Galvan distrusts (and rightfully so) both Lord Ultim and especially Lagouda the Hideous for various reasons. With so much on the line regarding this search for the Meganomicon, Galvan wonders if it is truly worth it to risk an inevitable showdown with his comrades for a magical artifact that might not even exist. Too many times their fellowship has teetered on the brink of ruin, and eventually it shall shatter and those who were once traveling allies will become dread enemies, and much blood will spill thereafter.

It would not take much to distract Galvan from this quest for the Meganomicon. He originally came to Minnesota to take part in the orgy of violence and destruction that is the Siege on Tolkeen. Having a natural dislike for the Coalition, Galvan has been using the ample fields of dead as playthings and minions as he wages his own war of horror and mayhem upon the CS soldiers he hates so much. In his own right, Galvan has become quite the public enemy, with the Coalition placing a 200,000 credit bounty on his head.

Aside from the sheer glee of killing Coalition soldiers (“It’s so easy!”), Galvan’s other prime motivation here is to get close



enough to a member of the *Legion of Dragons* and either be there when the Coalition kills one of them or to try to kill a member himself (preferably when it is badly wounded). Galvan wants to salvage the slain dragon for "parts" he might incorporate into his bizarre Necromantic rituals. Unknown to him, the Legion of Dragons is already on alert for this individual and will not give themselves over lightly to this Death Mage.

Race: Human. See **Mystic Russia** for absolutely complete details about the Necromancer O.C.C., Necro-Magic and Bone Magic.

Alignment: Diabolic

Attributes: I.Q.: 11, M.E.: 20, M.A.: 18, P.S.: 17, P.P.: 15, P.E.: 20, P.B.: 7, Spd: 14

Hit Points: 68; S.D.C.: 30.

Weight: Six feet, five inches (1.98 m). **Height:** 200 pounds (90 kg).

Age: 44

P.P.E.: 200; **I.S.P.:** None.

Experience Level: 10th level Necromancer.

Skills of Note: Speak/Literate in American (95%), Speak/Literate in Euro (95%), Speak Spanish (+10%), Lore: Monsters & Demons (+20%), Basic Math (+20%), Wilderness Survival (+5%), Skin & Prepare Animal Hides & Bones (+5%), Horsemanship (+10%), Concealment (+10%), Palming (+10%), Prowl (+10%), Streetwise (+10%), Art (+10%), Photography (+10%), Writing (+10%), W.P. Sword, W.P. Knife, W.P. Energy Pistol.

Special Abilities:

Union with the Dead: Galvan uses this ability to graft a pair of demon claws to his arms, at a cost of 50 P.P.E. The claws provide bonuses of +2 to initiative, +1 to strike and parry, inflict 2D6 M.D. and make Galvan a minor Mega-Damage creature (10 M.D.C.). In this state, he is impervious to S.D.C. weapons except those made of silver.

Augmentation with Additional Appendages: Galvan can graft additional limbs of dead creatures to himself for additional abilities. In general, he only grafts one to himself — the skull of a long-dead Fire Dragon named *Sender Thrusk*. It costs 50 P.P.E. to graft the skull to Galvan's head (like a bizarre bone helmet). When the skull is on, it makes Galvan a Mega-Damage creature (+20 M.D.C.), and bestows the following additional abilities: can understand Dragonese (98%), impervious to fire, resistant to cold, and breathe fire (6D6 M.D., 60 feet/18.3 m). Also, the skull grants Galvan the ability to cast whatever spells *Sender Thrusk* knew, at fifth level proficiency! *Sender's* spell repertoire is detailed in the Spell Knowledge section below.

Animate & Control Dead: This ability costs 10 P.P.E., has a range of 500 feet (152.5 m), and lasts 100 minutes. Galvan can control up to 40 corpses/skeletons at a time. He absolutely *loves* to re-animate dead Coalition soldiers and send them back to their home bases to wreak havoc. Many Tolkeen spell casters employ this trick, but few do it with Galvan's relish.

Impervious to Vampires.

Horror Factor: 10

Spell Knowledge:

Necro-Magic: Object Read the Dead (8), Grip of Death (13), Death Bolt (30), Death Strike (25), Strength of the Dead (60), Summon Vampire (150), Transfer Life Force (150), Bone Staff (210), Summon Magot (320), Aura of Death (12), Commune with Spirits (25), Aura of Doom (40), Create Mummy (160), Create Zombie (250), and Soultwist (170).

Dragon Skull Magic: Globe of Daylight (2), See Aura (6), See the Invisible (4), Sense Evil (2), Concealment (6), Detect Concealment (6), Mystic Alarm (5), Armor of Ithan (10), Breathe Without Air (5), Ignite Fire (6), Fuel Flame (5), Blind (6), Ley Line Transmission (30), Domination (10), Mask of Deceit (15), Words of Truth (15), Life Drain (25), Negate Magic (30).

Psionics: None.

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: Six hand to hand or two by magic.

Combat Bonuses: +1 on initiative, +1 to strike, +2 to parry and dodge, +4 to damage, +2 to pull punch, +2 to roll with impact, +6 to save vs Horror Factor, +3 to save vs psionic attack and insanity, +3 to save vs disease and poisons, +4 to save vs magic, +2 to save vs Necromancy spells.

Other Combat Info: Body flip, and critical strike 19-20.

Weapons: Galvan does not use any, in favor of his demon claws, or his various attack spells. He also is fond of having legions of undead do his fighting for him.

Body Armor: Galvan also does not wear body armor, since he gets some M.D.C. protection from his demon claws and dragon skull. He is also fond of the *Armor of Ithan* spell, and will usually cast that first thing during combat.

Other Equipment: Leather gloves, 100 surgical gloves, various sets of ominous-looking clothing, 5 large sacks, large satchel, box of 50 large, resealable plastic bags, sleeping bag, backpack, utility belt, canteen, tinted goggles, air filter/gas mask, infrared distancing binoculars, two hand shovels, one hand axe, Wilk's laser scalpel, food rations for a week, personal items.



The Vanguard

By Bill Coffin & Kevin Siembieda

The final group on the Coalition's bounty list is the *Vanguard*, a mysterious secret society of magic-wielding Coalition patriots whose origins date back to before the Bloody Campaign of 12 P.A. Much like the Tolkeenite forces they are fighting, the Vanguard is an irregular guerrilla force that does not adhere to the strict planning and organization of a standard Coalition unit.

Forgotten History

Coalition Intelligence knows virtually nothing about the Vanguard other than the group seems to stem from the now-defunct element of the Coalition Military. Chi-Town, in days gone by, was actually rather tolerant of magic and realized early on that a fighting force composed of both magic and technology would be incredibly versatile. Formal military units were drawn up consisting of nothing but warrior mages and other spell-working soldiers, as well as mixed units that had both spell casters and technological forces. After the war against the Federation of Magic in 12 P.A., however, all of this came to an end.

The Federation's sneak attack and the conditions of the war itself generated a near hysteria within the Coalition regarding anything magical. *Nothing* that involved magic could be trusted, not even those champions who used it to protect their own society! This sentiment was furthered by the fact that during the Bloody Campaign against the Federation of Magic, most of the leading proponents of magic use within Chi-Town were killed in the line of duty, targeted above all others by the Federation invaders. This meant the leading opponents of magic were the ones who survived, with only a few dissenting voices from the Chi-Town Magic Division. So it was that those opposed to magic determined the future Chi-Town policy on the mystic arts (later adopted by the CS).

Shortly after Joseph Prosek the First defeated the Federation of Magic, the Chi-Town (soon to become "Coalition") High Command abolished the highly decorated magic-using units within its ranks and switched to an entirely technological force. Practitioners of magic who once loyally served their government were ordered to cease the practice of any and all mystic arts. To make sure of this, the few surviving mages were required to submit to intense re-indoctrination and mind control in order to eradicate their every magic-casting impulse or told to leave Chi-Town forever. Those who resisted this edict were forced to leave their homeland (and sometimes their families) or face arrest and execution for treason. Several patriots fighting for their right actually met such a fate.

It was a remarkable, controversial decision, one that signaled a tidal wave of change in the very core of the Coalition States, since it continued with the formation of the States and the vast industrialization, militarization, and general repression of freedom and individuality in the decades that followed under the auspices of the Coalition Government. A great deal of public outcry on both sides of the topic resulted when the ban on magic came down, but ultimately, the large faction against magic prevailed, and the seeds for what the Coalition is today were sown. In the years since, the Coalition has erased virtually all history of its "ancient" magic division of the Army, and officially declines to acknowledge it ever happened.

Most of the hundred or so Chi-Town sorcerers (exact records were supposedly eradicated in the fire of the Great Library) chose to *leave* Chi-Town rather than submit to "reconditioning." Remarkably, they did not blame their government for turning their backs on them. Devout human supremacists to the end, they left vowing not to give up the fight to keep humanity free in an increasingly dangerous and monstrous world. To that end the outcast mages formed a secret society of their own, living a nomadic life and keeping their numbers small — no more than a thousand individuals total at any given time. Their culture continued to mirror that of the Coalition in all ways except one, the use of magic. To them, magic is not a corrupting force. Rather, it is just another tool for humanity to use to drive out the monsters and aliens who have infested this world since the Coming of the Rifts.

Using their military and mystic experience and training, they continued fighting against the enemies of humanity, and Chi-Town, and later the CS, but no longer as the soldiers of Chi-Town, but as soldiers of all humanity. Their primary adversaries were the legions of monsters and demons ravaging the land, but they also targeted bandits, warlords, agents of the Federation of Magic, and evil spell casters of every kind. For these

outcast warrior mages, the war against the Federation had never really ended, and it is they who continue the fight with a vengeance that has not abated over the generations.

These pro-Coalition mages, who named themselves the Vanguard (as in humanity's "vanguard" or first line of defense against the forces of evil magic and inhumanity), also disapprove of the nations of Tolkeen and Lazlo. They see them both as havens for excessive fraternization with inhuman and, presumably, evil aliens who are not welcome to this world. Numerous Vanguard members have infiltrated both societies, but their presence is felt most in Tolkeen. There, some 500 warrior-mages conduct sabotage, spying, assassination, and other forms of covert warfare upon their (and the Coalition's) ancient enemies. Tolkeen is frankly stymied by these insurgents and has no way of stopping them since, like true guerrillas, the Vanguard members can blend in with the Tolkeen populace effortlessly. In fact, Tolkeen's leaders don't know anything about the Vanguard and believe these acts of insurrection are from within their own people. They never believed such a group really exists. As a result, the secret war waged by the Vanguard has proven more debilitating than the overt war waged by the Coalition invasion force. For each time a secret member of the Vanguard strikes, Tolkeen's authorities see a renegade member of its own society as the cause. A troubled dissident who, as impossible as it seems, opposes them and fights on behalf of the Coalition. Fellow sorcerers who secretly work to undermine their own nation (or so it seems) with acts of sabotage, insurrection, murder and mayhem. Sometimes even ambushing Tolkeen troops, bushwhacking soldiers and fellow mages ("It's okay, he's one of us."), compromising Tolkeen's Military positions, leaking vital military information to the enemy and causing general unrest. When word leaks out that a fellow practitioner of magic is responsible and supports the Coalition, it sends shock waves throughout the community. It causes Tolkeen's citizens to question themselves, and chips away at their unity of purpose. Morale falters, and the strength of the entire society becomes one degree weaker than before. Whereas the continued hardships placed upon Tolkeen by the Coalition only galvanize its people to fight harder, the actions of the Vanguard create self-doubt, confusion and consternation, for it is one of their own (remember, they don't know about the super-secret Vanguard), a fellow sorcerer and citizen who strikes against them. Not the overtly genocidal Coalition Army. Maybe these mages know something they don't. Maybe the cause they fight for is wrong? Maybe they should not fight at all? Maybe they should disband? Run away. Surrender to the encroaching Coalition menace.

This all works to the Coalition's favor, because, like the Tolkeen defenders, they too know nothing about the super-secret Vanguard society of mages. Unlike the Tolkeenites, Coalition Intelligence has whispered reports of demented mages who use magic to defend the Coalition in a secret war of their own making. They have even heard the name, "The Vanguard," and rumors that the origin of these madmen goes back to the old Chi-Town magic division, but they have a hard time believing it. They have assumed the Vanguard is an urban myth born in the 'Burbs, and that any incident where a practitioner of magic "seemed" to help Coalition authorities had more to do with treachery from rival factions of sorcerers than any secret society of mages fighting for the States. The very notion is preposterous. The old Chi-Town magic-soldiers existed nearly a hundred

years ago. If these patriots actually ever banded together, it is hard to believe that they built a secret underground where their descendants carry on their hopes and dreams to defend humankind in general and Chi-Town specifically. If it's true, it illustrates (to the Coalition's thinking) how crazy and corrupted by magic these deviants must be, because to this day they can not let go of the past and forsake the use of magic. It matters not that these sorcerers *may* continue to fight and die to defend the CS, or that they hold dear the same values and loyalties to the Coalition States as any CS citizen. They had broken their covenant with the government and its people when they refused to give up the mystic arts. Thus, they are not enlightened but misguided. They are not "super-patriots," but misguided misanthropes. Probably pawns of supernatural forces beyond their comprehension. This means even if the Vanguard made itself known to the CS, they would NEVER accept their help, trust them or work with them. In fact, they would shoot them down where they stood, just as they would any sorcerer, human or not.

Although the CS denies the existence of the Vanguard and rejects the notion that any practitioner of magic fights for them or is helping them against Tolkeen in any way, they keep all rumors of the Vanguard under lock and key. Any reports and speculation about this "mythical" group are so Top Secret that only a few dozen of the top brass have ever seen (The Emperor and his son, of course, are among this elite group). On the other hand, the Coalition government, particularly its field armies, do not question inside information leaked to them about Tolkeen, its army's movements, leaders or weaknesses. Nor do the CS squads being harassed deep in enemy territory question why their attackers are sometimes ambushed, in the middle of a fire-fight, by other sorcerers. There are also incidents where a mysterious benefactor has seemed to use magic to cloak or protect Coalition soldiers from Tolkeen forces. They can't explain it (it can't be the help of a mage who sympathizes with the CS), and they frequently don't report it, but they don't look a gift horse in the mouth either.

Sadly, these soldiers would not think twice about bringing an end to the sorcerers responsible should they ever meet. For one thing, they know nothing about the Vanguard and would never believe there wasn't a trap or catch to their help even if they did. Thus, the Coalition's secret benefactors suffer the nation's prejudice and injustice along with all practitioners of magic. The members of the Vanguard dream about reconciling with the Coalition and to openly help it fight Tolkeen. But alas, they know it can never be. Regardless of their common purpose (to eradicate alien life from the world), the fact remains that any member of the Vanguard captured by the CS will be punished or slain as quickly as any Tolkeen sorcerer or D-Bee. The Coalition simply can not (or will not) distinguish between the Vanguard and Tolkeen, even though one is clearly its friend and the other clearly its foe. Despite this, the Vanguard continues to secretly fight on the side of the Coalition. It is a lonely, isolated path the Vanguard must tread, as they fight to support and uphold the very society that would destroy them if given half a chance.

Who is Ernst Vinien?

The reported leader of the Vanguard is a mysterious fellow named *Ernst Vinien*, a person who everybody in the Vanguard seems to know about, but nobody has ever actually met, or even learned anything confirmable about him. Coalition Intelligence

is even spottier on the Vanguard's high general. All they know is that the alleged leader (founder?) of this phantom organization is someone called Vinien.

Like major terrorist figures from the pre-Rifts era, a vast body of rumor and conjecture swirls around the man known as Ernst Vinien, making it impossible to learn what is true and what is not. The most common bits of information on him suggest that he was born on a farmstead north of Chi-Town, showed an early aptitude for magic, and joined the Coalition Defense League when he was only 14. He served as a junior defender until he turned 18 and began his combat training and serious mystic studies.

During the Bloody Campaign against the Federation of Magic, Vinien served with distinction, having destroyed several Federation automatons himself, and rallying Coalition troops to victory at the *Battle of Blasted Pines*. Vinien was promoted to Chi-Town company commander and awarded a medal of bravery after the war. It seemed that his career was assured, so when the Coalition banned magic, the hero's entire world was shattered. Unwilling to forsake his chosen studies in magic and submit to Coalition brainwashing, he chose to leave. Fearing reprisal from the growing anti-magic movement sweeping his homeland at the time, he decided to do more than leave, and disappeared. He took with him several dozen like-minded troops and their families and retreated into the wilderness to form what would become the Vanguard, but only after faking his death and that of several other key figures. He figured if he was dead, the Chi-Town authorities would forget about them and never wonder what he or his teammates were doing. The ploy worked admirably, because the current Coalition regime has no record of any Ernst Vinien having ever served in the old Chi-Town army. Then again, many of those old records have been lost or deliberately purged.

Over the years, Vinien and his followers have waged several small wars on the Federation of Magic, but he also has had his run-ins with Coalition patrols. On a few occasions, he and his forces have clashed with Coalition troops. While the Vanguard always try to fight only enough to cripple their CS attackers and make good an escape, there have been incidents where they had no choice but to destroy Coalition troops moving in to capture them. These events have only deepened the divide between his society and the one he left so long ago. He remains the group's top commander to this day, and reportedly is coordinating all Vanguard actions in Tolkeen, including participating in numerous operations himself!

This is the closest thing to an official biography of Vinien, but like anything else heard about him, it remains unconfirmed. Aside from the fact that Vinien might not be male and that his/her name is almost certainly something else, his/her age is definitely suspect. If this story is true, then Vinien must be well over 112. Technically, it is possible, but it seems highly unlikely, especially if he is supposed to be currently conducting guerrilla work in Tolkeen.

This only inspired a greater number of rumors to circulate about "Vinien" for years. The most persistent include the following: That Vinien commands an arsenal of rune weapons, all somehow personalized to him. It is one of these weapons that keeps him alive and healthy well beyond his years. That he is some kind of Techno-Wizard 'Borg or mysterious Juicer-Mage.

That he has made a pact with an ancient god (or demon, or alien intelligence, take your pick) which has granted him immortality. That he is in league with other secret societies of mages living and operating within the Coalition. That he is somehow connected to the imperial family of Emperor Prosek! Others suggest he actually carries D-Bee blood in his veins. Or that Vinien died long ago and is now just a myth to keep the Vanguard motivated and outsiders guessing. That he never was human in the first place, that he was a dragon or ancient demon or some other monster who created the Vanguard as a bizarre kind of joke or personal agenda. Or that there has been a line of "Viniens" — that "Vinien" is the name of anybody who assumes leadership of the Vanguard, a position of rank not the name of a specific person.

Again, there is no telling what is the real deal and what's a smoke screen. For all anybody knows, these rumors might all be false ... or many might be true. There is just no way of telling. That is Vinien's power, his mystique, and his identity. He is the mystery that binds together the Vanguard and a puzzle that top officials in the Coalition Intelligence services have been trying to solve for quite some time.

The Vanguard Organization

Most members of the secret society do not know more than a dozen comrades nor where everybody is located or about all of the operations going on. Only Vinien and a couple top leaders know that information. This is done deliberately so if one person or group is discovered, he or she can not be forced to identify the others even under torture and threat of death. The general knowledge is that the Vanguard's presence in Tolkeen consists of approximately 500 individuals (some say the real number is closer to 600, maybe more). Another 100-200 are believed to be living in the Chi-Town 'Burbs with possibly a few living in Coalition society itself; all serve as secret defenders of that great city. Another hundred or two are said to be divided between *Kingsdale*, *Lazlo*, *New Lazlo*, *the Federation of Magic* and the *Magic Zone*. Presumably, at least a small number of others are scattered to the four corners of the continent or even the world, but that can not be determined. Reliable estimates, however, state that around 65% of the entire Vanguard is in Tolkeen at present.

500 troops break down into five 100-man *companies*. Each company breaks down into four 25-man *platoons*. Each platoon breaks down into five 5-man *squads*. For the most part, the Vanguard operates on the squad level, with all of these five-man groups setting their own agenda, and periodically reporting their progress and intelligence to their superiors. Furthermore, most have identities within Tolkeen society and work on the covert level, never blowing their cover.

As touched upon earlier, to maintain their secrecy, the Vanguard is organized into a *cell system*. This is a standard kind of hierarchy commonly used by criminal organizations and terrorists to prevent their operatives from knowing the identity of other operatives. The reason why the Vanguard chooses this structure is to prevent their enemies and victims from learning who all of the members are by capturing only one of them. The Coalition would certainly torture a man to death in order to get secret information out of him, and eventually, the poor soul would talk, revealing everybody and everything he knows. If torture failed, there's the use of drugs and psionics to pry loose

information. Tolkeen forces and others might use similar methods as well as magic. The only true defense against this is ignorance, so the Vanguard chooses to operate without knowing who most of its very brethren are.

The way a cell system works is in any given group, there is a single leader who reports to his superior in the next cell up. For example, each five-man squad has one commander in it who reports to a superior on the platoon level. That platoon-level operative reports to a single person on the company level, and so on. Any given operative will know who his or her fellow cell members are, but even then, operatives typically use aliases and keep their faces hidden as an additional security measure. Cells almost never conduct joint operations unless a truly extraordinary plan has been set into motion.

The good thing about this is that it keeps even leaders from knowing too many other operatives. Other than his platoon-level contact and the four squad members under him, a *squad leader* knows no other Vanguard members. The bad thing about this is that it is a vertically integrated chain of command. That is, the supreme ruler of the entire organization is also a leader on the company, platoon, and squad levels. Capture this one individual, and the spine of the whole organization is torn out in a single blow. It is the single greatest vulnerability to this form of hierarchy.

So far, the cell system has served the Vanguard well, as neither Tolkeen nor the Coalition has come even close to figuring out who or where any given Vanguard member is. The Coalition suspects that if the Vanguard really exists, the group perpetuates itself by each member recruiting his or her oldest child into the

order and training them personally. Although this theory has not been verified, considerable circumstantial evidence points to it as the only real explanation for how the Vanguard has kept itself going this long without its members ever actually meeting each other outside of their own cell.

Vanguard Operations

Although most of the Vanguard's operatives work alone or in small, autonomous groups, the organization at large currently shares certain strategic initiatives designed to cut off Tolkeen at the knees during its war with the Coalition States. These initiatives include the following:

Infiltrate. Most of the Vanguard currently on assignment in Tolkeen resides somewhere in that nation, masquerading as a genuine citizen. This gives Vanguard operatives the ability to complete a mission and then blend in with the crowd, making their capture almost impossible. It also keeps them in the thick of things, so they know what the people and their leaders, hope, plan, fear, and so on. It also enables small cells to mobilize quickly and respond to events unfolding in their neck of the woods. This is a tactic commonly employed by guerrilla forces and terrorists. It has worked for centuries before the Coming of the Rifts, and it continues to work today.

Investigate. The Vanguard has placed a high priority on learning Tolkeen's long- and short-term plans and passing that information on to the Coalition through covert and anonymous channels. To date, Vanguard operatives have managed to spoil a number of top-secret Tolkeen missions in this manner. They also have managed to gain reliable figures on Tolkeen's losses



to date and pass these numbers onto the Coalition as well. Consequently, the Coalition High Command has a keen idea of how well their invasion force is *really* faring.

Confiscate. The Vanguard survives by living off its enemies' property. Nowhere has that proved more true than in Tolkeen, where Vanguard operatives have stolen vast quantities of weapons, armor and supplies to use later in raids and sabotage missions against the Tolkeenites. The Vanguard has also made a habit of stealing large quantities of precious metals and other currency, not so much to spend themselves (certainly it would be noticed by the local authorities), but to deprive Tolkeen of its use. Without money to pay its more mercenary-minded troops, Tolkeen loses manpower without the Coalition having to fire a shot.

Obfuscate. Misdirection and false intelligence are a superb way of getting one's enemy to allocate precious resources to unworthy causes. For an enemy such as Tolkeen, which must make every soldier and weapon count, pursuing non-existent enemies or preparing for attacks that will never happen is a solid drain on the overall war effort. This is the offensive side of the Investigate strategy — find something out about Tolkeen (such as a scheduled weapons and ammo drop), and let Tolkeen know somehow that the Coalition plans to attack that area (which is untrue, but Tolkeen does not know it). The result is either Tolkeen reschedules its ammo drop (leaving its troops in the field low on resources) or allocates fighting troops to protect the convoy (sapping its own fighting strength elsewhere along the front lines). Similarly, a (seemingly) "patriotic citizen" might report having seen CS troops at a particular location (strategic or not). This will elicit a response team to come and check it out, again dividing and misdirecting manpower, as well as creating fear and confusion. ("Why would Coalition troops be snooping around over there?" "I don't know, but let's find out.") There are numerous variations of this tactic, from planting false evidence to framing somebody (like a local leader, businessman, etc.) as a spy or criminal to disrupt local war effects, etc.

Harass and Sabotage. The enemy can be harassed on many levels, from simple acts of vandalism and petty theft to annoy and confound, undermining confidence or command, disrupting lines of supply or communications, causing delays or embarrassment, and character assassination, to outright destruction of property, terrorist attacks and murder. Turning vital military information over to Tolkeen's enemy (the CS), also serves to harass and confound, leading them to suspect one of their own as a spy or traitor, and causing all sorts of problems on several levels.

Assassinate and Ambush. The elimination of key personnel is perhaps the most dangerous but potentially most rewarding initiative the Vanguard can pursue against Tolkeen. Although the Vanguard would love to hit King Creed or one of the other top-level rulers of the kingdom, it contents itself by killing high-level military officers, weapons designers, and other public figures as well as ambushing small squads. The Vanguard does this both to attack the strategy-making capabilities of Tolkeen as well as to demoralize and confuse the lower-level Tolkeen troops. So far, the Vanguard has carried out few successful assassinations, but they have successfully launched hundreds of ambushes, bushwhackings and missions of sabotage. Several assassination attempts are planned for the near future. Most of the targets are mid-level military officers.

Modus Operandi

From the beginning, the Vanguard has been a small, secret army fighting a very large war. Even if all of the Vanguard's members were master mages (which they are not), they still could not assault an entire kingdom of magic-users and D-Bees such as Tolkeen and hope to win. The only alternative is for the Vanguard to adopt guerrilla tactics, fighting small-scale engagements, and making the most out of what they have. Over the years, this kind of conflict has given rise to a series of general philosophies that all members of the Vanguard uphold. By studying these ideas, one gets to the heart of what it means to be one of them.

Know the Enemy. This is the prime directive of the Vanguard, that the world is full of aliens and monsters. Some look the part but live as regular citizens. Others look like humanity and hide among them. Still others dupe humans into being their friends, and use or enslave them that way. The faces of the enemy are myriad, as are its tactics to weaken and undermine Earth's native sons. The soldier of humanity must beware, for everywhere he looks, everywhere he goes, there the enemy is present. It is not humanity's world any longer. It is a world of monsters. The Vanguard's task is to reclaim Earth for human civilization and to make sure that inhuman invaders from other worlds will never threaten it again.

Run Silent, Run Deep. The Vanguard has always held that the first, best way to destroy the enemy is to infiltrate it and strike from within. Many times, this requires extended contact with D-Bees and monsters, perhaps establishing relationships with them, working alongside them, etc. According to Vanguard philosophy, it is only natural to want to befriend such folk after long enough exposure to them. This is like a test of one's resolve. When the time comes to strike, one must not hesitate and must make no mistakes. The window of opportunity is what one has been waiting for, and it must not be squandered.

One Against All. To fight as one of the Vanguard is to forever be vastly outnumbered. Against such odds, it would seem that any further struggle is futile. But the Vanguard believes that just as a single grain of sand can change the course of the ocean, so too can a single soldier inflict terrible damage or even kill the whole of his enemy. In terms of day-to-day guerrilla operations, this means that any soldier can bring the largest enemy to its knees. All one needs to do is know where, when and how to strike. It all comes down to preparing for battle adeptly, choosing one's fights wisely, and knowing the enemy as well as one knows oneself. These are the things to do so that when the time to strike comes, one can strike a lasting, crippling blow to the inhuman enemy, rather than just an ineffective glancing shot.

Fight Wisely. Successful guerrilla warfare is as much about knowing when to hold fire or run away as it is about ambushing the enemy. Vanguard troopers often must act alone with minimal weaponry and support. If one can not realize that there are times when it is better to cut and run, then one might as well walk around in a body bag and await the inevitable.

The Cause is Supreme. Those in the Vanguard are held to a cause outside themselves or the secret organization to which they belong. They are held to the cause of eradicating all alien life from the face of the planet, and to that end, one must be prepared to make the ultimate sacrifice without thinking. Naturally, the Vanguard does not train its troops to become glorified kami-

kaze fighters, but in every guerrilla's life there comes a time when he might have to sacrifice his life for the mission. When that time comes, the guerrilla had better be at peace with this or else he will get caught or killed without completing the job for which he was sent. That, more than anything, is the only reason for disgrace; failing a mission because one put his own wants and fears before that of the mission.

Be Patient. Vanguarders often are "sleepers" who infiltrate enemy settlements and wait weeks, months or even years for the perfect opportunity to strike. Sometimes, the greatest virtue for the underground fighter is patience. This does not always mesh with the over-activeness of the average field adventurer, who is more used to dodging energy beams than he is simply watching the days go by in anticipation of the arrival of his target. The best soldiers learn how to master both combat and patience.

Hands Off the Dead Boys. Vanguard warriors must always keep an eye out for Coalition presence, since these are the one group of people the Vanguard are instructed never to attack if it can be helped. It is a hard order to obey, since although the Vanguard does not fire upon Dead Boys, Coalition soldiers will fire on the Vanguard (they are scum sucking weavers of magic, after all). As the Vanguard saying goes, "We're on the same side, but they just haven't figured that out yet."

Stay the Course. The Vanguard sees magic as a tool useful for preserving humanity's destiny. But there are many forms of magic, such as Witchery, Shifting and Elementalism that involve alien powers and can not be trusted. The Vanguard teaches its own to avoid these areas of mystic study and to stick only with those paths that are considered pure and clean, paths such as Ley Line Walking, Conjuring, etc.

Fight Fire with Fire. This is why they will not abandon the practice of magic, not even for their beloved Chi-Town. The Vanguard feel one must fight the magical evildoers, D-Bees, dragons, monsters, demons and sorcerers who consort with them with magic. Magic is often one's best defensive and offensive weapon against the supernatural and evil practitioners of magic mad with power. To reject magic is like asking the Coalition soldiers to fight tooth and nail without their Dead Boy armor and precious technology. Its just plain crazy. Besides, magic is a tool like anything else. Use it wisely and it will serve one well.

Vanguard O.C.C. Notes

All members of the Vanguard are restricted to one of the four following O.C.C.s: *Ley Line Walker*, *Mystic*, *Techno-Wizard*, and the *Conjurer*.

Ley Line Walkers are generally considered the scouts and reconnaissance specialists (Rangers if you will) of the Vanguard because of their ability to travel along ley lines and use observation balls. This makes them more self-sufficient farther away from any resupply areas. Ley Line Walkers are also tapped for scouting missions because they tend to have a nice blend of spells that make them able to handle almost any situation.

Mystics can function as scouts and soldiers too, but they are better equipped to serve as spies, interrogators and intelligence experts. Their broad range of spells, intuition and smattering of psychic abilities are ideal for information extraction and gathering. Mystics are notorious for being able to anticipate the enemy, sometimes literally reading his mind to obtain sensitive or classified enemy information for relay to other Vanguarders for

immediate tactical use, as well as to their unwitting ally, the Coalition States. They have learned to trust their gut instincts, and many are skilled in the subtleties of surveillance, communication, listening and remembering (sometimes supplemented by total recall).

Techno-Wizards are the weapons technicians, mechanics and heavy gunners of the Vanguard. Their mastery over both magic and machines gives them outstanding offensive and defensive abilities, as well as support capabilities. It also puts them in a position to craft hardware to supply to other Vanguard operatives. Since the Vanguard is not especially large, its Techno-Wizards can actually provide everybody in the secret society with weapons, despite their slow construction times. The inclusion of Techno-Wizards has always insured that the Vanguard remains well armed even in times when it proves difficult or impossible to scavenge goods from fallen enemies. They are also handy in assessing the technological capabilities, strengths and weaknesses of enemy targets.

Conjurers are the spies and special forces troopers of the organization. They are more subtle than the Ley Line Walker and able to create whatever tools and weapons they need out of thin air. Thus, Vanguard Conjurers tend to act as elite fighters, rescue teams, spies and assassins. They are supremely able to enter no-weapons areas and carry out acts of political retribution, sabotage and homicide, something which numerous Vanguard soldiers have done to mid- to high-ranking Tolkeen officers in the recent past.

O.C.C. Modification Notes: Regardless of what O.C.C. a Vanguard character picks, please note the following changes.

1. Because of the military nature of the Vanguard, these characters can choose to upgrade their Hand to Hand style to Martial Arts or Assassin at the cost of only one other skill.

2. When choosing skills, Vanguard characters may select *any* skill from the Communications, Espionage, Pilot, Rogue and Military categories, regardless of whatever restrictions their O.C.C. normally places upon them. Some Vanguard operatives choose to focus their education on Lore and History, whereas others become weapons experts and still others become power armor drivers. This diversity of training is just another part of the group's strengths.

3. The diversity also highlights a weakness: that they are so small in number and so spread out that their members must know a little bit of everything to get by. If they had the luxury of numerical superiority, like the Coalition military, then they could afford to let their operatives specialize their training and focus on mastering one particular range of skills. As it stands, Vanguard operatives must be generalists if they are to survive.

4. The Vanguard specifically prohibits its operatives from conducting missions with the knowing help of outside adventurers, military personnel, etc. To do so compromises the security of the cell, and is punishable by death. All Vanguard operatives consider this law to be of paramount importance and generally will not violate it intentionally. That said, there is nothing wrong with manipulating and using mercenaries, adventurers and other outsiders to the benefit of the Vanguard and its goals. This can involve instigating combat or tension between the adventurers and the enemy, provoking a rivalry, fight or all-out war, secretly helping one side to destroy the other (or, with any luck, both), encouraging insurrection or sabotage, feeding them information

intended to get out to another source, and so on — in short, using others as unwitting stool pigeons, patsies and muscle.

To that end, there have been those individuals who have joined or otherwise helped outsiders to achieve a particular goal or to maintain their own cover, or to infiltrate Tolkeen or Coalition territory, or for some other clandestine purpose. In each case, the Vanguard operative keeps his true identity and mission to himself, and when the mission is over, his involvement with that particular adventuring group is also likely to come to an end. For those operatives who strike up serious friendships with

outsiders, parting company can be traumatic and heart-rending. On a very few occasions, there have been individuals who have either forsaken their allegiance to the Vanguard to pursue a life as a free adventurer, or who have let others in on their secret. In either case, such behavior is considered dangerous and traitorous. If discovered by other members, the offending Vanguard operative is likely to be hunted down and killed for his or her transgressions. Exceptions to this rule are rare and the extenuating circumstances had better be convincing and sympathetic.

Iron Juggernauts

By Kevin Siembieda

The Iron Juggernauts of the Air and Sea

The Iron Juggernauts have come to represent magical weapons of immense power that defy convention. The original three Iron Juggernauts — the Blazing, Thundering and Fury — are walking tanks harnessing elemental forces and created with magic and technology. They were the first to be unleashed against the Coalition troops, but are far from the last. The warlords of Tolkeen have ingeniously devised a campaign of guerrilla and psychological warfare that has kept the Coalition invasion force reeling and off balance. Part of that plan is to keep them guessing. As soon as they have adjusted to one set of circumstances and style of war, Tolkeen throws something new and unexpected at them. Enter the next wave of *Iron Juggernauts*, behemoths of the water and air.

Like their predecessors, the second wave of Iron Juggernauts retain a “retro-tech” appearance with brushed metal exteriors, and large bolts and rivets to hold them together. Each is a magical, M.D.C. suit of armor larger than a golem and powered by an enslaved Elemental or magically captured elemental force. A human pilot is sealed inside, exchanging his fragile S.D.C. body for the Mega-Damage construct. Forsaking his humanity (at least for a while) to serve as the brains and soul of an Iron Juggernaut. Thus, these metal behemoths can assess a situation, adapt and respond with human intelligence and ingenuity. Unfortunately, it also means they exhibit all too human emotions and cruelty.

Iron Juggernauts are extremely versatile when it comes to military operations. They are Tolkeen’s answer to the Coalition’s robot war machines and power armor, only the Iron Juggernauts are a blend of magic and technology that smolder with elemental power. They can be sent out into the field as lone operatives, in pairs, as members of a larger diverse group or as a group composed entirely of Iron Juggernauts. Unlike their ground based predecessors, the Juggernauts of the water and air are more frequently dispatched in squad, platoon or company sized units completely composed of their own kind. They are used for troop support and armored offense. Missions can include anything from reconnaissance to escort, rescue, search and destroy, perimeter patrols, the guarding or holding of a strategic position, and all-out assaults as a surgical strike team, raiders or part of a much larger coordinated attack.

Some say these war machines go beyond the known limits of Techno-Wizardry, and that the Juggernauts are the harbingers of terrible things to come. For many, the second wave of Iron Juggernauts represent just that. Terrors that swoop down from the heavens or rise up from the watery depths of Minnesota’s lakes and rivers.

Note: *Elemental spells* are found in **Rifts® Conversion Book One**; all other spells available to Iron Juggernauts are found in the **Rifts® RPG** or **Federation of Magic™**.

Warhawk Iron Juggernaut

The Warhawk is a barrel-chested, winged Iron Juggernaut clearly powered by the elemental forces of fire and air. The thick armor is a dark, brushed bronze or gold color with a pair of black mechanical wings with gold trim and edging. The body is warm to the touch but is not the furnace-like inferno that is the Blazing Iron Juggernaut. The hands have two large, thick fingers and a thumb ending in talon-like claws. A wicked Mega-Damage, blade can slide out of a forearm housing on each arm. One side of the blade is a clean sharp edge for slicing, the other is a jagged, serrated edge for cutting and sawing. Both are silver to combat unruly demon slaves and other supernatural menaces, but they just as easily slice through Coalition opposition.

Vents in the elbows, back and head release a constant stream of white steam, which creates a vapor trail effect when the Warhawk dives or is seen racing across the heavens. At night the vent openings glow with bluish-white light. The three-toed feet are also large and taloned like the claws of a hawk. They are prehensile and can be used as weapons to strike and shred its opponents, or to grab small, human-sized prey in its talons as an eagle might snare a rabbit. The arms and legs are thick and armored, with the barrel chest providing heavy armor for the man and mystic forces held inside. The head is comparatively tiny, little more than a small, pointed protrusion between the shoulders. The Warhawk has no eyes, so exactly how the pilot inside



can see to operate it is unknown, but is certainly rooted in magic.

The only hand-held weapon is a long, thick-shafted pole arm nearly twice the length of the Warhawk's own body (wings not included). It has three sickle-like blades on one side and one large blade on the other. In addition to its obvious use as a melee weapon, it can also fire bolts of lightning, energy and fire. However, the Warhawk's offensive capabilities do not end with talons, sword blades and pole arm. It has speed and mobility on par with that of the *Smiling Jack* and old style *Coalition SAMAS*. Only the Super SAMAS can best its speed and come close to matching the Warhawk's firepower, but even the vaunted Super SAMAS falls short when it comes to one on one combat. The Warhawk can attain much higher altitudes, its armor magically regenerates and it can cast a variety of fire and air elemental spells to beguile the Super SAM or any power armor. The Warhawk is intended to function as a smart, versatile aerial fighter with air to ground capabilities and able to engage two or three SAMAS simultaneously. One lone Super-SAMAS is no match for a Warhawk, although a pair or trio of Supers can usually get the job done and survive to tell the tale.

Warhawk Iron Juggernaut

Classification: Iron Juggernaut TW combat robot.

Crew: Uncertain, intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C. by Location:

- * Main steam Exhaust Tube (1; back) — 90
- * Elbow Exhaust Tubes (2) — 60 each
- * Clawed Hands (2) — 110 each
- * Silver Forearm Blades (2; one per arm) — 90 each
- Pole-Arm Weapon (1; hand-held) — 200
- * Low Profile Head — 130
- Arms (2) — 170 each
- Legs (2) — 250 each
- Wings (2) — 300 each
- ** Main Body — 770

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -4 to strike.

Destruction of the head reduces all optics and senses by half and reduces the amount of P.P.E. available for spell casting by 1D4x100 points!

Destroying one wing will reduce flying speed by 50% (to 175 mph/280 km) and impairs mobility: -30% on dogfight and trick maneuvering skill, -4 to dodge when airborne. Destroying both wings will reduce flying speed by 90% (to 35 mph/56 km), reduce maximum altitude to 600 feet (183 m) and apply the following penalties: -1 attack per melee round, -2 to parry and -5 to dodge while airborne. Note, however, that the Warhawk can still fly without wings thanks to its various magicks.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of wind in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who is typically low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death.

Any save vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life. The stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural being; presumably this is a creation limitation or requirement.

Speed:

Note: The human inside needs only five hours of sleep a day to remain completely alert and at top efficiency. Reduce combat bonuses by half and skill performance by 30% if the Iron Juggernaut goes for more than 28 hours without sleep. This is applicable to *all* Iron Juggernauts.

Running: 40 mph (64 km) maximum; double when on a ley line. The act of running or flying does not tire the human operator inside and can be maintained for hours on end.

Leaping: 20 feet (6 m) high and 40 feet (12 m) lengthwise without actually using wings and taking flight; double when on a ley line. However, the Warhawk can fly across any distance and most heights.

Flying: Maximum speed of 350 mph (560 km); double on a ley line (700 mph/1120; roughly Mach One)! However cruising speed is typically around 100 mph (160 km). Maximum Altitude is 15,000 feet (4572 m), which means it can outdistance SAMAS (with their ceiling of 6000 feet/1829 m) and most other types of advanced power armor, and even engage low altitude aircraft!

Underwater Capabilities: Limited. If the Warhawk absolutely has to, it can travel underwater at a speed of 50 mph (80 km or 43 knots; half that walking on the sea floor) at depths up to 400 feet (122 m). However, the elemental forces of fire and air locked inside *hate* going into water and can not be made to stay submerged for more than 15 minutes or go any deeper.

Statistical Data

Height: Main Body 16-18 feet (4.9 to 5.5 m), 30 to 36 feet (9.1 to 11 m) when wings are fully extended up above the shoulders.

Width: 8-10 feet (2.4 to 3 m) at the shoulder. 25 to 30 feet (7.6 to 9.1 m) with wings completely extended to the side like the SAMAS.

Length: Approximately 5-6 feet (1.5 to 1.8 m).

Weight: 15-20 tons.

Color: Dark bronze with black wings trimmed in gold; silver retractable swords, and black metal pole-arm.

Power System: Magical and undetermined. Suspected to be a Major Fire and Air Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to a ton and pull over two tons.

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for the Gladiatorial arena.

Weapon Systems:

1. TW Pole Arm (1): Called "Heaven's Light," this giant 25-30 foot (7.6 to 9.1 m) iron pole arm is issued only to the

Warhawk and magically linked to the elemental force inside the Iron Juggernaut. This union enables the Warhawk to fire a variety of energy blast from the weapon as well as the more conventional use as a hand-held melee weapon to cut, stab, spear and parry. If used by anyone other than the Warhawk, even other Iron Juggernauts, the weapon can only be used as a pole arm; it is incapable of firing any energy blasts. Giant Size: 25-30 feet (7.6 to 9.1 m) long and weighs 500 pounds (225 kg). Heaven's Light can be used as a one or two-handed weapon by the Warhawk and other Iron Juggernauts, but anyone other than giants (18 feet/5.5 m or taller) will find it to be an unwieldy and inefficient weapon. Those with a P.S. of less than 24 will barely be able to lift it. Characters with a P.S. of 25 or greater can try to use it as a long lance, but are -5 to strike and -10 to parry. Only giants (including giant robots) and characters with a *Supernatural P.S.* of 24 or higher can use it as a two-handed weapon without penalties.

Mega-Damage Blades: Heaven's Light has three sickle-like blades on one side and one large blade on the other. All are Mega-Damage blades equal to the Coalition's Vibro-Blades in their effectiveness.

- Large Sickle Blade: 4D6 M.D. Plus Supernatural P.S. damage.
- Three Small Sickle Blade Side: 3D4 M.D. Plus Supernatural P.S.
- Blunt End: 1D6 M.D. Plus Supernatural P.S. (punch) damage.
- Lightning Strike: The pole-arm can be *thrown* up to 1200 feet (366 m). The moment it goes flying, it begins to crackle with electrical energy. When it strikes, it inflicts 1D6x10 M.D. and magically returns to its thrower a moment later, actually disappearing and reappearing in its owner's hand! Counts as two melee attacks, but is +1 to strike.

Mega-Damage Energy Blasts: Three different types of bolts of energy can be fired from the tip of the pole-arm. Aim and fire.

- Lightning bolt: 1D6x10 M.D.; 3000 foot (914 m) range, but counts as two melee attacks, taking 3 seconds for the energy to charge and surge before it can be fired. No special bonus to strike.
- Energy Bolt: A laser-like blast that does 4D6 M.D.; 2000 foot (610 m) range. Each blast counts as one melee action.
- Fire Bolt: A bolt of mystic fire that does 4D6 M.D.; 1600 foot (488 m) range. Each blast counts as one melee action.

Bonuses: In the hands of the Warhawk it is +1 to strike, +2 to parry and +4 to disarm (this is in addition to its usual bonuses). No bonuses apply when used by those other than a Warhawk.

Payload: Effectively unlimited.

2. **Silver Sword Forearm Blades (2)**: A silver sword can extend and retract from forearm housing in each of the Warhawk's arms. This blade is effectively a giant-sized Vibro-Blade, but inflicts double damage to creatures vulnerable to silver. These blades can not be detached and thrown.

Mega-Damage: 3D6 M.D. Plus Supernatural P.S. (6D6 M.D. total).

3. **Steam attack**: A cloud of scalding steam can be created from the vent tubes covering a 40 foot (12 m) diameter. Everyone inside the steam cloud takes 4D6 S.D.C. damage every melee round and those not protected by environmental armor,



magic or Mega-Damage hide are temporarily blinded (-9 to strike, parry and dodge). Characters inside M.D.C. structures

from armor to vehicles are unhurt, but the steam creates a mist that reduces visibility by half and plays havoc with heat sensors.

- 4. Physical Combat:** Its magical nature and supernatural P.S. means the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent of a Supernatural P.S. 27, P.P. 23. I.Q. varies from 7-14. Can not speak except in single words and short phrases (4-8 words) that sound like a hoarse whisper.

Attacks per Melee Round: Eight physical (hand to hand or energy blasts) or two by magic spell (each spell attack counts as the equivalent of three physical actions).

Bonuses (includes all possible bonuses except Heaven's Light): +3 on initiative, +9 to strike with punches and kicks, +4 to strike with energy blasts, +7 to parry, +5 to dodge, +7 to automatic dodge (meaning the act of dodging does NOT use up a melee action) while airborne/flying, +6 to pull punch, +3 to roll with impact, +9 to save vs Horror Factor, +6 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; can travel without tiring.

Special Abilities: Can strike with hands or prehensile feet. Keen, hawk-like vision and can see clearly up to three miles (4.8 km) away, 180 degree peripheral vision, and see through smoke, nightvision 2000 feet (610 m), see the invisible as well as the infrared and ultraviolet spectrums of light, magically understands all languages, instinctively senses the approximate air temperature around it, and regenerates the M.D.C. of its iron hide at a rate of 3D6 every melee round.

Furthermore, the Warhawk is impervious to demonic possession, disease, gases, toxins, cold, heat, and ordinary fire. Mega-Damage fire, plasma, magic fires, nuclear fire, electricity and sonic attacks do half damage. Its flight is silent. No whirl of gears or clinking metal parts, only the soft sound of rushing air; prowls at 65%.

Vulnerability: Magic weapons whose magic is cold/ice or water based inflict double damage. The fire cast by some Russian demons and gods does full damage.

Damage: Double damage to creatures vulnerable to fire or magic.

- **Restrained Punch:** 5D6+14 S.D.C.
- **Full Strength Punch:** 3D6 M.D.
- **Power Punch:** 6D6 M.D., but counts as two melee attacks.
- **Claw Strike Hands:** 5D6 M.D. including P.S. damage.
- **Claw Strike Feet:** 5D6+3 M.D. including P.S. damage.
- **Kick:** 6D6+3 M.D. including P.S. damage.
- **Flying Dive Bomb Kick or Claw Strike:** 2D4x10 M.D., but uses up all eight melee actions and must be the character's first and only attack that round. +2 to strike if done *silently* and as the first attack of that Iron Juggernaut at the beginning of the combat sequence. This silent strike from above is likely to catch the target by surprise (no chance to parry or dodge) the first time it is used in a sneak attack/ambush. The target of the surprise attack should roll a 20 sided die to see if he miraculously noticed the onslaught at the last minute and does manage to dodge out of the way. If an unmodified 18, 19 or 20 is rolled the character can try to dodge (roll D20 again to dodge as usual). If the character has an *automatic*

dodge but is still caught unawares (a roll of 1-17) he is struck, but automatically *rolls with the impact* and takes half damage. All others must roll a D20 to see if they can roll with impact to minimize the damage.

- **Stomp:** 2D6 M.D.
- **Flying Body Block:** 4D6 M.D. and a 01-80% likelihood of knocking any opponent its size or smaller off its feet (victim loses two melee actions and initiative). Counts as two melee actions.

Anti-Missile capabilities: The Heaven's Light pole arm can be used to try to blast short-range and mini-missiles out of the sky before they ever reach the Iron Juggernaut, but does so with a penalty of -2 to strike. It can also be used in an attempt to parry and bat mini-missiles away, but such attempts are done with a -6 penalty and do not work on larger missiles.

Spell magic can also be used to affect incoming missiles. The spell *Wind Rush* creates enough turbulence that it can blow mini-missiles slightly off target, inflicting a penalty of -1 to strike. Unfortunately, it has no affect on the larger types of missiles. *Cloud of Smoke* can block or obscure vision and many sensors/optic systems including passive nightvision (thermo-imagers see through smoke). It is great for covering an escape, obscuring what one is doing, and causing confusion, as well as marking targets for others to hit.

Meanwhile, any mini-missiles or short- and medium-range missiles that strike a *Wall of Wind* or get hit with a *Shockwave* will detonate on impact (hopefully) a safe distance away from the Iron Juggernaut. The largest and most powerful long-range missiles only have a 01-30% chance of exploding on impact with such collisions of force, and their wider blast radius may reach the Warhawk even if they do explode on impact.

The *Energy Disruption* spell can be used on any *one* missile (ideal for the medium- and long-range missiles) to temporarily deactivate the detonator and/or targeting system, and the *Implosion Neutralizer* spell can minimize the damage and radius of any explosive mechanism by half.

- 5. Magic Spells:** Cloud of Smoke (2), Globe of Daylight (2), Thunderclap (4), Ignite Fire (6), Fuel Flame (5), Fire Bolt (7), Fire Ball (10), Energy Disruption (12), Impervious to Energy (20), Wind Rush (20), and Magic Pigeon (20) as well as the following spells described in **Federation of Magic™**: Cleanse (6), Shatter (5), Lantern Light (1), Light Target (6), Manipulate Objects (2+), Chromatic Protection (10), Reflection (7), Featherlight (10), Implosion Neutralizer (12), Electric Arc (8), Fireblast (8), Wall of Wind (40) and Shockwave (35). All are cast at 6th level spell strength! Available P.P.E. for spell casting is 1D4x100+155. The Warhawk is a creature of fury and combat, fire and air, which is reflected in its range of spells and abilities.







Iron-Dragonfly

Heavy Air Juggernaut

The Iron-Dragonfly may be considered Tolkeen's answer to the Super-SAMAS, although it is much more powerful and more like a flying tank than a light, highly mobile aircraft.

The Iron-Dragonfly gets its name from the two pairs of dragonfly-shaped wings, and its rather iridescent cobalt blue color (with lighter blue forearm fins and accents), insect-like head and large violet eyes all adding to its overall dragonfly qualities.

The Iron-Dragonfly is a giant, hulking machine that seems to be hunched over from its own weight. A pair of huge jet thrusters, reminiscent of the SAMAS (a deliberate mockery of the enemy?) are anchored above the shoulders. One pair of dark blue wings extend over the shoulders, a second pair jut from the underside behind the back. The arms are as round as the legs of many robots and end in huge, curved blades. A fin also juts from the forearm to give the behemoth more stability. The head with its violet, elongated sensor eyes appears to be pushed toward the center of the body like that of a hunchback or elephant. The legs, like the rest of it, are thick and heavily armored, the lower legs and feet more like the stumps of a tree than those of the human body.

Unlike true dragonflies, this Techno-Wizard war machine has plenty of "sting." Each hand is a massive scythe-like blade the size of a propeller blade from a ship. These are used for slicing and dicing its opponents on the land and in the air, as well as parrying attacks. A favorite one of its tactics is against airborne opponents is to slice off parts of the wings, tail and fins of enemy aircraft and power armor or slice open the fuselage to damage and cripple them as it rockets past them. Similarly, this flying Iron Juggernaut is so massive, heavily armored and powerful, that it can slam and crash into enemy fliers, doing minimal damage to itself but doing serious damage to its victims (see Flying Body Slam under *Physical Combat* stats). Frighteningly, these are its least dangerous modes of attack, for the Iron-Dragonfly carries a large payload of mini-missiles and can cast magic spells to crush and harass the enemy.

Iron-Dragonfly Juggernaut

Classification: Iron Juggernaut TW combat robot.

Crew: Uncertain, intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C. by Location:

- * Main steam Exhaust Tubes (2; back) — 120 each
- * Top Fin (1) — 120
- * Forearm Fins (2; one per arm) — 110 each
- * Should Spikes (2; one per arm) — 100 each
- * Head (easily protected by Blade Hands) — 250
- Sickle Blade-Hands (2) — 250 each
- Forearms with Mini-Missile Launchers (2) — 240 each
- Upper Arms (2) — 240 each
- Legs (2) — 520 each
- Wings (4) — 400 each
- Jet Thrusters (2; huge, top) — 310 each
- ** Main Body — 1210
- * Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destruction of the head reduces all optics and senses by half and reduces the amount of P.P.E. available for spell casting by 1D4x100 points! Note that the head can be shielded with the large Blade Hands.

Destroying one wing will reduce flying speed by 25% and impair mobility: -10% on dogfight and trick maneuvers, -1 to dodge. Destroying two wings or one jet thruster will reduce flying speed by 60% (to 35 mph/56 km), reduce maximum altitude by 50% and inflict a -30% maneuvering/dogfighting penalty; -3 to dodge. Destroying three or four wings inflicts the following penalties: speed is reduced by 80%, -1 attack per melee round, and no bonuses to dodge when flying. Destroying both jet thrusters reduces the Iron-Dragonfly's speed to that of a fluttering butterfly, roughly 20 mph (32 km), but it can still fly without wings or thrusters thanks to its various magicks.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of wind in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who is typically low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death. Any save vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life. The stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural being; presumably this is a creation limitation or requirement.

Speed:

Note: The human inside needs only five hours of sleep a day to remain completely alert and at top efficiency. Reduce combat bonuses by half and skill performance by 30% if the Iron Juggernaut goes for more than 28 hours without sleep. This is applicable to *all* Iron Juggernauts.

Running: 30 mph (48 km) maximum; double when on a ley line. The act of running or flying does not tire the human operator inside and can be maintained for hours on end.

Leaping: 10 feet (3 m) high and 15 feet (4.6 m) lengthwise without actually using wings to take flight; double when on a ley line. The Iron-Dragonfly is just not designed for running and leaping. Of course, the Juggernaut can fly across any distance and reach most heights.

Flying: Maximum speed of 600 mph (960 km); double on a ley line (1200 mph/1920; nearly Mach One). However, cruising speed is typically around 100 mph (160 km). Maximum Altitude is 20,000 feet (6096 m), which means it can outdistance SAMAS (with their ceiling of 6000 feet/1829 m) and most other types of advanced power armor, and even engage low- to mid-altitude aircraft!

Underwater Capabilities: Limited. The Iron-Dragonfly, like the Warhawk, hates travelling underwater but can do so if necessary. Speed is 50 mph (80 km or 43 knots) at depths up to 2000 feet (610 m); a third that walking on the sea floor. However, the elemental forces of fire and air locked inside *hate* go-

ing into water and can not be made to stay submerged for more than 15 minutes and try to avoid going deeper than 400 feet (122 m).

Statistical Data

Height: 30-35 feet (9.1 to 10.6 m) even hunched over.

Width: 15-18 feet (4.6 to 5.6 m) at the shoulder. Roughly 45 feet (13.7 m) with wings completely extended for flight.

Length: 10-12 feet (3 to 3.6 m).

Weight: 35-40 tons.

Color: Dark iridescent blue, almost cobalt blue, with wings of the same color, trimmed in silver and with violet eyes. The edges of the scythe hands are silver plated.

Power System: Magical and undetermined. Suspected to be a Major Fire and Air Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to two tons and pull over ten!

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for the Gladiatorial arena.

Weapon Systems:

1. Scythe-Hands (2): The hands of the Iron-Dragonfly have been replaced with a pair of giant curved blades. The edges

are plated in silver in order to deal with supernatural menaces.

Mega-Damage:

Metal Blades: 4D6 M.D. Plus Supernatural P.S. (4D6 M.D. for a total of 1D4x10+4 M.D.!))

Electrified Blades: 1D6x10 M.D. (Supernatural P.S. included). The Iron-Dragonfly can charge its blades to inflict tremendous amounts of damage with every swipe.

Cross Blade Lightning Strike: If the two blades are deliberately crossed or hooked together and the pilot so commands it, an electrical discharge can be fired up to 1600 feet (488 m), inflicting 6D6 M.D. per lighting bolt. Each blast counts as one melee action.

Payload: Effectively unlimited.

2. Forearm Mini-Missiles: A payload of mini-missiles is contained in each forearm.

Primary Purpose: Anti-aircraft, anti-personnel and assault.

Secondary Purpose: Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10), or a comparable mini-torpedo.

Mega-Damage: Varies with missile type.

Range: About a mile (1.6 km).

Rate of Fire: One at a time or volleys of two, four or six missiles.

Payload: 18 in each arm for a total of 36.



3. Steam Attack: A cloud of scalding steam can be created from the vent tubes covering a 40 foot (12 m) diameter. Everyone inside the steam cloud takes 4D6 S.D.C. damage every melee round and those not protected by environmental armor, magic or Mega-Damage hide are temporarily blinded (-9 to strike, parry and dodge). Characters inside M.D.C. structures from armor to vehicles are unhurt, but the steam creates a mist that reduces visibility by half and plays havoc with heat sensors.

4. Physical Combat: Its magical nature and supernatural P.S. means the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent Supernatural P.S. of 35, P.P. 20. I.Q. varies from 7-14. Can not speak except in single words and short phrases (4-6 words) that sound like a roaring wind.

Attacks per Melee Round: Six physical (hand to hand or energy blasts) or two by magic spell (each spell attack counts as the equivalent of three physical actions).

Bonuses (includes all possible bonuses except Heaven's Light): +2 on initiative, +7 to strike with punches and kicks, +3 to strike with energy blasts, +10 to parry, +3 to dodge, +5 to dodge while airborne, +5 to pull punch, +1 to roll with impact, +9 to save vs Horror Factor, +6 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; can travel without tiring.

Special Abilities: Keen, hawk-like vision and can see clearly up to three miles (4.8 km) away, 180 degree peripheral vision, nightvision 2000 feet (610 m), see the invisible and see through smoke as well as the infrared and ultraviolet spectrums of light, magically understands all languages and regenerates the M.D.C. of its iron hide at a rate of 4D6 every melee round.

Furthermore, the Iron-Dragonfly is impervious to demonic possession, disease, gases, toxins, cold, heat, and ordinary fire. Mega-Damage fire, plasma, magic fires, nuclear fire, electricity and sonic attacks do half damage. The jet engines are loud like that of a small jet and even when gliding there is a noticeable rumble.

Vulnerability: Magic weapons whose magic is fire or earth based inflict double damage. The fire cast by some Russian demons and gods does full damage.

Damage: Double damage to creatures vulnerable to magic. The silver edged blades will also damage to those vulnerable to silver.

- **Restrained Punch:** 5D6+20 S.D.C. or 1D4 M.D.
- **Full Strength Punch:** 4D6 M.D.
- **Power Punch:** 1D4x10+10 M.D., but counts as two melee attacks.
- **Scythe-Strike:** 8D6 or 1D4x10+4 M.D. (includes P.S. damage).
- **Kick:** 6D6+3 M.D. including P.S. damage.
- **Flying Dive Bomb Kick, Ram or Scythe Strike:** 2D4x10+26 M.D. but uses up all six melee actions and must be the character's first and only attack that round.
- **Stomp:** 3D6 M.D.
- **Flying Body Block/Ram:** 1D4x10 M.D. and a 01-90% likelihood of knocking any opponent its size or smaller off its feet (victim also loses two melee actions and initiative). Counts as two melee actions.

Anti-Missile capabilities: The Iron-Dragonfly can use its own mini-missiles to blast other missiles and missile volleys out of the sky before they ever reach it. See the missile rules in the **Rifts® RPG**. Spell magic can also be used to affect incoming missiles. The spell *Wind Rush* creates enough turbulence that it can blow mini-missiles slightly off target, inflicting a penalty of -1 to strike. Unfortunately, it has no affect on the larger types of missiles.

Any mini-missiles or short- and medium-range missiles that strike an *Invisible Wall* or get hit by an *Electrical Field* will detonate on impact (hopefully) a safe distance away from the Iron Juggernaut. The largest and most powerful long-range missiles only have a 01-50% chance of exploding on impact with such collisions of force, and their wider blast radius may reach the Iron-Dragonfly even if they do explode on impact.

The *Energy Disruption* spell can be used on any *one* missile (ideal for the medium- and long-range missiles) to temporarily deactivate the detonator and/or targeting system but the missile will still hit something and inflict some kind of damage (at least 1D4x10) from crashing into it at high speed.

5. Magic Spells: Blinding Flash (1), Globe of Daylight (2), Energy Bolt (5), Thunderclap (4), Fingers of the Wind (5), Float in Air (5), Energy Disruption (12), Impervious to Energy (20), Wind Rush (20), Dispel Magic Barrier (20), and Summon Fog (140) as well as the following Air Warlock spells described in **Rifts® Conversion Book One™**: Stop Wind (5), Change Wind Direction (6), Howling Wind (7), Call Lightning (10), Ball Lightning (15), Miasma (7), Dissipate Gases (15), Invisible Wall (30), Electrical Field (35), Darken Sky (25), and Atmosphere Manipulation (50). Available P.P.E. for spell casting is 1D4x100+188. The Iron-Dragonfly is very much a creature of the air and this is reflected in its range of spells.

Sea Viper Iron Juggernaut

The powers at Tolkeen have added aquatic Iron Juggernauts to its troops along with aerial types. They plan to hold both back (with only select field tests against the real enemy) until the right moment. Like the earlier ground units, Tolkeen's War Council intend to set these new inventions loose when the Coalition least expects it to keep them off balance. (As well as to rack up a big kill when the air and water Iron Juggernauts are first released en masse.) The primary purpose of the underwater units is to strike at the Coalition Navy, and troop build ups along the banks of the Mississippi, as well as, to widen the range of ambushes. As Minnesota is the "land of 10,000 lakes," having water and underwater combat units makes perfect sense. However, since they have not yet deployed such units, the Tolkeenites hope the Coalition forces will, again, be caught off guard and hurt when they are finally deployed (soon).

The Sea Viper is a comparatively small Iron Juggernaut with a slight build. It has a dull grey-green, brushed metal body and humanoid shape. Fins and webbed hands and feet add to the overall speed and mobility of the unit. The tail helps to propel it in a dolphin style of swimming and adds to its overall agility underwater. However, the Sea Viper is empowered by elemental



magic that enables it to swim and operate underwater with an ease unnatural for a machine.

The head has a classic fish shape, except for the silver spike protruding from the center of it, and the four small black eyes that loop underneath it like a smile. It is the only Iron Juggernaut to have a mouth. Not one used for speaking but as a biting weapon that rends metal and clamps onto cables and fins of boats, and the appendages of armored troops. The "V" shaped hands are lined with a silver cutting blade to slash opponents during a fight, and the webbed feet have four dagger-like toes that can also cut through Mega-Damage materials.

When gliding silently through the water, the Sea Viper usually extends its arms out to the side like a pair of wings, its feet close together and the tail serving as a rudder. When diving, the arms are either extended forward or held tight to the body for a more torpedo-like configuration. The swimming of the Sea Viper is silent, because it has no motor and is as much a living elemental force of water as it is a thing made of steel. Vents behind the head and in the back allow water to flow in and out, and let any elemental force that needs to be released out.

The bipedal construction makes them amphibious, suitable for water to land operations. This makes the Sea Viper ideal for reconnaissance in lake and along waters of all kinds, as well as ambushes and surgical strikes in and along the water against both naval and land troops, sabotage of water vessels and coastal encampments, rescue missions, low profile escort, underwater salvage, and support of air and ground troops.

The amphibious machine is dangerous on dry land and underwater, but on land it is out of its element and the Sea Viper suffers in terms of mobility and stealth. Running speed is much slower than its swimming speed and combat bonuses on dry land are half those underwater. The number of attacks per melee round are also reduced and much of its magic is water and cold based. While the Sea Viper can still move without engine noise, its heavy metal body makes a noticeable thud on the ground and clangs when walking the floor of a ship or climbing up its side. Moreover, as a creature of water, this Iron Juggernaut leaves telltale wet footprints, marking its passage. No matter how long it may have been on dry land, it exudes water, leaving footprints where it walks and a puddle where it pauses.

Like most Iron Juggernauts, the Sea Viper is a living weapon, relying on its magic and fighting prowess rather than a hand-held article. On dry land or underwater, the tail can strike at opponents off to the rear or sides. Slashing kicks and flailing arms can mince unsuspecting opponents in a matter of minutes. Moreover, the spatula-shaped blade hands can also rotate like propeller blades to drill through rock or the Mega-Damage hull of a ship or body armor as well as the tough hide of dragons and supernatural opponents. Underwater it has speed and mobility capable of handling most high-tech opponents, including SAMAS, the Sea SAMAS, Trident power armor, Coalition submarines and other technological horrors. In fact, Sea Viper Iron Juggernauts are likely to be mistaken on sonar as whales and other aquatic life forms when they mimic the swimming motions of sea life.

Sea Viper Iron Juggernaut

Classification: Iron Juggernaut TW combat robot.

Crew: Uncertain, intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C. by Location:

- * Main Exhaust Tubes (2; back) — 90 each
- * Back Fins (2) — 60 each
- * Small Fins (6) — 35 each
- * Hands (2; blades) — 130 each

Head — 250

Arms (2) — 160 each

Legs (2) — 200 each

Feet (2) — 100 each

Tail (1) — 200

** Main Body — 690

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -4 to strike.

Destruction of the head reduces all optics and senses by half and reduces the amount of P.P.E. available for spell casting by 1D4x100 points!

Destroying the tail will reduce swimming speed by 20% and results in a -2 to dodge when underwater. Destroying the legs prevents amphibious, water to land, operations and reduces speed by 20%.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of wind and water in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who is typically low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death. Any save vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life. The stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural being; presumably this is a creation limitation or requirement.

Speed:

Note: The human inside needs only five hours of sleep a day to remain completely alert and at top efficiency. Reduce combat bonuses by half and skill performance by 30% if the Iron Juggernaut goes for more than 28 hours without sleep. This is applicable to *all* Iron Juggernauts.

Running: 35 mph (56 km) maximum on dry land; double on ley lines (plus the blades of the feet leave telltale scrape marks). The act of running or swimming does not tire the human operator inside and can be maintained for hours on end.

Leaping: Out of water, 20 feet (6 m) high and 60 feet (18.3 m) long; double if swimming at top speed and double again when swimming along a ley line. On dry land a leap is 10 feet (3 m) high or 20 feet (6 m) lengthwise; -50% to climb.

Flying: Not possible.

Underwater Capabilities: 100 mph (160 km or 86 knots) making a minimal wake, 70 mph (112 km) swimming on the surface; both are doubled on ley lines. Can dive at double its normal speed up to 1000 feet (305 m) deep in three seconds. Maximum depth tolerance is three miles (4.8 km); double when on a ley line. Iron Juggernauts do not need to breathe or eat, so the Sea Viper can remain underwater indefinitely.

Statistical Data

Height: Main Body is 16 feet (4.9 m) tall.

Width: 6 feet (1.8 m) at the shoulder.

Length: Approximately 4-6 feet (1.2 to 1.8 m), including fins.

Weight: 10-12 tons.

Color: Dull green-grey color with black eyes, light grey highlights, and silver teeth and edged blades.

Power System: Magical. A Major Water Elemental supplies an endless, renewable source of energy and power.

Cargo: None, but can carry up to a ton and pull over two tons.

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for the Gladiatorial arena.

Weapon Systems:

1. Blade Hands (2): The two hands are large, spatula-shaped appendages used for slashing and stabbing opponents in close combat. A favorite tactic is to swim by at great speed and slash with the blade hands (or kick with the blade feet) as the Sea Viper goes by. They are also suitable for parrying.

These blades are more versatile weapons than they may first appear. For one, they can be locked in different positions. When tilted down, the hand can be used like a hooked sword to slash and stab. When locked back, with the top blade against the forearm, it can be used as a pick to chop and stab. When locked in the sideways "V" position (as shown in the illustration) it can be used to scrape, slash and chop. Any of these positions are suitable for parrying an opponent's weapons. Furthermore, the hands can rotate 360 degrees to lock in a horizontal or vertical position, and any in between.

Its most devastating attack, however, is when it spins the blades. The hands can rotate at the wrists like a propeller blade. Remember, all Iron Juggernauts are huge, and while the Sea Viper is the smallest, it still stands 16 feet (4.9 m) tall and each blade hand is like a four foot (1.2 m) meat cleaver or drill bit. The spinning action increases the damage capacity of the weapon and can be used to inflict punishing damage to Mega-Damage armor or to drill through solid rock, the hull of ships, and even force fields! Note: The swirling blades can be dodged or parried, but opponents parry at half their normal bonus and must strike the underside of the forearm not the spinning blades. If the propeller-like blade is struck (which happens if the parry attempt fails) the weapon or object used to parry gets caught by the spinning blade, torn out of the character's grip, and hurled 2D4x10 yards/meters away. If underwater, the item will go half that distance and then begin to sink. This effectively *disarms* most attackers quickly.

Mega-Damage: 4D6 M.D. Supernatural P.S. included, for most slashing, chopping and stabbing attacks. 6D6 M.D. from strikes with spinning hand-blades!

2. Blade Feet: The webbed, "flipper" feet have four blades that are the equivalent of having swords for toes. This adds to the Water Iron Juggernaut's kick damage, as getting kicked is

like getting impaled or sliced by three or four large swords (depending on how many hit).

Mega-Damage: 5D6 M.D.; Supernatural P.S. included.

Note: Also see Physical Combat and Magic Spells.

3. Physical Combat: Its magical nature and supernatural P.S. means the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent of a Supernatural P.S. 24, P.P. 22. I.Q. varies from 7-14. Can not speak except in single words and short phrases (4-8 words) in a deep voice.

Attacks per Melee Round: Eight physical attacks underwater or six on dry land. Two by magic spell in either environment (each spell attack counts as the equivalent of three physical actions).

Bonuses Underwater: +4 on initiative, +10 to strike, +8 to parry, +6 to automatic dodge (meaning the act of dodging does NOT use up a melee action), +6 to pull punch, +4 to disarm, and +2 to roll with impact. +10 to save vs Horror Factor, +6 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; can travel without tiring. Note: *Reduce* all physical/combat bonuses by half when out of water and in the air or on dry land.

Special Abilities: Keen vision and can see clearly up to two miles (3.2 km) away, 280 degree peripheral vision, sees through dark murky water, nightvision 6000 feet (1828 m), and see the invisible as well as see the infrared and ultraviolet spectrums of light.

Prehensile tail, articulated fins, slashing clawed feet and blade hands. Prowl underwater 65% (32% on dry land), Land Navigation 98% underwater (70% on dry land), Sense Magnetic North (see *Rifts® Underseas*), Sonic Echo-Location (see *Rifts® Underseas*), and can mimic the swimming style and appearance of any aquatic animal from fish to mammal to sea monster to disguise itself.

Senses the approximate water temperature around it, senses the depth below it, magically understands all languages, and regenerates the M.D.C. of its iron hide at a rate of 3D6 every melee round. Impervious to demonic possession, disease, gases, toxins, pollution and ordinary cold below arctic temperatures.

Vulnerabilities: Electricity, sonic attacks, explosives and magic based cold and water attacks do half damage. Magic weapons and other types of M.D. attacks do full damage. Mega-Damage fire, plasma, magic fires, and nuclear fire do double damage.

Damage: Double damage to creatures vulnerable to water, cold or magic. Also remember that the blade hands can spin to inflict greater damage and being silver, they can hurt many supernatural creatures.

- Restrained Punch: 4D6+10 S.D.C.
- Full Strength Punch (blunt): 2D6 M.D.
- Slashing Blade-Hand Strike: 4D6 M.D. including P.S. damage.
- Power Punch: 4D6 M.D. for a blunt attack — 1D4x10+6 with blade-hands or feet, but counts as two melee attacks.
- Spinning Blade attack: 6D6 M.D.; power punch not applicable.
- Kick Attack; Blade-Feet: 5D6 M.D. including P.S. damage.
- Tail Strike: 2D6+4 M.D. including P.S. damage.

- Bite attack: 2D6+2 M.D. including P.S. considerations.
 - Head Butt with Silver Spike: 2D6 M.D. including P.S. damage.
 - Stomp: 1D6 M.D.
 - Torpedo Body Block: 3D6 M.D. and a 01-65% likelihood of knocking any underwater opponent its size or smaller back 4D4 yards/meters. Body block on land has the same chance of knocking an opponent off his feet, but inflicts only 2D4 M.D. In both cases, victim loses two melee actions and initiative. Counts as two melee actions. **Note:** Double damage and distance thrown if the Torpedo Body Block was part of a high-speed dive, but counts as three melee actions.
4. **Magic Spells:** Turn Dead (6), Negate Magic (30), Energy Bolt (5), Magic Net (7), Escape (8), Summon Fog (140), Summon Rain (200), and Summon Storm (300), as well as the following spells described in **Federation of Magic™**: Cleanse (6), Orb of Cold (6), Wave of Frost (6), Frost Blade (15; an extension of its own), Create Water (15), and all Water Elemental spells levels 1-3 (see **Rifts® Conversion Book One**). All incantations are cast at 6th level spell strength! Available P.P.E. for spell casting is 1D4x100+175. The Sea Viper is an elemental creature of water.

Earthwake Iron Juggernaut

The Earthwake is molded in the tradition of the first Iron Juggernauts that have come before it — a powerhouse that is a walking tank. It is powered by magic and the energy of the earth and the relentless power of the waves. Earthwake is a hulking brute reminiscent of a giant linebacker made of dull grey-brown metal. A funnel of ocher or orange smoke tinged with a slight odor of sulfur constantly streams from the one large vent tube in its back, even underwater. The amount of smoke increases with the intensity of its emotions, creating a furiously chugging chimney when angry.

The Earthwake is as unyielding as the rolling waves and as durable as the Earth. It moves at a deliberate pace and strides in a menacing manner. In addition to its hammering fists and immense strength, the behemoth can surround itself in scalding steam, and fire bolts of lava from its fingers, stone spears from the forearms, and a dozen conventional mini-missiles from its shoulder housings. It also wields Water and Earth Elemental spells, making it a formidable opponent. Protruding over each shoulder is a large metal fin, one of the few obvious traits that hints at its aquatic nature. The head is round and flattened, resembling a weapon turret more than a head or helmet. Large metallic hoses snake from the top of the head and shoulders like the tentacles of an octopus, and an eerie, undulating red light radiates from the eye slits as if one is seeing the light emitted from the monster's molten core. Size varies from 20 to 30 feet (6 to 9 m), but most average at a height of 20-25 feet (6 to 7.6 m).

Like most Iron Juggernauts, the Earthwake is versatile and deadly. Its amphibious water to land capabilities means it can tackle combat at sea or on land. Able to swim or walk along the floor of lakes, rivers and seas, has the Iron Juggernaut the means to sneak up on enemies found on or near the coastline, as well

as ambush water vessels. It's spell power of Chameleon can conceal its presence as it sits unmoving on the lake bottom waiting to pounce, and helps cover its retreat. Although able to perform a number of combat duties from reconnaissance and troop support, to search and destroy missions and front-line combat, the Earthwake is primarily designed to destroy ships and armored vehicles, including giant robots and heavy power armor.

Earthwake Iron Juggernaut

Classification: Iron Juggernaut TW combat robot.

Crew: Uncertain, intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C. by Location:

Head — 280

* Steam Exhaust Tube/Vent (1) — 250

* Recessed Forearm Laser (1; left arm) — 25

Shoulder Fins (2) — 100 each

Mini-Missile Launchers (2; shoulders) — 80 each

* Hoses (12 total; head and legs) — 40 each

* Hands (2) — 140 each

Arms (2) — 320 each

Legs (2) — 570 each

** Main Body — 1187

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destruction of the head reduces all optics and senses by half and reduces the amount of P.P.E. available for spell casting by 1D4x100 points! Destroying one leg will hobble the giant, reducing running and swimming speed, and leaping distance and height by 33%.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of dust and mud in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who was low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death. Any save vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life — the stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural creature; presumably this is a creation limitation or requirement.

Speed:

Running: Maximum speed of 60 mph (96 km); double on a ley line.

Leaping: 15 feet (4.6 m) high and 30 feet (9.1 m) lengthwise; double distances when running at full tilt, and double again when on a ley line. Can not leap out of water and into the air like the Sea Viper.

Flying: Not possible even during a ley line storm.

Underwater Capabilities: The magical construct can function in and underwater, designed to both swim through water and walk along the bottom of the sea at a speed of 60 mph (96 km or 52 knots); double on ley lines. Can dive at double its normal



speed up to 1200 feet (366 m) deep in five seconds. Maximum Depth is five miles (8 km)! Iron Juggernauts do not need to breathe or eat, so the Earthwake can remain underwater indefinitely.

Statistical Data

Height: 20-30 feet (6-9 m).

Width: 9-11 feet (2.7 to 3.3 m) at the shoulders.

Length: Approximately 6-8 feet (1.8 to 2.4 m).

Weight: 22-30 tons.

Color: Dull, grey-brown with red, rusty looking tarnishing along its seams. Trimmed with gold, and crowned with grey, tentacle-like hoses.

Power System: Magical. A Major Earth and Minor Water Elemental supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to 10 tons and pull over 30!

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for the Gladiator arena.

Weapon Systems:

1. Lava Bolts from the Fingers: The Earthwake Iron Juggernaut can magically generate and fire bolts of molten lava from its hands.

Primary Purpose: Defense and assault.

Mega-Damage: 6D6 M.D. from one large bolt or 4D6 M.D. from a volley of four small bolts fired from the fingers (1D6 M.D. each).

Range: 1200 feet (366 m) for the single bolt and 2000 feet (610 m) for a volley of 1-4 small ones. If the fingers are spread wide apart the volley can be fired at two or more targets simultaneously, provided they are within 20 feet (6 m) of one another. However, such a "scatter shot" is -3 to strike any of its targets. If the volley is clustered close together to hit one target there is no strike penalty.

Rate of Fire: Each single blast or volley counts as one melee attack.

Payload: Effectively unlimited.

2. Forearm Spear Launchers (2): Each arm has nine openings (three on top and three on each side) that contain stone spears. These spears can be fired at will and magically reappear at the beginning of each new melee round. They are used like an underwater speargun or crossbow when on dry land.

Primary Purpose: Defense and long-range assault.

Mega-Damage: 1D6 M.D. per individual spear, 3D6 for a volley of three fired simultaneously at the same target. 5D6 for a volley of six and 1D4x10+6 for a volley of nine.

Range: 1200 feet (366 m)

Rate of Fire: Counts as one melee attack whether one or nine are fired simultaneously. Can be fired one at a time or in volleys of 3, 6 or 9.

Payload: Effectively unlimited; magically replenished at the beginning of each melee round.

3. Mini-Missile Launcher: Built into each shoulder is a conventional mini-missile launcher.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10), or a comparable mini-torpedo.

Mega-Damage: Varies with missile type.

Range: Usually about a mile (1.6 km).

Rate of Fire: One at a time, or in volleys of 2, 4 or 8.

Payload: 16 total, eight in each launcher.

4. Steam attack: A cloud of steam can be created from the vent tubes covering a 40 foot (12 m) diameter. It is hotter than a sauna and will inflict 3D6 S.D.C. damage every melee round. Those not protected by environmental body armor or helmets will be temporarily blinded (-9 to strike, parry and dodge). Characters inside M.D.C. structures from armor to vehicles are unhurt, but the steam creates a mist that reduces visibility by half and plays havoc with heat sensors.

5. Physical Combat: Its magical nature and supernatural P.S. mean the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent of a Supernatural P.S. 42, P.P. 22. I.Q. varies from 6-14.

Attacks per Melee Round: Nine physical (hand to hand or energy blasts) or two by magic spell (each spell attack counts as the equivalent of three physical attacks) when on land.

Only seven hand to hand or two spell attacks when in the water.

Bonuses Underwater: +1 on initiative, +5 to strike, +3 to parry, +2 to automatic dodge (meaning the act of dodging does NOT use up a melee action), +4 to pull punch, and +2 to roll with impact. +10 to save vs Horror Factor, +8 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; can travel without tiring. **Note:** Double all physical/combat bonuses by when out of water and on dry land, but it loses its automatic dodge (+4 to dodge).

Special Abilities: Keen vision and can see clearly up to two miles (3.2 km) away, 180 degree peripheral vision, sees through dark murky water, nightvision 3000 feet (914 m), and see the invisible.

The Earthwake Iron Juggernaut is impervious to possession, disease, gases, toxins, and normal cold and heat. Electricity, lightning, storms (including ley line storms, tornados and hurricanes) and explosions do half damage.

In addition, it can use Land Navigation 98% on dry land (85% underwater), Sense Magnetic North (see *Rifts® Underseas*), senses the approximate water temperature around it, senses the depth below it, sense and locate water (including underground springs) within 50 miles (80 km) at 88%, magically understands all languages, and regenerates M.D.C. at a rate of 1D4x10 every melee round!

Vulnerabilities: Most M.D. weapons and spells do normal damage. Rune weapons inflict double damage.

Damage: Double damage to creatures vulnerable to magic or water.

- Restrained Punch: 1D6x10 S.D.C. or 1D6 M.D. depending on how hard the Iron Juggernaut desires to hit.
- Full Strength Punch: 6D6 M.D.
- Power Punch: 2D4x10 M.D., but counts as two melee attacks.

- Kick: 6D6+6 M.D.
- Leaping Kick: 2D4x10 M.D.; counts as two melee attacks.
- Stomp: 2D6+4 M.D.
- Head Butt: 2D6 M.D.
- Running Body Block: 4D6 M.D. and a 01-90% likelihood of knocking any opponent its size or smaller off its feet (victim also loses two melee actions and initiative).
- Torpedo Body Block: 5D6 M.D. and a 01-80% likelihood of knocking any underwater opponent its size or smaller back

2D4x10 yards/meters. Victim also loses two melee actions and initiative. Counts as two melee actions.

6. **Magic Spells:** Chameleon (6), Climb (3), Concealment (6), Detect Concealment (6), Fool's Gold (10), Repel Animals (7), Dispel Magic Barriers (20), Locate (30), Stone to Flesh (30), Speed of the Snail (50), Purification (food and water; 20), Water to Wine (40), and all *Earth Elemental Spells* levels 1-3 (see **Rifts® Conversion Book One**), all at 6th level spell strength! Available P.P.E. for spell casting is 1D4x100+224.

Adventure Generation Possibilities Tables

By Kevin Siembieda

The following are some broad but likely adventure settings and situations presented to give the Game Master ideas for building an adventure. The tables are structured in such a way that the outlines for an adventure can be "rolled up" or possibilities selected, mixed and matched. While one might argue such an adventures may be fundamental or cliché, like "rescue a friend," "search and destroy," and "protect the town," these *are* the types of situations that *will* occur repeatedly in a war situation and are a hoot to play.

Once the outline for an adventure is determined using the *suggestions and ideas* presented in the tables, the Game Master builds upon them with his or her own ideas and plots twists. With a little imagination and embellishment, a good Game Master can tweak and personalize these ideas to build his or her own unique adventure. The more of himself the G.M. puts into the adventurer ideas the more elaborate and tailored they will become for his/her role-playing group. However, even "quickie" adventures generated with these tables should provide a night of adventure, action and fun.

Disappearances

The player characters have lost contact with a member of their adventuring group, a friend, ally or likeable acquaintance (player or Non-Player Character/NPC). Or the missing individual may be a prominent individual or a complete stranger but the player group is called in by the authorities, assigned by their military commander or hired by somebody (friend, family, authorities, etc.) to investigate and locate this character(s). In either case, he, she or they seem to have vanished into thin air and somebody is worried that the missing character(s) is in danger.

Soldiers and members of an adventuring group can get separated, friends, families and entire villages can get split-up and go missing, especially when evacuating, scattering from invaders or when under fire. Refugees and strangers are everywhere. Some are innocent wanderers, travelers and homeless people, others are dangerous vagabonds, lowlives and even bandits, slavers and warriors looking to rob, hurt and take advantage of those weaker than they. There is also the enemy — Coalition Troops or Tolkeenites depending on which side one is on —

who may snatch up or round up people for interrogation, forced labor, cruel jobs, sport, torture and murder. Don't forget the Coalition Army, under General Drogue, has started to send refugees and captured soldiers to prisoner of war and concentration camps.

Then there are the demons and monsters. The Minnesota wildlands have always been a dangerous place, as is most of the Americas. Aliens, raiders, demons and monsters from the Rifts are a constant danger, as are human and D-Bee criminals. Fiends, monsters and villains are always passing through and bothering the civilian human and D-Bee population. With the leaders of Tolkeen calling upon an ever growing number of supernatural horrors and predatory monsters to join the war (Brodakil, Gargoyles, and Witchlings the least of them), there are more than ever. Creatures like the Daemonix, Black Faeries, and others who thrive on violating, hurting and killing. Demons and demonic creatures who are the embodiment of evil and sin. Creatures who are given free rein against the enemy, but who often turn to easier prey and take advantage of opportunity whenever it presents itself.

The point is, when somebody goes missing, there are ample reasons to worry and plenty of candidates for being responsible.

Search and Rescue

This situation can lead to a variety of search and rescue missions that can be adventure themselves and/or spin into something bigger or entirely different. For example, searching for little Marylou can lead to the discovery of enemy activity in the area. They may have had nothing to do with Marylou's disappearance but they represent a danger, scheme or problem that needs to be addressed or which could result in an unexpected and unwanted confrontation. Marylou is still missing and further searching reveals bandits, slavers, demons, vampires or other monsters that *may* have her in their clutches. The only way to find out is to infiltrate or confront them. If Marylou is their captive she needs to be rescued and returned to the safety of her family. If she is not among them, there may be other children or innocent victims who need rescuing. And so on. Get the picture? In fact, our beleaguered heros may spend days or weeks search-

ing for the little girl, and get swept off on one adventure after another. Finally returning in triumph with her in arm, or sad and despondent in failure (only to learn that she was found sleeping in the barn with the newborn puppies, or found playing at a friend's house).

Remember, the character in question is "missing." While the player characters may fear the worst, the missing character(s) may be safe and sound, off adventuring, playing, visiting a friend, away on business, or hiding (from the enemy) but completely okay. They don't know, and the only way to find out is to locate that character (or characters) and find out for themselves.

Variant Note: In most cases, the player group will automatically go looking for a teammate if one goes missing. Learning about a missing Non-Player Character (NPC) the group knows is another situation that is likely to get them involved in a search, especially if the friend, ally or acquaintance is well liked or important to the group, or there seems to be evidence of foul play.

The player group, especially if they are known as heroes or building a reputation as such, may be approached by a family, family member, town leader, town council, spouse, parent, priest, knight, or hero and asked or hired to help find the missing individual(s). Whether *money or a reward* may be offered (the player group may be mercenaries, and even classic "adventurers" need to fund their adventuring by taking on these kinds of jobs) depends on the situation. A "payment" may include weapons, ammunition, food, supplies, free room and board, or services rather than cash. Such a "request" may also come in the form of a *plea* ("Please find my little Marylou. Please, she's only six years old") or a *favor* ("I will never forget this," or "We'll be forever in your debt," or "You owe me and I'm calling in the debt," etc.). The latter could have important repercussions if the character making the request is a hero or important person himself, but even the lowliest refugee mother may be able to someday return the favor by offering the group a hiding place or bit of information when they need it most. Or that peasant, refugee or ugly D-Bee might one day become an important community leader or business person, or member of a mercenary group or other organization that might one help the group in the future. The most savvy adventures (villains and criminals among them) have a keen sense of what "good will" can do for them. Game Masters are wise to remember that "rewards" for a good deed can come in many forms, sometimes months or years after the fact. Karma, man. Think karma! Furthermore, player characters who see themselves as "heroes" should find *gratification* in doing the good deed in and of itself — no monetary reward necessary.

The search may include finding and following clues, buying or extorting information, shaking down thugs, and avoiding the Coalition and other dangers. It might require rescue from bad guys, or rescue from some natural occurrence (find so and so sick with fever, down in a ravine with a broken leg, trapped under a fallen tree, swept away in flash flood, and so on). Eventually, however, the search should end with a *happy reunion*. And that reunion might result in a lead or discovery (i.e. a reward or new opportunity) for our heroes — "Did you say you were looking for Mr. X? Does he have a scar and bionic eye. He does? I'm certain I saw him at (wherever) and I'm sure I heard

one of his companions call him Mr. X." And away we go on a new adventure.

S&R One: Who is missing?

01-10 Spouse or close family member.

11-20 Child or children.

21-30 Small group of 3D4 innocent people/citizens.

31-40 Friend

41-50 Ally

51-60 Respected and important political or military leader.

61-70 Spy. Who knows what information he might give to the enemy — or if he's on the player character's side, what damaging information the enemy might tear out of him, or what data will be lost if he's not gotten back?

71-80 Nobody known to the player characters, but somebody (family, business partner, government, Black Market, CS, etc.) is willing to hire the group to locate and do whatever is necessary to get him back. (Um, what if he doesn't want to come back? Maybe he or she disappeared because the character wants to be gone. Secret past? Wanted criminal? Following a forbidden love? You tell us.)

81-87 Respected teacher (scholar, mage, scientist, religious leader, or towns person loved by many).

88-91 Criminal, villain or notorious individual (escaped prisoner perhaps or someone with criminal ties or affiliations).

92-96 Authority figure or military personnel.

97-00 Great or legendary hero or leader.

S&R Two: Last Seen

01-05 A day or two go. Witnesses thought the character was heading home or to work.

06-10 Walking down the road ...

11-20 Playing or working outdoors.

21-25 Taking a walk or ride in the countryside.

26-30 Gone fishing or boating, or other recreational activity.

31-35 Went to visit a friend or relative (near or far away) but never arrived and hasn't been seen since.

36-40 During a drill to take cover.

41-45 Running for cover during a raid (the real McCoy or a false alarm).

46-50 Just before a brawl, gunfight, fire or other trouble broke out.

51-55 Talking to or picking up a hitchhiker.

56-60 Talking to a stranger.

61-65 Near a tavern, or place of ill-repute, or near an area (in town or in the wilderness) considered to be dangerous for whatever reason.

66-75 On military patrol (civil defense or military operation).

76-80 Being questioned by Coalition Soldiers.

81-85 Being questioned by Tolkeen Soldiers; humans or D-Bees.

86-90 Being questioned by members of a Tolkeen Monster Squad.

91-95 Walking by a place where a group of strangers, shady looking characters or known criminals were seen hanging around.

96-00 Visiting the neighboring farm or community.

S&R Three: What happened to 'em

01-10 Kidnapped! Roll on the *Kidnapped Tables*.

11-60 Lost or had an accident. Roll on *Incident Table*.

61-90 Taken captive or hostage. Roll on the *Random Villain Encounter Table* (or other appropriate Encounter Table).

91-00 A dastardly fate, roll on the *Foul Play Table*.



Kidnapped!

The kidnap scenario is a variation on the search and rescue theme, only skullduggery is immediately apparent. Typically the missing person is the “victim” of an attack in which the character is abducted. The abduction can be premeditated, usually a part of a deliberate crime or act of terrorism, or spontaneous (“Oh no, that lady saw us leaving the building!” “Grab her! We can’t have any witnesses”). They can also be by chance (“We can’t wait any longer, so let’s grab that guy and go.”)

In the case of deliberate **blackmail**, there will either be a note left at the scene of the abduction, or whomever is the target of the extortion (family, business partner, government, etc.) will be *contacted* by letter, message, messenger (typically some clown paid to deliver the message/letter), video, radio, telephone, magic pigeon or other means of communication.

If the abduction is out of revenge, meaning the kidnap victim *is* the target in the abduction, it is usually done for profit, or political motives. In this case, the victim alone may be subjected to imprisonment and torture, torture and murder, or some other foul end. The kidnapper’s motives and history with the victim

will have a bearing on how long he is willing to let the victim live and what punishment may be inflicted. If the goal is only to get money, the truth, a favor, or to inflict fear or pain, the kidnapper is more inclined to let the victim go after he gets what he wants. Otherwise the victim is likely to be killed within 72 hours after his abduction, possibly sooner if truly despised. On the other hand, truly evil and psychotic characters are likely to murder their kidnap victim even after they get what they want.

One variation on the blackmail/extortion theme is the *psychopathic villain* who is out to torment the authorities and/or his hated enemy(s). This typically makes the kidnap victim is a pawn in a bigger game. The real victims are those being tormented by the fact that unless they can find and rescue the kidnap victim(s) — or do what the extortionist wants — the victim(s) will die. These games are usually sadistic “cat and mouse” games designed to inflict pain and misery, as well as to extract revenge or to prove who is superior. Money or other “demands” may be involved but they are seldom the real point in these games. Since it is all a game of revenge and one-upman-

ship intended to agonize the participants, finding and figuring out clues and being pitted in races against time are likely to factor into the plot. Likewise, a true psychopath is likely to kill his hostages without regret or hesitation to make his point or fuel his antics (after all, they are only "pawns" in his game).

Kidnappers can be lone individuals, pairs or small groups and organizations; it depends on the situation. Criminals usually want valuables or a cohort released from prison (or are extracting revenge for the loss of a comrade), but politics, terrorism and hate can all serve as motives for this foul act.

Regardless of the hows and whys, or whether demands or a ransom note was left behind, nine out of ten abductions will leave behind evidence of foul play. This could be signs of a struggle, blood stains, forced entry, dropped packages or personal items, broken debris, footprints, fingerprints, stuff that's out of place, a thing that doesn't belong ("Bob never smoked, that cigarette butt must have been left by his assailant.") and so on. In fact, there may be a number of signs of abduction and even eyewitnesses. So if somebody simply "vanishes," there should be some clues as to what happened to the character. Besides, if there wasn't, it wouldn't make for much of an adventure now, would it?

K-1: Who has been Kidnapped?

Roll on this table if one has not already rolled on the Who's Missing Table under *Disappearances*.

01-10 Spouse or close family member.

11-20 Child or children.

21-30 Small group of 3D4 innocent people/citizens.

31-40 Friend

41-50 Ally

51-60 Respected and important authority figure, or political or military leader.

61-70 Spy. Who knows what information they might be able to tear out of him, or what will be lost if he's not gotten back?

71-80 Nobody the player characters know, but somebody (family, business partner, government, Black Market, CS, etc.) is willing to hire the player group to rescue or do whatever is necessary to get the kidnapped victim back.

81-87 Respected teacher (scholar, mage, scientist, religious leader, or townspeople loved by many), wealthy business person or family member or partner of a wealthy family.

88-93 Criminal, villain or notorious individual (escaped prisoner perhaps or someone with criminal ties or affiliations), or more likely, the associate or family member of such a dangerous individual (and if the victim isn't rescued, who knows what this villain might do or who will suffer for it).

94-00 Great or legendary hero or leader (kidnappers may *not* know who they have in custody).

K-2: Who may have them?

01-05 CS Reconnaissance team (8-10 men; mixed group).

06-10 Band of Simvan Monster Riders.

11-15 Group of self-serving outlaws (bandits or mercenaries; pick one) looking for fun and profit.

16-20 Group of Bounty Hunters. Four to eight total. Either all are manhunters or half are Bounty Hunters and the rest are underlings (may include Wilderness Scouts, Woodsmen, Vagabonds, Bandits, Gunfighters, Grunts, or D-Bees like Wild Psi-Stalkers or Larmac).

21-25 Coalition Squad of 8-10; may be simple grunts to power armor troops or Special Forces, or any combination.

26-30 Tolkeen Monster Squad with no good intentions. Very likely these miscreants are not following orders but working on impulse or for their own hellish delight. This is especially true of Daemonix, demons or a mixed group with Black Faeries and/or Witchlings.

31-35 Juicer mercenaries. Half to three quarters Juicers, the rest Headhunters. Six to ten total.

36-40 Group of civilians taking matters into their own hands. Likely to include a few D-Bees and a 1-4th level practitioner of magic or professional man of arms among them.

41-45 Agents from the Federation of Magic.

46-50 Xiticix! A band of insectoids with two Hunters (or one Super-Warrior), one Leaper and the rest Warriors. Any captive of the Xiticix is probably earmarked as "food"! May substitute with other monster or troupe of monsters.

51-55 Pecos Bandits, up north for a little fun, butt kicking and easy money. May or may not be associated with the Tolkeen, but always despise the CS.

56-60 Coalition Deep insertion Seek and Destroy Squad: Two Rangers, one Juicer, one Psi-Stalker, and six Dog Boys.

61-65 Mixed band of psychic mercenaries or outlaws (see **Psyscape™** to explore the full range of possibilities).

66-70 Tolkeen extremist group, likely to include a mix of



mages, warriors, D-Bees and ordinary citizens with their own agenda.

71-75 Coalition Commando Team: Includes one Juicer or Cyborg Strike Trooper, two Rangers, three Commandos (at least one in power armor), one Dog Boy, one EOD Specialist and two Fly Boy Aces (in power armor or on Rocket Bikes or Sky Cycles). Two additional soldiers may be added at the G.M.'s discretion.

76-80 D-Bee outlaws. Mixed group.

81-85 1-4 Practitioners of magic who are outlaws/criminals or opportunists. They don't fight for Tolkeen, they look out for Number One, themselves. May have 2-6 "associates" to provide muscle and other areas of expertise, including thieves, smugglers, Headhunters, Wilderness Scouts, Gunfighters, Bounty Hunters, Psychics, Psi-Stalkers, D-Bee adventurers/fighters or monsters.

86-90 Mystery group! Spies? But what do they want and who are they working for? 01-20 The Coalition, 21-40 Free Quebec, 41-60 Lazlo, 61-80 Federation of Magic, 81-00 Other (any group or organization you, as G.M., would like; there are lots of them: Cyber-Knights, Tundra Rangers, Justice Rangers, Archie-3, the Black Market, Vampires, Whykin, Kingsdale, Northern Gun, Bandito Arms, Wilk's, the Splugorth of Atlantis, and many others — perhaps your own organization).

91-95 Mixed band of independent monsters. Black Fairies, Witchlings, and 1D4+2 other monsters (or monsters of your choice) from Thornhead, Neuron Beast, Brodkil, Gargoyles, dragon hatchlings or any number of demons and evil supernatural beings. All are villains who hate the CS but do as they please. Have no love for any human or D-Bees.

96-00 Team of five RCGS Scientists escorted by a pair of Smiling Jack SAMAS, a Ranger and two Dog Boys.

K-3: Why kidnap the character?

01-10 To get in good with the Tolkeen Army; may not realize the character(s) is already on the side of Tolkeen. A faux pas they will apologize for later (if spies, it's all a ploy anyway).

11-20 To get in good with the Coalition Army.

21-30 To extract revenge over some perceived wrong.

31-40 For the bounty on the character's head.

41-50 To get information (which may result in a torturous interrogation). Info which the character may or may *not* know, only his captors aren't likely to believe he doesn't really know, and that means they resort to torture, as well as target somebody else who can give them the answers they are looking for.

51-60 Victim was random. The character just happened to be in the wrong place at the wrong time. May be targeted for robbery, interrogation or by bullies looking for somebody to beat up, push around, torment, kill or have brutal fun with. May let their victim go when they're done with him, or use to extort money. Unfortunately, evildoers are likely to slay the individual and dump the body; no eyewitness to worry about. If the kidnappers are demons or monsters, the character might be eaten! Yum, yum. If kidnapped by selfish or good characters, the victim is likely to be set free when they are done with him or her.

61-70 Not captured for any truly nefarious reason, but because the kidnappers need the character's (and or the player

group's) expertise to help them. This could be the need of the character's skills as a doctor, mechanic, scholar/teacher, psychic, scout, or even as a mage or warrior. The problem can be something simple or serious, a quick fix or a dangerous confrontation (either way, leading to adventure). **Note:** If the character's captors are desperate but basically good, honorable or not looking for more trouble, they will let the character go once he (or his friends) does what they need. If the captors come to like the character (or his friends) they may apologize and even do something nice to repay him after resorting to such extreme tactics.

If the player group can find the kidnap victim, they might (a) be able to free him easily, (b) convince or bully the kidnappers to let him free, or (c) promise that they will all join to help the desperate people without any need for coercion. Three is even more likely if the kidnappers have earned their victim's sympathy and gotten him or her to genuinely want to help them.

On the other hand, the kidnappers may be in a position to force the player characters to fight or do something to help them. This usually occurs under the threat that they will hold on to and torture or kill their captive if the group refuses. The group has no other choice because the captive is hidden so well they can't find him, his captors can't or won't tell even under the threat of death, or they will kill him the instant the group makes a move to rescue him. The threat to kill or turn their captive over to the CS, or similar dire fate, may also apply if the group fails.

Another possibility is that the kidnappers could be a band of desperate, basically good people who don't really want to hurt anybody. When faced with retaliation by the player group, or after listening to a plea by their captive or the group, they let their prisoner go without further incident. Time for a plot twist: The kidnappers either win the hearts of their victim and the player group, getting them to help after all, or before the player characters can make a hasty exit, trouble finds them. Whatever is plaguing these poor people shows up with a vengeance. Now it's a question of whether the group backs off, runs away, is drawn in whether they want to be or not, or chooses to stand their ground and help these folks against a greater or more despicable evil.

71-85 To blackmail the player group (similar to above) or somebody of importance or power. That individual then hires the player group to rescue the kidnap victim, or deliver a ransom, or to do whatever it is the blackmailers want. Roll on the mini-table here to see what it is the kidnappers want the player group to do:

01-10 To get strategic information (info that will lead to bloodshed and slaughter, perhaps of innocent civilians).

11-20 To take on and destroy the kidnappers' rival band.

21-35 To steal something for them, from money/credits to a particular weapon, magic item or vehicle. Too bad it is in the possession of somebody powerful, like a high-level mage, dragon, Coalition or Tolkeen Commander, or criminal kingpin.

36-46 Money, and lots of it. The kidnappers don't care how or where they get it, they'd just better do it, and soon.

47-56 To free a captive buddy(s) or political prisoner of the kidnappers from the hands of the Coalition Army (or at least a band of soldiers) or Tolkeen prison.

57-64 To smuggle somebody or something out of the area (probably through enemy lines) and to safety, handing him or it over to a specific individual or left at a specific place.

65-78 To assassinate someone or battle and kill a dangerous rival or enemy (i.e. a powerful practitioner of magic, adult dragon, demon lord, and similar).

79-88 To distract a squad, platoon or company of Coalition soldiers while the kidnappers pull a raid, heist or assassination.

89-94 To frame somebody, and make it look convincing.

95-00 To turn themselves in to the authorities! That's the Coalition Army if the player group is working on the side of Tolkeen or wanted by the CS, Tolkeen if working on the side of the CS, or whomever it is they are wanted by (may be an outside force, Lazlo, Whykin, Kingsdale, El Dorado, etc.).

86-90 To force somebody's hand and make them do something or to capitulate to demands.

91-95 Slave labor at a prison camp, rogue town or village, despot kingdom, or for a band of monsters. If kidnapped by professional Slavers or Bounty Hunters, the captive is to be sold into slavery. Likely purchasers may include the lord of a tyrant kingdom out in the wilderness, the monsters of Calgary, one of the Vampire Kingdoms or other vampire controlled town or city, Federation of Magic and Atlantis.

96-00 Frustrated, angry or demented, and looking to take it out on somebody. This can lead to no good, as these brigands have already stripped the character of any valuables and weapons, and are subjecting him or her to mental and physical abuse and harassment. Action on threats of torture, murder and worse are likely to be forthcoming.

01-10 With human and/or D-Bee refugees trying to get out of Tolkeen, heading west or south.

11-20 With human refugees trying to get out of Tolkeen, heading north, unwittingly into Xiticix Territory.

21-40 Nomadic human and/or D-Bee refugees trying to avoid danger, but they remain in Minnesota traveling from place to place, staying for a while and moving on. Constantly trying to avoid the war, conflict and harassment.

41-50 If the character is human, he or she has been adopted by a platoon of kind CS troops. The character is under their protection. If a D-Bee or mage, the character is in the company of compassionate, but militant D-Bee warriors fighting the CS or for their own agenda.

51-60 Has become a member of a mixed group of raiders or other criminals. The character's alignment may cause problems for him in this group, but so far he is accepted and protected as one of the team.

61-70 Has become a member of a small Tolkeen militia group and is involved with patriots or tags along with a "Monster Squad." The character's alignment may lead to problems for him in this group.

71-80 Has become the "mascot" (and cook or cleaning person?) for a group of Brodkil, or D-Bee bandits, or unscrupulous (even monstrous) Tolkeen freedom fighters. Treated reasonably well but is basically a prisoner and may be harshly disciplined or abused. They are very possessive of their "little buddy" and won't let him go without a fight, big favor or costly payment.

81-90 Has become the "pet" or "slave" of a rogue squad of Coalition soldiers or an evil mage, demon, dragon or band of savage D-Bees or evil beings. The character is not happy with this strange turn of events but is unable to escape his "masters." They won't let him go without a fight and will not consider selling the character either.

91-00 Alone and possibly suffering from guilt, sorrow or shame. Travelling slowly but surely farther and farther away from friends, family and civilization. Probably wandering toward trouble.

36-45 Lost! Got separated and is just plain lost, but is wandering in circles, travelling away from civilization, or heading into trouble.

46-55 Accident of war. Fell or crashed into a ravine, ran off the road, or got struck by a falling tree, rock or mud slide, or debris from a combat vehicle (aircraft, giant robot, part of an Iron Juggernaut, etc.). No injury other than some scrapes and bruises, but is trapped/pinned in or by the wreckage. Okay for now, but unless rescued, could perish from dehydration, starvation, wild animals or at the hands of the enemy, villains or monsters.

56-65 Vehicle problems. Vehicle (or riding animal) broke down (died) or was hijacked by bandits or the enemy. The character(s) is shaken up but okay. Only now he or she is forced to travel on foot, probably in an unfamiliar (and hostile?) area. Lost? Let's hope not.

66-75 Holed up. A storm, washed out roads, ongoing battle or enemy presences has forced the character to stay hidden until the danger passes or run for his life (perhaps with the danger hot on his heels).

76-85 Injury. Seriously hurt or too sick to move. May be unconscious or in a coma.

Incident Table

01-10 Lost and without memory. Temporary amnesia due to physical injury (usually to the head) or emotional trauma (witnessed some frightening or horrible event and in shock or mentally blocked it from the mind, along with one's identity). Both are usually temporary, but can last days, weeks and sometimes months.

May be wandering aimlessly like a vagabond. Or extreme paranoia: living like a fugitive *hiding* from ... whatever it is that caused the emotional trauma, things like it or people or things perceived with it (i.e. *all* CS soldiers, power armor, mages, mercenaries, Juicers, D-Bees, Brodkil, or other groups of people or creatures perceived as "out to get them" and/or "bad"). Could be hiding from the very people looking to rescue and help.

11-20 Swept away by a flash flood or forced to make a detour and is now lost and has no idea where they are. Or may have gone boating and lost his oars or motor, or decided to take a ride on a log or makeshift raft (especially if a child) and has been carried away by the current. With all the lakes and rivers in Minnesota, all three scenarios can easily happen.

21-35 Run away (or Amnesia, as above) to escape feelings of shame, guilt or persecution. The distraught character has run away to start a new life and new identity with other (dangerous?) people or creatures. Is currently living under one of the following circumstances.

86-90 Trapped! Fell into a pit or got caught in a net, or similar *capturing trap* set by persons unknown. Can't get out on his own (or is slowly working on escaping) and needs rescuing. Big trouble if the trap-setter shows up and turns out to be the enemy, raiders, slavers, a predatory monster, or other evil-doer.

91-95 Accident. Tripped, fell and severely sprained or fractured a bone in the foot or leg. Can only travel at a snail's pace.

96-00 Don't know. The character is just gone. No sign of foul play.



Foul Play Table

Note: These possible scenarios are presented as incidents that may or may not have anything to do with the character's disappearance. It is up to the G.M. to run with whatever is insinuated in whole or part, or divert from it with his or her own ideas. Either way, it is an ominous starting point for an adventure.

01-05 Don't know, but it looks bad. The character just vanished, but his valuables, or rare collectable, or precious magic item, or weapons, or vehicle, or spouse, etc., is also missing. There are also signs of forced entry (the window or door has been jimmied; broken open) or violence (there's a blood-stained washcloth and/or there are signs of a struggle).

There might be other incriminating clues, or circumstantial evidence that may or may NOT mean anything: She told a friend she had to get out of town before it's too late (could mean anything), he was acting nervous or overjoyed or

spending money wildly (again, could mean anything), a suspicious character (maybe a known criminal or suspected CS or Black Market spy, or a total stranger) was seen talking to her (could have been asking directions or the time) or standing around the night she disappeared (could just be passing through), and so on.

06-10 Last seen struggling with or being "escorted" away by a couple of local hoods.

11-15 Had gambled away more than he could actually pay and has since disappeared. Could be on the run, legs broken and tossed in a ditch or back alley, forced to do something illegal to make good on all or part of the payment, or is about to be murdered.

16-20 Farmer Brown saw Xiticix (or other dangerous monsters) on the outskirts of his farm. What if they got so and so?

- 21-25** Slavers have been in the area. You don't think ...
- 26-30** Coalition raiders have been active in the area. A SAMAS wing recently buzzed homes and people in the area. What if the character ran afoul of one of them?
- 31-35** Some cutthroat bands of mercenaries and freebooters have been active in the area. You don't think ...
- 36-40** Rumor has it that Coalition soldiers are abducting people for terrible experiments.
- 41-45** Some "thing," presumably a monster or mad man, has been attacking and killing people, maybe livestock too. What if ...
- 46-55** Had an argument or brawl (at a bar, in the street, wherever) with one of the following:
- 01-20 Stranger or group of strangers.
 - 21-30 Coalition soldiers or mercs suspected of working for the CS.
 - 31-40 Nasty practitioner of magic (Necromancer, Witch, Shifter, evil mage, other).
 - 41-50 Foul-tempered nonhuman like a Simvan, Groot, Witchling, Brodkil or a member of a Tolkeen Monster Squad.
 - 51-60 Bullying mercenary, thug, or bounty hunter.
 - 61-70 A sinister-looking character or band who looked like criminals.
 - 71-80 An old rival or personal enemy.
 - 81-90 A hatchling dragon or master psychic.
 - 91-95 Known freedom fighter, hero or lawman.
 - 96-00 One or more members of the player group (may be an NPC)!
- In any case, more than one witness heard one of those involved threaten the missing individual, saying, "You'll pay for that," or "You'll get what's coming to you," or "This ain't over," or something similarly common and innocuous. Could one of them be responsible for or looking to commit foul play? Will one or more members of the player group get falsely accused or framed by the real perpetrator of the kidnapping, robbery or murder?
- 56-60** A band of Psi-Stalkers or New West cowboys (Gunslingers or other New West O.C.C.s) have been causing drunken brawls, rustling livestock, shooting towns and causing trouble for the last four weeks. Could the character have run afoul of them?
- 61-65** Black-hearted soldiers (can be CS, Tolkeen, mercs or raiders) known to engage in the side business of selling slaves, were seen hanging around. Somebody even saw one pointing at the person(s) who vanished. These cretins capture and sell civilians and prisoners of war as slaves to professional Slavers and disreputable businesses and kingdoms that need a cheap work force. The worst capture and sell entire companies of soldiers and villages of people, killing anybody who gets in their way.
- 66-70** The missing character (or members of his family or acquaintances) is suspected of being involved with the Black Market or being a spy/enemy sympathizer/traitor (by one side or the other) and there have been recent threats made on the character's life (and possibly the life of his family, partner, friends, etc.).
- 71-75** Vehicle or riding animal discovered abandoned. Could be the victim of a robbery, kidnapping, or attack from soldiers or raiders.

- 76-80** Rumor has it special Coalition squads are abducting people, interrogating them and sending them to a death camp! You don't think ...
- 81-85** Rumor has it there is a band of demons or Daemonix or other monsters once working for Tolkeen running amok and reaping havoc. They are said to have been last spotted near a farm only 50 miles (80 km) away.
- 86-90** Rumor has it that a Necromancer or other evil practitioner of magic is engaged in some sinister scheme or plot of his own.
- 91-95** Rumor has it that Vampire Lords along the Mexican border are in the market for slaves.
- 96-00** Rumor has it that Coalition troops are on the move and capturing or killing any Tolkeenites they encounter.

Missing in Action

Missing Military Personnel & Adventurers

Heroes, soldiers, adventurers and most men at arms put themselves in the line of fire every day. It's their career and duty to do so. Thus, they are among the most likely to go "missing." Even fighters among small- and medium-sized groups can disappear without their compatriots seeing what happened. They can get picked off, captured or slain when "taking point" (scouting 20-500 yards/meters ahead of the team) or when trailing the main group.

Combat is even worse. Each and every man is vulnerable during a fire-fight. The action is furious and each combatant is focused on his particular attacker(s), the guys immediately next to him, and staying alive. Being so narrowly and intensely focused, combined with the excitement, terror, sights and sounds of battle, it is easy to lose sight of each other, miss commands and get separated. It may only be when the battle ends or the warriors stop to rest and "regroup" after a charge or retreat that they realize one or more of their teammates are missing. Standard procedure is to (unless impossible) retrace one's steps, return to the battle scene and try to determine the fate of those missing. If a body can be positively identified, the answer is found and the case is closed. If a body can not be found, a search for the individual and clues to his fate is conducted. Until the soldier can be recovered or his body identified, he is presumed to be alive but MIA — "Missing In Action."

Being MIA typically means the character has been captured by the enemy and taken for interrogation and possible imprisonment. Tolkeenites know that *D-Bees* are likely to be beaten, tortured and executed within 8-32 hours, so time is of the essence if they are to be rescued. *Practitioners of magic* taken by the CS are more likely to be kept alive for a few days to a few weeks (1D4) before being executed or mutilated with magic debilitating bionics (see **Coalition Wars™ One**, page 30). However, the sorcerer's days of captivity will be filled with torment and end horribly, whether that end is being crippled and disfigured or in death. Again, the sooner one acts to effect a rescue the better. *Human warriors and civilians* without magical or master psychic powers have the best odds of being held prisoner for an extended period of months, however they too will suffer humiliation, brutality, forced labor and eventually, execution — especially once General Drogue's "Project Hardball" gets into full swing (see **Coalition Wars™ Two**, page 69).



Coalition soldiers and the mercenaries who serve them, suffer a similar fate at the hands of Tolkeen. If captured by human or D-Bee freedom fighters, the soldiers are likely to be threatened, harassed and sometimes beaten *before* being turned over to authorities for interrogation. However, most are more likely to be imprisoned in a Prisoner of War (P.O.W.) camp than executed. While conditions at these camps are harsh, food minimal, brutality common, and forced labor part of prison life, they are NOT "death camps." Only spies, assassins and the most notorious and hated Coalition soldiers are savagely interrogated, tortured and killed — often a public execution at or near the City of Tolkeen.

Other possibilities for being MIA. 1. Separated and Lost. In the heat of the action one or more warriors got separated and are either lost or trapped behind enemy lines. These lost souls usually live off the land, commit minor acts against the enemy, and avoid capture until they can find their way back to their army or get rescued.

2. Incapacitated and hiding. The MIA(s) is injured or sick. In a worst case scenario, the soldier(s) is laying in a ditch or has crawled under some cover where he or she lays hurt and dying. Unless rescued and given proper medical treatment, the character(s) will die or be found by the enemy within 3D6 hours.

In best case scenarios, the soldier: (a) Is holed up and hiding, but too hurt or ill to move. He'll die within 72 hours unless he is rescued. (b) Has avoided the enemy and is on the move, but delirious and getting worse. 01-50% chance he'll die in 72 hours

unless rescued, 51-00% he'll manage to survive and recover but it will take 2D4 weeks. (c) Has been discovered and helped by civilians who either sympathize with that army or don't realize he is the enemy! The character(s) will recover completely with proper treatment and rest, but still has the problem of rejoining his troops. (d) Is trying to live among civilians until he can recover and rejoin his group or awaiting rescue.

3. Desertion. Combat or scouting missions are excellent opportunities for a disillusioned or war weary soldier or combat group to go AWOL — run away. Likewise, scoundrels, criminals and traitors may also desert. In their case, they may join the enemy or become mercenaries or bandits. Desertion from either army is punishable by death!

4. Going Native. Soldiers suffering from mental or emotional trauma (once known as "shell shock" and "traumatic stress syndrome") may "go native," i.e. live like a primitive savage or adopt the enemy or unallied group of people (tribe or village of Native Americans, Psi-Stalkers, Simvan, etc.) and live with and like them as one of their own.

5. Going Rogue. A more common occurrence in the Siege on Tolkeen campaign is for deep insertion combat squads, guerilla teams, spies and Special Forces squads on both sides go to "rogue." These combat groups are used to operating independent of the larger army and engaging the enemy in guerilla war and small squad combat. Their agenda is usually broad (i.e. harass the enemy or seek and destroy enemy squads, etc.) and the means by which they accomplish their missions are left to their

discretion. Let loose in the hostile wilds, these warriors become increasingly independent, wild and treacherous. These groups typically adopt their own protocols for conduct and procedures, often radically departing from a military code of conduct. While these “rogue” teams are loyal to their military, nation and cause (in fact, many are super-patriots), they regularly depart and even ignore orders they find too limiting, unreasonable or annoying. To these warriors the end justifies the means.

The worst rogue groups regularly commit atrocities: Torturing and killing military and civilian prisoners, abusing and slaughtering civilians, and engaging in wanton destruction against civilian (farms, churches, villages, etc.) and military targets. In this savage war, the governments and military leaders on both sides ignore these war crimes and acts of barbarism (savagery is actually encouraged), but the longer they let such groups operate and promote such action, the more difficult it will be to rein them in later and restore any sense of humanity.

Rogue groups regularly work outside of the formal military and may go without contact with their armies for weeks and months at a time. However, as long as there is some contact and they are obviously continuing to do their job harassing the enemy (brief contact with other teams, sightings of them in action and obvious acts of sabotage to mark their handiwork), they are allowed to go on without fear of that they have gone “AWOL” or “native.” These teams are given a huge amount of latitude (too much).

Note on Tolkeen’s “rogue” forces: Examples of these groups among the Tolkeen forces include the *Caliber Street Irregulars*, *Dark Cabal*, *Vultures of Tolkeen* and other independent groups described in this book, as well as Tolkeen’s notorious “Monster Squads” as the CS calls them. The Monster Squads and raider groups composed mostly of evil practitioners of magic, Iron Juggernauts, Daemonix, Brodkil, Thornhead demons, Neuron Beasts, Witchlings, Black Faeries and other evil creatures of magic and supernatural beings are the foulest of the foul. They are unleashed with increasing frequency to engage in wholesale slaughter, mass destruction and mayhem. Evil and cruel in the extreme, with a hate for humanity and all things good or beautiful, these horrors regularly engage in torture, cruelty, crime and killing. They rarely take prisoners and delight in hurting others.

MIA: Who has ‘em?

Note: The villain may be a lone individual, a pair of brigands or a small group (6-10 members). Game Masters can make the assailant as few, many, weak or powerful as is appropriate to challenge the player group.

01-07 Slaver and his capturer team. Splugorth operating this far west is quite rare, although the Slavers may ultimately plan on transporting their “catch” east to be sold to the Splugorth or other buyers.

08-14 Slave Trade military operations. Some Bounty Hunters, bandits, raiders, D-Bee tribes and even unscrupulous soldiers (on both sides) engage in a little side business of selling prisoners of war to slavers. The worst capture and sell entire companies of soldiers or villages of people, killing anybody who gets in their way.

15-21 Bounty Hunter or Mercenary. Somebody somewhere is likely to be willing to pay something even for a lowly grunt,

or at least trade some basic supplies. Turning an enemy soldier, suspected spy, or war criminal over to his enemies is also a good way to earn their gratitude, rack up favors, and get better paying work. That makes ordinary soldiers (on both sides) vulnerable to capture and being turned over to the enemy.

22-28 Taken to a Prisoner of War camp and locked away. Unless somebody comes to the rescue, the character(s) must try to make an escape for himself. **Note:** Game Masters, do not underestimate the many possible adventures involved in breaking into or out of prisons and prison camps.

29-35 Nobody has the MIA. He, or the group, have gotten separated from the rest of the unit and continue to fight and harass the enemy while they themselves are trapped behind enemy lines. Or the MIA is simply lost and is trying to get back to his unit while avoiding the enemy every step of the way.

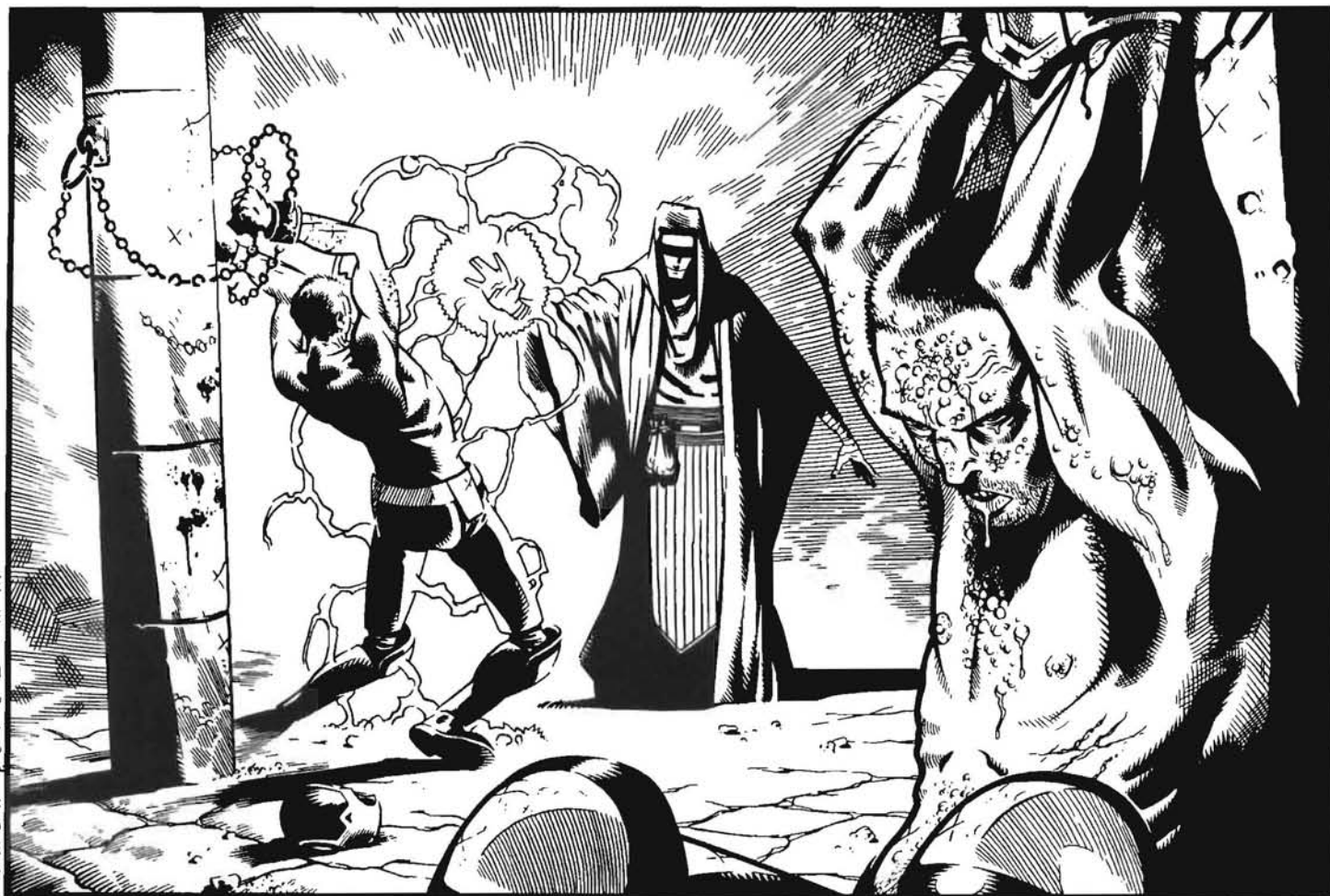
36-42 Held by enemy detention team for interrogation. If the interrogator suspects the MIA is a spy or loyal to the enemy, he may be beaten, arrested and sent to a work camp or P.O.W. camp.

43-49 Ran afoul of an enemy squad or platoon and is currently their prisoner. The squad is far from civilization or any prison camps so their prisoner(s) has ample opportunity to escape or hang around and cause problems for his (or their) captors. Likewise, there is plenty of time (days or weeks) for the victim’s teammates or authorities to find him (he’ll certainly try to leave a trail and clues as to his whereabouts).

50-56 How embarrassing, captured by a bunch of “local yokels” (civilians) and is their prisoner. May be locked away in a jailhouse, makeshift prison, barn or cellar. Will be turned over to the authorities as soon as possible. Fortunately for their prisoner (the MIA), the authorities have their hands full and it may take days or weeks before they come to take the prisoner away. This provides ample opportunity for escape or rescue. In the alternative, the MIA (or entire player group) may come to like or sympathize with his captors and find himself in a position to help them when they fall under attack or invasion by the enemy, raiders or monsters. Such an act of self-sacrifice will earn the prisoner the gratitude of his captors and freedom as his reward.

57-63 Has become the “pet” or “slave” of a rogue squad of Coalition soldiers or an evil mage, demon, dragon, band of D-Bees or monsters. The MIA is not happy with this strange turn of events but is unable to escape his “masters.” They won’t let him go without a fight and will not consider selling the character either. Meanwhile, the MIA bides his time and plots his escape (or revenge).

64-70 Has fallen into an enemy group who believes he (or they if the entire player group) is accidentally assumed to be somebody else or one of them. The MIA has become a member of this group to (a) hide in plain sight, and (b) undermine the enemy from within (pass information to his own people, leave evidence or clues behind, cause dissension in the ranks, engage in sabotage, steal and hide valuables, protect potential innocent victims, perhaps even kill key personnel in brawls or duels, and so on). In effect, the MIA has become a secret agent working without the knowledge of his superiors. Unfortunately, that may mean he (or the entire player group) could be mistakenly accused of desertion and treason.



71-77 Prisoner of a Tolkeen "Monster Squad" (or a Coalition Death Squad or similar group with murderous intent). The captors plan on eventually executing their prisoner(s) or turning him over to a death camp (or some fate equally terrible like human sacrifice, genetic or magical experimentation, etc.). First, however, they plan on having some "fun" with him (or them), involving physical and/or psychological punishment, brutality, torture and abuse.

78-84 Nobody has the MIA. He (or the entire group) seems to have gone "rogue" and off on his/their own; at least for a little while. Operating as free agents on their own agenda, probably behind enemy lines. May be on a humanitarian mission (defying orders to rescue a friend, save a town, etc.), out on their own agenda, out for revenge or profit, or under deep-cover (may all be a scheme to trick and undermine the enemy). Or maybe he (or they) has gone AWOL or native.

85-91 Has become the "mascot" (and cook or cleaning person?) for a group of Brodkil, or D-Bee bandits, or unscrupulous (even monstrous) Tolkeen freedom fighters. Treated reasonably well but is basically a prisoner and may be harshly disciplined or abused. They are very possessive of their "little buddy" and won't let him go without a fight, big favor or costly payment.

92-96 Nobody has the MIA. The missing character or group are suffering from temporary *amnesia* or *delusion* due to deliberate psionic manipulation (presumably by the enemy), brainwashing, trickery, physical injury (usually to the head), or emotional trauma (witnessed some frightening or horrible event and in shock or mentally blocked it from the mind,

along with one's identity). Can last days, weeks and sometimes months.

The MIA may be wandering aimlessly like a vagabond, or suffering from extreme paranoia and living like a fugitive *hiding* from ... whatever it is that caused the emotional trauma, things like it or people or things perceived with it (i.e. *all* CS soldiers, power armor, mages, mercenaries, Juicers, D-Bees, Brodkil, or other groups of people or creatures perceived as "out to get them" and/or "bad"). Could be hiding from the very people looking to rescue and help.

If deliberately being manipulated or tricked into believing something that isn't true via magic, illusions, drugs or psionics, the character(s) may be a time bomb set to hurt innocent civilians or his own comrades. Or the MIA may be tricked into doing something bad or which will hurt the war effort of his side.

97-00 Has (seemingly?) turned traitor, joining the other side. Is this some clever ploy or has the MIA gone bad?

Random Discovery Table

01-05 Old Coalition Weapon Cache. Combat or explosions have accidentally unearthed a small underground bunker (may be blown open or the 200 M.D.C. door may have to be opened). Roll 1D6+5 times on the following table to randomly determine what is found or select eight categories. **Note:** Defended by 1D4+1 old-style Skelebots who will attack all intruders and fight until destroyed. May also encounter other scavengers, bandits, squad of Tolkeen patriots or CS patrol! G.M. may add or change available equipment.

01-05 1D6+6 Mini-Missiles (any type; G.M.'s discretion).
06-10 2D4 Coalition C-20 or C-30 Laser pistols.
11-15 1D4+2 Coalition C-12 or CP-40 assault rifles.
16-20 One C-14 "Fire Breather" or CP-50 "Dragonfire."
21-25 1D4 C-29 Heavy Plasma or CTT-P40 Particle Beam cannons.

26-30 2D4 hand grenades (any type or combination).
31-35 1D4 Vibro-Daggers and a pair of Vibro-Swords.
36-40 1D4 Hand-Held Computers and Language Translators.

41-45 1D4 RMK Robot Medical Knitter Kit.
46-50 1D4 IRMSS Internal Robot Medical Kit.
51-55 Long-range radio and four walkie-talkies.
56-60 3D4 weeks worth of food rations for six.
61-65 1D4 20 gallon (75.7 liter) drums of drinking water.
66-70 2D4 sets of combat fatigues and two suits of standard Dead Boy body armor.

71-75 2D4 backpacks, 1D4 satchels or large sacks, and a dozen blankets.

76-80 1D4 Portable Tool kits or Medical Kits.
81-85 Two dozen conventional, full charged E-Clips.
86-90 Two CS Rocket Bikes or NG hovercycles.
91-95 One CS Skull Patrol Car or Hover Platform.
96-00 One suit of old style SAMAS power armor!

06-10 Tolkeen Techno-Wizard Weapon Cache. See *Coalition Wars™ One* for most of the items. Roll 1D6+5 times to randomly determine what is found or select eight categories. **Note:** Defended by a Golem or 1D4 Zombies. May also encounter other scavengers, bandits, CS squad, 1D4 Daemonix or an Iron Juggernaut! G.M. may add or change available equipment.

01-05 One TW Thought Projector.
06-10 One TW "Dragonfire" Flamethrower.
11-15 Two TW Light Flamethrowers or 1D4+1 Firebombs.

16-20 2D4 TW Telekinetic Rifles.
21-25 1D6 TW Plasma or Shard Rifles.
26-30 1D6 TW Flash Freeze or Goblin Fear Grenades.
31-35 2D6 TW Globe of Daylight Flares.
36-40 1D4 TW Silencers.
41-45 1D4 TW Night Goggles.
46-50 1D4 TW "Psi-Bloodhound" Psi Trackers!

51-55 1D4 Turbo Wing Boards or twice as many conventional Wing Boards.

56-60 3D4 weeks worth of food rations for six.
61-65 1D4 20 gallon (75.7 liter) drums of drinking water.
66-70 3D4 sets of clothes and three suits of full body armor (60 M.D.C.).

71-75 2D4 backpacks, 1D4 satchels or large sacks, and a dozen blankets.

76-80 1D4 Portable Tool kits.
81-85 1D4 Pocket digital audio disc recorders and note pads.

86-90 One pair of TW Demon Claws.
91-95 One Anti-Vampire Kit with a dozen wooden stakes, two mallets, 12 cloves of garlic, pocket mirror, squirt-gun (pistol), silver dagger (1D6 S.D.C.), two eight inch (20 cm) wooden crosses, three Globe of Daylight Flares, and one Storm Flare, all held in one large backpack or satchel.

96-00 One dozen conventional, fully charged E-Clips.

11-20 Mugging, beating, rape or other crime in the process.

This can occur in a town, the shattered ruins of a town, in an alley, off to the side of a road, in the wilderness, and similar, usually a little bit secluded, areas. The attacker can be a lone assailant (ordinary or powerful), a pair, or a small gang or squad of soldiers (from either side). If a group, one or two are doing the crime while the others watch, egg him on or lend a hand, like chasing away nosey intruders. Does the player group turn a blind eye or do they intercede on behalf of the victim? If they try to help they will likely have to fight. **Plot twists:** This can be a simple rescue or something more. For example, they may have just rescued a hated adversary, an enemy soldier, enemy spy or foul villain. Somebody whose actions later will hurt others (or maybe the group) and their rescue will haunt them to the point that they decide to bring this dirt bag to justice.

Or they may have rescued somebody important and powerful and who can help them in some way. I'm thinking "help" in the way of information, getting the group in or out of some place, introducing them to somebody important, and similar things, rather than an outright reward of credits or goods. Or the victim (or the authorities) may want to hire the group to extract revenge, to protect the community as lawmen, to serve as bodyguards, to destroy evil, and so on. The intentions of their employer may be good, evil, or treacherous (using them as pawns or bait).

21-25 Gang of Cyber-Snatchers looking for prey. If the player character or group doesn't have enough bionics to be targeted themselves, then maybe they stumbled upon the gang attacking a Headhunter, City Rat, cyborg or other cybernetically augmented individual. If they are good guys, the player group won't stand by while some poor slob gets butchered alive. If the group is less good or caring the Cyber-Snatchers may attack them to rob and/or kill to avoid leaving any eye-witnesses!

26-30 Bandits. These misanthropes aren't on anybody's side and are looking for easy pickings for plunder. Guess what, the player group (or the people or community the heroes are protecting) just got elected.

31-35 Abandoned Bunker. Slightly damaged, deserted and devoid of valuables, a safe place to hide, rest or sleep for a while. Might even make a good, temporary command post.

36-40 Wreckage of a combat vehicle. The vehicle is beyond salvage and there are no survivors (or bodies for that matter), but rummaging around does uncover one of the following: 01-25 A canteen of water and one week's food rations for one, 26-50 1D4 E-Clips and a flare, 51-75 a small tool kit or basic Medical Kit, or 76-00 a poncho/rain coat and a pair of fatigues.

41-45 Skelebot Graveyard. 2D6x100 destroyed Skelebots lay scattered in a localized area of the woods or the ruins of a town, (empty) bunker or other type of stronghold. Any humanoid bodies have been claimed by their loved ones or compatriots, although there may be debris from vehicles and such. It is a chilling sight. Any valuables have already been recovered by CS clean-up crews, looters or adventurers. However, a protracted search is likely to uncover 1D6 E-Clips.

Roll to determine if the graveyard is abandoned or seeded with still active Skelebots as a trap.

01-35 Abandoned, nothing to fear.

36-70 2D6+6 active standard, new style Skelebots and one Hellion or Centaur Skelebot scattered among the destroyed. There used to be more, but they have been destroyed. The 'bots attack when a victim comes within range of their guns or Vibro-Blades. Only half still have ammunition.

71-90 All "seem" destroyed and inactive, however, after the group leaves the scene 1D4+4 Hunter Skelebots follow them and attack when they least expect it or try to pick them off one by one.

91-00 No Skelebots to worry about, but a group of bandits or monsters, 1D4+1 Daemones or a Tolkeen Combat Squad use the graveyard to set up ambushes. A Tolkeen Combat Squad may be entirely composed of inhumans or include one or all of the following: Shifter, Warlock and Necromancer. The Shifter will call forth 1-4 Tectonic Entities who can make bodies out of the Skelebot parts, the Warlock can use one or two lesser Elementals who can appear without warning, and the Necromancer will animate 4-6 skeletons and corpses of Coalition soldiers and other slain characters (clad in M.D.C. body armor) to attack. Note that a Necromancer can NOT animate Skelebots.

46-50 Body of a practitioner of magic. The poor fellow died from his injuries. Characters of a good alignment will bury the fellow after salvaging any items they might need. Anarchist and evil characters will loot the body and leave it where they found it. Items of value include a canteen of water, survival knife or hand axe (1D6 S.D.C.), knapsack, note book and 1D6 markers, and either a scroll with 1D4 spells (nothing beyond 6th level) or a common TW weapon, or a debit card with 2D4x100 Universal credits. Of course the G.M. may include things like a map, notes on an upcoming raid against whoever, clues and other story-related items. The dead man's partial armor is useless. Any other possessions must have been lost before he died.

51-55 Body of a Coalition Soldier. The poor fellow died from his injuries. Characters of a good alignment will bury the fellow after salvaging any items they might need. Anarchist and evil characters will loot the body and leave it where they found it. Items of value include a canteen of water, survival knife (2D4 S.D.C.), knapsack, C-12 or C-14 assault rifle, one extra E-Clip, and 1D4 grenades or a Vibro-Knife. Of course the G.M. may include things like a map, notes on an upcoming raid against whoever, clues and other story-related items. The dead man's armor is useless. Any other possessions must have been lost before he died.

56-60 Mass grave. Further examination reveals over two hundred bodies, mostly D-Bees, including females and children. Presumably the handiwork of the Coalition.

61-65 A grisly warning to the CS. One to five dozen corpses of Coalition soldiers hang from the branches of trees or skewered on pikes to serve as a warning to other troops. A third are partially eaten. Presumably the handiwork of one of Tolkeen's "Monster Squads."

66-70 Abandoned prison site. Evidence of past captivity, torture, and murder; 2D6 graves are found. Evidence also suggests that a number of people and prisoners (footprints suggest they were shackled together) left this place. Can be tracked and found within 6D6 hours. What they may find is left to the G.M. Could be a CS, Tolkeen, or independent D-Bee, monster or bandit prison or work camp.

71-75 Vegetable Garden: It may sound simple but when one is hungry, this is a godsend! The garden has a variety of vegetables including corn, potatoes, carrots, tomatoes, cucumbers, beans, rhubarb and squash. May also have 1D4 apple or pear trees near by and/or a small patch of strawberries and/or raspberries. In a winter setting, substitute for a cellar with sacks of potatoes, dried corn and jars of preserved vegetables and fruit.

The only danger comes from the owner (human or D-Bee family or group) who will not appreciate their garden or cellar being plundered, but *may* be willing to sell or trade some of their food.

76-80 Small Farm: Similar to the Vegetable Garden above, except the farm has greater quantities of crops/food as well as some livestock (2D6x10 chickens and ducks, 3D4 cows, 3D6 pigs or sheep, and perhaps a few dogs or horses).

81-85 Band of 1D6x10 Refugees. Human, D-Bee or a combination of the two. They are afraid of strangers, suffering from exhaustion, low on food and medical supplies, and other basics. They may offer to trade information (although they only really know rumors and what they may have seen over the last few weeks) for food and other goods. They immediately scatter and flee the instant they spot Coalition Troops.

86-90 Wreckage of a Coalition APC, Transport vehicle or encampment. All soldiers are dead. Can salvage (roll 1D6+1 times or pick four categories):

01-05 2D4 fully charged, extra E-Clips.

06-10 1D4 Coalition C-18 or C-20 Laser pistols.

11-15 1D4+2 Coalition C-12 or CP-40 assault rifles.

16-20 One C-14 "Fire Breather" or CP-50 "Dragonfire."

21-25 2D4 hand grenades (any type or combination).

26-30 1D4 Mini-Missiles (any type).

31-35 1D4 Vibro-Daggers.

36-40 1D4 Hand-Held Computers.

41-45 RMK Robot Medical Knitter Kit.

46-50 IRMSS Internal Robot Medical Kit.

51-55 1D4 weeks worth of food rations for six.

56-60 Five gallon (18.9 liter) drum of drinking water.

61-65 Pair of Passive Nightvision Goggles.

66-70 Pair of Infra-Red Binoculars.

71-75 Language Translator.

76-80 Long-range radio with scrambler capabilities.

81-85 1D4 pairs of handcuffs (15 M.D.C. each).

86-90 Working Jet Pack.

91-95 Battered CS Scout Rocket Cycle with 83 M.D.C. left.

96-00 One large, fully equipped first-aid kit including IRMSS.

Plus Dead Boy body armor, but must strip it off the dead soldiers, something most good characters will not consider.

Note: May encounter other scavengers, bandits or CS troops! G.M. may add or change available equipment.

91-95 Wreckage of a Tolkeen APC, Transport vehicle or encampment. All soldiers are dead. Can salvage the following (roll 1D6+1 times or pick four categories). See *Coalition Wars™ One* for many of the items.

01-05 1D4+2 fully charged, extra E-Clips.

06-10 1D4 NG-57 Ion Blasters or Wilk's 320 Laser pistols.

11-15 1D4+2 NG-L5 or C-12 or CP-40 assault rifles.

16-20 1D4 TW Telekinetic Rifles or other medium-power TW item.

21-25 2D4 hand grenades (any type or combination).

26-30 2D4 TW Freeze or Firebomb hand grenades.

31-35 1D4 Vibro-Daggers.

36-40 TW Psi-Blocker Helmet.

41-45 RMK Robot Medical Knitter Kit.

46-50 IRMSS Internal Robot Medical Kit.

51-55 1D6 weeks worth of food rations.

56-60 1D4+1 canteens of drinking water.

61-65 1D4 sketch books, a dozen mechanical pencils and/or markers and a portable, hand-held audio disc recorder.

66-70 Pair of Infra-Red Binoculars.

71-75 Language Translator.

76-80 Long-range radio with scrambler capabilities.

81-85 Three identical Goblin Bombs (hand grenades) that create a magical Carpet of Adhesion.

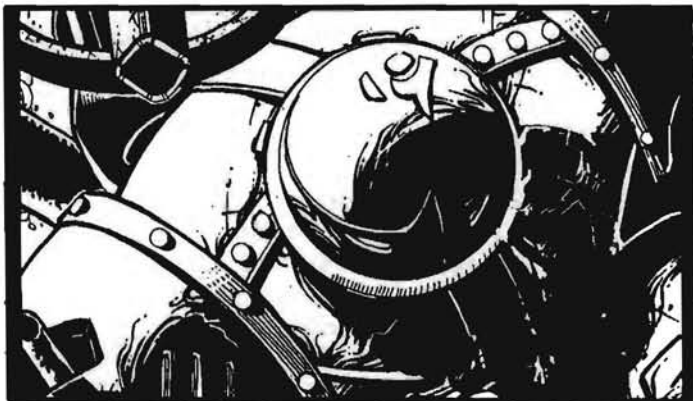
86-90 TW Air Skiff (two man) with 91 M.D.C. left.

91-95 Battered Self-Propelled Air Boat large enough to carry six men. Has 117 M.D.C. left.

96-00 Medical Kit with standard items plus one red vial of liquid (negates poison instantly) and 1D4 healing potions that instantly restore 4D6 Hit Points of damage.

Plus body armor, but must strip it off the dead soldiers, something most good characters will not consider.

Note: May encounter other scavengers, bandits, CS squad, 1D4 Daemonix or a pair of Iron Juggernauts! G.M. may add or change available equipment.



96-00 Damaged Iron Juggernaut or injured dragon, Daemonix or mage, or damaged CS giant robot or power armored soldier (down by half their full M.D.C.). Separated from his teammates, alone and impaired, the character *may* try to avoid combat and flee/hide, or attack nonetheless. In fact, the individual may be crazed by combat (and the loss of his teammates?) and out for blood. Might even be so crazed or feel betrayed that the character will attack civilians and groups on the same side! If only separated from his comrades, the sound of combat might bring them running to investigate (arrive in 2D4 minutes). Or combat or explosion has revealed the secret lair, hideaway or bunker where a dragon (or powerful mage or monster) has been hiding part of its treasure hoard. CS troops will want to confiscate or destroy all magic items. Adventurers, mercs and bandits will want it all for themselves.

Note: Does another group (of evildoers), enemy troops, or the owner of the loot arrive on the scene while the group is divvying it up? Do they catch our heroes unawares?

Random Villain Encounter Table

01-05 Rogue soldiers on your own side. They are savage “monsters” (whether human or nonhuman) who thrive on the power they have to intimidate, bully, hurt and kill others — including the civilians they are sworn to protect and fellow soldiers. Anybody who questions their methods or motives, invokes their ire, or stands in their way, earns their hatred and bloody retribution.

06-10 A band of 8-16 warriors. Two thirds are Psi-Stalkers, the other third is composed of powerful D-Bees like Mastadonoids, Groot Hunters (*Rifts® Canada*) and Lanotaur Hunters (*Psyscape™*), along with a Ley Line Walker, Mystic or Conjurer. All are of Scrupulous, Unprincipled, Anarchist or Aberrant alignments and are hellbent on destroying the *Daemonix* and other hellish minions of Tolkeen. Thus, they wage their own guerilla war on the monsters of Tolkeen. And they are not alone. A growing number of outside groups, mostly Psi-Stalkers, are taking up arms against these forces of supernatural evil. However, only about a quarter officially fight on the side of the Coalition, most are private squads, companies and small armies who avoid taking sides and fight for their own purpose. Psi-Stalkers are obsessed with eradicating *Daemonix* from the face of the Earth.

11-25 Enemy soldiers; one or two to an entire squad (10) or two (20). Their mission: to seek and destroy the enemy, particularly other small squads like themselves. Likely to engage anybody they suspect of being on the wrong side.

26-30 Travelling stranger (really a spy for one side or the other) looking to pry information out of those he meets, especially if the group is obviously soldiers or freedom fighters. Will also ask about the player group and size them up.

31-35 Freelance Bounty Hunters: Does anybody in the player group have a price on their head (from anybody: CS, Tolkeen, or outsiders). If so, these guys probably know about it, so look out! Anybody who stands in their way is looking for trouble and might get killed or captured and turned in to somebody, maybe even slavers.

These hardened warriors don’t care about the war, atrocities, or who wins or loses, they are in it for the money and willing to hire their services out to both sides if the price is right. Predominately evil alignments with a few Anarchist for good measure.

36-45 Killer Skelebot Platoon programmed to exterminate all nonhumans, monsters and practitioners of magic. If anybody fits that description in the adventurer group, the Skelebots attack the entire group, the majority concentrating on the aforementioned individuals as their primary targets. These ‘bots are also programmed to exterminate all forces “hostile” to the Coalition States, so in this case, if someone in the group insults, maligns or makes fun of the CS Government, Military, the Emperor, or the war, the Skelebots open fire, shooting to kill! The Skelebots also attack if any member of the group should make a hostile gesture or openly threaten them. Otherwise the Skelebots will eye the group and move on without incident (yeah, right).

There are 3D6+10 Skelebots left in this platoon, and 1D6x10% of them are battle damaged from previous skir-



mishes, leaving them with half their normal M.D.C.; 20% fight only with Vibro-Blades. Included among them are two *Hellions* and one *Centaur Skelebot*. The rest are standard *new-style Skelebots*.

46-50 Black Faerie or Witchling torturing a Coalition Soldier. A second trooper and a Dog Boy, bound or unconscious are next (humans, D-Bees, fighters MIA or innocent civilians may be substituted). The character currently being tortured pleads for mercy. He begs for them to set him and his comrades free or take them prisoner and treat them humanely. This suggestion is laughed at and that prisoner is tortured more or slain!

If any member of the player group (even if an ally of Tolkeen) steps forward and "asks" the monster to stop, it will tell him to mind his own business and leave them be. Any further protest or act of intervention will cause the monster to make threats and prepare itself for combat. To add to the danger, there may be (at the G.M.'s discretion) 1-5 other Black Faeries or Witchlings or other vile lesser demons who were momentarily out of sight or hiding, but now make their presence known.

This stand-off will turn to combat if the creature(s) is attacked or outsiders try to "steal its playthings." These are not dumb creatures, so if they are clearly outnumbered they will back off and surrender their prey. However, the player group (particularly the most vocal ones who interfered) will have made themselves enemies who will not be forgotten nor forgiven for this altercation. The Black Faerie *will* seek revenge at some point. This can come as a surprise attack later that night or within a few days (undoubtedly with reinforcements) or some act of treachery at a later date.

51-55 Juicer Seek and Destroy Team from Tolkeen: Three Juicers (2nd, 3rd and 4th level), one 3rd level Titan or Hyperion Juicer, one 3rd level Mind Melter (or Psi-Warrior), one 3rd level Headhunter, a 4th level Psi-Stalker or Ley Line Walker or Mystic, and the team leader, a 6th level Juicer. **Note:** May be substituted with other types of mercs such as a group that is predominantly practitioners of magic, or psychics or mutants and D-Bees, etc.

They have a hate on for the CS and will jump anybody they suspect is a CS soldier, spy, or mercenary working for the Coalition, as well as CS sympathizers and dupes. If the player group fits the description they will be attacked.

Otherwise the S&D Team, with weapons drawn, will question the player group. They have been dispatched to look for and eliminate spies, enemy sympathizers and infiltrators operating in the area and are questioning everybody they encounter. The team will only attack if they discover the heroes are affiliated with the CS or villains preying on innocent Tolkeen civilians. The Juicers will retaliate if attacked or sincerely threatened. **Note:** The S&D Team have no idea if the player group works with or even comes from Tolkeen, so they will stop and question fellow patriots and allies and battle them too if they think they have turned traitorous or believe them to be spies.

If the player characters are unallied adventurers the S&D Team will give them a rousing speech about why they should join Tolkeen in its stand against the Coalition, appealing to their sense of heroism and likely hatred of the CS (i.e. a great chance for no-holds-barred "revenge"). If the group seems interested, the Team will point them in the direction of a

town or outpost where they can join the Tolkeen Resistance Army.

If the S&D Team takes a disliking to the group for any reason, they will give them a hard time and may even try to shake them down. A "shake down" will involve threats, bullying tactics and a demand of "payment for passage" through Tolkeen held territory whether the area is really held by Tolkeen or not. If the group refuses, there will be threats and a possible skirmish, probably shoving, fisticuffs and/or Vibro-Knife play. If the player group proves to be unshakable and capable, they might win the Team's respect and be allowed to move on unmolested. Or this scuffle may turn into a genuine battle, winner take all. On the other hand, unless the Team believes the group is in league with the CS, they may decide things have gotten out of hand, that a fight isn't worth the trouble, and slip away into the wilderness after a brief scuffle or shootout.

56-60 Mercenaries for hire. The player characters run into a band of mercenaries looking to be hired; all are human. The group will, understandably, try to feel the characters out as to which side they belong too.

If the player characters appear to be allied with the CS, the mercs will badmouth Tolkeen, magic and/or D-Bees. They will praise the CS and ask the group if they know of any places where "Tolkeen scum" are dug in or hiding, so they might be able to prove themselves to the CS by bringing in a batch of prisoners. They will also ask about the location of the nearest handful of CS outposts or base camps so they can solicit work from them.

If the player characters appear to be allied with Tolkeen, the mercs will badmouth the CS, its soldiers and Emperor Prosek. They will praise Tolkeen for the courage to stand against the Imperial giant and ask the group if they know of any places where "Coalition tyrants" are dug in or hiding, so they might be able to prove themselves to the Tolkeen people by bringing in a batch of prisoners. They will also ask about the location of the nearest handful of Tolkeen base camps, strongholds and hideouts, so they can solicit work from them.

If unallied, the mercs will try to sniff-out which way the group leans and whether or not they are looking to hire themselves out to anybody and who?

Who are these guys anyway? Option One: Just a group of mercs looking for a meal ticket. Depending on the mercenaries' alignments and goals, they may not be beneath resorting to raiding civilians, or robbing travelers. Which means they could be sizing up the player group for an attack and/or robbery.

Size and composition of the mercenary group can reflect whatever the Game Master believes will challenge the player group. It may include Juicers, Crazies, Headhunters, Glitter Boys, other power armor, Wilderness Scouts, Bandits, Psychics, D-Bees, practitioners of magic, and other adventurer and men at arms types.

Option Two: Really Tolkeen undercover operatives gathering intelligence and/or looking for spies, traitors and bandits. If they think the player group falls into this category they will try to capture and interrogate them. Depending on how that works out (the player group escapes, kills their attackers, gets caught but their innocence comes out in the interrogation or they are suspected of banditry or working for

the CS), the group could be recruited by the Tolkeenites, asked to prove their loyalty by performing a quest or special military mission, be arrested and sent to a Prisoner of War Camp, pressed into slave labor (again, probably considered P.O.W.s) or they escape and are criminal fugitives (rightly or wrongly) wanted by the Tolkeen authorities.

Option Three: Really undercover CS Special Forces gathering intelligence. After they've gleaned all they can from the player characters, they will try to size-up the group. If the adventurers are anti-Coalition the alleged mercenaries will try to determine whether or not they can take them. If so, they will either attack the heroes now, or set up an ambush later that day. If they appear to be genuinely pro-Coalition, they will suggest the group hire themselves out to the CS and may even point the group to a large camp to get work (one whose location is no mystery). Or they may warn them about impending operations or trouble in the area. If the group is indifferent the undercover soldiers will either let them go without any further interaction, suggestions or warnings, or attack them if they seem like "D-Bee lovers," "damned practitioners of magic" or "goody-two-shoes" who represent some danger or interference to CS operations.

Size and composition of the Coalition Group disguised as Mercenaries: Most are human (1D4+2 CS grunts, two Special Forces, two cyborgs pretending to be Headhunters, and one communications specialist), except for a pair of Psi-Stalkers, a hulking D-Bee that resembles a gorilla (can easily pass for a N'mbyr Gorilla Man or even a Vanguard Brawler, but is really a mutant ape from Lone Star) and a pair of D-Bees with features suggestive of a rat (also mutants from Lone Star). As always, the G.M. can add to, bump up or prune down the size, level and power of any antagonist group.

61-65 Powerful monster (one powerful one, or a small group of lesser ones) using humans and D-Bees (missing characters or MIA soldiers may be among them) as slaves, playthings and/or food. Slaves are shackled, treated poorly, threatened and slapped around. The captives will eventually be killed and/or eaten. Those who are too much trouble are the first to go, probably after being tortured first.

66-70 Bandits. Run of the mill robbers who look at any traveler as a potential victim. They may attack the group to rob them or try to con them out of their valuables. Valuables include food, weapons, ammunition, armor, vehicles, and other gear, as well as magic items and credits. Depending on how evil these brigands are, captives might even be sold into slavery. On the other hand, the bandits might share information and their supplies with the player group if they believe they are fellow crooks, opportunists or adventurers not looking to condemn their profession or give them grief. **Note:** Kidnap victims and innocent folk who fell to foul play could be among this group.

71-75 Band of Brodkil. These brutes may be AWOL from Tolkeen's Army, independent warriors, or bandits prone to violence, cruelty, robbery, bushwhacking and murder. Although the Coalition is at the top of their hate list (humans in general are probably number two), they don't like anybody. Consequently, anybody who threatens, challenges, or provokes them will be attacked. Likewise, the Brodkil hate and strike out at anybody who dares stand in the way of their

goals, be it murder, revenge, valuables or glory. The group will not fight to the death and will retreat if they are losing badly (typically fight as long as they think they can win, accepting the deaths of 1D4 members of their group before considering retreat). However, they will remember who dished them out defeat and they *will* seek retribution at a later time.

Typical group is 1D6+4 Brodakil and *may* include 1D4+1 lesser beings (usually nonhumans) as their henchmen. The G.M. may adjust the size of the group in accordance with the player group and the situation.

76-80 Evil practitioner of magic planning to soon use captives (innocent folk, D-Bees or Coalition soldiers) for human sacrifice. Whatever he or she is up to, it's no good and people will suffer for it.

81-90 Minions of a despot king. A man or monster who would be king. This tyrant and a band of 1D6+6 minions (human, D-Bee, monsters, or a mixed group) have taken over a small town. The self-appointed king is ruthless and very powerful (7th-10th level practitioner of magic, dragon hatchling, Juicer, Cyborg, Neuron Beast, Thornhead, demon or whatever). His henchmen are less powerful (3rd-5th level) but dangerous and loyal to their leader. **Note:** Runaways, missing characters and kidnap victims might end up under the king's thrall too.

91-95 Tolkeen Hit Squad with an attitude! A group of 4-8 Iron Juggernauts or Daemonix (of any type) on a tear. They are angry, frustrated and looking for trouble. They might even lash out at fellow freedom fighters who get on their

nerves or get in their way. And will certainly lash out at those who seem critical of them or Tolkeen's leadership.

96-00 Doom at the hands of the Xiticix! The insectoids are leading the character north with plans to turn him (and other captives?) into a goop known as "sludge." The victim does not survive this process.

Random Encounters with Coalition Forces

01-10 Transport: One CS Mark VII "Slayer" APC (ground) or Death Bringer APC (air) with a full complement of troops.

11-20 Tank Squad: 4-6 CTX-50 "Line Backer" or CTX-52 "Sky Sweeper" Tanks escorted by 2-4 CS Scout Rocket Cycles or Warbirds.

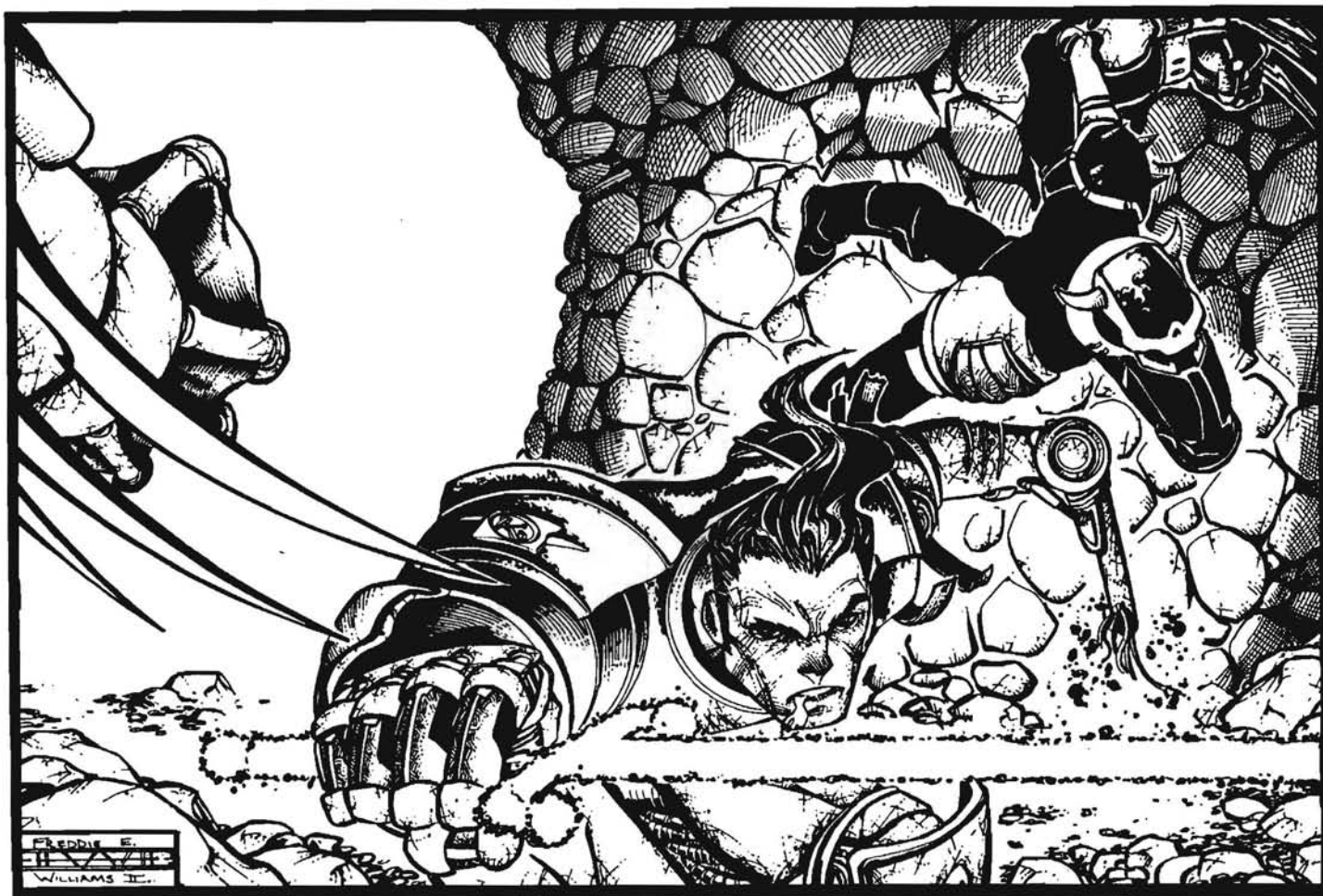
21-30 CS Commando or Special Forces Team: 6-10 man squad.

31-40 Skelebot Patrol: Two Skelebot Hunters, eight standard new style Skelebots.

41-50 Aerial Sweeper Team: CS soldiers using 1-2 CS Scout Rocket Cycles, 2-4 Warbird Rocket Cycles, two Black lightning or Demon Locust helicopters and two SAMAS (new or old style).

51-60 Reconnaissance patrol: Two Rangers, one Psi-Stalker, two Dog Boys, one Juicer or Cyborg Soldier or power armored trooper, 2-4 grunts.

61-70 SAMAS Wing: 6-9 Smiling Jack SAMAS, and one or two Super SAMs or old style SAMAS. Or, Super-SAMAS



Strike Force: 5-6 Super SAMAS and 2-4 Smiling Jack SAMAS.

71-80 Armored Hunter Team: Small, mobile robots and/or power armor sent out on seek and destroy missions and surgical strikes.

Power Armor Only: 1-2 Glitter Boy Killers (ideal for combat against enemy G.B.s, power armor and to a lesser degree, Iron Juggernauts), 2-4 Terror Troopers, 2-4 Maulers, 2 Smiling Jack or Super SAMAS.

Robots Only: One CR-004 Scout Spider-Skull Walker, 2-4 IAR-4 Hellraisers, 2-4 IAR-5 Hellfires, and two Hunter or Hellion Skelebots. May include an additional 2-6 standard Skelebots depending on the mission.

Mixed Group: Two Smiling Jack SAMAS, two Terror Troopers or Maulers, two Hellraisers, two Hellfire and either one Scout Spider-Skull Walker or Super SAMAS.

81-90 Coalition Death Squad! These cruel souls are so filled with hate or fear that they actually enjoy hunting down enemy squads and annihilating them. Practitioners of magic, demons, monsters and inhuman creatures are killed without mercy. Even if they surrender and beg for mercy they are executed on the spot. D-Bees and human Tolkeenites may also be executed (70% of the time) or may be taken to one of the new concentration camps under the supervision of Lt. General Galva (see *Coalition Wars™ Two*, page 74).

91-00 Mobile Company: One Spider Skull Walker and CS Mark V APC with full complement of troops (see *Rifts® RPG* for stats on these two), escorted by two Scout Spider-Skull Walkers and/or two CS Skull patrol cars. Roughly 30 to 40 CS troops total.

Random Encounters with Tolkeen's Magic & Supernatural Forces

Note: Entities, Elementals, Witches, Warlocks and many of the creatures listed here are described in the pages of the *Rifts® Conversion Book One*. Necromancers appear in *Rifts® Africa* and *Mystic Russia*.

01-05 Witch with her demonic familiar and 1D4+1 other minions who serve her. Minions can be simple human or D-Bee servants, aids, and workers, to vile creatures of magic or sub-demons like Gargoyles.

06-10 Thunder Lizard Dragon hatchling and friends. This is a well intentioned 1D4 level dragon of Scrupulous or Unprincipled alignment. He or she helps civilians and Tolkeen's human and D-Bee warriors whenever possible. The Thunder Lizard is satisfied with driving Coalition forces away rather than destroying them. The dragon is accompanied by either a fellow dragon (but a different species) of similar disposition, or a small group that includes one Mystic, one Devilman Scholar, a lazy but loyal Larmac Wilderness Scout and a young, noble Cyber-Knight or Headhunter. All are of good alignment, level 1-4, share similar attitudes and see themselves as heroes. Consequently, they disagree with the use of foul demons, the Daemonix, Brodkil, Neuron Beasts and other dark forces. In fact, they have had more than a few conflicts and clashes with Necromancers, Witches, Shifters and

"Monster Squads" who were harassing or threatening innocent civilians, travelers, and outsiders or going too far in their war against the Coalition. These heroes find acts of torture, torment and murder of unarmed troops to be unacceptable atrocities that make them ashamed of their comrades. They try to fight for justice and a higher cause.

11-15 Warhawk Iron Juggernauts on patrol. 1D4+1 Warhawks patrol the sky looking for opponents to battle. While the CS are their primary targets, they will engage any group that threatens civilians or the war effort. And may intercede in an ongoing skirmish. Cold-hearted and merciless, they may swoop down to slaughter troops that have been routed and in retreat, as well as to execute soldiers taken prisoner and earmarked for interrogation or incarceration at a prison camp.

16-20 Earth Warlock (Anarchist or evil; 1D4+4 level) commanding a Minor Earth Elemental or Mud Mound. May be accompanied by 1D4 first or second level grunts or civilians under the mage's protection. His or her primary goal has been harassing the enemy and protecting the innocent, but tends to be a zealot.

21-25 Water Warlock (Anarchist or evil; 1D4+4 level) commanding a Minor Water or Ice Elemental. May be accompanied by 1D4 first or second level grunts or civilians under the mage's protection. Primary goal is harassing and destroying Coalition Navy operations in the region.

26-30 Feculence Daemonix in charge of sniffing out CS spies, traitors, sympathizers and any agent working for groups with an outside interest, including those from the Federation of Magic, Free Quebec, Lazlo and elsewhere. It is a resourceful and cunning monstrosity who loves its work and is very good at it. Paranoid and evil, it sees conspiracies and traitors everywhere and is constantly waging "witch hunts" (figuratively speaking) to find, punish (excruciating torture) and execute them. Among its trusted henchmen are one Manslayer Daemonix (its personal body guard and enforcer), a shapechanging Zenith Moon Warper (its main spy) and a trio of Psi-Goblins (all described in *Rifts® World Book 12: Psyspace™*).

31-40 A Diabolic or Miscreant Necromancer who has animated slain Coalition Soldiers for his private army. This character may be a Tolkeen patriot or a vile opportunist. If the latter, he has no love for the CS which makes them his primary target, but he also attacks, terrorizes, robs, and murders adventurers, fighters, travelers and civilians for fun and profit. Anybody who gets in his way is asking for trouble. The Death Mage is 7th level or higher, cruel and merciless.

41-50 Shifter and company. This evil mage commands one of the following groups:

01-20 A cadre of entities including 1D4 *Poltergeist*, one *Haunting* or *Syphon Entity*, and two *Tectonic Entities*.

21-40 Commands 1D4+1 *Gremlins* (perfect foes to sabotage the high-tech Coalition Army) and one or two *Hell Hounds*.

41-60 A band of demons that include one *Baal-Rog*, 2-4 *Shedim* or *Alu* and a tiny *Lasae*.

61-80 A band of 1D4+1 *Aquatics* and a pair of *Gargoyles*. This group mainly targets troops in and around bodies of water; the Gargoyles provide air strike capabilities along with the Aquatics.

81-00 Commands only one creature, but it's a doozy: *Boschala the Living Nightmare* or *Goqua!* May substitute with something else if the G.M. so desires.

51-60 A Savage Dragon! A hatchling dragon (of any breed) of considerable experience and foul temper. According to rumor, this bloodthirsty monster's good heart was turned black by the atrocities of the war. Now it is as cruel and vile as the worst demons. Level of experience: 5+1D4, Diabolic alignment, treacherous and destructive in the extreme. Tortures and kills for the sheer pleasure of it, takes no prisoners except to torment, and fights in the name of revenge. This beast is capable of absolutely anything and those who show compassion or even civility to the CS or question the dragon's methods are viewed with the same contempt and worthlessness as the enemy. **Note:** May work alone or lead a small squad (4-8 troops) of ordinary human and/or D-Bee warriors or a mixed group of monsters (each 1D6 level, all Anarchist or evil); G.M.'s discretion.



61-65 A band of Mystic Warriors! Includes three Conjurers, one Mystic, one Ley Line Walker and either a Techno-Wizard or Shifter (the former will have at least two TW weapons, TW armor and a TW device or two-man vehicle; the latter will have at least two monsters or demons with him). Each has 1D4+2 levels of experience or can vary up or down as the G.M. sees fit.

The group will be predominantly good or mostly evil. Good guys are patriots who show compassion, mercy and reserve, and may be guerrillas looking to battle the enemy or functioning as lawmen. Evil sorcerers tend to be more aggressive, suspicious, cruel and murderous. Some may even rob and loot. Both groups hate the CS and their sympathizers. May be accompanied by 1-4 first or second level assistants, D-Bees, Wilderness Scouts or Grunts.

66-70 Adult Nightstalker Dragon (see *Rifts® Conversion Book One*). This treacherous beast hates the Coalition and targets them regularly in raids, but it is always out for itself and plans to profit from the war. Has connections with several groups of bandits as well as the Black Market and Slavers. If Tolkeen looks to be losing the war the Nightstalker will abandon its allies with loot in tow. May be encountered selling CS soldiers into slavery, torturing them, cheating or bullying civilians, attacking travelers (including adventurers and mercs on the side of Tolkeen), gambling, or helping, protecting or dealing with criminals, among other nefarious things. Level of experience: 8+1D4, Miscreant alignment and completely untrustworthy.

71-75 Savage Monster Squad on patrol. Any of Tolkeen's squads that utilize demons, monsters and sorcerers of a dark nature. Most, if not all are evil and barbaric warriors who give the enemy no quarter. Many thrive on brutality, torture, slaughter and mayhem. Thus, they regularly join battles where enemy troops have been routed and in retreat to cut them down as they flee. Nor do they honor surrender, except to lure their enemies to them and slaughter them after they lay down their arms. These squads may also stop freedom fighters with prisoners earmarked for interrogation or incarceration at a prison camp to take them into "their custody" (to be tortured and killed) or begin to execute the prisoners on the spot. Anybody who tries to stop them, including other Tolkeen freedom fighters, will face their wrath, although these evil beings are likely to stop short of killing fellow compatriots — hoping a thorough trouncing will teach them the lesson they deserve. Sadly, even if reported to the authorities, the Tolkeen leadership is not likely to punish these squads for atrocities and will send them back into the field to "continue their good work."

76-80 1D6+4 Grave Ghouls. With all the death and destruction it is not surprising to find these and other "eaters of dead flesh" are moving into the area, along with other scavengers. Grave Ghouls are nasty vermin who can be found feasting on the dead on the battlefield and robbing fresh graves. They resemble walking corpses themselves and tend to avoid contact with the living. However, when in groups of four or more, they get more aggressive and sometimes dare to challenge small groups of warriors as well as attack the sick, elderly and children (large bands of 15 or more sometimes kidnap and enslave them as pets or slaves). In addition to robbing tombs and desecrating the dead, they sometimes steal or vandalize things and often associate with other more menacing beings, including the Dar'ota, Dybbuk, Dimensional Ghoul, Boogie-Man, and Banshee (all monsters described in *Conversion Book One*), as well as serve Necromancers.

81-85 1D4 diabolic Manslayer Daemonix. They have little regard for human life in general and take great pleasure in hunting down and slaughtering Coalition troops. Their favorite targets are small CS squads, wounded troops in retreat and those they have decided are (unsuspecting and often innocent) CS spies or sympathizers. When the whim strikes them (namely when there is no easy CS targets), they destroy groups they decide are bandits preying on civilians; a thinly disguised excuse to attack anybody they feel like. These creatures are trouble even for those fighting on the side of Tolkeen.

86-90 Fire or Air Warlock (Anarchist or evil; 1D4+3 level) commanding a Minor Elemental. May be accompanied by 1D4 first or second level grunts or a first level Warlock of a similar or different Elemental Force in training, or 1D4+6 civilians under the mage's protection. Primary goal has been harassing the enemy and protecting the innocent, but tends to be a zealot and merciless.

91-95 Squad of Gargoyles or Brodkil — 1D4+7 of these sub-demon infantry troops spoiling for a fight. Will harass travelers and civilians when things are slow.

96-00 Adult Dragon on the rampage. Good or evil, the dragon is mad and on a rampage; 8+1D6 level of experience. May substitute for a band of 1D4+2 Iron Juggernauts or Daemonix.

Adventure Outline

Emperor Prosek lost behind enemy lines!

Ultimately this adventure idea is presented in the *Hook, Line and Sinker™* format, but is much more expanded and detailed than the typical HLS.

The Hook

A Coalition Death's Head transport, its escort aircraft and a company of SAMAS on a secret mission are accidentally discovered by Tolkeen's forces and attacked by Shadow Dragons and a company of Warhawks and Dragonfly Iron Juggernauts. The CS forces are defeated and the burning wreck of a Death's Head Transport crashes to the Earth. Those Tolkeenites quickly on the scene report that at least one, possibly two, platoons of Coalition Soldiers managed to escaped deep behind enemy lines.

According to a rapidly spreading rumor, *Emperor Prosek* was on that transport! The two surviving platoons of elite Coalition soldiers are frantically trying to get him to a safe extraction point. As impossible as it may seem, the player group intercepts a desperate radio transmission from the downed troops to other CS forces. It basically says that they have the Emperor, he is alive and well (for the moment) and they are trying to make it on foot (all SAMAS lost) to the northeast to connect with CS troops on the border of Wisconsin and Minnesota! If true, the war could be ended with the capture of Emperor Prosek!!

The Line

Chi-Town officials deny these rumors and insist the Emperor is safe and sound in the great fortified city. However, while Joseph Prosek II has made television appearances to allay any fears, the Emperor remains incognito. According to Joseph, "In response to recent terrorist attacks and assassination attempts, our great leader has been secured to a safe haven. I promise you he is alive and well here in Chi-Town." Or is he?

An entire Coalition Field Army is making a sudden push to the general coordinates from which the radio transmission originated, but Tolkeen forces are holding them at bay. Combat is

fierce and terrible, but the CS troops keep coming. Meanwhile, civilian eye-witness reports confirm sightings of 40-100 CS troops traveling to the northeast, but nobody can confirm whether the Emperor is with them. At least three elite squads have been dispatched from the City of Tolkeen to investigate. Meanwhile, dozens of mercenary bands and bounty hunters are flocking to the area — the possibility of "bagging Emperor Prosek" is too good to pass up.

Composition of the grounded CS Troops: Approximately 80-100 soldiers survived the crash, roughly two platoons. One platoon frequently divides into 4-5 smaller 8-10 man squads to do reconnaissance, scout ahead, hang back from the main group and engage the enemy when absolutely necessary. Otherwise, they try to avoid enemy contact and discreetly eliminate potential threats and obstacles (meaning eyewitnesses, unsuspecting bands of Tolkeen operatives and mercenaries, and so on). The other platoon stays mainly together and has the Emperor under their protection. The typical soldier averages out at 3rd or 4th level with officers a level or two higher.

50% Grunts

15% Technical Officers from the downed aircraft (mechanics, communications officers, etc.).

10% Rangers in their standard armor.

5% Special Forces in heavy, old style Dead Boy armor.

5% RPA "Fly Boy" Aces in standard Dead Boy armor and piloting Warbird Rocket Cycles.

5% Dog Boys in full environmental armor.

5% Power Armor troops in Terror Trooper armor.

5% Power Armor troops in Mauler armor.

Plus four IAR-4 Hellraisers, three IAR-5 Hellfire robot combat vehicles, one Super SAMAS without a hover flight system (damaged in the crash and abandoned) and 11 standard Skelebots.

All foot soldiers are in standard Dead Boy body armor unless noted otherwise. All armor, including those of the power armor and robots have lost 3D6+12% of their M.D.C. from combat already. The remaining Skelebots (started with 28) have lost half their M.D.C. in combat. **Note:** See *Coalition War Campaign™* for complete details regarding CS power armor, weapons, vehicles and O.C.C.s.

Adventure possibilities: Whether by design or coincidence, the player group comes across the fugitive Coalition troops. (Which by the way, may be exactly where the rumors place them or hundreds of miles away. Rumors are, after all, unreliable.)

Story Arc #1: If the characters fight on the side of Tolkeen, sympathize with the cause, or have their own reasons to dislike, hate or seek vengeance against the Coalition States, the capture of Emperor Prosek will be a feather in their cap. Their *fame* is guaranteed, and more importantly, capturing him alive and turning Prosek over to the leaders of Tolkeen *should* enable the kingdom to negotiate a forced withdrawal of the Coalition Army and at least a temporary peace.

Challenge number one is identifying and capturing the Emperor. Several hours of surveillance and a little luck should indicate one likely candidate (or if the G.M. is tricky, two or three). This individual(s) will be identified by observing what he does



and how the other troops respond to him. The Emperor is likely to be accompanied by several elite troops (i.e. Commandos, Rangers, power armor, etc.) as well as some grunts. He will not be involved in menial tasks and is likely to supervise and give orders. Obvious squad leaders will defer to this individual even if he is clad in the armor of a mere grunt (which is likely as an attempt to fool the enemy).

Stealth and surprise are the best bet for the player characters. Sneaking in and kidnapping said individual is the only real chance they have at capturing the Emperor. Not even a large, powerful player group will be enough to challenge one or two platoons. **G.M. Note:** Will they nab the right guy? Or do they grab a decoy? If they try again, it won't be as easy, because the soldiers will be on high alert. And what does the group do with the wrong man? Release him? Kill him? Take him prisoner to turn over to Tolkeen forces, or what? Generous G.M.s or those with other plans may allow the player group to make a positive identification in the first place (see the Emperor without his helmet) and snatch Prosek in the first try.

The level of ease or difficulty of the kidnapping, and whether or not they sneak in and out without being discovered and a battle ensuing, is up to the cunning and teamwork of the players, the discretion of the Game Master and a bit of luck.

If a complete success, sooner rather than later (2D6x10 minutes after the abduction), the Coalition soldiers will discover their beloved leader has been taken and they *will* set out to track and rescue him, as well as extracting murderous revenge upon his kidnappers. Obviously, this means keeping one or two steps ahead of the Coalition pursuers and probably two or more battles with CS squads who succeed in tracking them down. Conflicts that are also likely to attract mercenaries.

Keeping the Emperor after they get him. This will be a lot harder than it may sound. The group is in hostile territory hundreds of miles from the City of Tolkeen. CS forces are to the distant east and south, with numerous deep insertion squads operating in the region the group must travel. This is in addition to the troops from whom they stole Emperor Prosek, as well as CS spies and sympathizers, mercenaries out to get the Emperor for themselves, and unallied monsters and brigands who are simply out to take advantage of the chaos to kill and plunder with impunity. These are all rivals who will not hesitate to attack the group to profit themselves from the capture of Emperor Prosek.

Moreover, the Emperor is intelligent and cunning, so if the group is hiding from a CS squad he'll try to alert them to his position. If they encounter a spy or sympathizers that he recognizes, he will try to make his identity known so they will attempt a rescue or get word to the right people. Meanwhile, he will do everything in his power to escape, from causing dissension in their ranks and creating tension and fear, to trying to bargain and bribe his way free (can he be trusted?), as well as outright attempts to escape.

Any selfish and evil bandit, freebooter, bounty hunter, mercenary and even patriot who realizes the group has Emperor Prosek in custody will covet him for themselves and try to take him away for their own glory and reward. Whoever turns Emperor Prosek over to King Creed will become a famous historical figure. Additionally, said individual or group is likely to be celebrated and rewarded in numerous ways — including a high rank in the Tolkeen military, special commendation, grant of

rare magic and military weapons and equipment, and possibly cash, land or other valuables. The bottom line is that the captors of the Emperor can expect fame and power to say the least. (In the heat of the excitement, most forget about the likely retribution that will also follow them.)

En route to the City of Tolkeen (meeting a major Tolkeen field army will do just as well unless the group is paranoid and wants to personally deliver Emperor Prosek to Tolkeen's highest leaders) the adventurer group will have at least three encounters, powerful lone individuals or pairs of mages, Juicers or Bounty Hunters, to small and medium-sized bands of cutthroats. Cunning villains may try to trick the player characters into handing over their prize by getting them to lower their guard and kidnapping him from them or making false claims ("Good work men. We're part of the 6th Infantry. We'll take it from here and turn him over to our commander." Or, "I'm Colonel so and so, and this is my elite special forces squad. I'm commanding you to turn Emperor Prosek over to us, so we can escort him to the Circle of Twelve." and similar). Likewise, a squad of patriots, mercs or special forces team may offer to "escort" the player group to protect them from Coalition troops and other hostile forces, only to bushwhack them later or grab and run off with the Emperor in the middle of a fire-fight.

Selfish and evil bounty hunters, bandits, villains and monsters may want to collect on the millions of credits bounty on the Emperor for themselves, or to ransom him to the highest bidder; selling him off to whoever coughs up the most cash. Whether it's Tolkeen, the CS, or some third party, they could care less. These brigands are likely to take a more direct and aggressive approach by attacking at first sight or springing a surprise attack. They'll kill anybody between them and the prize they desire.

Story Arc #2: The player characters are on the side of, or sympathizers of, the Coalition States. In this case, their mission will be to rescue their beloved Emperor before he is killed or turned over to Tolkeen's authorities where he may suffer a fate worse than death. In this case, they will encounter Tolkeen patriots as well as bounty hunters and villains out to get the Emperor for their own reward or out of revenge. Such combat teams have no problem with battling and killing CS scum between them and the Emperor. Assuming the player group manages to locate and get Prosek into their protective custody in the first place, he won't be safe until they get him to a field army in the east.

The Sinker

After all their trials and tribulations, it turns out this is *not* the genuine article! The real Emperor Karl Prosek is safely hidden away somewhere in Chi-Town. This has all been part of an elaborate plot involving a brainwashed *Auto-G* given the identity of the Emperor. For all intents and purposes, the *Auto-G* believes it "is" Karl Prosek, and will act accordingly. Fingerprints, DNA tests, and even psionic mind probes all confirm the duplicate "is" Prosek. Besides, there is no reason to suspect an *Auto-G* because they are so rare and most hate the CS and would never willingly work with them.

The Coalition's most covert segment of the Military High Command has spent nearly a year setting this plot into action. Once the captured *Auto-G* assassin was properly "conditioned,"

they sent him on the transport knowing it would be discovered, thus sacrificing their own troops to make things look believable. (**Note:** Nobody on the transport has any knowledge of the plot, and they believe 100% that they accompany the real Emperor Prosek.)

The plan is that the impostor *will* eventually get delivered to the Circle of Twelve at the City of Tolkeen. Once in their custody, there are triggers that will activate protocols implanted in the subconscious mind that will make the *Auto-G* attack and kill King Creed, Warlord Scard and/or other notable leaders. If possible, the brainwashed "sleeping agent" is to assume the identity of the leader he has killed in order to get close to other Tolkeen leaders and slay as many of them as he can in similar fashion. He knows them because he is an assassin commissioned by the Circle of Twelve and sent against the CS! The Coalition has simply turned the table on their enemy. The plot is a long-shot to be sure, but if nothing else, the entire escapade will cause confusion and waste manpower and time in the manhunt to capture the impostor, even if he never makes it to the city. On the other hand, if the *Auto-G* succeeds in slaying King Creed or Warlord Scard, it could have a tremendous impact on the war. **Note:** The *Auto-G* is an 8th level assassin with an I.Q. 18, M.E. 17 (was 22 before the CS finished with him), P.S. 23, P.P. 21 and Spd 24.

How the truth could impact the player characters. There is no reason the player characters should expect foul play or that they have captured an impostor. Consequently, they should behave as if they really have "the" Emperor of the Coalition States in their hands! This means all of their efforts and losses to deliver the impostor to Tolkeen are a fool's errand. In fact, if they lose the Emperor or he is killed or delivered to Tolkeen by another group (NPCs), they actually luck out! Why? Because the characters who succeed in delivering the fake Emperor Prosek to Tolkeen are placing a deadly assassin in the midst of their greatest leaders. Even if the assassin is unsuccessful in hurting anybody, Tolkeen's leadership will realize they have been tricked, and those who played a roll in the deception will be demoted, any rewards taken away, they will become laughingstocks (earning themselves historical infamy rather than fame and glory), and probably forced to undergo interrogation to make certain they are not Coalition spies or traitors.

Whatever the outcome, the player characters will have earned themselves a pile of experience points, may have acquired some minor valuables and helpful contacts during the process, and will have experienced, first-hand, the ingenuity and treachery of the Coalition States and its Emperor.

If CS player characters or heroes fighting to save and return the fake Emperor to the Coalition fail (i.e. he is killed or falls into the hands of the enemy) they will feel like failures. A deep depression is likely to follow and they will be ashamed. This shame and need to prove themselves may linger for years even if they come to realize he was an impostor, because they didn't know that at the time.

They will be all the more confused and frustrated when CS officers inform the group that they never had the Emperor. That he has been safe at Chi-Town the entire time. This may lead to open paranoia. ("We know what we saw! We had the Emperor! Is this a cover-up for the good of the people? Or are these officers part of the conspiracy involving the enemy's capture of

Prosek? What should we do? Who can we trust? Why won't anybody believe us?!)

If the player characters insist they "know" they had the Emperor and that he's fallen into the clutches of the enemy, the officers they appeal to are likely to see them as crazy or bewitched. This *may* lead to their being arrested and placed under guard for their own good. In either case, they are obviously suffering from some type of psychological breakdown and the entire group will be rotated out of the Tolkeen theater of conflict within 1D6 days. The player group *will* catch wind of their being sent home, which may prompt them to go AWOL in order to mount their own rescue of the (fake) Emperor or to get to the bottom of things (which is unlikely).

If sent back to a military base, they will be thoroughly debriefed and undergo psychiatric treatment. If the medical examiners can not convince the characters that the Emperor was never in danger or even at the Tolkeen front, the characters will be honorably discharged for medical reasons and placed under psychiatric observation. **Note:** Not even trusted generals have any knowledge of the fake Emperor or the plot involving him. Thus, they honestly see the characters as suffering from war trauma, delusional and out of their heads. As a result, authorities are likely to try to convince the player characters that if there really was a "real" person, that it was some sort of "enemy plot," and they should be glad it was foiled. If the player characters don't seem to buy this explanation, they may be committed to an asylum for the rest of their lives! If they pretend to agree, the question becomes: can they live with never knowing the truth, or does it drive them mad? In the latter case, they are likely to suspect a government conspiracy and cover-up, they may not believe the "real Emperor" is actually Karl Prosek (even though he is), and they may fear the enemy has secretly infiltrated the Coalition Government at Chi-Town. Such fears could lead to any or all of the following:

1. Become paranoid and/or phobic toward Coalition Soldiers or CS Officers and/or government officials.
2. Believe the man ruling the CS is an impostor (the real Emperor being dead or a prisoner of the enemy).
3. Phobia: shapechangers.
4. Phobia: Tolkeen's leaders.
5. Obsessed and paranoid that the entire government has been infiltrated by "duplicates" and nobody can be trusted because they might be "one of them." This belief may drive them to #6, 7, 8 or 11.
6. Fear, doubt and/or paranoia drives them to leave Chi-Town and abandon the CS. May live as hermits or build a new life elsewhere, but they will always wonder about the truth and fear the CS.
7. Obsessed with finding and rescuing the "real Karl Prosek" from the enemy. Part of this psychosis is that they believe the "real" Emperor still lives, and the man who claims to be Emperor is a fake that has fooled everybody or is a government-created fake to protect the people from the truth.
8. Obsessed and driven to find the truth somehow, no matter what it takes. This ultimately makes CS soldiers, the police and the government the enemy, duped into believing the cover-up and who must be circumvented and never trusted. Things might go so far that they even attempt to capture the real Emperor to

examine him to make certain he is not an impostor. If they can't be convinced he's the genuine article, they might try to assassinate the "impostor" for the good of the nation!

9. Obsessive hatred for nonhumans (or sorcerers), because they were ultimately responsible for the war and everything that happened in it. These characters hate, distrust, and hurt or destroy the focus of their obsession whenever the opportunity arises.

10. Extreme paranoia. Can't trust anybody! Sees conspiracies, spies, impostors and enemies everywhere. Has a tiny group of trusted (well mostly) comrades.

11. Delusional rationalization. For better or worse, the character(s) has concocted a wild story to explain the inexplicable. This might include any of the following:

A) "Unbeknownst to us, we were Rifted to a parallel world where the enemy captured the Emperor. Thank God we stumbled back to our own reality where the Emperor is safe."

B) "It was all an enemy plot with a doppelganger (shapechanger, illusion, etc.) posing as Emperor Prosek. God only knows what they hoped to accomplish with that scheme, but we apparently foiled it because nothing bad came of it."

C) "We were victims of our own government, who drugged us and forced us to participate in this imaginary scenario. I guess to test our abilities or to study our reactions to the loss of our Emperor. I know it's true. I lived it."

And similar. For the most part these individuals can live normal lives and continue their profession even in the military. However, they are likely to harbor a deep resentment or even hatred toward those they believe responsible (in the first two examples that's Tolkeen in general and practitioners of magic or shapechangers specifically).

12. Roll for random insanity.

Remember, not all characters will go crazy over this. Many will be able to accept that they will never know what happened or who was responsible. They are able to put it behind them and move forward. They may always wonder about it, and may even distrust or dislike those they suspect were responsible, but for the most part, they are okay and live normal, productive lives. This means it should be the individual players who decide if their fictional character suffers from emotional and mental trauma, not the G.M.





Blitzkrieg

Tolkeen becomes the aggressor

The intensity of the war has reached a new high.

Coalition troops gather courage and strength with each passing day, and the war-front at Tolkeen is the scene of constant battle. Warlord Scard and his War Council are tired of small victories and the slow erosion of their defensive line. They have decided to take the offensive. To launch an all-out-attack on the gathering Coalition forces.

The reasoning is two-fold.

One, to again catch the Coalition Army by surprise and in so doing, cripple it — if not completely destroy it!

And, two, pure and simple revenge. To make the Coalition pay for daring to invade their homeland, and to prove Tolkeen superior in its triumph.

A winning strategy

The logic goes something like this. The CS is expecting Tolkeen to fight a *defensive war* — which they have been doing quite well for (at least) the last year or two. However, the CS is slowly chewing them up. Although the Coalition Army advances at a snail's pace, they *are* advancing. Thus, the consensus among the Kingdom's leaders is that in the long-run, Tolkeen will lose a defensive war. It may take a decade, but if the CS does not give-up and back-off (which they have vowed never to do), they will reach Tolkeen's heartland and destroy them.

However, if Tolkeen can strike a critical blow to the Coalition offensive *now*, while its own forces are still at their peak, they should be able to splinter, divide and vanquish the Coalition troops in a bloodbath of coordinated carnage. The belief is that CS losses will be so unacceptably high and its armed forces left in such a state of disarray, that the Coalition Military High Command will be racked with panic and doubt, and the Emperor himself will be forced to admit defeat and call his forces home.

The architects of this plan insist that a successful all-out attack will so overwhelm and cripple the CS Invasion Force that the shock wave will shake the very foundation of Chi-Town. That Emperor Prosek must demand his army be pulled out or risk its utter destruction. If destroyed, it will weaken his nation's defenses to the point that the once invincible Coalition States would be too weak to effectively counter further enemy attacks from Tolkeen, the Federation of Magic, Free Quebec or any other enemy. The Coalition would have no choice but to pull out.

Even the Tolkeen leaders who oppose the plan admit that it might just work. Naysayers are quick to point out that the all-out attack, even if completely successful, *will* also severely diminish Tolkeen's forces. That casualties on both sides will be on a catastrophic level, and that if the plan should fail, Tolkeen's own fate would be doom. Other opponents, the Cyber-Knights chief among them, question this strategy for humanitarian reasons. The bloodbath on both sides will be unlike anything anybody

has seen since the Dark Ages. While they grudgingly admit the plan has a frighteningly high chance of success, they question whether or not it is worth Tolkeen's sacrifice of life. If projections are accurate, the Coalition Army would lose 40-60% of its combat forces, but so would Tolkeen, maybe more. In addition, scores of the Kingdom's civilian communities would get caught in the conflagration, becoming infernal war-zones and killing fields where all participants, innocent civilians included, will be obliterated. In fact, in order for this bold plan of assault to be effective, Tolkeen's Military can not appear to make many changes to its current operation, which means the *evacuation* of civilians is out of the question, and its own people must be sacrificed to the cause!

The proponents of the plan counter such criticisms by saying that the civilian population is so dedicated to the defense of their nation that each and every one of them is willing to sacrifice their life. Moreover, if the Coalition is triumphant these people will perish all the same. Thus, their sacrifice now, will save lives and preserve the Kingdom of Tolkeen. As the argument goes, if they were given the choice, these people would gladly sacrifice their lives to win the war and save others, making this line of discussion a moot point. Of course, the response of the opposing minority is that as good as the plan *sounds* on paper, it might *not* work. That "winning" is not a foregone conclusion, and if the tactic does not win the war, their sacrifice will have been for nothing and Tolkeen, not the Coalition, will be the one crippled by the plan and ultimately lose the war.

The power of the Dragon Kings

Doubt and compassion might have won the day to quell the plan for launching the secret Tolkeen offensive had not the *Dragon Kings* weighed in on the side of the plan.

The Legion of Dragons and other powerful beings living at or allied to the City State of Freehold would join the offensive. But there was more. The Dragon Kings left the Circle of Twelve and many of Tolkeen's leaders dumbfounded when they revealed they have the unique power to fragment their life essence, not unlike certain Alien Intelligences, to create multiple living extensions of themselves. In this case, one dragon can create as many as four, savage and ruthless "shadows" of themselves. Menacing, bat-winged black serpents that bristle with primordial power and the instincts of savage predators. Creatures they call **Shadow Dragons**. Thus, one can become as many as five — a weakened version of the original and four Shadow Dragons. And even if all four Shadow Dragons are destroyed, the original Dragon King can survive and fight on! These "Shadow-selves" have been sparingly put to use (one is portrayed on the cover of *Coalition Wars™ One*), so they have been seen by both the enemy and Tolkeenites. However, all mistakenly believe they are some previously unknown breed of dragon from another dimension, or an ally or slave of the Dragon Kings or a Shifter. Few had any idea they and the Dragon Kings were actually one in the same. Such a power is unheard of among dragons, further proof of the Dragon Kings' alien origins. But that also means the Coalition Army (or anybody else) has no idea the Dragon Kings can quadruple their numbers in a matter of minutes to create a true legion of warrior dragons!

Among Tolkeen's leadership, only King Creed, Warlord Scard and a few others were privy to the secret. Not even most members of the Circle of Twelve were in the loop and the Dragon Kings never spoke of it. The King and Warlord Scard had been holding this information in reserve as a last ditch, surprise defense. They felt the fewer who knew, the better, lest it be leaked to the enemy. However, they all agreed that if the aggressive plan to crush the Coalition has a real chance at ending the war in Tolkeen's favor, then now was the time to pull out all stops. To that end, the Dragon Kings are willing to commit their full support. This, they agree, is the time to unleash their power, and so the Tolkeen leaders work feverishly to ready their troops and quickly launch the surprise offensive in order to catch the enemy unawares and utterly smash them.

All-Out War

No-holds-barred

Tolkeen's combined forces will make a run on the Coalition's front-line troops and base camps along the Mississippi with *everything* they've got. A no-holds-barred onslaught intended to catch the enemy by surprise, divide their forces, destroy and conquer. Only 15% of Tolkeen's combined forces will be held back to defend its communities and civilian population (and then, only the most important places, including the cities of Tolkeen and Freehold). This will mean ignoring the many smaller CS squads, platoons and operations already inside their borders. While this will leave many of the Kingdom's towns virtually defenseless and openly vulnerable, they hope (a) the enemy within will not realize this, and (b) the conflagration focused on the main army will cause these smaller groups to either rush to join their brethren in the fight for their lives, or to flee and hide.

As for bandits, raiders, monsters and other enemies of Tolkeen, they hope these groups will not realize just how defenseless many of the communities have been left. And that the mass attack will be so quick and so successful that it will be over (within 24-72 hours) before anybody notices. Besides, if such a daring attack is successful, other blackguards should hesitate before they launch any transgressions against the Kingdom. With a little luck, success will send many evildoers packing.

The Coalition Army will not be expecting such a bold attack, nor will they be prepared for Tolkeen's vast numbers, its legion of dragons, or the new Iron Juggernauts. Add to this the full extent of their magic, the supernatural strength of their demon hordes at their command and the fact that the mass attack will come from all sides — ground, air, sea and even from beneath the Earth (via Earth Elementals), and the enemy should fall like a house of cards.

One of the intangibles in this attack is that Tolkeen forces (who will never be stronger) will fight this day as if it were their last, while the CS will be trying to fend off its attackers and to hold their position. King Creed has whipped his troops into a frenzy, etching into their minds that they fight not just for victory in battle but for the survival of their people and way of life. Each knows that if they fail, their beloved kingdom is doomed. With the Tolkeenites fighting a do-or-die battle, the surprised,

confused and less committed CS troops should be severely hurt and pushed into retreat. That's all the Tolkeenites need. To do what no army has ever done. To become the aggressors against the invincible Coalition Army and make it run. For surely once the Tolkeenites send the enemy fleeing like the curs they are, the Coalition will be in no hurry for another defeat. Indeed, the embarrassment alone should kill their arrogant Emperor with shame. The defeat of the world's mightiest army at the hands of the very D-Bees and sorcerous rubbish the Coalition despises should be more than they can bear. No, they won't be quick to take another beating like that.

Step One: Air Assault

Shadow Dragons

The Shadow Dragons and other dragons will be deployed to make a surprise first strike, aerial attack against robots, armored vehicles, grounded aircraft, artillery emplacements and bunkers up and down the Coalition Army's entire line and deep into their compounds. Many will teleport in without warning, circumventing detection by radar, with others joining them a few minutes later by air. The goal is for these forces to destroy and cripple as many heavy combat weapons, tanks, 'bots and aircraft as possible before the stunned troops can even begin to mobilize a response. The dragons and Shadow Dragons will continue to hammer at these targets to prevent them from joining the battle. Period. As a secondary consequence, this attack should also cause confusion, start fires, injure ground troops and shatter defenses.

Air Iron Juggernauts

Air Iron Juggernauts will sweep in scant moments later to join the dragons in engaging Coalition power armor and aircraft that manage to take to the air, effectively covering the backs of the dragons who continue to rain destruction upon their primary targets. For the most part, any soldiers fleeing, especially if on foot, will (at least for the moment) be ignored.

Gargoyles & Aircraft

Gargoyles, other "fliers" and Tolkeen aircraft will join the fray a few minutes later, targeting any CS pilots and power armor troops scrambling to engage the Tolkeen attackers. They will also continue to target aircraft and power armor before they can get off the ground, as well as disperse ground troops with strafing runs.

Step Two: Water to Land Attack

Simultaneously timed with the air strike, legions of Water Iron Juggernauts, Aquatic demons, other aquatic forces and Water, Air and Earth Elementals will attack CS water vessels and troops encamped along the banks of the Mississippi and other bodies of water. Their first goal is to sink or send the Coalition Navy fleeing. Second, they are to punch a hole into the enemy's lines, softening them up for the advancing ground troops who will join them in a matter of minutes. The CS Navy and troops camped along the Mississippi will be the most vulnerable and suffer the worst casualties of this siege.

Step Three: Ground Troops

Monster Brigades

Within 10-20 minutes after the blitzkrieg attack from the air and waterways, the ground troops are expected to join the com-



bat. The giant *Daemonix* and ground based *Iron Juggernauts* will lead the charge with powerful demons and Elementals at their side to punch through Coalition lines and fortifications — the Warlocks and Shifters who command them hanging back on the sidelines. Right behind these monsters will come hordes of *Gurgoyles*, *Brodkil*, *Simvan* and other monsters, along with D-Bee and human fighters. The biggest and most powerful (including mages of mid-level and higher) are supposed to target the heavy artillery, tanks, APCS, aircraft, giant robots and fortified positions. The weaker spell casters and lesser demons (like *Brodkil*, *Gurgoyles*, and *Psi-Stalkers*) are supposed to target power armor, Skelebots and infantry troops. If all goes according to plan, the blitzkrieg and heavy hitters (Iron Juggernauts, Elementals, dragons and masters of magic) will have *already* divided the troops, and destroyed or crippled most of the Coalition's largest and most powerful machines of war, making this a comparatively easy romp.

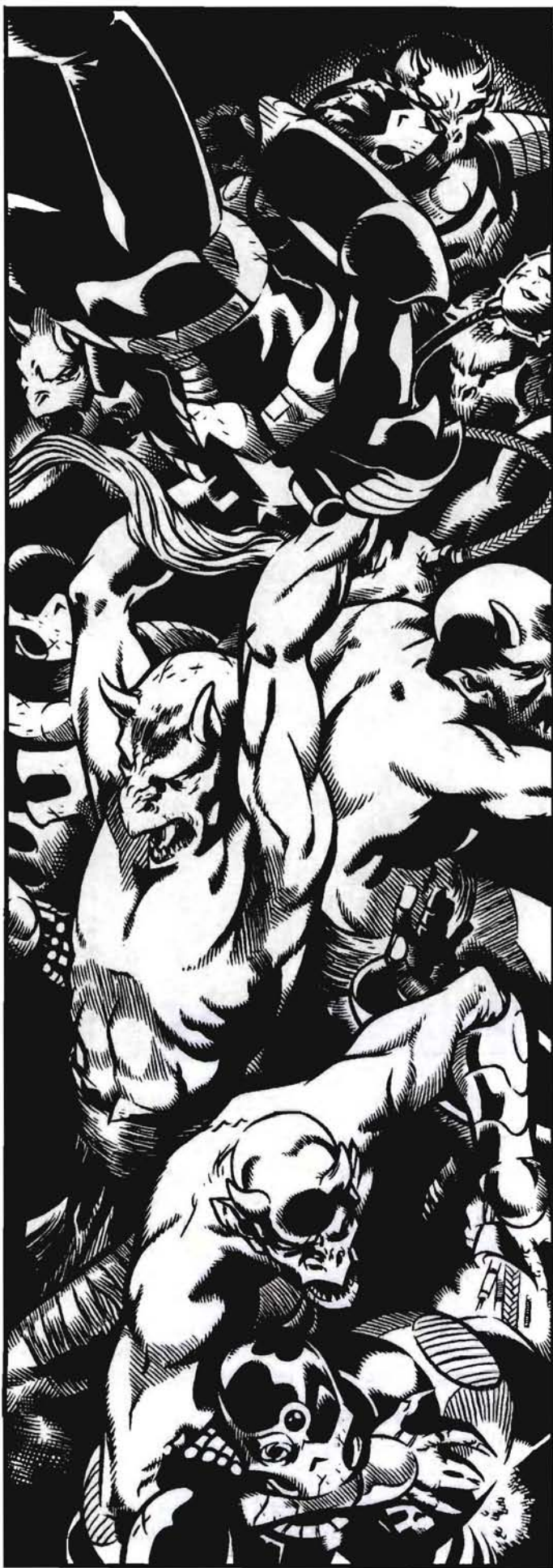
Step Four: Keep Up the Pressure

Hounds on the heels of the enemy

Divided, scattered and constantly under fire, it is believed the CS will have no choice but to retreat and regroup miles and miles east of the Mississippi. Once that happens, Tolkeen forces will split in two. One half will focus on finishing off the troops that try to hold their ground and demolish the rest of the CS fortifications, base camps and combat machines. The other half will spread out and follow the fleeing troops to keep pressure on those in retreat and to keep them from quickly regrouping. Squad to company sized units are the most vulnerable.

Force half the CS Army into the Xiticix Hivelands

A key part of this divide and conquer strategy is to force one of the Generals to seize command of at least two field armies and force them north, into the Xiticix Hivelands. This will be accomplished by driving a wedge between the CS Invasion



Forces and hitting the northern segment hard but leaving a window of opportunity open in the north. Ultimately the divided CS Army will have little choice. It can face the combined power of the Tolkeen army, risk insurmountable casualties in the process and be forced to punch through the enemy only to retreat to the east or southeast anyway, or take the easier fight by heading north and hope for the best. Most strategists believe the CS will opt to keep what's left of their army consolidated and press north. Once the army groups are on the move north, the Tolkeen forces will keep the pressure on to herd them into Xiticix Territory where the bug men should regard the CS troops as dangerous invaders and destroy them for Tolkeen. One Tolkeen Warlord called this plan "simple and sweet."

Step Five: Insurance of Victory

The scope of the all-out-assault plan does not start with the blitzkrieg nor end with the early involvement of the Dragon Kings. The Council of Twelve have taken additional measures to assure Tolkeen's lasting victory over the Coalition States regardless of how well their surprise attack fares against the army.

Assassinate the Emperor

Seven teams of assassins have been dispatched to Chi-Town. Their mission: "Cut off the head of the serpent to cripple the enemy." Meaning kill Emperor Prosek to send the Coalition States into a crisis. With any luck it will stall or stop the war, forcing the CS to reconsolidate and reconsider its current "Campaign of Unity."

Unfortunately, one of their best teams, spearheaded by an Auto-G has been uncovered and the Auto-G captured and slain (after interrogation).

Tolkeen's second best hope also lies in the hands of an Auto-G assassin, but they lost contact with him over a year ago and fear he has succumbed to foul play.

A third hit-team was foiled when they made a suicide run on the Emperor. Their attack was futile as they never even came close to their target, the team was destroyed and not one CS soldier was seriously wounded, although six civilians were injured and two others were killed.

That leaves four hit-squads in place. However, all four are currently trapped in the 'Būrb without any way into the fortress city itself. With the two (or three) failed attempts and escalation in the war, the odds of them even getting a shot at the Emperor are slim and none. The odds are only slightly better at getting an opportunity on secondary targets, including Joseph Prosek the Second and members of the Military High Command. Third string targets are left to high ranking officers.

Divided among three of the assassin teams are a 9th level Great Horned Dragon hatchling, a 3rd level Fire Dragon hatchling, a 6th level Zenith Moon Warper (all capable of metamorphosis), an 8th level Conjurer and 6th level Dragon-Mage.

The fourth team is an all psychics squad with a 7th level Mind Melter, 10th level Psi-Nullifier (to confound CS psychics), 5th level Psi-Slayer, 7th Level Psi-Tech, and Zed-Five, a 10th level Psi-Stalker who was a Scout for the Coalition Army and ISS for nearly 20 years but who is really a spy for Tolkeen. They also have an "inside man," Cheryl Kincaid, an IC registered, 5th level Burster, working with NTSET on internal security! Of the remaining four hit teams, the psi-group is Tolkeen's best hope to assassinate the Emperor. See **Rifts® World Book**

12: Psyscape™ for details on the various psychic R.C.C.s, Dragon-Mage and Zenith Moon Warper.

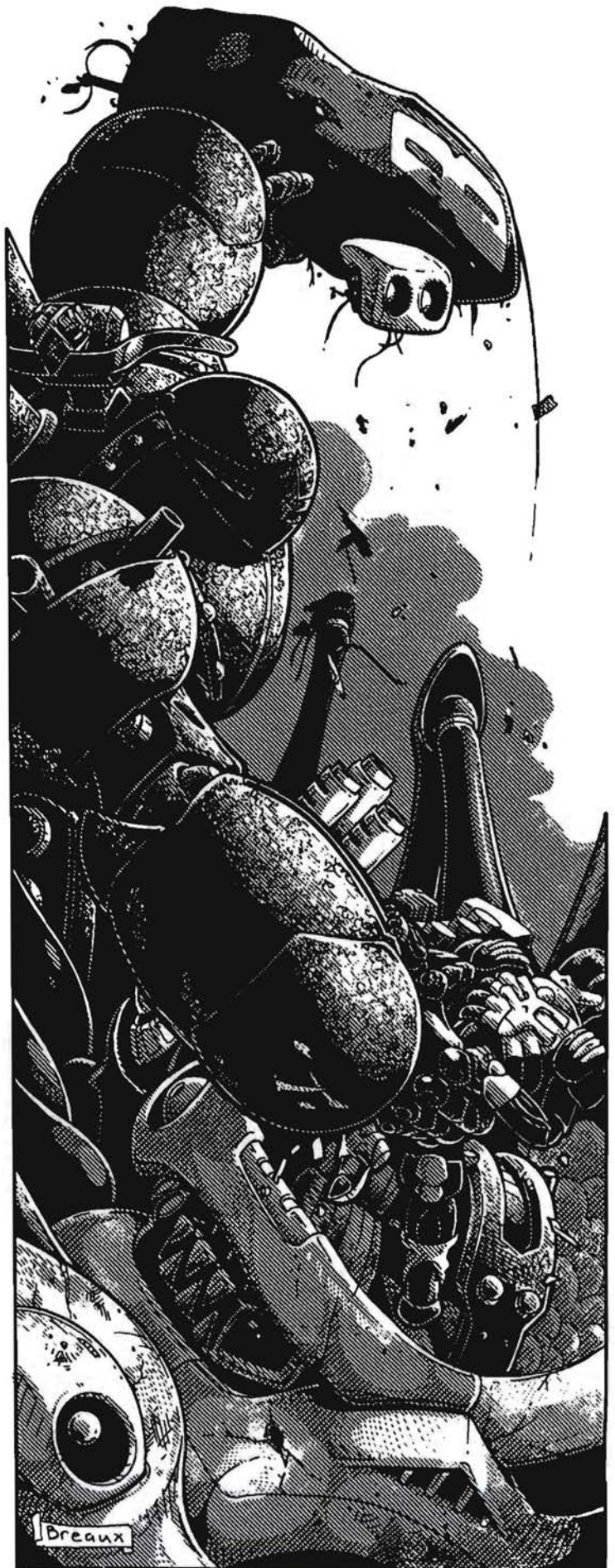
Alliance with Free Quebec!

The Kingdom of Tolkeen has spent months secretly establishing contact with the government and military representatives of Free Quebec in Old Bones. Their proposal is simple, to join forces against a common enemy. To deal a crippling blow to the Coalition on both fronts by signing a non-aggression pact. Tolkeen contends it is so far from Free Quebec it poses no danger to them and Tolkeen has no reason to wish this distant nation of humans any ill will. Furthermore, Tolkeen has offered to “share” information about, and act as an advisor on, the Kingdom of Lazlo, a place of magic that Free Quebec has reason to fear.

Tolkeen does not stop there, however. They are ready to strike a blow in Free Quebec’s behalf with only a few days notice. Tolkeen’s War Council has secretly built and positioned an entire brigade of mercenaries (mostly human — Juicers, Headhunters, Grunts, Wilderness Scouts and Psi-Stalkers), nearly 2100 strong, behind Coalition Forces in the northwest of Quebec. This force can be joined (if Free Quebec would like) by another 2000 *nonhuman* warriors and a handful of select, Tolkeen practitioners of magic, along with the architects of this pact, to engage the Coalition enemy on two fronts — the Quebec forces in the front, the Tolkeen forces from the rear. Not expecting any genuine threat from the rear, such a pincer move should catch the CS troops by surprise and absolutely crush that segment of the invasion army, one and a half divisions! This would not only chalk up a win for Free Quebec and increase pressure on the Coalition war effort in Canada, but send a clear message that the CS now faces a united pair of enemies. Unless they back down from both fronts, they can expect more coordinated attacks. Obviously the shocking (albeit limited) use of magic and nonhumans (presumably only for the purpose of ending the two wars) would change the complexion of the war-front at Free Quebec and give the Coalition States something to fear and think about.

Of course as part of their “pitch,” Tolkeen’s agents stress their many successes against the Coalition Army at home. A war that is several times more fierce than the one being waged in Canada, and how together, they can not only defeat, but destroy huge portions of the Coalition Army. The chief negotiator of this pact has gone so far as to suggest that Tolkeen would not challenge Free Quebec if it should decide to take more aggressive action against Chi-Town and usurp leadership of the Coalition States for itself. In fact, Tolkeen would secretly support such an action in any covert way Free Quebec might request, provided, of course, they honored the nonaggression pact.

In truth, the main goals of this proposed alliance with Free Quebec are to (a) hurt the Coalition in a place they would never suspect, (b) put more pressure on the Coalition War effort which should have a diminishing effect on the Tolkeen front, and (c) provoke increased hostility between the united Coalition States against Free Quebec. This should strain CS resources, weaken and spread out its military capabilities and, with any luck, incite Chi-Town and Free Quebec to destroy each other. Tolkeen could really care less about any long-lasting relations with Free Quebec. This pact is simply a means to an end — that end being crushing Chi-Town and weakening the CS in general.





Word is that Free Quebec would like to explore this possibility further and has requested a secret meeting with all the principals involved, including the leaders of the combat forces. Tolkeen is only too glad to comply.

Siege on Chi-Town

The plan may sound outlandish, but it might just work: Provoke and lead the Xiticix to swarm and destroy Chi-Town.

Phase one of this plot starts with the driving of at least a third to half of the Coalition Invasion Force into Xiticix Territory where the bugs will see the Coalition Army as dangerous invaders. If such identification becomes widespread, the Xiticix will come to identify *all* CS troops as natural enemies and Chi-Town (and other large CS cities) as “rival hives” to be eradicated.

Phase two of the plan is the launching of a Tolkeen raid on a major hive complex by Tolkeenites disguised through magic and with stolen and fake CS armor, uniforms and vehicles. Once they have “stirred up the hornets’ nest,” they will lead the gathering swarm directly to Chi-Town where “real” CS defenders will be forced to defend their nation’s capital and earn the lasting enmity of the Xiticix.

This operation is more complex and difficult than it may sound. The Xiticix are alien beings with insect-like emotions and society, but they aren’t stupid and might see through the ruse. Likewise, they are so aggressive when provoked, that the disguised Tolkeen raiding party might be annihilated long before they can lead the swarm to Chi-Town. However, the use of ley line nexuses to *teleport* the Xiticix swarm to Chi-Town (via the ley line laced ruins of Old Chicago) could facilitate such an expedition.

Even if the Chi-Town defenders are successful in fighting off the Xiticix swarm and the alien insectoids do not come to see the CS or Chi-Town as an immediate threat/rival, the battle will have hurt the CS and sapped resources and manpower. The hope is that if the war is taken to the doorstep of the CS civilian population, it will become real to them. And when faced with life and death, these soft, spoiled city-folk will demand their Emperor put an end to it immediately, before they lose everything.

Blitzkrieg Epilogue

Regardless of the exact date when the Tolkeen Blitzkrieg takes place in each individual campaign (probably sometime in late 108 P.A.), it will have a devastating effect on the Coalition Army and bring the war that much closer to an early end. The following key events will unfold, much to the delight of Tolkeen.

Divide and conquer

The Tolkeen forces are successful in driving a wedge through the Invasion Force and dividing it in half.

Trek into Xiticix Territory. The Tolkeen strategy works beyond expectations. A full half of the CS Army are pushed like sheep led to slaughter into Xiticix Territory. Best of all, they are led by one of the Coalition’s greatest heroes, *General Jericho Holmes* (see stats in **Coalition Wars™ Two**). As far as Tolkeen’s strategists are concerned, this half of the army is as good as dead and can be forgotten.

Splinter and disperse. The remaining half falls prey to the surprise attack. Confusion and chaos reigns. Heavy weapons, armor and robots are lost. Fortifications crumble. Defensive lines buckle and CS troops scatter.

The majority cut and run. Of those who hunker down in Alamo-like last stands along the front-line, 78% perish. Most of those who fall back and then regroup to hunker down manage to hold on until reinforcements from Chi-Town arrive to save the day and stop the enemy advance.

Tolkeen Triumphant!

When the dust clears Tolkeen stands victorious.

- General Holmes and over 400,000 men are Missing In Action and presumed dead. CS intelligence confirms reports that the Duluth Hive is in a frenzy. At least 180,000-250,000 Xiticix have taken wing in an around the center of activity. Radio contact with the army has been lost and it is presumed the Xiticix swarm is locked in combat with that faction of the CS Army (soon to be known as “Holmes’ folly”). Aerial confirmation is impossible as the cloud of Xiticix obscures the ground and the insectoids rush to attack anything coming within one hundred miles (160 km) of the frenzied action.
- The rest of the original invasion force is in a shambles and pushed over 200 miles (320 km) southeast from the Mississippi River.
- An embarrassed General Drogue vows revenge.
- Emperor Prosek vows that the Tolkeenites may have won the battle but the Coalition States shall win the war!
- The people of Tolkeen celebrate, as the monsters they command feast on the bones of the fallen enemy. Although their own losses were a staggering 53%, they are flush with victory and celebrate with song, dance and drink.
- If the CS were strong enough to retaliate now, Tolkeen they would fall — but it will be months before the CS can regroup and recover enough to launch a new battle plan.
- Meanwhile, fighting in the Free Quebec campaign intensifies and spies report something is brewing at Old Bones.
- The Cyber-Knights survey the carnage and replay in their minds the myriad images of Coalition soldiers slaughtered as they retreated — some in their beds or on bent knees, pleading for mercy. Petitions that fell on deaf ears. They try to tell themselves that all wars are ugly. That the orgy of violence, torture and murder that continued for a week after the battle was won, is the result of unexpected (at least on the Knights’ part) bloodlust and isolated mob violence. That the enemy would have done the same. Only something in them won’t allow them to believe it. Something in their hearts screams that they have allied themselves to a monster. Many Cyber-Knights wonder what they have gotten into, why they did not listen to their wise and noble leader, Lord Coake, and stay out of the war. But it is too late for self-recriminations. And while others celebrate, most of the knights stand mute. If any among the warriors of Tolkeen realize it, the Cyber-Knights know that the war is not over, and that the atrocities delivered by Tolkeen’s hands will only make Coalition retribution that much more ugly — and final.



Shadow Dragons

The CS perspective

For the Coalition Army, Shadow Dragons appear to be a new enemy opponent fighting on the side of the Kingdom of Tolkeen. They presume these black, serpentine creatures (depicted on the covers of *Dragons & Gods™* and *Coalition Wars™* 2 & 3) are yet another loathsome breed of dragon. For most front-line troops and commanders, their thinking stops there. They don't need to know anything more about it other than its the enemy and as such must be destroyed. They have observed that these Dragons act a little differently. That they are more aggressive and savage, and less reliant on magic than most other dragons. Of course, that's fine with the soldiers, they prefer an enemy they can physically fight, toe to toe.

Shadow Dragons *can* cast spells, but what spells they use are typically offensive in nature (energy bolts, fire balls, etc.) and tend to come at the beginning and end of a battle. This suggests that these vicious beasts may actually forget their spell casting abilities in the heat of battle, relying instead on physical combat. Likewise, the dark dragons tend to exhibit more fundamental, straightforward strategies and tactics. While they may use the element of surprise, hit and run tactics and ambushes, once the battle is begun they tend to fight with tooth, claw, fiery breath and slashing tail rather than using magic or cunning. Moreover, the Shadow Dragon seems to relish physical combat, fighting with little or no restraint — or mercy.

Ruthless and brutal, these “warrior dragons” fight like demons, delighting in routing enemy troops, destroying property, shattering enemy lines, and creating mayhem. Whenever they can, Shadow Dragons will crush the enemy completely, leaving no survivors except for those lucky few to have escaped early or managed to hide. The warrior dragons’ savagery and dedication to annihilating the enemy is every bit the equal to the Coalition Army’s own resolve to wipe the earth clean of nonhumans. Thus, whenever Shadow Dragons and Coalition forces clash, the battles are always titanic and bloody. However, when Coalition forces prove to be too strong for their numbers, Shadow Dragons show enough intelligence and restraint to inflict as much damage as they can, fight until they are taxed to their limit (and dangerously low on M.D.C.) and then retreat. Few fight to the bitter end.

In fact, no bodies of Shadow Dragons have ever been recovered by the Coalition. A few scattered field reports claim that when a Shadow Dragon dies, it vanishes in midair, dissolving like a mist or cloud being stretched and blown apart by a strong wind, within a matter of seconds (completely gone in one melee round). This has led some CS troops who have experienced such an incident to wonder if Shadow Dragons are real at all, or whether they might not be some manifestation of magic. Others have suggested Shadow Dragons are actually “ghosts” summoned from beyond the grave by powerful Shifters or Necromancers to smite their enemies. A growing number of soldiers are beginning to suspect they are not true dragons at all, but a *demonic equivalent* from some alien hell commanded by the Dragon Kings or powerful mages.

Coalition Officers condemn such “wild and reckless speculation,” stating that such “nonsense” is bad for morale and helps the enemy by creating an aura of mystery and fear. They point to mountains of evidence that clearly prove Shadow Dragons to be made of flesh and blood. Indeed, first-hand field combat confirms these dragons are solid and planted in the physical world. High Command explains the “disappearance” of injured and seemingly slain Shadow Dragons as likely to be some previously unknown (by the CS) means of escape. Perhaps some type of teleportation or ability to “fade” back to their native dimension.

Outsiders' Perspective

The Coalition Army is not alone in wondering who or what the so-called Shadow Dragons really are. Armed with an understanding of magic and dragonkind, most true dragons and practitioners of magic know that there is no beast in the Megaverse known as *Shadow Dragons*. Of course the Megaverse is infinite and only a tiny fraction of it is known even to long-lived creatures such as ancient dragons, True Atlanteans, Temporal Raiders and the Splugorth, so it is *possible* that these creatures are some type of dragon. However, those who have seen them in combat insist they are not.

The truth about Shadow Dragons

The Dragon Kings have discovered an ancient and largely unknown type of magic that enables them to create and unleash a magical manifestation of their own life essence. These splintered fragments of one's own life essence are effectively a “dark shadow” of the originating dragon who creates it, hence the name “Shadow Dragons.” The splintered essence is created and preserved in physical form by magic. It coexists simultaneously with its creator/originator as a separate entity. The more powerful and experienced the dragon, the more powerful are his or her “shadows,” and the more shadow-selves that can be created and sent forth into the world.

Each “shadow-self” is a primitive, aggressive beast of low (for a dragon) intelligence and raging emotions. This makes Shadow Dragons a more animalistic version of the originator. As such, two or more are typically created and sent into the world against one's enemies. They can be used to conquer lands, extract revenge, attack invaders and destroy enemies and rivals without actually putting oneself in life and death jeopardy.

The advantages of unleashing such a vengeful and aggressive creature are many. For one, the shadow-self thrives on death and destruction, and is uninhibited in unleashing its fury. For another, it is completely loyal to its creator (itself). Since all Shadow Dragons look very similar (and since most people don't know what they are), the Dragon King can strike anonymously, extracting vengeance without anybody knowing he was responsible. Most victims have never even heard of a Shadow Dragon until it appears and attacks. Best of all, the dragon originator can send one or more of his shadow-selves to fight to the brink of death without feeling the physical pain of battle or risking his own life. Of course if one of the splintered essences is destroyed, the dragon will suffer for it, but he is in no danger of being killed. Thus, these “shadows” may be the perfect tools for revenge.

The dark id-selves are much less cunning and intelligent than their maker, but absolutely ruthless, bloodthirsty savages who seek retribution or justice through murder and carnage. Shadow Dragons are the dark side that seeks the freedom to do as it pleases and subjugate or destroy all who oppose it. They love combat and when given life, exult in the emotions their true, originating self usually holds back. And therein lies one of the many dangers of this magic, for the creator of Shadow Dragons feels and remembers the exhilaration of combat, and the invigoration and joyous emotions of the savage. He remembers the terror the savage instilled in others and enjoys being feared. Moreover, there is a dark, warm pleasure in being cruel, in hurting and dominating others. Even after the savage shadow-self is recalled and the dragon is once again whole, the delectable taste of unbridled, unrestrained power smolders within his breast. Dark emotions and desires that inevitably bubble up and transform even the most noble, good and well intentioned dragons into selfish or evil monsters. For while they may have once acted independent of the other, the Shadow Dragon was and is forever part of its creator. Though separated, all are one. Once the darkness is unleashed, even for a little while, it is difficult to keep contained. Thus, the maker becomes increasingly willing to unleash his dark side to do dark things, and in so doing, becomes corrupt and evil.

The magical secret of creating Shadow Dragons is known only to the Dragon Kings. It was the use of this power and other dark magics for cruel, selfish and evil purposes that caused other dragons to rise up against them on their native world and, after centuries of war and treachery, to forever banish the survivors from their homeworld. The self-proclaimed Dragon Kings have since scattered throughout the Megaverse. No more than a few thousand are believed to exist, with a few hundred finding Rifts Earth an appetizing place to settle, explore and build their power.

For the decades they have been associated with Tolkeen, the Dragon Kings have been surprisingly benign, exhibiting tremendous restraint in the use of Shadow Dragons and exerting their will over others. This particular group of Dragon Kings had vowed to reform themselves, to be more tolerant of others and to try to accept lesser beings (which from their perspective includes other dragons) as their equals. It was their unbridled use of Shadow Dragons and god-like sense of superiority that caused their downfall in the past. It is a mistake they hope not to repeat. However, even with this new found humility and

self-imposed isolation at Freehold, it has been difficult to curb the dark desires and lust for power that eat at their souls. In fact, most of the Dragon Kings have avoided contact with the world around them it calls out to be conquered. Worse, every time a Dragon King is met by a haughty human or ancient dragon, voices cry out from the dark corners of his mind. Voices that plead for him to demonstrate "real power" by enslaving this puny cretin or crushing him like the bug he is. Voices that whisper for the Dragon King to let go and conquer half the world. Even the likes of King Creed and ancient dragons of considerable power are seen as inferiors. So far they have pushed away the whispering voices and controlled themselves. It was listening to the darkness that almost destroyed them in the past. It made them crave absolute power to such a degree that they turned upon one another in a mad quest to be "the" one true power, and to even challenge the gods. After eons of genocide at their own hands and finally being crushed by the gods (for there are those more powerful than the Dragon Kings), they vowed to find and impose self-control. More importantly, to leash the dark beast inside. Which means avoiding the use of their shadow selves.

And so it has been. However, like an alcoholic or any addict, the desire remains. It may lay buried within, but it is there. From time to time it bubbles up and calls out to be answered. So far the Dragon Kings have managed to quiet the voice within and maintain control. However, there are triggers that make the voice in the shadows scream so loudly they can not be easily quieted. One such trigger is war. The other is arrogance. Both come into play at Tolkeen, for the Dragon Kings can barely accept being threatened by insects like the Coalition States. It makes their blood boil. The dragons could (and should) pick up and leave. Instead, they have stepped up to the challenge and unleash the fury of the Shadow Dragons once again.

The Power of the Shadow Dragons

As great as the power to splinter one's life essence is, and create "shadows" of oneself, there are some serious limitations and drawbacks.

1. Forbidden knowledge. Only an adult or ancient dragon is capable of creating "shadows" of itself. Hatchling dragons can not divide their life essence, nor can humans or any other race. Only dragons can create Shadow Dragons. Moreover, the for-



bidden secrets of creating Shadow Dragons are (as far as anyone knows) limited exclusively to the Dragon Kings. A secret they guard jealously, sharing it only with those select few dragons whom they deem worthy (and there are precious few of those — perhaps one in a millennium). Most good, Unprincipled and even Aberrant dragons will decline to learn this forgotten magic even if the opportunity becomes available.

2. The sum of its parts. The originator/maker of a Shadow Dragon is diminished by each shadow-self it creates. After all, a Shadow Dragon is a living fragment of the original. As such each takes 20% of its creator with it, each leaving the maker 20% weaker. See the Shadow Dragon stats for complete details.

3. The waking slumber. Whether one or several Shadow Dragons are made, the creator is physically and magically drained.

The physical drain requires the dragon to fall into a deep slumber. Everything its “Shadow-selves” do, the sleeping dragon knows and remembers, but as if experiencing it in a vivid dream or half asleep. Strong emotions and key events are remembered, but details and any sense of time are vague and often forgotten completely.

If the dragon from which the “shadows of itself” were made requires his magical essences to return to it, they can do so within 1D6 minutes, magically teleporting impossible distances and even transcending other dimensions. A moment after they appear before, the originator they step into him or her like ghostly apparitions and vanish. The originator is immediately brought up to full power and restored with vitality, often feeling energized by the emotions and vigor carried by his shadow-selves. Whatever P.P.E. and M.D.C. the Shadow Dragons had remaining at the time of merger is instantly restored to the originating dragon as it again becomes whole. However, any P.P.E. and M.D.C. expended by its shadow-selves before the merger is temporarily unavailable, but is recovered as normal.

Penalties applied to the maker: Reduce the maker’s number of attacks per melee by two per each Shadow Dragon unleashed, however, even at its weakest, the originator has at least two physical or one spell attack per round.

Bonuses are reduced by 25% if one Shadow Dragon is created, by 50% if two are unleashed, and become *zero* if three or four Shadow Dragons are loosed.

Spell strength/experience level is reduced by roughly 20%, so a 12th level Dragon King would cast spells at the equivalent of a 10th level dragon when one Shadow Dragon is on the loose, 7th level if there are two, 5th level for three and 2nd level if four were created.

Remember, even if only one Shadow Dragon id-self has been unleashed, the originating dragon is sluggish and sleepy, and its powers are reduced. Until the “shadows” reunite with the maker, that dragon has little initiative and takes action only to defend itself, its lair, or those it has sworn to protect.

4. Age limitations and modifiers: Hatchlings can not create a Shadow Dragon. Adult dragons can only create two (taking 40% of the originating dragon’s life essence/M.D.C. and P.P.E.) and ancients can only create four.

5. Death of a Shadow Dragon: If a Shadow Dragon is slain, it turns into a mist and fades away in less than one melee round

(15 seconds). Magical healing, restoration, and resurrection do not work on the magical Shadow essence, so once destroyed (loses all M.D.C.), it is gone.

The long-term effects on the originating dragon are dramatic and permanent! The dragon is forever deprived of the M.D.C. and P.P.E. percentage (20%) of the lost essence fragment. Moreover, the dragon permanently loses 1D4 experience levels of power (adjust skills and potency of spells appropriately), it forgets 1D4 spells and 1D4 skills, reduce the number of attacks per melee by two, and the dragon will never feel whole again. Never. Instead, it feels weak and vulnerable, making it paranoid of others whom it fears can see or sense its weakened state (most can not, but the dragon is insecure and paranoid nonetheless, because *it* knows it is weakened).

This is why most creators of Shadow Dragons call their splintered essences back when reduced down to only 20% of their M.D.C. Anything less is too risky, and none want to lose a bit of themselves or the level of power they so cherish.

6. Corruption from power. The old saying that “power corrupts, and absolute power corrupts absolutely” is true for any dragon who dares to divide its life essence into a Shadow Dragon. Scholars and mages after the Tolkeen-Coalition War will call it the “Jekyll and Hyde Syndrome.” Basically the more one uses a Shadow Dragon the more free he becomes with loosing the beast. Violence becomes the easy way to settle any dispute. The value of life (other than one’s own) becomes unimportant, and the dragon sees himself and his needs as all that really matters. The exhilarating power, savagery and freedom enjoyed by the brutal and uninhibited monster stays with its creator turning the originator more like the monster. Good alignments quickly slip to Anarchist and a short time later, Miscreant or Diabolic. Ruthlessness, power and self-importance become the rule of the day, and the others are little more than pawns, slaves and annoyances to be dealt with harshly.

Note: After centuries of self-imposed repentance and rehabilitation, most of the Dragon Kings of Freehold have managed to elevate themselves from Miscreant and Diabolic to Anarchist (70%) and Unprincipled (20%), with the rest remaining evil. The occasional and discreet use of Shadow Dragons has not seemed to cause much strain on their alignments, especially if the shadow-self was *controlled* and sent on a *noble* cause. However, the Dragon Kings intend to unleash their splintered selves against the Coalition out of arrogance, anger and revenge. Once the Dragon Kings have again tasted the unbridled fury of their shadowy id-selves, they will be hard pressed to control themselves. It will be that murderous and unrelenting fury of the Shadow Dragons that will insure victory to the blitzkrieg against the CS Invasion Force, but the cost will come at a horrible price. A full half of the Dragon Kings will immediately slip back to their old ways and Diabolic or Miscreant alignments and lead the charge to torture and slaughter the enemy in horrible ways. The Shadow Dragons will go on a killing spree that will last for days and inspire the Daemonix, Brodkil and other evil minions to follow suit. After the victory they will welcome unleashing Shadow Dragons to answer any threat the Coalition may offer and they will start to formulate strategies and act upon them without authorization from the leaders at Tolkeen. Even the malevolent Warlord Scard will come to fear them.

Shadow Dragon Essence Stats

Note on the Dragon Kings: The typical Dragon “King” is an *ancient dragon* with 5D6x100+3500 M.D.C., 2D6x100+1000 P.P.E., 1D4+8 attacks per melee round, and has 1D6+14 levels of experience, and is extremely aggressive. Some adult dragons also have the power to create Shadow Dragons, they typically have 2D6x100 +2200 M.D.C., 6D6x10+700 P.P.E., 1D4+6 attacks per melee round, and have 1D4+8 levels of experience.

Alignment: Same as its creator. Typically 30% Anarchist, 30% Diabolic, and 40% Miscreant. Since giving in to their darker emotions they are too aggressive, violent and cruel to be Aberrant.

Attributes: I.Q.: 1D4+8, M.A.: 1D4+6, M.E.: 1D4+6, P.S.: 1D6+30, P.P.: 1D6+20, P.E.: 1D6+20, P.B.: 1D6+12, Speed: 1D6+12 on the ground, 2D4x10+220 (165 mph/264 km minimum to 205 mph/328 km) flying! Supernatural P.S.

M.D.C.: Typically around 950-1100 M.D.C. when created by an ancient dragon and 500-600 for an adult dragon. M.D.C. is regenerated at a rate of 5D6 M.D.C. per minute.

Each has 20% of the M.D.C. (and P.P.E.) of its creator! That means if the originating dragon creates one shadow of itself, that creature has 20% of its M.D.C. and P.P.E. and diminishes/reduces the dragon creator by the same percentage! The originating dragon is 20% weaker — has 20% less M.D.C. and P.P.E. while the Shadow of remains loose in the world. If two Shadow Dragons are created, that means each has 20% of its originating dragon creator, while that creator is 40% weaker. If three are made, the creator is 60% weaker, and if four Shadow Dragons are unleashed, the dragon creator is itself a mere “shadow” of its whole self, being 80% weaker (a mere 20% of its original, whole essence).

Note: A maximum of four Shadow Dragons can be created. Few even among the Dragon Kings unleash more than two at any one time for fear of making themselves too vulnerable. Shadow Dragons created by *ancient dragons* are always the most powerful. Hatchlings can not create a shadow essence and a dragon of good alignment will usually avoid this dangerous and corrupting magic. Remember, the secret of creating Shadow Dragons is known only to the Dragon Kings.

Appearance: A large, dark, serpentine dragon with a long body, a pair of short hind-legs, clawed feet, and thick tail. The head is crowned with a pair of long horns, the eyes smoky grey, black or navy blue, and the mouth lined with rows of sharp white teeth. The wings are bat-like and are used as a bat’s to walk and climb.

Color is influenced by alignment: Ebony when evil, from coal black to black with tinges of blue, green or red (Aberrant, Miscreant, and Diabolic respectively). Selfish characters (Unprincipled or Anarchist) will range from light to dark grey.

Size: Adult: 18-24 feet (5.5 to 7.3 m); Ancient/Dragon King: 28-36 feet (8.5 to 11 m).

Shadow Dragon Natural Abilities: Winged flight, can magically teleport to its creator (but must fly to go anywhere else),

track by scent 60% (+20% to follow a blood scent), prowl 50%, land navigation 98%, otherwise knows all the skills that its maker knows but at the skill proficiency is at 20%.

Bio-Regenerates at a rate of 5D6 M.D.C. per minute.

Attacks per Melee Round: Ancient/Dragon King: 7; Adult: 5 hand to hand attacks. In both cases only one spell can be cast per round and it counts as four melee actions.

Bonuses (includes attribute bonuses): +4 on initiative, +10 to strike, +2 to parry, +4 to dodge, +3 to roll with impact, +6 to save vs psionic attack, and +12 to save vs Horror Factor. Impervious to normal cold, heat, fire, disease, drugs, and poison, as well as possession. **Note:** Reduce all bonuses by 2 points for Shadow Dragons created by Adult dragons.

Mega-Damage:

Ancient/Dragon King: Bite 4D6 M.D., tail swipe 6D6, punch/wing swipe or head butt 4D6 M.D., claw strike with feet 6D6 M.D.

Adult: Bite 3D6 M.D., tail swipe 4D6, punch/wing swipe or head butt 3D6 M.D., claw strike with feet 5D6 M.D.

Special Attacks: Breathe fire: Adult: 30 foot (9 m) range, 4D6 M.D. — 4D6+12 M.D. and 60 feet (18.3 m) if the shadow of an *ancient dragon*.

Spit bolts of fire: 200 foot (61 m) range; 4D6 M.D. for adult dragons — 6D6+6 M.D. and 300 foot (91 m) range if the shadow of an *ancient dragon*.

Vulnerabilities: All M.D.C. weapons do normal damage.

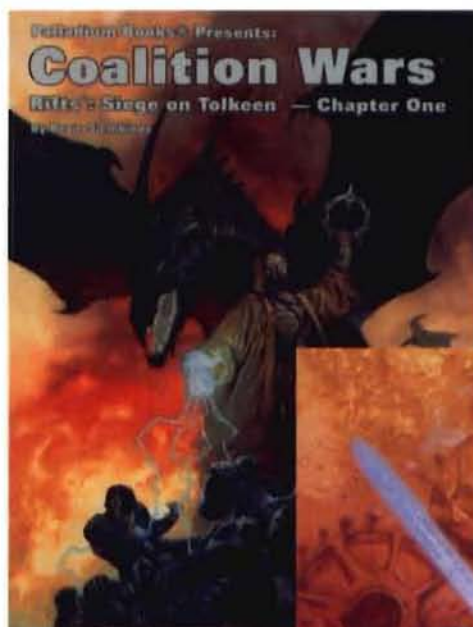
P.P.E.: Typically around 280-400 when created by an ancient dragon or 140-200 when created by an adult dragon.

Magic: Can only cast offensive (i.e. combat/attack) spells from levels 1-6. Cast at only 20% of the creator’s level of experience; around 3rd or 4th level when created by a Dragon King/ancient dragon, 1st or 2nd level when created by an adult.

No more than *one* spell attack per melee round (counts as four melee actions). Will usually only cast magic the first 1D4+1 melee rounds when charging in to attack and then forgets to use magic while locked in combat until it realizes its life is in danger (only 20-25% of its M.D.C. remains) and/or to make good its escape!

Psionics: None, other than a constant link to its originator. In this case, the originating dragon retains all its psionic abilities, however, I.S.P. is reduced by half.

Life Span: A Shadow Dragon can last for as long as its maker desires, from minutes to months. However, it is typically created for a specific purpose and once that is quest is accomplished, the Shadow Dragon is reabsorbed. Remember that the originating dragon is sluggish and in diminished capacity while even one Shadow Dragon is on the loose. Consequently, to be at full power and alertness, the Dragon King will merge with its essence as soon as possible. Once a Shadow Dragon is slain, the maker’s ability to create multiple shadow-selves is reduced by one. If all four are slain, the dragon is forever reduced by 80%!



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