

# The Crimson Republic

Written by: Andrew



*The small under the protection of the great*

A fan based Net Book for Palladium Books'® RPG Rifts®

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# The Juggernaut Awakes

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There has always been rumors in the New West of a city named Crimson, but most just dismissed it as another fledgling mining town. They were mistaken. The few who did not dismiss it, either chose to stay, or were thought to be insane when they returned home with stories of a growing industrial nation made up of five cities. Any reconnaissance team sent by the Coalition that was unlucky enough to stumble onto the Crimson Republic never returned to tell what they had seen. The Coalition deeming the New West to be too hostile stopped sending reconnaissance teams that far west, and so ended the threat to the young republic.

Crimson Republic remained isolated on the western side of the Rocky Mountains cut off from the rest of the continent. Left alone and unhindered by the rest of the world the republic grew slowly, but grow it did, and after years of hard work and persistence it became a nation as powerful as any other on the continent. Neither the Coalition States nor the Federation of Magic is aware of the juggernaut that awakens. The Crimson Republic has been slowly, cautiously, preparing for the time when they are ready to expand. That time is now.

What lies within this book is a detailed account of the Crimson Republic's society, beliefs, people, and government.

Gnome- 1% (60,000)

Elf- .1% (6,000)

Other humanoid- 5% (300,000)

**Government:** a Republic set in a caste system

**Castes:**

1. Warrior- 35% (1,890,000)

2. Labor- 57% (2,878,000)

3. Religious- 8% (610,000)

**National Language:** Elven

**Other Common Languages:** Wolfen, Dwarven, Latin

**Capital City:** Crimson

**Major Religion:** Jesuit

**Military:** 1.62 million active troops

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## General Statistics of the Crimson Republic

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**Location:** Northwestern corner of North America (Oregon, Washington, ½ of Idaho, & northern California)

**Total Area:** 262,473 square miles

**Population:** approximately 6 million

**Racial make-up:**

Wolfen- 52.9% (3.2 million)

Human- 40% (2.4 million)

Dwarf- 1% (60,000)

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# Birth of a New Nation

## Crimson Republic's History

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**T**he Crimson Republic sits on the northwest corner of the ruined empire once known as, the United States of America. This great country toppled when the “rifts” came, its powerful armies and incredible technologies could not save it. When magic reentered the world of Earth it tore the empire apart, and out of the ashes crawled the surviving humans. They were not the only ones to come out from the ruins however, and the humans soon found themselves besieged by new and alien races. The survivors and the new comers struggled to build new cities, countries, and even empires. The Crimson Republic is one of those countries.

The Crimson Republic occupies the old American states of Oregon, Washington, Idaho, and northern California. It is small in comparison to the empires of the pre-rifts era, but in this new and hostile world, the Crimson Republic is an amazing accomplishment of ingenuity, cooperation, and hard work. The Crimson Republic is 155 years old, but only for the last 98 have they truly been able to say they are a technologically advanced society. What follows is a chronological history of the trials and tribulations of the Crimson Republic.

### **Pre-Rifts**

Before the coming of the “rifts” the northwest corner of the United States was a thriving mixture of great forests and huge sprawling cities, but after the rifts came none of those cities were left standing and the forests seemed to magically double in size. New mountains grew out of the ground and the already imposing Rocky Mountains became even more hazardous and hostile. The northwest corner was cut off from the rest of the country, which in hindsight might have been a blessing for the not yet born republic. The people in this

area had no way of knowing that the rest of the United States suffered just as bad, if not worse, and all they could do was find a way to survive.

The survivors of the “rifts” were a mish-mash of humans made up of mostly Native Americans, Asian Americans, and believe it or not, catholic Jesuits. When the “rifts” came they destroyed everything in their path, they changed the terrain as they rolled over it. It seemed no one was safe or immune to the chaos and raw magic that the “rifts” brought, except for the Jesuits. It was understandable that many of the Native Americans survived, because so many lived in rural areas away from the greatest destructive forces. One can also understand why so many Asian Americans survived; after all, they were the predominant ethnic make up in many of the cities. However, for years to come it would be pondered as to why the Jesuit priests and brothers were spared. About fifteen years before the coming of the “rifts” the Catholic Church bought 150 square acres of land near the Washington/Oregon border that was used as a training seminary for all Jesuit priests and brothers. When the “rifts” came it was the only thing for hundreds of miles around that seemed untouched. Many people said the dead god had returned or that Jesus was coming, but no one truly knows. They can only believe that it was saved by the grace of god. At the time of the coming of the “rifts”, there were approximately 16,000 Jesuit priests, brothers, and other clergy from all over the world gathered for a peace seminar and yearly training, every one of them survived the coming of the “rifts”.

It did not take long before people started flocking to the Jesuits for help and sanctuary. It was at this same time that the people realized what strange and horrible creatures were starting to emerge from the wreckage

of what were once their cities and their homes.

### **The Dark Ages**

Sometime during the dark ages, two major events happened that made the birth of the Crimson Republic inevitable, but when they happened is not certain. It was also during this period in history that humankind chose not to give up and die, but to fight and struggle against the supernatural predators that stalked their new world.

The first major event was that of a rift near the city of Seattle. This particular rift swallowed a significant population of Wolfen from another world and deposited them here in this world. History at the time was not being written or kept tract of in any form, so the exact number of Wolfen is unknown. These Wolfen came from a world rich in magic, but no modern technology. They were about as technologically advanced as that of the Roman Empire, and were very militaristic. For the next many years the Wolfen fought to survive and get a foot hold in their new world. They had some magic, but no modern weapons. The fighting was bloody and took its toll. On top of the fighting against supernatural beings, they had to endure the natural hardships of a new and alien world. In the world where they came from the Wolfen were often at war with humans, so they were untrusting and did not want to make contact with the humans here. The humans were very hesitant to reach out to any new race, and they had very little knowledge that the Wolfen even existed. Therefore, it was that the Wolfen lived in their community, and the humans lived in theirs without any real communication or contact.

Then came the event that truly set into motion the birth of the Crimson Republic. It is guessed that approximately fifty years after the Wolfen arrived a large spacecraft came hurtling out of a rift and crashed to the earth. The massive spacecraft happened to be a CCW military exploration vessel that had mistakenly entered a flux dimension immediately after emerging from FLT as they were approaching a planet designated

for study. At least one third of the crew, scientists, and military personal were killed on impact, and many more died in the days to follow because of injuries. Both the humans and the Wolfen witnessed the awesome spectacle and sent parties to investigate. It was this gathering that brought the three groups together, and forever changed the history of all three peoples. The CCW ship had technology far more advanced than that of the Wolfen's or the human's, and the CCW ship had both humans and Wolfen as the majority of their crew. It did not take long for the survivors of the CCW vessel to take charge and unite themselves with both the Wolfen and the humans forming one large community trying to survive in the hostile "rifts" world.

Not to long after the union of the three peoples was it realized that this new alliance would need to build a city they could protect, and for that they needed raw materials. Parties were formed and sent out to salvage any thing useful from the dead cities, and search for new raw materials such as ores, quarry pits, and lumber. It was during this time that a young community of Dwarves and Gnomes also sent out salvaging parties. The two groups met and formed an alliance, more out of necessity than compatibility or a like for each other. The Dwarves and Gnomes did not have the numbers, or the weapons to survive against the supernatural predators that stalked this world, and the young republic did not have the mining and forging skills of the Dwarves, or the science and mechanical understanding of the Gnomes. The fledgling republic joined together with the Dwarves and Gnomes, who were only slightly less advanced than CCW survivors, and began to build their first city. That city became the city of Crimson. At first the Gnomes and Dwarves helped to build the new republic because they felt it was their only chance for survival, but in the years that followed they fully integrated into the society and found a true kinship with the other people of the republic.



## **Today's Republic**

The Crimson Republic was born fifty-one years before the current PA (post *apocalyptic*) calendar of today, but before they officially named themselves and formed a government of elected officials, they formed castes that differentiated the different peoples. The Jesuits implemented its use to stop budding racism between the different races. The different castes are the warrior, the laborer, and the religious, and so far, it has worked very well.

It is now one hundred and fifty five years later and the Crimson Republic is one of the most powerful countries in the “rifts” world, and only just now are they starting to show their true might.

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# Republic States and Provinces

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**Republic States:** These are the original states, or states that the Crimson Republic builds. They have full rights, privileges, and citizenship of the republic.

**Member States:** These are existing cities and states, or states others build that become part of the republic. These states have full rights, privileges, and citizenship of the Republic. These states receive full funding for schools, Quatoria, infrastructure, and other public benefits. They also receive the full military support and protection of the republic. These states do not have to follow the caste system, but must follow the laws, regulations, and constitution of the Republic, and they must pledge 10% of their population to the republic's military forces.

**Petitioning States:** These are states that the Crimson Republic feels could make Member States, but for any number of reasons are not yet ready. These states must hold Petitioning State status for at least five years, during which time they must adhere to all laws, regulations, and the constitution of the republic before they can become a Member State. These states receive military support and protection from the Crimson Republic, but they do not receive the public funding or support that Member States do.

**Republic Provinces:** These lands are under the permanent protection and watch of the Crimson Republic. These lands and people are either not considered capable of participation in the republic and government, or they are unable to organize themselves into a formal government. When and if they would become capable of participating in the Crimson Republic they would become a Petitioning State.

## Crimson

**Crimson:** Capital & Republic State

**Location:** Built on top of the pre-rifts city of Yakima, Washington

**Population:** 1.2 million

**Racial breakdown:**

64% Wolfen

34% Humans

1% other humanoid

.5% Dwarves

.3% Gnomes

.2% Elves

Crimson is the largest of the walled cities within the republic. It is the center of the government, and houses the senate, congress, and all other important governmental agencies. Crimson is also a center for learning and education. This city is the example of everything that the republic has accomplished in the last 98 years. A two hundred-foot mega-damage wall surrounds the city enclosing 49 square miles of urban area. At the heart of the city is the *Democratic* building. This impressive ten story three-block long marble building is where the senate and congress hold their legislative sessions, and where most of the day-to-day government business is done. The new intelligence agency *CriSec* is located two blocks away. Besides being home to the most influential people in the republic, it is also a city for the common man and the student. The city is filled with theaters, nightclubs, restaurants, and stores. There are four colleges, two law universities, *Laying Hands University of Medicine*, and the *University of the Eleven Elven Sages*. Along the inside of the city wall is a park. It stretches out from the wall for two blocks and runs the entire length of the wall. The park is filled with outdoor theaters, monuments, picnic areas, and playgrounds. There are a few

factories and manufacturing plants in Crimson, but they are few and far between.

Crimson is also the financial and banking center for the republic. All the money within the republic flows in and out of here. The black market credits are also managed from here. Third party representatives influence and buy interests in other economic markets (NGR, Coalition, Black Market, ect) from these financial institutions. The Crimson Republic for many years has been securing a significant interest in the black market. They secretly make loans and buy markers, which they use to get wealth and influence outside the republic. From the city of Crimson, the republic currently controls about 15% of the Black Credits in North America. Crimson is the heart of the republic. The power of this awesome country resides within this city and in the hands of politicians and businessmen that live in it.

Located outside of the two hundred foot wall are the suburbs and outer city. They stretch eight miles at some points and twenty-five miles at other points. They have become a latticework of walls and gates that enclose the still growing area. The walls are thirty-five foot high and fifteen foot thick, and with each new growth period they are added on to or tore down and rebuilt to enclose the new area. This is where the bulk of the Crimson citizens live.

Crimson is patrolled and protected by the Quatoria and one full army. They are very heavily fortified and very well armed. Crimson is the most powerful city in the republic, but at the same time, it is also the weakest link, because if it were destroyed it could realistically plummet the entire republic into chaos. Therefore, it is the most heavily defended city in the republic.

## Freeport

**Freeport:** Republic state

**Location:** between Tacoma and Olympia, Washington

**Population:** 1.2 million

**Racial breakdown:**

45% Human

54% Wolfen

.5% Dwarves

.5% Gnomes

Freeport is just that, it is a port city. It's surrounded on three sides by a two hundred foot mega-damage wall, and housed within that wall is 49 square miles of city. Freeport is a manufacturing and fishing metropolis. This is the "city of industry", and the city of the Labor's caste. Almost the entire city is dedicated to factories and manufacturing, or canneries and fishing. Most of the factories are privately owed and operated, but many have government contracts, or manufacture products exclusively for the Crimson government. The factories are many stories tall and stretch for blocks. They run twenty four hours a day, except on holidays and Sundays, and even then many of the factories have sophisticated automation programs so some work can still be done. Freeport is a city that never sleeps. A person would think that with all this industry the city would have enormous pollution problems, but even that has become a vast and complex industry in itself, with many small companies dedicated solely to keeping the city clean and pollution free.

There is another part of Freeport that is as important to the manufacturing as the factories are. It is the entertainment complexes in the very center of the city. These were built exclusively for the laborers so they would be more productive. The theory is to keep them happy in their off time and show them that the corporations and companies value their hard work. The complexes are massive buildings of modern technology and state of the art entertainment systems. No matter what your hobby or interests are, they can be indulged within these great complexes. There is everything from movies and holodecks, to gambling and gaming halls. Restaurants, theatres, shopping malls, and you name it, can be found there. There are games of chance like poker, and games of thrills like laser tag or splat ball. Professional sports, music groups, acting troupes, and circuses all come to perform at the entertainment complexes.

The bulk of the population lives outside the city walls in the suburbs and towns that surround Freeport. These suburbs are fairly safe, and very rarely do they have any problems from crime or the ley lines. The people of Freeport make a good living and the families do well for themselves. All the schools, churches, and government buildings are outside the city walls as well, but that was not how it was when Freeport was first built. As the factories and canneries grew and took more and more space, more and more people started to move outside the city walls, and shortly after that came the churches and schools, and now finally, the decision was made to move the government buildings outside too. Within a few years the only thing behind the city walls will be the manufacturing plants and the entertainment complexes, but the people of Freeport don't seem opposed to it, in fact most seem to favor the idea.

## Jewel

**Jewel:** Republican state

**Location:** 30 miles south west of old Portland

**Population:** 1 million

**Racial Breakdown:**

75% Wolfen

25% Human

500 Elves

Jewel is a beautiful white and emerald green city that is surrounded by a 200-foot mega-damage wall. The wall encloses 36 square miles, and was the last defensive wall built in the republic. The city is the perfect mix between modern industry and the old fashioned; it has the laid-back hustle bustle feel of the old American Midwest. Forty percent of the population farms and ranches, and the other sixty percent work in a variety of occupations from manufacturing to operating small businesses. The city inside the wall is as diverse in architecture and activities as any pre-rifts American city would have been.

This is the only city that has prisons. It has two 100-bed super-max prisons, two 200-bed close/medium custody prisons, one 80-bed magic/psionic prison, and five 400-bed hard labor farms. The lockdown prisons are located on the north side of the city near the wall and the labor farms are all outside the city walls.

Jewel is also known for their agricultural research, and is the center for study and application of genetic engineering of farm crops and livestock; it is also where sixty percent of the farm equipment is manufactured. Jewel manages and keeps track of consumption and the food needs of the republic. They are responsible for the purity of the livestock bloodlines and the breeding of the livestock. The *University of St. Bernard Vienne* is the leader in education and research in botany, biology, and genetic engineering of plants and animals. All of the research so far has been done for agricultural applications only. Jewel is also the home to the only other magic school in the republic, *St. Ignatius Loyola seminary & college*. It is at this college that the Jesuit priests and brothers are trained and ordained.

## Hammersmith & Forge

**Hammersmith & Forge:** Republic states

**Location:** Rocky mountains of Northern California

**Population:** 100,000 in each city

**Racial Breakdown:**

**Hammersmith:**

35% Wolfen

25% Dwarves

25% Gnomes

15% Kobolds

**Forge:**

25% Wolfen

45% Dwarves

30% Gnomes

Hammersmith and Forge are called the “twin cities” because they are only fifty miles apart from each other, and are almost completely identical. Both cities are built in the side of the Rocky Mountains and are 80% underground, appearing more like fortresses than cities, and both are dedicated to mining and all operations involving mining. The Dwarves, Gnomes and Kobolds all live in the under city, while the Wolfen live in the upper city. These two cities produce the bulk of mega-damage ores, gold, silver, and gems used by the republic. They also mine tungsten, platinum, solamite, and other minerals. The Kobolds have been developing a way to mine the ocean by extracting the minerals and ores from both the seawater and the ocean floor. So far this only accounts for 13% of the over all raw ores sent to the manufacturing plants, but it is believed once the operation is up to full speed they will be able to account for nearly 37% of the total mining production. Both cities are built from a rare metal not native to this world. The metal is a mithrill alloy that was mined from another realm when the Dwarves opened a dimensional rift in 35 PA. That rift was closed in 88 PA due to an unexplained series of deaths and mutilations near the opening.

Both cities have the most advanced mining equipment the Crimson republic can afford, and at the heart of both cities are giant smelting and forging plants. There are also enormous mining complexes with every type of tool or machine needed to do the job. This is the true heartbeat of the twin cities, and this is where the Dwarves, Gnomes, and Kobolds are most at home. Some Wolfen work in the underground mines, but they are by far the minority. Most of the Wolfen’s mining is done above ground in strip mines and gravel pits.

Hammersmith and Forge have all of the conveniences and necessities of a modern city, but yet both Forge and Hammersmith are unlike any other city in the republic. Both are distinctly Dwarven and Gnomish, and so far, only the Kobolds have been able to fully adapt to these unique cities. The Wolfen do not like the idea of living under-

ground, hence the 20% of the city that is above ground. It can also be a very harsh environment for the people transplanting to these cities due to the mining and surrounding wilderness. Even though many humans and Wolfen would not like living here, they respect the Dwarves, Gnomes, and Kobolds and appreciate their hard work and contributions to the republic.

## Newton

**Newton:** Republic State

**Location:** Dalles (built on top of the ruins)

**Population:** 900,000

**Racial Breakdown:**

39% Human

56% Wolfen

5% other humanoid

Newton is the latest, but smallest (25 square miles), city to be built by the Crimson Republic. In 90 PA the senate approved the bill to start construction and the city was inhabitable in 102 PA. There is no mega-damage wall surrounding the city, and there is no plan to build one. Newton is an agricultural city dedicated to raising livestock and growing grains and feed corn. There is some industry in Newton mostly in the area of food processing, the manufacturing of household appliances, and medical supplies. The city itself is very modest with western style architecture and very few large multi-storied buildings. The center of the city is mostly office buildings and banks with outer portions of the city dedicated to quiet neighborhoods and strip malls. The little industry that is in Newton is on the west side of the city, while stockyards and rail stations cover the east and south side. On the north tip of the city is *Merciful Healer* hospital, the second largest hospital in the country. Newton has all the normal attractions and businesses one would expect to find in a city of this size.

Newton has the largest rural population of the Crimson Republic cities with a full one third of it’s inhabitants living more than

twenty five miles outside the city proper. This is due mostly to the large amount of ranchers and farmers residing in the state. All in all Newton is a quiet place to live and good place to raise a family.

## New Seattle

**New Seattle:** Member State

**Location:** The ruins of pre-rifts Seattle

**Population:** 800,000

**Racial Breakdown:**

- 61% Human
- 8% Nithian (see Aliens Unlimited®)
- 7% Gallopas (see Aliens Unlimited®)
- 7% Maeus (see Aliens Unlimited®)
- 5% Minatour (see Rifts Conversion Book®)
- 3.5% Rotharr (see Aliens Unlimited®)
- 3% Wererat (see R.C.C. section)
- 2% Naiden (see Aliens Unlimited®)
- 2% Draconian (see R.C.C. section)
- 1.5% Oni (see Phase World II®)

New Seattle is the first Member State of the republic, and the only state that does not follow the caste system. The refugees that came to the Crimson Republic and squatted outside the republic states of Crimson, Jewel, and Freeport built New Seattle and then petitioned for statehood. The Crimson government gave the refugees loans and grants to help them build the new member state, but they did not use Crimson's labor caste to build the city nor did they commission New Seattle to be built like Newton was, and therefore they are not a republic state.

The city has no mega-damage wall and is larger in square miles than any other city in the republic. The city presently covers 64 square miles and is the most diverse city in the republic. Many different architecture types are used in the city to accommodate the many different races. For example, the entire north side of the city has been rebuilt with giant skyscrapers with no doors on the first five floors for the Gallopas. The Wererats, for their community, have built inter-

locking underground complexes throughout the center of the city. The Draconian tore down an old coliseum and four large office buildings in the old downtown area and built a castle. The Minatour, Oni, and Rotharr have made impressive fortress like homes on the coast and along the bay of the city. Most of the humans, Naiden, Nithian, and Maeus live in normal apartments or housing, and none of these races have complained or argued about the special housing for other races. All of the different peoples are just happy to have a place to live that is safe, and as important, that is their own.

The largest industry right now is construction and the manufacture of machinery and tools. However, as the city becomes more and more complete that industry will hopefully move more towards fishing, and the manufacturing of military hardware. Gorgon Munitions is looking to build a factory and storage depot in the city, and the Maeus are talking of starting a high tech research center and laboratory that will invent and design everything from medical implants and electronics to chemical compounds and explosives. In time, New Seattle will rival any of the modern technological cities and many of the magic based ones, too.

Governor Phamathong and his special military consultant, Hector Cruz, have been laying the groundwork with the Crimson Republic government to become the center for Special Forces and operations personnel and training. They hope to start a Juicer augmentation center for the Crimson military, along with a D-bee commando recruitment and training center, human special forces training, assassin and counter intelligence training center, and a cybernetic augmentation and borg conversion facility. Governor Phamathong plans to build all state of the art facilities, and has recruited some of the finest cyberdocs in North America to run them. He wants New Seattle to excel in the Special Forces field and he believes New Seattle needs to find their own niche in the Crimson society to earn their keep, and respect as a member state. He is also hoping with the very diverse racial

make-up of the state that New Seattle can compete in other fields both civilian and military.

## Alaskan Territory

**Alaskan Territory:** Republic Province

**Location:** All of Alaska

**Population:** 34,000

**Racial Breakdown:**

99% Human- Inuit

1% Dragon Wolf (see Rifts Conversion Book®)

The Alaskan Territory is 656,424 square miles, but only about one third of that is under the watch and protection of the Crimson Republic. The territory was discovered and claimed when field operatives from CriSec went there to investigate a pre-rifts military base. The operatives found a single being inhabited the base. This being's race was unknown, but he was on the power level of a Gene-splicer and the people of the Alaskan Territory were under his protection. The Being told One Eyed Pook (CriSec's Director) that the Crimson Republic was welcome to the military base and all of its lost treasures on two conditions; one, that the native inhabitants be looked after and protected, and two, that The Being be allowed to finish his work without any interference or questions. The Crimson Republic agreed to the conditions. That was in November, 103 PA, it is now 105 PA and the Being has left this realm, and left the Alaskan Territory in the hands of the Crimson Republic.

The inhabitants of the Alaskan Territory are a very simple people and live much as the Inuit's did back in the 1800's. There are some villages and small towns, but no cities and most of the inhabitants live in nomadic tribes of 100 to 175 people. Councils of elders' lead both the villages and the tribes, and both groups are for the most part peaceful. The natives survive by hunting and fishing, and they barter for goods they can't make for themselves. There is no monetary system or currency; the things considered valuable by the natives are sled dogs, hunt-

ing weapons, furs, and things of that nature. Their society has shaman and religious leaders, but no powerful magic users. The human inhabitants have survived the inhuman invaders because of two things, one, the Being was a very good and vigilant protector, and, two, because they've befriended the Dragon Wolf population that lives in this area. The Dragon Wolves will go out of their way, and even put themselves in harm's way, for the peaceful natives. The natives are very uneasy and tentative when dealing with the Crimson people, and they have not made much of an effort to befriend them.

The Alaskan Territory is rich in natural resources and raw materials, and Crimson Republic has every intension of exploiting that, but at the same time they take very seriously, the promise they made to the Being to protect and care for the native people. So far, the Crimson Republic has stationed three battalions of Army, one battalion of AirCorp, and ten teams of scientists at the pre-rifts military instillation. There is also one battalion of Army there to explore, map, and do geological surveys of the territory. All the Crimson personnel stationed in Alaska are charged with protecting and helping the native people.

## Eugene Ruins

**Eugene Ruins:** Republic Province

**Location:** The old city of Eugene, Oregon

**Population:** 227,500

**Racial Breakdown:**

100% Ratlings

The Eugene Ruins is a wasteland of decay and rust eaten metal as far as the Crimson Republic's government is concerned, but for the Ratlings that live there it is the kingdom of Netterbowen. The Ratlings of Netterbowen live in clans of 5,000 to 10,500 people, and a duke or duchess leads each clan. There are currently twenty-nine different clans. A king rules all twenty-nine clans, and presently that is King Rumrucker. Life in Netterbowen is good when there is a

king; it's when a king dies that things go bad. When a king dies all of the clans go to war to find out which duke will become the new king. This ritual warfare helps to keep the population at acceptable levels, but it also makes for a very unstable society, especially since the average lifespan of a king is only ten to fifteen years. This is king Rumrucker's sixth year as king and so far it has been an uneventful six years. The Ratlings use mostly late 20th century pre-rifts technology or whatever else they can scavenge. Somewhere they must have found a military storehouse, because they have an arsenal of pre-rifts guns and hardware, but nothing from the pre-rifts "golden age" it's all gunpowder based weaponry and old obsolete combat vehicles. The Ratlings do use some magic and psionics, but those skills are not as common or as practiced as they are in the Crimson Republic. There is no monetary system or industry in Netterbowen. Everything is done by means of the barter system and new goods are found among the ruins or gotten from outside of the kingdom.

King Rumrucker would love to join the Crimson Republic if only to get his hands on newer technology, but he does not want to be made to live with all the laws and rules of the republic. This is ok with the Crimson government, because they don't think that the Ratlings could organize themselves long enough to take a family picture let alone live within the laws and constitution of the republic on a daily basis. The Crimson government does have a treaty of non-aggression with King Rumrucker even though one Crimson battalion could lay their whole kingdom to waste. The belief in the senate is that if they don't bother us they can have the ruins, and the Crimson Republic will even protect them from outside aggressors. Therefore, it was decided to make the Ruins of Eugene a republic province and to let the Ratlings live anyway they wanted to just as long as they stayed to themselves.

## Rural & Wilderness Areas

The Crimson Republic states are more than just the cities that give them their names. Each state has both rural and wilderness areas in its territory. The one hundred to one hundred fifty miles that surround the city is the rural area. It is in this area that the people build small towns, farms, or large estates. The rural areas of the Crimson Republic are a thriving and growing community. Freeport and Newton have the largest populations living in rural areas, with the capital of Crimson being the third largest rural population. Many citizens choose to live in the rural areas because there is not enough room in the cities to build large, expansive homes, or the city is just too crowded and noisy for their personal liking. In the city of Freeport, almost the entire population lives in suburbs outside the city walls or in small communities within commuting distance to the city. They choose to do this because the industry keeps expanding and the housing has become increasingly cramped. Newton has vast farms and ranches covering hundreds of acres that fill their rural lands, and it has become very popular, even a bit trendy, in Crimson to build massive estates outside of the city walls. There are also many large, well-tended parks and recreation centers throughout the rural areas of the republic.

Regardless of the state a person lives in the rural areas are relatively safe because of the Quatorian patrols and the large quantities of patrol drones that monitor and police the area. However, all Crimson Republic citizens living anywhere in the rural areas are strongly encouraged to own weapons and armor, and 95% of the people also have sentry bots or robotic guard animals for added protection. The most dangerous part of the rural area is the fringe between the rural area and the wilderness area. Most of the attacks by supernatural creatures happen here. The invaders see it as an easy target and a quick escape back into the wilderness.

To think of the states as just large cities would be selling the whole state short. Rural areas are a large part of the Crimson



Republic's society and culture. Without having a healthy and thriving rural community, the Crimson Republic would perish. It would not be able to produce the food it needs to feed the people and the cities would become cesspools of overcrowding and crime that would eventually destroy the country. In many ways, the rural areas are the provider and the backbone for the Crimson Republic.

Outside of the rural areas are the wilderness areas that cover almost two-thirds of the republic. These are not always safe, but with Crimson Republic's military patrolling them the supernatural creatures and dangers are kept in check. The wilderness areas are the undeveloped and unused portions of the republic. The military has mapped and surveyed most of the republic's wilderness and there are many untouched natural resources throughout the country. The only signs of civilization in the wilderness areas are a few highways, railways and the occasional military fort. The most hostile wilderness areas are the northern Rockies and the California territory. The lands in the middle of the republic do not have as many openly hostile invaders as the north and south regions do, but it still has many dangers both natural and supernatural. The raw magic and ley line activity in wilderness areas make it impossible to totally clean out all supernatural predators, but the military does the best it can. Citizens are strongly encouraged to stay out of the wilderness areas unless the military or other armed force escorts them, and for the most part the citizens stay in the civilized areas.

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## Infrastructure

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All the cities and rural areas are powered by nuclear fusion power plants and they all have elaborate sewer and water systems. Throughout the Crimson Republic is an extensive communication network that uses fiber optic, laser, cable, and radio wave technology. They also have small satellites throughout the republic. These satellites do not orbit the earth; they are based on hover

technology and are launched into the stratosphere where they can stay for roughly four to six months before they must be brought back down. This is a fairly new technology and not all the bugs have been worked out yet, but they do greatly increase the republic's communication abilities when they are operational. Each state has roads and highways that run throughout its territory, and all the cities have a public airport and rail station. The airports are not as large as 20<sup>th</sup> century airports, but the rail stations are much larger than those of the pre-rifts era, and most of the traveling done within the republic is done by rail. Highways and railroads connect all the cities, rural communities, and most of the military installations. There are not many places in the Crimson Republic that you can't reach by road or railway. Each state also has a very efficient waste management and recycling system. Very little in the Crimson Republic goes to waste and almost everything is recycled which is necessary to ensure they do not use up the limited resources they have.

Each state has a kindergarten through 14<sup>th</sup> grade public school system that is run by the Jesuits and is overseen by the Religious caste. The Jesuits also oversee the public library system and the public health care system. Each city has a major hospital and multiple care clinics, and the military bases all have hospitals. Each city has at least one republic college, and two technical schools. There is also the Republic Postal Service (RPS) that covers the entire republic and handles all the mail and bulk packages. They deliver over one million pieces of mail a day, and are overseen by the Warrior caste. The fire, medical, and emergency responses are handled by the Quatoria. The Quatoria also has a biohazard and hazardous materials response team for each city. All in all the infrastructure of the Crimson Republic is much like that of any nation of the pre-rifts era only the Crimson Republic has magic and alien races to take into account when creating any public service or public system.

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## **Castes System**

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The Crimson Republic is a caste society, which means each person is born into a caste, and at the legal age of adulthood that person can petition to change their caste or chose to remain in their present caste. Your caste dictates your secondary educational background and your role or service within the republic, not your social, economic, or political standing in society. The three castes are; Religious, Labor, and Warrior. The caste system was started by the Jesuits as a way of relieving budding racism in the republic during its early years. The Jesuits felt the castes would take the focus off what race a person was and allow everyone to feel part of something while still being able to use their abilities and skills to help the republic. Very quickly, the various races within the different castes did just that, and over time the different races found they had much more in common then they first realized. As time went by each caste saw that they depended on the other castes for survival, and that one caste was not better or more important than the other was. The Jesuits had succeeded in giving each member of society a sense of belonging and a sense of individuality, and so the people of the Crimson Republic accepted and kept the system.

### **Labor Caste:**

This caste literally built the Crimson Republic. It is also the wealthiest and most influential of the three castes. Eighty five percent of the people that belong to the labor caste are skilled laborers, blue-collar workers, and farmers. The remaining fifteen percent of the Labor caste are the bankers, businessmen, and white-collar workers. The Crimson Underground also belongs to this caste. The Labor caste is responsible for any construction, upkeep, manufacturing, and/or business related thing that happens within the republic. It is because of that fact that the Labor caste monitors and controls the flow of money within the republic. It is

part of their job to keep a handle on inflation and the economy in general. There is also a significant population of Labor caste members in the military. They have positions in the supply units, engineering units, farm units, and highway/railroad upkeep units, just to name a few. The Labor caste is in many ways the backbone of the republic, and they are the largest and most politically powerful of the castes.

### **Religious caste:**

These are the moral guides, teachers, healers, and spiritual leaders of the Crimson Republic. The Religious caste is the smallest and the poorest of the three castes, but they wield incredible political and social power for their size. The Religious caste is responsible for all the moral and ethical decisions within the republic. They hold a lot of influence over the common people, because many look to them for spiritual guidance. Most of, but not all of the Religious caste are Jesuits, a small percentage of the caste are priests and religious people of other faiths. Both the Dwarves and Gnomes still worship their native world's Gods, and there is a small but growing faith in the pre-rifts eastern philosophies. There is also a small, but dedicated few who worship a host of other alien gods and religions. All of these priests and religious followers are welcome in the Religious caste as long as the god is benevolent and the religion does not threaten the well being of the republic's people. Gods of Darkness, Old Ones, and Demon/Devil worship is illegal in the Crimson Republic, and any who wish to follow those dark creatures are not allowed in the caste or the republic. That is another area that falls under the control of the Religious caste, the investigation into and extermination of any coven or cult worshipping those gods.

### **Warrior caste:**

The Warrior caste is the second largest and wealthiest of the three castes. This caste

makes up eighty percent of the military. The Warrior caste's role in the Crimson Republic is safe guarding the people and lands from all aggressors, both foreign and domestic. They are the police, the armed forces, and the spies of the republic. The majority of the Warrior caste is Wolfen, with second largest population being humans. Every member of the Warrior caste has served, is serving, or will serve in the military. In the government, the Warrior caste does not wield a lot of power during peacetime; instead, they have the role of maintaining the peace and purposely staying low key. In time of war, however, the military has supreme authority and power over the country and its people, and it receives the full backing of the other two castes. This is the trade off for being in the backseat during peacetime. The Warrior caste as a whole does not try to influence political trends or the moral guidelines set by the other castes. They, instead, will follow and support the decisions of the Labor and Religious castes believing it is that caste's job to run the country and the Warrior caste's job to defend and protect it. Out of the three castes the Warrior caste is by far the most humble and least powerful in the political arena, unless it is wartime.

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## Daily Life

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Daily life in the Crimson Republic is usually non-eventful and normal. People go to work and they raise families. The Quatoria keeps the peace and the military protects the citizens from all aggressors who would otherwise disrupt their lives. People in the Crimson Republic know they enjoy a better lifestyle and standard of living than most people in the Rifts world, but they don't truly understand how good they have it. The average citizen leads not a sheltered life, but a much protected one. The republic is run and exists on law and order, which is an oxymoron in a world over run with chaos, struggle, and death. The republic's people take for granted what many others believe is only a pipe dream, not even the mighty

Coalition States can boast to have such a way of life. In many ways, the Crimson Republic is out of place in the Rifts world, but in other ways, it is just like any other country.

People in the Crimson Republic use magic and psionics, but they depend mostly on technology during their daily lives. Magic is not openly flaunted, and psionics are used cautiously, both are considered a tool used by the military and government. People don't view it as proper or socially expectable to use those powers during the normal course of a day. People are also very reserved about showing off mutant or super abilities. Technology and all of its wonders make the republic go round.

For the most part the people of the republic have worked very hard to build the society they have and do not want to see it fall into chaos. The average citizen pays their taxes, follows the laws, and leads a fairly simple life. They do this not because they are morally better than people of other countries, but because society says this is how it is supposed to be, and the consequences for doing otherwise are extremely brutal. Many of the Crimson Republic's people have adopted the Wolfen's hard work ethics and militaristic attitudes, and the Religious Caste keeps the society moving in strong moral direction. People born in the republic are raised to believe in morality, ethics, and law, and it is understood that a person will go to school, follow the laws set by their elected officials, get a job, raise a family, and enjoy a fulfilling life. And so, the people do what they were raised to believe.

During the week, the average person works forty to sixty hours at their job and they send their kids to school where they put in forty to sixty hours depending on their grade. On the weekends, single men and women go looking for fun, and families go to the parks or go to the movies. Professional sports, circuses, and fairs come to town and people amuse themselves by going to those events. People go for drinks after work, or go out to restaurants, kids play sports in the street and parks, and teenage

boys raise a little hell trying to impress teenage girls. The varied races celebrate their ethnic holidays, the whole country celebrates national holidays, and everybody goes to church on Sunday. And life in the Crimson Republic is uneventful outside of the everyday ups and downs that person has, and the people are happy.

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## Religion in the Republic

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Religion in the Crimson Republic is a major influence among the citizens. At least sixty percent of the population is Jesuit. The Jesuit religion is a spin off of pre-rifts Catholicism that still teaches most of the old beliefs, and follows the old customs. The major differences are the use of magic, and the recognition of other gods and other worlds. The Jesuits have adopted many of the 15<sup>th</sup> and 16<sup>th</sup> century practices and beliefs; they are not as disbelieving of the unexplained, exorcisms, or demonology as the 20<sup>th</sup> and 21<sup>st</sup> century Catholics were. They also believe in, and follow many of the pre-Vatican II customs and teachings. Some non-believing scholars and mages outside of the Religious Caste say that there is an alien intelligence or other god, maybe even an Old One, posing as the Christian god. This is obviously not a popular or well-received theory. Who or what ever it is that grants the priests magic and sends angels to help the faithful has shown itself to be a gracious and benevolent god so far. The god that the Jesuits follow does not actively interfere with its follower's lives. He is as much an enigma now as he was in the past, and the people rely on faith and belief rather than miracles and direct action. The Jesuits comprise the majority of the Religious Caste and account for most of the political influence and power.

The common citizen can speak Latin, and one out of every four people can read and write it. The majority of people consider themselves devout Jesuits and has a strong faith and belief in the religion. The Jesuits give the people a unity that spans race, color, and gender. It unifies them as

equal in the eyes of God, and reinforces a belief system that is fundamental to the country's maintaining of justice and peace. The people want something to believe in, something greater than themselves that justifies their meaning and existence. Quite simply they want a God.

Jesuit, while being the most popular belief, is not the only belief or religion in the republic. From the time that the Dwarves and Gnomes first helped to build the Crimson Republic, they also chose to worship the gods of their home world. This caused tensions in the early years, but in time the Jesuits learned to respect and understand their beliefs. There are also a small number of humans and Wolfen throughout the republic that chose to worship the Dwarven/Gnomish gods. The Dwarves and Gnomes worship a pantheon of gods with Moradin the "Soul Forger" as its patriarch. Moradin is the god of creation and the god who gave life to the two races. He is depicted as middle-aged muscular dwarf with a long, bushy, white beard. The other gods of the pantheon include Clangedin the god of battle and war, Garl the god of invention, Inanna the goddess of love, marriage, and family, Clegis the god of sleep, dreams and the protector of departed souls, Geb the god of the earth, mountains, and elements. The Dwarves and Gnomes are a devout people that strongly believe one needs to pay homage to the gods that provided for them. Their day of worship is Wednesday, because they felt it would be disruptive and disrespectful to the Jesuit God to worship on Sundays. They have their own religious holidays, but they also combine and celebrate many holidays with the Jesuits.

There is also a growing faith in the pre-rifts eastern philosophies of Buddhism, Shinto, and Islam. It's a relatively small number, only a few thousand throughout the whole republic. These new beliefs are accepted and respected because they are benevolent and teach the respect of others.

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# Magic in the Republic

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	Teleport Tag (30) – pg. 21
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<b><u>Level 6</u></b>	<b><u>Level 11</u></b>
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Reverse Gravity (30) – pg. 21	Teleport: area – pg. 25

it as long as it does not harm anyone else. The penalties for abusing or misusing magic are extreme, and the Quatoria have no tolerance for people that do either. The common citizen knows magic exists and knows that there are many who use it, but most citizens choose not to learn it or they don't have the means to learn it. There are only three ways to learn magic in the republic: 1) get an apprenticeship, 2) go to the University of the Eleven Elven Sages, or 3) go to the seminary. The University of Sages is extremely expensive for a single individual to pay for, and only those of the Religious Caste are allowed to attend the seminary. It is most common for a young person who wants to be a mage to join the military, apply for MageCorp, and have the government pay for the University of the Eleven Elven Sages. There are also Legionnaires or ex-MageCorp that will teach their own children or take on apprentices, but becoming an apprentice can also be very expensive in its own right. The only forms of arcane knowledge that are forbidden to the citizens of the republic are witchery, worship of the Old Ones, and necromancy. Summoning is not forbidden, but it is illegal within city limits and only the Elven Sages are allowed to teach that knowledge.

The Elves are the core of the magic knowledge and teaching within the republic. There are literally eleven Elven families that oversee the university, but there are many, many teachers of all different races that teach at the university. It is the Elves that are responsible for making sure that magic is taught and used responsibly. They set the guidelines and the practices that others have to use to teach. The Elves are also responsible for watch guarding the forbidden arts and protecting the republic from those who are willing to make pacts with evil forces to gain quick, easy power. The Elves meet once a year to review, update, and change the practices in which all magic users must

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Magic is not as prevalent or as popular in the Crimson Republic as it is in Tolkeen, but on the other hand, it is not treated with contempt as it is in the Coalition States. However, magic is treated with respect and a little fear. Citizens are allowed to study arcane knowledge and they are allowed to use

adhere to. This meeting is known as the *Arcane Counsel*. Any mage that chooses not to follow the guidelines and practices set by the counsel, or chooses to explore forbidden arts is exiled from the Crimson Republic. The Elves do not hide or hoard magic and the knowledge of magic, but it is their charge to keep the common citizen safe from the horrors and atrocities that have made people and places like the Coalition so anti-magic. Not all the Elves in the Crimson Republic are saints, but they have served the republic with honor and integrity and have kept the republic's mages from becoming the corrupt monsters you find throughout the Federation of Magic.

The University teaches all forms of magic and is dedicated to all forms of magical research. The University is a massive collection of marble buildings within the city of Crimson. It looks much like what most people would imagine a 20<sup>th</sup> century university to look like. A person can study and learn any of the magic O.C.C.s at the university, but the most popular two are Techno-wizard and Line Walker. There is a church dedicated to all four elements in the center of the campus for young warlocks to pray and learn at. The university also has an enormous library with every thing from ancient magic toms from other worlds to pre-rifts vid disks and contemporary books from the republic. Psionics are also studied at the university and there are courses and study groups to help people grow and become more proficient in the use of them.

Then there is St. Ignatius Loyola Seminary & College, which is located in the city of Jewel. This is the other school that teaches magic, but only to the members of the Religious Caste that are going through the seminary to become priests. The architecture of the seminary and college is very similar to that of 16<sup>th</sup> century European churches and schools. The Jesuit priests are taught all about magic, but they do not cast spells like mages do, nor do they understand magic in the same way that mages do. Their power comes to them through faith and belief. They channel their God's magic energy and power through themselves by chanting

prayers and then releasing that energy as spells. Jesuit priests are the same as "Priests of Light" from the Palladium Fantasy® book and use that as their O.C.C. The Jesuit Priests will often aid the Elven Sages in protecting the republic from anyone that makes a pact with an evil intelligence or practices necromancy. There is a small but very well educated group at the seminary that specialize in the occult, Old Ones, witchery, and all other forms of supernatural evil. This group also studies existing alien intelligences on the Rifts world, and is considered the most knowledgeable in the republic. The group is *Umbra Domini*, which means the lords shadow. Not many citizens outside the Religious Caste know about this group, and those who do know of them say they are very secretive. Some of the people that do know about them oppose them, and believe they hide or hoard knowledge that they feel is bad for the general public, or knowledge that could corrupt the common citizen. There has never been any real proof of these accusations, but no one really knows for sure.

Lastly, there are a small percentage of magic users that grew up in the Crimson republic and then went abroad to learn and study the arcane arts in other areas of the world, or sometimes other worlds altogether. Of this small percentage only a few ever return to the republic. Most prefer the adventuring life, find their niche somewhere else, or are the type of mage studying the type of magic that either gets you exiled or killed. The Crimson Republic has had a few bad seeds return to the republic to exact revenge for imagined wrongs or to try and spread their corruption and hate, but the Elves are always vigilant and take care of the problem quickly. There is also the opposite situation of mages that have tired of adventuring or have decided to come back to study for a while in peace. This group is always welcome by the Elven Sages, and is a great source of information, new spells, and new ideas.

And so the republic is very diverse in its use and knowledge of magic, but it is also

cautious and weary of any who would misuse their powers or serve dark masters.

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## New Magic Spells & Circles

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### LEVEL TWO

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#### Jump

**Range:** 20 feet (6.1m) by 20 feet (6.1m) + 5 feet (1.5m) per two levels

**Duration:** Special

**Saving Throw:** None

**PPE:** 4

This spell allows the caster to make amazing jumps of great distances. The caster can make one jump for every two levels of experience, but they must all be used within one hour of the casting or the mage loses the remaining jumps.

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### LEVEL THREE

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#### Watchful Hound

**Range:** Special

**Duration:** 1 hour per level

**Saving Throw:** None

**PPE:** 15

This spell summons invisible Wolfhounds that only the caster can see. One hound can be summoned for every three levels of experience. These hounds are able to see invisible, astral, ethereal, out of phase, or duo dimensional creatures. They can sense evil and/or any supernatural creature within 50 feet of the area they are guarding. If the hounds see or sense any of the above mentioned, or any persons not known to the mage, they will start barking vigorously. Only the mage can hear them. If at any time the creature or creatures that alarmed the

hounds come into the protected area the hounds will attack.

The hound's have:

- **Hit Points:** 15
- **SDC:** 45
- **PP:** 19
- **PS:** 20
- **Attacks:** 3
- **Damage:** 3D6 + strength (from bite)
- **+4 strike & dodge** (in addition to PP bonus)
- **Critical strike from behind**

The hounds have to be given a specific place to guard (*example:* "our camp", "the cave entrance", "this room"), and the mage must stay within 100 feet + 25 feet per level of the hounds, or the magic is broken and the hounds disappear.

#### Prying Eyes

**Range:** 300 yards + 100 yards per level

**Duration:** 3 min per level

**Saving Throw:** None

**PPE:** 8

This spell creates a floating, human sized, magic eyeball that allows the mage to see everything it sees. This eyeball can be mentally controlled and sent forth by the mage. It has a speed equal to the casters ME (receives both the dodge and initiative bonus of that speed), and 3D6 + spell strength for SDC. The eye has night vision for 90 feet, and/or infrared vision for 60 feet.

If the eye is destroyed however, the mage will suffer 3D6 direct to hit points, and be blinded for 1D6 melee rounds.

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### LEVEL FOUR

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#### Armor Patch

**Range:** 5 feet (1.5m)

**Duration:** 1 hour per level

**Saving Throw:** None

**PPE:** 15

This spell allows the caster to temporarily repair the SDC of almost any armor. The more time the caster spends “patching” the armor the more the SDC is repaired. 1D4 x 50 SDC can be replaced for every 2 minutes spent repairing the armor, but it can never exceed the armor’s original maximum. This is a temporary fix though, and after the spell’s duration the armor will revert to its original condition before the mage’s “patch”. Armor can include composite body armor, power armor, or even the armor of a vehicle. It cannot be used on any living sentient being, only inanimate objects.

### **Grease Fire**

**Range:** 20 feet (6.1m) by 30 feet (9.1m) up to 90 feet (27.4) away  
**Duration:** 5 melees per level  
**Saving Throw:** Special  
**PPE:** 12

This spell creates a thin, extremely slippery, highly flammable, carpet of grease over any flat surface. Anyone entering the area of affect who is moving faster than a cautious walk must roll a successful maintain balance of 12 or better, or fall down losing their next melee action/initiative. Once covered in the grease it is extremely hard to hold anything or even get back on your feet. Each time a victim tries to get up they must roll another maintain balance of 12 or better, or fall right back down suffering the same penalties. If the grease is ignited anyone in the area of affect will suffer 6D6 points of damage per melee, and anything they have that is flammable will catch fire. Once the grease is ignited it will burn for 1D4 melee rounds. Once the fire burns out the area is no longer slippery.

### **Seal Self**

**Range:** Self  
**Duration:** 5 minutes per level  
**Saving Throw:** None  
**PPE:** 8

This spell allows a mage to seal themselves off from any kind of spell or psionic

such as; See Aura, Sense Good/Evil, Telepathy, Sense Magic, or Empathy. The person trying to read the mage only has a 3% chance per level of experience to get any kind of feeling or aura from the mage. This spell will also protect the mage from any type of magic or psychic seeing. The sealed mage is invisible to any spell such as; Prying Eyes, Locate, or Astral Projection, nor can the mage be seen by using any kind of scrying device like a crystal ball or other magical locating tool.

### **Teleport Trigger**

**Range:** Self/ ½ mile (.8 km) per level when teleporting  
**Duration:** Until set conditions are met, or one month  
**Saving Throw:** None  
**PPE:** 12

The caster places this spell on themselves, and when a set condition is met the caster will teleport away to pre-set place. (Example- caster sets condition to “if I go below 10 hp I will teleport back to camp”. As soon as that person goes below 10 hp they will teleport back to camp.) The teleport is only one way, and only for a limited range. If the destination of the pre-set condition is out of range then spell will fail and caster will not teleport. If the spell fails the caster will have to recast Teleport Trigger.

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## **LEVEL FIVE**

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### **Mystic Explosion**

**Range:** 300 feet (91.4m) + 25 feet (7.6m) per level  
**Duration:** Instant, or 10 minutes per level of spell caster  
**Damage:** 1D4 x 10 + 1D4 per level of caster  
**Saving Throw:** Dodge  
**PPE:** 18

This spell creates a small golf ball sized orb of magical energy in front of the caster that they can then mentally throw up to 300 (+ 25 per level) feet away, but the target area



must be within their line of sight. The orb can be made to explode instantaneously or have a time delay put on it. When the orb does explode all those within a 15-foot radius take damage (victims can roll with impact for half damage). The orb moves much faster than a thrown grenade, but victims that see it coming can still attempt a dodge. The orb is a +3 to hit, plus the caster's ME bonus as a strike bonus.

## Repair Mechanics

**Range:** Touch

**Duration:** 5 minutes per level

**Saving Throw:** None

**PPE:** 15

This spell allows a mage to temporarily fix a broken machine, vehicle, or any other mechanical devise. In large machines and vehicles it will fix one system or devise per spell casting. The spell does not actually fix the broken mechanics, instead it uses mystical energies to bypass or override the broken mechanics for a short duration. When that duration is up the machine will still be broken and unusable. *Example:* the mage needs a car, but the only one he finds had its engine destroyed by a rail gun burst. The mage can then cast this spell, and the mystic energy will make the car temporarily drivable by magically powering the wheels, throttle, and steering. When the spells duration ends the car's engine block will still be utterly destroyed and useless.

## Teleport Trace

**Range:** 20-foot (6.1 m) radius from teleport

**Duration:** Instant

**Saving Throw:** Varies

**PPE:** 18

This spell allows a caster to try and trace where someone teleported to.

**1 minute to 1 hour since the teleport occurred:**

1-50% knows exact location

51-85% knows within 10-mile radius

86-00% unknown

**1 hour to 1 day since the teleport occurred:**

1-35% knows exact location

36-65% knows within 20-mile radius

66-00% unknown

**1 day to 1 week since the teleport occurred:**

1-15% knows exact location

16-30% Knows within 30-mile radius

31-00% Unknown

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## LEVEL SIX

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### Flamestrike

**Range:** 300 feet (91.4 m)

**Duration:** Instant

**Saving Throw:** None

**PPE:** 15

This spell calls down a column of flame from the sky upon a desired victim within range, and in the line of sight of the caster. The column of flame covers a 15 foot radius, and strikes automatically. It does 2D6 x 10 + 1D6 per level + spell strength.

### Heart Attack

**Range:** Touch

**Duration:** 3 initiatives

**Saving Throw:** Standard

**PPE:** 25

The mage touches a victim causing his heart to beat rapidly and irregular. The victim must roll a successful save on each of the next three initiatives (*1<sup>st</sup> initiative standard save, 2<sup>nd</sup> initiative +1 to save, and 3<sup>rd</sup> initiative +2 to save*). If any one of the saving throws fail the victim immediately goes into cardiac arrest, and drops to the ground defenseless. A victim that goes into cardiac arrest has a 5% accumulative chance of dying for each melee round they do not receive medical, magical, or psychic help.

This spell will not effect anyone in greater than normal combat armor (i.e. power armor, robot vehicle, tank, ect.), and the mage must be familiar with the biology of the victim's race, or know where the victim's heart is.

## Napalm Cloud

**Range:** 20 feet (6.1m) by 20 feet (6.1m) + 5 feet (1.5m) per level

**Duration:** 3 melees + 1 every 2 levels

**Saving Throw:** ½ damage

**PPE:** 25

Upon casting this spell a thick reddish black cloud of smoke rolls forward from the mage's outstretched hands. The cloud can be cast up to 90 feet away. Any one who is caught in the cloud, and not in full environmental armor, loses all visibility and is choked with dense smoke and hot vapors (-9 strike, parry, and dodge). On 1D6 initiatives following the casting of the spell the cloud will erupt into a large fireball. It will continue to burn for the duration of the spell doing 1D6 + spell strength x 10 per melee to everything within it. Victims caught within the cloud are able to save vs. magic for half damage.

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## LEVEL SEVEN

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### MMP Discharge

**Range:** 10 foot (3 m) increments per level of spell caster

**Duration:** 1D4 melees +1 melee per level of spell caster

**Saving Throw:** Special

**PPE:** 10 per 10 foot (3 m) increment

The mage can emit a magic-magnetic pulse radiating in 10-foot increments from him. This pulse renders all electrical devices inoperable. Military and Emp protected vehicles, equipment, and weapons get a standard save. Unprotected machines or machines that fail their save will be totally disabled for the duration of the spell. The Mage must use 10-foot increments only (10, 20, 30, etc.). After the duration of the spell electrical devices will operate normally. (Large robots and combat vehicles that fail their save lose 1D4 critical electrical systems)

## Reverse Gravity

**Range:** 10 feet (3 m) per level/ area effected 1 foot per level

**Duration:** 1 initiative per level

**Saving Throw:** dodge at natural unmodified 18-20

**PPE:** 30

This spell reverses gravity in a small area causing all things not anchored down to fall upward, for the duration of the spell, at a rate of 16 feet per initiative (480 feet per melee). If an object strikes something solid when it is falling upward it is the same as if it were falling down for the same distance (1D6 per 10 feet). At the end of the duration all objects will plummet back down taking damage again (1D6 per 10 feet), lose remaining attacks, and lose initiative for the next melee.

## Supernatural Strength

**Range:** Self or others by touch

**Duration:** 2 melees per level of caster

**Saving Throw:** None

**PPE:** 20

This spell bestows the recipient with supernatural strength giving them +10 to their PS and +5 to their PE and 30 SDC for the duration of the spell. The recipient also does hand-to-hand damage as a supernatural creature and radiates the magic aura of a supernatural creature. All actions performed during this period are done without fatigue.

## Supernatural Speed

**Range:** Self or others by touch

**Duration:** 1 minute per level of caster

**Saving Throw:** None

**PPE:** 20

This spell bestows the recipient with supernatural speed giving them +1D4 x 10 to their Spd and 1 extra attack per melee. All actions or movements during this period are done without fatigue.

## Teleport Tag

**Range:** 50 feet (15.2 m)

**Duration:** Instant  
**Saving Throw:** -4  
**PPE:** 30

This spell allows the caster attempt to tag along with someone teleporting. This is a snap spell, but the caster must have a least 1 spell attack left in the round. The caster spends the attack and casts this snap spell, and if the person trying to teleport away fails their save vs. magic (at -4) the caster will follow their teleport.

- 1-60%** lands within 10 feet of tagged person
- 61-85%** lands within 100 feet.
- 86-00%** lands within 1000 feet

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## LEVEL EIGHT

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### **Blink**

**Range:** Self only / 100 yard radius  
**Duration:** 1 melee (15 seconds)  
**Saving Throw:** None  
**PPE:** 50

This spell allows the mage minor teleport abilities. The mage casts this spell on their attack and on the following initiative they will teleport away up to 100 yards, but not reappear until their next attack. On their next attack they will reappear on the spot they chose, and can carry out their desired action. Then on the following initiative they will teleport away again to anywhere they chose within 100 yards of their first teleport. This will continue until the mage has no more attacks. On the initiative following the mages final attack of that melee they will teleport away again to anywhere within 100 yards of their first teleport, but will not reappear until the first initiative of the next melee round.

When using this spell the mage cannot cast any spells that take more than 1 initiative. Both teleport stop and teleport tag will work against this spell. Teleport tag will allow its caster to follow the other mage each time for the whole melee round.

### **Bonebreak**

**Range:** Varies  
**Duration:** Instant  
**Saving Throw:** Standard  
**PPE:** 45

The intention of this spell is to cause one of the victims' bones to instantly fracture. A mage can do this one of two ways:

- 1.) The spell can be cast at a victim up to 90 feet away, but the victim must be in the mage's line of sight. The mage rolls a percentile to see which bone is broken.
  - 1-20%** compound fracture the right arm
  - 21-40%** compound fracture the left arm
  - 41-60%** compound fracture the right leg
  - 61-80%** compound fracture the left leg
  - 81-90%** 1D6 ribs (*each broken rib has 10% chance of puncturing a vital organ doing damage direct to hit points*)
  - 91-00%** neck (*roll another percentile, 1-79% instantly paralyzed, 80-00% instant death*)

If they fail their save the spell fractures the bone. The victim suffers 1D4 x 10 points of damage and the use of that limb.

- 2.) The mage can touch the exact bone they wish to fracture (example: touching the left thigh will fracture the tibia, or touching the middle of the back will fracture the spine). A failed saving throw means the bone is fractured, and the victim suffers 1D4 x 10 points of damage. Additional effects will be at the GM's discretion depending on which bone was broken, but at minimum the victim will lose the use of that limb or effected body part.  
This spell will not affect anyone in heavier than power armor. (i.e. robot vehicle, tank, ECT.)

### **Mind Bomb**

**Range:** Self, or other by touch  
**Duration:** 2 months + 1 month per level  
**Saving Throw:** Standard  
**PPE:** 40

This is a last resort defense against mind scans or deep mental probes by either a magical or psionic means. Basically the mage hides a spell bomb that's intertwined with the knowledge they are trying to protect, and if anyone tries to probe their mind for that information the spell goes off utterly destroying their mind, and killing them instantly. It's certain suicide, but it guarantees that the secrets are destroyed along with the person. The person doing the probing must also make save vs. magic or suffer 1D4 x 10 direct to hit points (a successful save vs. magic takes ½ damage). Only the mage that cast Mind Bomb or a successful remove curse can rid a person of the spell.

This spell can be done on one's self or others, but if the other person receiving the spell is either unwilling or unknowing they get +2 to their saving throw. See Aura cast on a person who has been Mind Bombed will make that person read as having an abnormal aberration.

### **Mystic Volley**

**Range:** 3,500 feet (1,067 m)

**Duration:** Instant

**Damage:** 1D4 + spell strength x 10 + 10

**Saving Throw:** Dodge

**PPE:** 60

This spell creates missiles of magic energy in front of the spell caster that are then mentally aimed and launched at their intended victim. The caster can create two missiles plus one missile for every two levels of experience (example: 1<sup>st</sup> level can create 2 missiles; 2<sup>nd</sup> level is 3 missiles; 4<sup>th</sup> level is 4 missiles; ect...). The missiles move at incredible speed, but the victim can still attempt to dodge with a -4 and any spell strength the caster has. Victims that are struck can attempt to roll with the impact for half damage.

### **Sulfuric Fog**

**Range:** 20 feet (6.1m) by 30 feet (9.1m)

**Duration:** 5 minutes per level

**Damage:** Special

**Saving Throw:** Standard

**PPE:** 40

This spell allows the caster to create a 20 foot by 30 foot greenish-yellow cloud of highly corrosive poisonous gas. The cloud billows out of thin air directly in front of the caster, and can be moved forward up to 120 feet at a maximum speed of 12. The gas is highly toxic and anyone not in environmental armor must save vs. lethal poison or die in 1D4 rounds. Any armor that was in the cloud longer than one melee round will suffer 6D6 points of damage per round until the armor is decontaminated or the spell's duration runs out, even if after that initial melee round the person got out of the cloud. Toxic filters and vulnerable seals suffer the worst damage, and must be changed or repaired if they are to protect the wearer from a second contamination.

### **Teleport Stop**

**Range:** 100 feet (30.5m)

**Duration:** Instant

**Saving Throw:** Special

**PPE:** 35

This spell allows the caster to try and stop a person from teleporting. This is a snap spell and the caster must have a least 1 spell attack left in the round to attempt it. If the spell caster does have a spell attack they can cast it regardless of what their initiative is. The caster and person teleporting both roll a 20-sided die and add level of experience and any spell strength, the highest number wins. If the teleport was stopped, then the one attempting to teleport will randomly reappear 1D100 feet away from the spot they attempted to teleported from. That person will also lose their next attack and/or initiative.

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## **LEVEL NINE**

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### **Maze**

**Range:** 1/2 foot per level/ single creature

**Duration:** Special

**Saving Throw:** Standard

**PPE:** 40

An extra dimensional space is brought into being that surrounds and traps the victim. The victim inside the space is faced with a maze of shifting, changing planes of force for a period of time that is dependent upon the victim's I.Q. A failed saving throw means the victim is trapped for the full duration of the spell and a successful save means the victim is unaffected.

**I.Q. Time Trapped**

- 1-12 2 to 16 rounds
- 13-15 1 to 8 rounds
- 16-18 5 to 20 melees
- 19-21 4 to 16 melees
- 22-24 3 to 12 melees
- 25-27 2 to 8 melees
- 28-30 1 to 4 melees

**Ransack**

**Range:** Touch

**Duration:** Varies

**Saving Throw:** Standard

**PPE:** 45

This spell enables a mage to extract information from a person's mind. Although doing so is extremely painful to the victim, and rather dangerous for the mage. The mage is able to extract the information by placing both hands on the victims head and mentally "ransacking" their mind, stealing thoughts, memories, and personal knowledge. This is an extremely brutal and risky way to extract information, but it can also be very effective. Depending on how personal or secret the information is determines how long the mage remains in the victim's mind:

**Relatively common knowledge-** 1D4 melees

**Personal knowledge and recent memories-** 1D6 melees

**Secret knowledge or old memories-** 2D4 minutes

**Hidden knowledge or repressed memories-** 2D6 minutes

Secondly, depending on how long the mage remains in a person's mind determines

how much damage is done. If a save vs. magic fails, then the mage is able to extract the information they want. For every one minute the mage was in the person's mind the victim will suffer 2D6 damage direct to hit points, a temporary loss of 1 academic skill (any non-physical skill for 1D6 days + 1 per level of caster), and they must make one random roll on the insanity table. If the person makes their save vs. magic the mage is unable to glean the knowledge they wanted, and are forced out of the victims mind after only 1D6 melees. But the victim takes 2D6 damage direct to hit points, and has to roll once on the *Phobia* (1-50%) table, or once on the *Obsession* (51-00%) table. The Cure Insanity spell will get rid of the insanities, but one Cure Insanity must be cast for each insanity received. A person with mind block or auto mind block gets +3 to save. If they save there are no ill effects or damage done to the brain. If they do not save they suffer the same effects as above.

This is not only very taxing on the mage, but it can also be very dangerous. The mage must rest five minutes for every one minute they spend "ransacking" the victim's mind, and for every two minutes spent they must make a save vs. insanity. If they fail they must roll once on the random insanity table. If the victim being "ransacked" is possessed, extremely insane, or a totally alien life form there is a 10% chance per minute spent in that person's mind of the victim taking control of the mage's mind.

**Sterilize**

**Range:** 10 foot (3m) radius + 5 feet (1.5m) per level

**Duration:** Permanent

**Saving Throw:** None

**PPE:** 50

This spell allows a mage to permanently eradicate all physical evidence or trace of their having been somewhere, or done something. Every hair, drop of blood, fingerprint, or DNA sample is gone, including any physical evidence on the mage's person. No amount, or level, of technology will find

a single shred of physical evidence within the radius of the spell, because it will have been sterilized and is gone! The spell also removes magic and psychic traces, or impressions from everything in the spells radius. Not even old impressions from before the mage was present are likely to be found. Only a mage or psionic user of higher level has any chance of finding any magic or psychic evidence (5% per every level higher than the person who cast Sterilize). But even then there is a 40% that any impression or evidence found will be to fragmented and/or old to identify anyone in particular, or be any kind of help at all.

### **Teleport: Self**

**Range:** 5 miles (8 km)

**Duration:** Instant

**Saving Throw:** + 2

**PPE:** 50

This spell allows the caster and 25 lbs per level to be instantly teleported up to 5 miles away. The caster must know the place or area that they are teleporting to. The caster is able to teleport others with this spell, but only if the caster is holding them and they fit within the casters weight limitations. Any unwilling person gets a save vs. magic at a +2.

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## **LEVEL ELEVEN**

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### **Meteor Storm**

**Range:** 1,200 yards / 50 yards per level

**Duration:** Twice per casting

**Saving Throw:** Standard for ½ damage

**PPE:** 125

From both of the mage's hands erupts a fireball, these fireballs will travel half the desired distance then splinter into five smaller fireballs. Over the remaining distance the five fireballs will grow to normal size, each one doing 1D6 + spell strength x 10 damage. The fireballs can be targeted at one or two targets, each target taking five fireballs or one target taking all ten.

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## **PROTECTION CIRCLES**

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### **Teleport: Self**

**Range:** Within the circle

**Duration:** 1 hour per level of caster

**Saving Throw:** Standard

Unless their saving throw is made no one can teleport, passwall, mystic portal, or gate into or out of the circle.

Components- circle sealed in casters blood and sprinkled with rose petals

### **Teleport: Structure**

**Range:** Special, but less than 1 mile

**Duration:** 2 months per level of caster

**Saving Throw:** -2

This actually takes four circles, and the circles must be equally spaced throughout the structure (in 4 corners or equal amount of feet between each circle). Once activated no one can magically appear within the structure using such spells as gate, teleport, mystic portal, passwall, etc. Demon & Devil Lords, Demigod, Lesser Gods, And Greater Gods will not be affected by this magic.

Components- seal circles in an equal mix of holy water and casters blood

### **Teleport: Area**

**Range:** 1 mile per level of caster to a max of 20 miles (32 km)

**Duration:** 2 months per level of Caster

**Saving Throw:** -2

Like teleport structure the caster of this circle must draw four circles equally spaced along the perimeter of the area to be protected. Same limitations apply as in Teleport structure. Note: If one of the circles in the structure or area are removed or destroyed, the circle and protection will not function.

Components- seal circles in an equal mix of caster's blood and holy water, also each circle must have holy symbols draw in silver and gold dust.

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## Crime & Punishment

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The Crimson Republic's leaders and people realize that there will always be a certain amount of crime within the republic, but they strive to keep it to a tolerable level. The Quatoria's main focus is on person crimes and crimes of violence. Property crimes are considered to be unlawful and a detriment to society, but they are not dealt with the same swift and final justice as a person crime is. Person crimes are defined as any crime directly involving a victim or victims, whereas property crimes are crimes where no victim was present.

The most heinous crimes are child molestation, child abuse, rape, murder, treason, and the abuse of political or police powers. Illegal drug trafficking, armed robbery, home invasion, assault, and domestic abuse are also considered severe crimes. All crimes are judged on a case-by-case basis, but person crimes will almost always result in hard labor or death. Criminals will either be charged with a petty misdemeanor, misdemeanor, or felony. A petty misdemeanor is usually a stiff fine and/or 1-year hard labor; five petty misdemeanors equal one misdemeanor. A misdemeanor is usually punishable by three to five years' hard labor. Two misdemeanors equal a felony. A felony is punishable by ten years hard labor or death, three felonies is an automatic death sentence.

Once a suspect has been charged with a crime the *Republic Interrogator* will interview them, and if sufficient evidence is found to move forward, the charged suspect will then go to a public interrogation where he/she will be faced with three *Republic Interrogators*. It should be noted that these are not trials they are interrogations and judgment will be passed based on the findings of the interrogations. In the Crimson Republic all suspects are assumed innocent until they fail the interrogation. Magic, psionics, and if needed, drugs are used to interrogate suspects. Their black and crimson robes and the Elvin staffs they carry easily identify the Republican Interrogators.

When an interrogation is over and sufficient evidence has been found to convict, the now guilty person will be sentenced by a *Quatorian Judge* (a major or higher in the Quatoria). Sentencing of the guilty party is also public. Once sentenced the punishment is carried out swiftly, usually within twenty four to seventy two hours. Those sentenced to pay fines must pay within a reasonable amount of time, which is determined by the *Quatorian Judge*. Criminals sentenced to hard labor are taken to prison immediately after sentencing, and working outside the city walls within a week. Criminals sentenced to death are executed within two days of sentencing. There are three ways a criminal can be put to death. The first way is by hanging. This is used on all humanoids that can be killed in this way. The second is to be shot in the head and killed. This method is used on humanoids and creatures that cannot be hung. The third way is reserved for only the most heinous and vile evildoers the republic has, it is meant for those that a simple hanging or shooting will not satisfy the Crimson peoples justice. The method for death is to nail the creature to a cross and pound the cross in the ground at a nexus point and let whatever comes out of a rift have the victim, and if nothing takes the victim they stay nailed there until they die. The Quatoria watches these crosses to ensure no one is able to escape or be freed.

The first two executions are made public, but they are not a rowdy festival like atmosphere. The crowds are very somber and respectful, because it is meant to be a witnessing of the Crimson Republics justice not a mob celebration of vengeance and death. The third form of execution is sometimes displayed on national TV, but it depends on the crime and the *Quatorian Judge's* discretion.

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## The Underworld

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There is a very active and extremely powerful crime organization in the Crimson Republic. They have existed and thrived since the republic first be-

gan, but they have also always tried to serve the interests of the republic. The Syndicate, as it has been named, is allowed to continue for two reasons, first, the government needs them, and second, they do ninety percent of their dirty work outside of the Crimson Republic. The Syndicate owns three banks, which control 15% of the Black Credits in North America, and they own a variety of businesses throughout the new west. For many years they have been the governments eyes and ears in the new west, and at times they have also been its enforcer.

Outside of the Republic, the Syndicate runs every kind of illegal operation you can imagine. They are involved in the drug trafficking, hijacking, prostitution, robbery, bounty hunting, and murder. There are even rumors of them being involved in the slave trade, but if they are they keep it very quiet. That is the one crime the government will not tolerate even if it is outside the republic. The Syndicate has a guild in almost every city and decent sized town in the new west. It's from these guilds that they run the day-to-day operations and carry out their work. Every guild member is a citizen of the Crimson Republic and they all follow two simple, but very strict rules. One, never under any circumstance betray the republic, and two, never bring your work home to the republic unless it's sanctioned by the *Executives*. The Executives are the leaders of the Syndicate. They run the whole operation from the city of Crimson, where they are known and respected bankers. Next are the *Directors*; they run all the operations within the Crimson Republic. Then there are the *Supervisors*; they run the individual guilds outside the republic, and at the bottom of the hierarchy are the *Laborers*. The Laborer can be any of a number of occupations from street dealer, to assassin, to thief.

Inside the republic is where it gets dicey. The Syndicate legally controls about sixty percent of the gambling, drinking, and whoring that goes on in the Crimson Republic, and they own a host of legal businesses mostly catering to vices and entertainment. All of which are funded with money gotten through illegal means outside

the republic. The Syndicate is able to bring prostitutes and strippers in from the new west to work in their clubs for a few months and then rotate them out, and bring in different ones. They sell stolen property from hijackings or robberies, and bring in new and exotic alcohol and drugs from the new west. All of these things, while being immoral and wrong, are technically legal. None of the crimes were committed on Crimson Republic soil, and since other governments don't have any kind of treaties or open communication with the republic how are they going to complain about the Syndicate committing crimes in their countries? And so the Syndicate continues to operate legally within the safety and protection of the republic.

Not all of the work done within the republic is legal however; there are things they do that are outright felonies. They will do contract murder, theft, or commit other felonies in their own country, but it is very expensive and must be approved by a Director or Executive. The Syndicate knows not to anger the Quatoria, and that they exist only as long as the government allows them to. So they are very, very careful and use the best psychics and mages to cover their tracks. They also go to great lengths to use middlemen and people who are not citizens, or who can disappear without being missed. The Wererats of New Seattle play a vital role in the Syndicate, especially in this area. They are natural thieves and assassins, and are extremely good at leaving a sterile crime scene. The Wererats are also invaluable as agents in the new west. They are able to do things that others cannot. All in all the government, the citizens, and the Syndicate have found a precarious balance that all three groups can live with.

Other than the Syndicate there is not much organized crime in the Crimson Republic. The employment rate is high and the economy is good, that alone discourages many of the "would be thugs". The Quatoria and the severe punishments also discourage crime in the republic. Many criminals would rather go somewhere else where there are easier marks and less law enforcement.



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## Science & Technology

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The Crimson Republic invests a lot of time and money into advancing their technology, and the teaching of math and science is a priority in the school systems. Much of the republic's research and development goes into non-military applications that they believe will benefit society. Areas such as bioengineering (for farm and medical application), medicine & cybernetics, mining, and robotics receive the most public funding. The next largest amount of funding would be for military applications such as weapon systems, sensory systems and robot/power armor systems. The republic is slightly more advanced than the Coalition States in the area of robotics and mechanics, but is woefully behind in human augmentation. Outside of medical applications minimal research has gone into human augmentations like the juicer or MOM programs. This is very likely a result of the republic's religious attitudes and beliefs, but since accepting the member state of New Seattle this attitude is slowly beginning to change. The government is also pushing for more serious research and better funding in these areas.

In the private sector most research and development is done in the area of computer systems and robotics, because this is what makes a profit. The second largest area would be medicine, cybernetics, and bioengineering. The republic, especially the state of Freeport, has hundreds of companies and corporations dedicated to the research and development of better technology and science. What follows is a list of the fifteen largest technology companies in the republic.

1.) **Ageous Arms & Weapon Systems:** Ageous Arms is a corporation that manufactures projectile and energy weapons. They also manufacture armor, weapon accessories, ammunition, and design and develop weapons for the Crimson military. They have been in the arms business for more than

ninety years, serving both the Crimson military and the private citizen alike. Ageous sells a small percentage outside of the Crimson Republic, but only in the new west. Most Ageous weapons are a combination of projectile, energy, and/or explosive weaponry (grenade launcher or mini-missile launcher). The projectile weapons fire a 5 round burst of explosive titanium-jacketed depleted solamite projectiles at extremely high velocities. The weapon is powered by an e-clip. An average e-clip will fire 10 energy blasts and power 10 100 round magazines of caseless ammunition, or fire 30 energy blasts, or power 20 100 round magazines of caseless ammunition. The advantage of these weapons is that the average unaugmented human or Wolfen has the capability of fighting with a weapon that does the damage of a rail gun with less weight. The Ageous projectile weapons have better range than graviton weapons, and these weapons are less cumbersome and easier to fight with than most rail guns or large energy weapons.

2.) **EXCEleration Technologies:** This is a company that specializes in designing and manufacturing I-beam weapons and rail guns, and have recently started experimentation with graviton technologies. Although the weapon aspect of graviton technology does not seem profitable, the idea of grav packs, and grav based power systems will most definitely pay off when they perfect the technology. Exceleration has designed and manufactured most of the large cannons and rail guns used in the Crimson military, and are especially involved in both the light and heavy mechanized unit development. They never deal with other governments or military units, which forces them to depend solely on Crimson government contracts. They manufacture about 20% of the ammunition used by the Crimson military.

3.) **Gorgon Ammunition & Ordnance:**

This young but growing company manufactures all and any kind of ammunition or explosive you can name. If it loads into, shoots out of, or generally causes harm to life forms they're into it. They are the exception when it comes to the isolationist attitudes of the republic. Gorgon sells munitions all over the *New West*, and even a little way into the eastern territory. Gorgon just made a deal with Tolkeen through a third party to manufacture a large amount of ammunition and e-clips for Tolkeen's mercenary army. Gorgon's sales people, however, are very careful to always use middlemen and make themselves out to be black marketers. If they didn't the Crimson government would shut them down. Gorgon produces about 60% of all the munitions and explosives used by the Crimson military, and near 95% of that used by the citizens of the republic.

4.) **Matrix Contractors:** This is the true designer and builder of many of the Crimson war machines. Matrix works with the other three companies and hundreds of smaller companies to build all the military's hardware. They oversee and safeguard all the different aspects of building the complex machines. Everything from the electrical systems to the mechanics, they are involved. Matrix supervises all the work from many different companies from the start of the project to the final product. They act as the go between for the government and the business man, they are the security force on all projects, and many times they are the bankroll until a product or weapon system can be sold to the military. If you have an idea in mind for a destructive or deadly system they are the people to have design and build it.

5.) **PowerTech:** This company specializes in the development and manufacture of power systems. They concentrate mostly on nuclear, electrical, and hydrogen fuel cell systems, but they have

designed other systems as well (solar, gasoline, jet fuel, ect...). PowerTech built most of the power systems for the republic's military and are currently working on power systems that the Navy will use in their new battleship and aircraft carrier. PowerTech also has a division in the company dedicated to techno-wizardry and the use of ambient PPE as a power source. They were the designer of the Centurion Power Armor's power system.

6.) **Bio-rad:** They are the largest medical research and development company in the republic, and realistically North America. They have facilities and hospitals in every state and in every city. They mostly design and manufacture surgical tools, medical nanobots, and medicines. A large portion of the research facilities are involved in studying the biology of the different races that live in the republic. They also do quite a bit of research in cybernetics and replacement limbs and organs for most humanoids. They also have a psychic/magic division that does a lot of the groundwork for new medicines.

7.) **Warcraft Computers:** You name the type of computer, or military system that's computer assisted and this company has someone trying to develop a newer, faster, more efficient model. They are the cutting edge for military hardware and sensory systems. Warcraft has been in business for 52 years and they have helped design some of the finest war machines the military has. Their specialty is targeting and weapon systems, but they develop every other aspect of the combat computer, and produce a very reliable product.

8.) **Gnome Grown Robotics:** The largest robotics company in the republic. They design and build every kind of robot from factory labor bots to heavy combat bots. The company's corporate headquarters is in the city of Forge, but their largest factories are in the city of Freeport. They also have a large divi-

sion in the city of Jewel that is dedicated to designing and manufacturing cybernetic implants and bio-systems. They specialize in the large labor bots used in mining, but they can also make combat orientated bots. Gnome Grown Robotics is a leader in robot optic systems, robotic fine motor skills, and over all maneuverability.

- 9.) ***Lythe Computers & Robotics:*** Their niche in the technology field is neural systems for drones. They were the designer for all the drones that the Crimson Republic employs in its military. They also design and manufacture civilian sentry bots and robotic animals for protection in the rural areas. They are a leader in Borg conversions, sensory systems, self-diagnostic systems, and robot communication systems. More than anything this young company hopes to be the first to create artificial intelligence and build androids and household bots. They pump a lot of effort, money, and manpower into being the first to achieve artificial intelligence in a robot. They also have started work on designing a medical drone and a more advanced civilian sentry bot.
- 10.) ***Sequence Bioengineering:*** Genetic engineering is what they do best, mostly in the area of plants and animals. They have done contract work for medical companies in the area of humanoid genetic research, but up until the last 10 years that kind of research was not popular. Much of the religious populace frowned on it and it was a PR nightmare waiting to happen, but it has become more acceptable lately, so Sequence has become more and more involved in it. They are heading up the research to find a way to destroy the Xiticix, and they have quietly been doing genetic research in the area of cloning and bio-weaponry. It's still their farm applications of bioengineering that's their bread and butter though.
- 11.) ***Spartan Designers:*** These guys specialize in two areas. Communications,

whether it's is laser, radio, TV, or microwave it does not matter, they are the experts. Second, large computer systems like the ones that run factories or large corporate office buildings. They design and install the computer systems that control the environment, the communications, the security & surveillance, and whatever other system a company wants. This is a fairly new company, but they have recruited and hired the very best computer programmers and communications experts in the republic. They are extremely competitive, and knowledgeable in these two areas. Most of the work they do is civilian, which is not to say they won't or haven't worked for the government, it's just they don't need to.

- 12.) ***Mincore Surveys:*** This Dwarven company specializes in geological surveys and mineral studies. They design and manufacture some of the most effective sensory equipment produced in North America. They also manufacture mining equipment and machinery. Mincore has been in business for 100 years and has been a leader in the mechanical engineering field for 75 years. They also do contract work for the government in both the mechanical engineering and sensory systems designs for the military. Mincore was vital in helping with the design of the RDF super transports.
- 13.) ***Labor Robotics:*** This is the third largest robotics designer in the republic. They manufacture mostly large construction and farming bots, but the strength of the robots, and their computer systems are excellent. Their main government contracts are for building the construction bots that have been used in hostile areas like Fort Skyhawk, and the California wilderness. They also sell a lot of bots to the lumber companies and farmers at the edges of the civilized republic.
- 14.) ***Aerosystems Inc:*** This company is the leader in new and experimental communication systems and hover-based

vehicles. They have pored bundles of money and man-hours into designing and manufacturing *Stratosorbs*. *Stratosorbs* are lower atmosphere satellites that orbit with the earth not around it. They are presently being used on trial basis for communications systems, but if they succeed there are plans to make them into weapon systems for the military. Aerosystems Inc also does a lot of design work with flight and hover systems, and at times they are contracted to help design stabilizer systems for large bots and military vehicles.

- 15.) **Repo System Engineers:** This company is a large jack-of-all-trades company. They buy patents or get contracts to improve on existing technologies. The company does not manufacture anything, but they have often been the difference between an idea becoming a success or failure. Repo System Engineers perfect good ideas and make working machines better. They hire and educate the finest engineers in the republic. They employ engineers of every kind from mechanical to weapons, and architectural to electrical. They also staff the finest inventors, scientists, and computer gurus the republic can produce. They are often contracted by other companies to work out the bugs in new or experimental designs of everything from robots to nanobots, and vehicles to aircraft.

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## Taxes

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Every citizen of the Crimson Republic pays a flat quarterly tax on their income, and all corporations and publicly traded companies' pay a flat by-annual tax on their reported profits. The flat rate for citizens is 20% and the rate for corporations and publicly traded companies is 25%. There is also a property tax that is paid at the end of the year, which is 5% of the property's value, and a republic sales tax, which

is 4.5% on all nonessential merchandise purchased. Essential merchandise is considered food, clothing, and medicines. The *Republic Revenue Authority* (RRA) is responsible for the collecting, auditing, and penalizing of all taxes. The penalty for tax evasion is very severe; it can be up to 10 years of hard labor and/or death. To cheat on one's taxes is considered high treason, because everyone must pay his or her fare share in order to keep the Republic running. On the other hand the government must be accountable to the citizens for every penny spent. What the government spent the country's tax dollars on is all public record. There are no hidden slush funds or soft moneys for politicians.

Each state also has taxes that must be paid to maintain the schools, public institutions (libraries, parks, museums, ect), and the infrastructure of the state. These taxes are paid bi-annually and are called *citizen taxes*. Creating a projected budget, and then dividing that cost among the population is how the tax is figured. The *State Tax Examiner* (STE) is responsible for the collecting, auditing, and penalizing of this tax. The average citizen pays approximately 9.8% of their yearly income to the citizen tax.

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## The Republic's Government

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The Crimson Republic is democracy in which the citizens elect members of a senate and a congress, which in turn make the decisions that run the country. There is no one person who has absolute power or the final say in the republic's government. The government was modeled after the free empires of the pre-rifts era and Consortium of Civilized World's government. Any citizen with no felony record and over the age of seventeen is legal to vote in any election. Voter turn out is about 93%. What follows is a general breakdown of the Republican Central Government (RCG):

1. 48 senators

- A. 15 from each caste & 3 from each Member State that does not follow the caste system.
  - B. 6-year terms staggered every 2 years.
  - C. One caste holds the executive position and one caste holds the secondary position within the senate, which is based on the needs of the republic. The senate is the only group that can write bills and proposals that amend the constitution or change laws in the republic.
2. 70 congressman
- A. 10 congressman from each Republic state & Member State
  - B. No caste requirement
  - C. 4 year terms staggered every year
  - D. Congress is to keep the castes in check and to keep a balance of power. All new bills and proposals must be ratified first by congress then by the senate. They also oversee all budgeting and spending.
3. Each state
- A. 1 governor & 14 council members
  - B. No caste requirements
  - C. 4 year terms for the council members & 6 year term for the governor
  - D. Together the Governor and the Council Members write laws and bills that affect their individual state and oversee a budget. The Governor has the power to veto bills; the council members can override a veto with a two-thirds executive vote.

The senate is by far the most powerful body of government in the republic. They are the only ones who can write and propose new laws or changes to the constitution, declare war, or create new governmental agencies. The republic's people look to the senate for guidance and leadership, and depend on them to keep the republic strong. Depending on what the republic needs is what decides which caste holds the executive and secondary positions within the senate. During peacetime, the executive position is either led by the Religious caste or the Labor caste. The Warrior caste can only hold executive position during times of war. The caste in the executive position then sets the tone and the direction that the country will follow. When the Religious caste controls the executive position, it's usually a time of reorganizing and a time to cut waste or increase education and social welfare. When the Labor caste is in control, it's a time of building and expansion for the republic, a time of prosperity. The members of the senate that have no caste affiliation have it the hardest because in essence they are always in the minority, but they are still able to affect change that will benefit their state. The executive caste is able to affect the greatest amount of change, because they control the budget and disperse money to pay for new programs and cut funding to old or obsolete programs. The executive caste obviously funds their agenda first, then the secondary caste's agenda, and finally the remaining caste and senators are funded.

Senators can be any gender or race, but must be at least thirty years old and be a citizen of the republic to run for office. The current senate is diverse in gender, race, and age. Because of the staggering terms the senate is constantly changing, which depending on a person's viewpoint can be either a good thing or a bad thing. From July until March, all forty-eight senators live in the city of Crimson while the senate and congress hold session. During that time, all senators and congressman work out of the Republic building. For the most part the system works and the people are served well by their senate. Only twice in the Crimson

## The Senate

Republic's history has a senator been impeached. First, in the republic's early years it was discovered that a senator had been stealing from republic, and the second was shortly after the intelligence agency, CriSec, was started a senator was found to be a Splugorth witch and a spy. That senator fled before he could be officially impeached and tried for high treason.

Currently the Labor caste holds the executive position and the Warrior caste holds the secondary position. The republic is finishing a long period of new growth that started with the construction of Newton and Fort Skyhawk, and ended with the construction of Battleport. Along with these new military instillations, the republic also built new roads and railways and commissioned the building of three new capital ships and ten combat vessels for the navy. The executive, secondary, and minority positions can change at any time. The congress and the citizens can institute a vote to change the positions within the senate if they feel the current positioning is not what the republic needs. Senators wield an extreme amount of power within the republic no matter which position their caste holds.

## **CriSec** **Crimson Intelligence Section**

### **Consilio Et Armis** *(by counsel and by arms)*

CriSec is responsible for national security, intelligence gathering and analysis, and diplomatic relations for the Crimson Republic. It was commissioned by the senate in March, 103 PA and was made operational in November of that same year. The Crimson Republic had always held the policy of being isolationists and it wasn't until 100 PA that they started to see a need for an intelligence agency, so after giving the go ahead for the agency in 103 PA they hired One Eyed Pook to head the operation. The Pook brought in a team of very experienced op-

erators to head up the department, and hand picked people from both the military and civilian sector to staff the agency.

Its main facility is a highly secure block within the city of Crimson. CriSec is a very active agency, but it is young and does not have a lot of assets in place around the "rifts" world. It does, however, have the full backing and funding of the Crimson Republic's government and people to work with.

### **Chain of Command:**

Secretary of Intelligence: One Eyed Pook  
Director of Intelligence: Mr. Smith  
Director of Foreign Policy: Alias- also known as Elias or Alexis  
Director of National Security: Mr. Andren

**Assets:** 60 legionnaires (reclassified as centurions), a fully operational mercenary guild, 2 heavy air transports (converted Sky Castle bombers) 2 platoons of special forces soldiers, and 1 company of mixed mechanized and air units.

### **National Security:**

Director Andren heads this department and is responsible for all things that pertain to national security. The department's main function is to protect the nation from spies, espionage and internal dissident groups. CriSec also protects any new technology or research and development, but because CriSec has limited resources they do this in conjunction with the Army. The greatest threat to the republic is still from outside aggression and CriSec spends a great deal of its assets making sure that the republic's communications, technology, and national secrets are safe. Mr. Andren will not hesitate to use any means at his disposal to ensure this. This is the oldest department in CriSec. It used to fall under the military's responsibilities, but was given to CriSec when the agency came online. Since the conception of the Crimson Republic, national security has been a priority, and secrecy is paramount. Mr. Andren has changed very little related to the security of the nation. This is by far the most complete and operational of the three departments,

and there is still much work needed to get the Foreign Intelligence and Foreign Policy departments totally online and operational.

### **Diplomatic Relations and Foreign Policy:**

Director Alias heads this department and is responsible for making all official treaties and policies that deal with any foreign government. So far, the Crimson Republic has not made many treaties or opened dialogue with many foreign governments. They have been very limited in their contact with anyone. It was not until this last year that the decision was made to try and set up diplomatic relations with any government. The Crimson Republic had always had a strict policy of secrecy and isolationism, but they have realized that they need to expand, and that means they must learn how deal with other governments. So far, they have sent emissaries to the NGR, Tolkeen, and some of the cities in the magic zone. They hope to make allies of these cities and nations, or at least negotiate trade agreements with them. Currently the Crimson Republic has ambassadors in the cities of Lazlo and Dweomer, and they hope to open a dialogue with the Manistique Imperium and Ishpeming through the Lazlo ambassador. Because the Coalition States and Free Quebec are such human supremacist the republic decided not to try an open a dialogue with them.

**There are four types of diplomatic treaties:**

1.) **Treaty of Free Trade & Economic Growth.** The Republic has this treaty with the free city of Lazlo and the city/state of Dweomer. The diplomatic representative in Lazlo is a 10<sup>th</sup> level human Ley Line Walker named Fidelity Winstrom. She runs the Crimson Sun Inn, an upscale eighteen-bed hotel and restaurant. She is a Crimson Citizen and an employee of CriSec. The republic finances the Crimson Sun Inn.

The republic has many diplomatic ties to Dweomer. Almost ninety percent of the Elves living in Crimson City have

family in Dweomer, or do business with the Elven families of that city. They also have ties to the Dweomer government in the fact that a retired Battle Magnus named, Miracle, is the commander of the Legionnaire forces here in the republic.

2.) **Treaty of Protection & Assistance.**

The republic has this treaty with the Lough Gar Millennium Tree (see Rifts England®) and the Millennium Druids that live in the area. One Eyed Pook made the treaty when he traveled to England to help an old adventuring companion. Pook offered his assistance to the Millennium Tree, and the surrounding inhabitants who were being slaved by the Splugorth. The Crimson Republic now garrisons two platoons of Legionnaires at the tree. The platoons are rotated out every six months, and two new platoons are brought in.

3.) **Treaty of Non-Aggression.**

This treaty was made with the Splugorth, of all creatures, but it was after the Lough Gar treaty, and in many ways because of the Lough Gar treaty. Both the Splugorth and the Crimson Republic choose not to view any hostilities on that end of the world as an overt act of aggression. Lord Splyncryth does not wish to go to war and weaken himself against the many other enemies he has, and the Crimson Republic will not back down and let the Splugorth slave the faerie folk and druids, so an uneasy truce has been made. Besides, the Crimson Republic and the Splugorth believe the Coalition and Xiticix are a much greater, and much more real threat than each other are.

The Crimson Republic also has this treaty with King Rumrucker, and the Ratlings, only because it makes the Ratlings feel better. At any time, the republic's army could obliterate the Ratling city and there's nothing King Rumrucker could do about it. Fortunately for the Ratlings, the republic has no desire, or anything to gain by such actions.

- 4.) Treaty of Full Alliance. There are no treaties of this kind with any foreign government at this time.

**Foreign Intelligence:**

The director of this department is Mr. Smith, and the department's responsibility is to gather and analyze intelligence information. This is also the department that the Pook is most involved with. Pook and his directors had to build this department from the ground up with minimal assets in place and no real intelligence network. Recently, CriSec was approved for funding to equip, train, and strategically place one hundred field agents throughout North America, but it may take up to five years before all one hundred agents are in place and operational. For now CriSec must depend on the few agents it has, the military, and informants for gathering all its intelligence data. When they receive any intelligence data it is brought back to CriSec and analyzed by the foreign intelligence staff, and recommendations are made to the senate or the military. CriSec currently has forty agents in place and working. Twenty-five of these agents are stationed at the Way of the Gun Mercenary Guild (a front for CriSec operations), five are in Chi-Town & the Coalition States, five are in and around Tolkeen, and five are posing as an adventuring group in the magic zone. They also work with the Syndicate to gather intelligence in the new west, the Pecos Empire, and the southwest. CriSec is growing and each day their intelligence network gets better, but it will take at least another five years before they have enough agents in place or enough assets to get reliable and timely information.

**“Way of the Gun”  
CriSec’s Mercenary Guild**

**Primary Mission:** To gather intelligence information, and to create income for the financing of covert operations for the Crimson Republic.

**Secondary Mission:** To create a private military force with the ability to deploy a heavily armored response without using the Crimson Republic's name or military.

The “Way of the Gun” is an honest mercenary guild that is financed and operated by CriSec. The guild hires out for legitimate missions throughout the Midwest and performs legal mercenary work. They hire real mercenaries, who are kept unaware of the true purpose of the guild. There are only forty (twenty-five are Crimson military and are kept secret from the guild members) people at the guild that know its true purpose, and of those forty people only fifteen are field agents. The guild occupies five square acres outside of Kingsdale, and is a fully functional military base. The guild gathers intelligence through gossip, rumors, and official reports received from the mercenary officers and personal. Every building and every room on the compound is rigged with hidden microphones and miniature cameras that record everything that's said or done. Mercenaries, much like old women at a bridge club, will gossip and tell stories of all kinds when they get back from a mission or when there're sitting in the chow hall. Underneath the main complex a is secure level where everything the mercenaries say and do is monitored and recorded. The secure level is manned twenty-four hours a day by crimson military intelligence soldiers. Anything interesting or important is documented and sent back to CriSec along with copy of the tape and a full report. So far the guild has been a success as both an honest business and an intelligence source. The guild employs one hundred thirty five members plus the fifteen field agents. It has also started to earn the respect of the city of Kingsdale and has good reputation for the missions its completed.

**Assets and Base description:** All mercenaries that join are issued Nunari weapons and armor and are paid a fair wage. The base has a fully function hospital and cybernetic clinic. Security for the base is very tight with at least one third of the



mercenary force on base as security at all times. The base has an arsenal of heavy weapons and power armor for its defense and use on missions. Also, the guild will employ both psionics and magic users as combat troops. There are six permanent buildings on the compound: the chow hall, motor pool, barracks, supplies building, armory, and school/main briefing building. The barracks can accommodate three hundred people, and the chow hall and training grounds are large enough for all three hundred potential mercenaries. The Crimson Republic keeps the base well funded, and makes sure that the equipment is top of the line and in good repair.

*The following is a list of military hardware and power armor at the guilds disposal:*

- 20 Glitterboys (presently there are only 10 qualified pilots) (Rifts RPG®)
- 15 Samson power armor (Rifts RPG®)
- 20 Flying Titan power armor (Rifts RPG®)
- 5 Titan Combat Bots (Rifts RPG®)
- 12 Iron Fist medium tanks (Rifts Mercenaries®)
- 12 Iron Maiden APCs (Rifts Mercenaries®)
- 5 Iron Bolt missile vehicles (Rifts Mercenaries®)
- 10 Sky Kings (Rifts RPG®)
- 10 Grey Falcons jet fighters (Rifts Mercenaries®)
- 25 refitted humvees

#### Nunari equipment

- 25 Mecha-Knight power armors (Rifts Mercenaries®)
- 2 Death Knight assault robots (Rifts Mercenaries®)
- 2 Nomad scout robots (Rifts Mercenaries®)
- 2 Carnivore Mark I light hover tanks (Rifts Mercenaries®)
- 1 Juggernaut heavy hover tank (Rifts Mercenaries®)

#### CriSec and Crimson Army Personnel stationed at the Guild:

1. Lt. Kull- Human legionnaire and leader of the mercenary guild.

2. 1<sup>st</sup> Sgt. Warkiss- Wolfen legionnaire and Lt. Kull's 2<sup>nd</sup> in charge.
3. Storey- Wolfen legionnaire
4. Amedea- Wolfen legionnaire
5. Collins- Human legionnaire
6. Reece- Human legionnaire
7. Mitchell- Human doctor
8. Abress- Wolfen cyber-doc.
9. Jullian- Human doctor/dentist
10. Mr. Stubblegrowth- Gnome computer wiz.
11. 5 military nurses
12. 10 legionnaire adventure group
13. 25 military intelligence soldier

#### Notable Guild Members:

- Gundar- 8<sup>th</sup> level Dwarven headhunter
- Bender- 7<sup>th</sup> level Borg
- Glimmer- 6<sup>th</sup> level Elven line walker
- Irish- 5<sup>th</sup> level human crazy
- Bloodbath- 5<sup>th</sup> level Orc juicer
- Marion- 5<sup>th</sup> level Burster
- Tallance- 4<sup>th</sup> level human cyber-knight
- Micha- 4<sup>th</sup> level human headhunter
- Damark- 4<sup>th</sup> level Gromak fire warlock
- Paxton- 4<sup>th</sup> level Elven Glitterboy pilot
- Zabal- 3<sup>rd</sup> level human juicer
- Roman- 3<sup>rd</sup> level Psi-stalker
- Hunter- 2<sup>nd</sup> level slayer-slayer
- Jamison- 2<sup>nd</sup> level human Glitterboy pilot

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## Crimson Republic's Military

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#### **Deo Volente Semper Victoria Pro Patria**

*(God willing always victory for one's country)*

**Troop Strength:** 1.69 million

**Reserve Strength:** 500,000

**Draft Strength:** 1.2 million

#### **Primary purpose and mission of the Military:**

The purpose of the Crimson military is to protect the citizens from all enemies, be it on the ground, in the sea, or in the air. The Crimson Military is one of the largest in the Rifts world; it is also one of the finest trained, and most highly moti-

vated armies, because every member of the military is a free citizen fighting to keep the way of life they believe they deserve. This is a very diverse military, both in racial make up and gender. They are also surprisingly self sufficient; they farm, make many of their own clothes, manufacture many of their war machines, and build their own forts and bases. Besides being responsible for the protection of the republic's people, they are responsible for maintaining the roads and railways outside the cities, exploring and finding new lands and resources, and making areas safe for new settlements and towns.

**Branches of the Military:**

1. Army- 1.43 million active troops
2. Navy- 50,000 active troops
3. Air Corp.- 80,000 active troops
4. Quatoria- 130,000 active troops

**Special Sub-branches:**

1. **Psi-force- Mens Regnum Bona Possidet** (*a healthy mind in a healthy body*)
  - A. 52,000 active troops (26 battalions)
    - a. Master Psionic 35%
    - b. Burster 20%
    - c. Mind Melter 15%
    - d. Psi-Warrior 10%
    - e. Zapper 8%
    - f. Nuliphier 5%
    - g. Bleeder 5%
    - h. Psi Slayer 1.2%
    - i. Dog Boy .5%
    - j. Psi Stalker .3%
2. **Mage Corp. – Ars Longa, Vita Brevis** (*art {magic} is long, life is short*)
  - A. 30,000 (15 battalions)
    - a. Line Walker 38%
    - b. Techno Wizard 20%
    - c. Warlock 18%
    - d. Mystic 16%
    - e. Shifter 8%

**3. Legionnaires- Ad Infinitum, Summa Cum Laude** (*to infinity, with highest honor*)

- A. 26,000 active troops (13 battalions)
- B. Once a Legionnaire, always a Legionnaire. Can be called into duty long after retirement if one is still physically able. All Legionnaires have a tattoo of their name and service number with the Latin phrase Semper Fidelis.

These are special and elite soldiers that are spread throughout the Crimson military; Army has 10 battalions from Mage Corp., 20 battalions from Psi-Force, 10 battalions of Legionnaires. The Air Corp. has 1 battalion from Mage Corp., Psi-Force, and the Legionnaires. The Navy has 2 battalions from Mage Corp. and Psi-Force and 1 battalion of Legionnaires. The Quatoria has 2 battalions from Mage Corp., 3 battalions from Psi-Force, and 1 battalion of Legionnaires.

**Military Bases and Forts:**

1. Fort Vigilance
2. Fort Surveillance
3. Battleport
4. Fort Skyhawk
5. Fort Legionnaire
6. Fort Constantine
7. Fort Republica (first military base built in the Republic)
8. There are about 62 other forts and listening posts throughout the Crimson Republic. Average population is 500 to 5000.

**Breakdown:**

1. 1 air group
2. 1 naval fleet
3. 12 armies (11 of Army / 1 of Quatoria)

**One Army has:**

13 legions  
65 battalions

325 cohorts  
2,600 maniples  
13,000 squads  
26,000 fire teams  
130,000 soldiers

**1 army** = 13 legions (130,000 men)  
**1 legion** = 5 battalions (10,000 men)  
**1 battalion** = 5 cohorts (2,000 men)  
**1 cohort** = 8 maniples (400 men)  
**1 maniple** = 5 squads (50 men)  
**1 squad** = 2 fire teams (10 men)  
**1 fire team** = 5 soldiers

## Crimson Army

### **Virtute Et Armis**

*(By courage and by arms)*

### **Insignia of the 1<sup>st</sup> thru 10<sup>th</sup> Army**

In Hoc Signa Vinces (in this sign (cross)  
you will conquer)

### **Primary purpose and mission of the**

**Army:** To defend the republic against all invaders, and to keep the interior of the country free for all hostile creatures and supernatural forces. The Army's mission is simple: be the best, and do the best that a person can as a free citizen of the republic, and protect freedom and the constitution at all costs against any who would dare threaten those ideals.

### **Average Troop make up of the 1<sup>st</sup> thru 10<sup>th</sup>:**

#### Mechanized Calvary

25 cohorts *Apocalypse* heavy tanks  
5 cohorts *5<sup>th</sup> Horseman* heavy APCs  
15 cohorts Heavy Infantry  
5 cohorts *The Judge* exo-armor  
5 cohorts *Gallu Demon* Drones  
6 cohorts *Hell Spawn* heavy artillery  
10 cohorts *Hades* heavy combat bots  
5 cohorts *Point Blank* power armor  
4 cohorts *1<sup>st</sup> Strike MRLS*  
5 cohorts *Avernus* power armor

#### Mechanized Infantry

5 cohorts *Aggressor* tanks  
10 cohorts *Flash* APCs

25 cohorts Regular Infantry  
5 cohorts *Point Blank* power armor  
5 cohorts *Violator* combat bots  
3 cohorts *Hailstorm* artillery  
10 cohorts *Herald* recon/combat Bots  
3 cohorts *Seek & Destroy* hover vehicles  
1 cohort *Point Blank* power armor  
2 cohorts *Splasher* combat bots  
5 cohorts Regular Infantry  
5 cohorts Mage Corp  
5 cohorts Psi-Force

#### Air Calvary

8 cohorts *Wurm* attack helicopters  
1 cohort *Hatchery* transport helicopters  
3 cohorts *Drake* light attack helicopters  
5 cohorts *Valkyrie* power armor  
3 cohorts *Blood Hawk* jets  
3 cohorts *Firefly* VTOL transport

#### Recon/Special Operations

5 cohorts Legionnaires  
5 cohorts Psi-Force commandos

#### Combat Support/Supply Units

130 cohorts of various support troops  
(MP's, engineers, medical, supply, armorers, ect...)

**Insignia of the 11<sup>th</sup> Army:** Arma Non Servant Modum (armies do not show restraint)

### **Troop make up of the 11<sup>th</sup> Army:**

19 battalions Infantry  
20 battalions Non-Combat support/supply  
25 battalions Combat support/supply  
1 battalion Point Blank Armor

## Quatoria

### **Munit Haec Et Altera Vincit**

*(One defends the other conquers)*

### **Insignia of the 11<sup>th</sup> Army:** Salus Populi

Suprema Lex Esto (let the welfare of the people be the supreme law)

**Primary purpose and mission of the Quatoria:** The Quatoria is the 12<sup>th</sup> army, and is actually a subdivision of the Army, but like the Marine Corp of the American Empire they are for all intents and purposes their own branch of military. The job of the Quatoria is to protect and serve the people and the cities of the Crimson Republic. They are a very well armed and trained police force and city/state defense unit. The Quatoria has more active members of Psi-Force than any other branch of military; they also have almost all the Dog boys and Psi-Stalkers working for them. The 130,000 Quatoria are spread among the seven cities of the Crimson Republic and it is their job to patrol the cities and surrounding outside area. The Quatoria is also the cities defense in time of war.

**Average Troop make up for each city:**

Inside police force:

- 28 squads of Mage Corp\*
- 85 squads of Psi-Force\*
- 28 squads of Legionnaires\*
- 10 cohorts *Point Blank* power armor
- 12 cohorts *Law Martial* power armor
- 3 battalions regular infantry (policeman)
- 2 maniples *City Patrol* drones

*\*These troops work both in and out of the city*

Outside police force:

Mechanized Calvary

- 2 maniples *Apocalypse* tanks
- 1 maniple *5<sup>th</sup> Horseman* APCs
- 2 maniples heavy infantry
- 3 maniples *Hades* heavy combat bots
- 1 maniple *Hellspawn* artillery
- 2 maniples *Avernus* power armor
- 2 maniples *Point Blank* power armor
- 2 maniples *Harbinger* drones
- 2 maniples regular infantry
- 1 maniple *Aggressor* tanks
- 1 maniple *Flash* APCs
- 2 maniples *Boom Gun Troops*- anti armor and air
- 1 maniple *Seek & Destroy* combat hover vehicles
- 1 maniple *Herald* recon/combat bots

- 1 maniple *Splasher* bots
- 2 maniples *City Patrol* drones
- 1 maniple *Wurm* attack helicopter
- 1 maniple *Drake* light assault helicopter
- 1 maniple *Valkyrie* power armor

## Crimson Air Corp

**Alis Volat Propiis**

*(He flies by his own wings)*

**Insignia of 1<sup>st</sup> Air Corp:** Arma Tuentur Pacem (arms maintain peace)

**Primary purpose and mission of the Air-Corp:**

The purpose of the AirCorp is simple; to protect the republic's air space from all aggressors and to assist the other military branches from above when ever war or aggression is waged on the Crimson Republic. The mission is much more complex. The Crimson Republic has one of the largest air forces in the world and coordinating with three other branches of military, and maintaining and up keeping roughly 8,000 aircraft and other equipment is a tremendous responsibility. It is their mission to safeguard the skies and the airways from all who would threaten the lives of the citizens of the Crimson Republic, and it is a duty they do with pride and enthusiasm.

**Troop Strength:** 80,000

**Total Assets:**

- 1 battalion of Legionnaires
- 1 battalion of Mage Corp.
- 1 battalion of Psi-Force

VTOL Jet Fighters (10 battalions)

- 3 battalions of *Grey Eagle* fighters
- 3 battalions of *Blood Hawk* fighters
- 2 battalions *Robojets* fighters
- 2 battalions of *Interceptor* fighters

Nunari *Crescent Moon* fighters (1 squadron)

12 Jets

Bombers (3 battalions)

- 1 battalion of *Deathknight* stealth bombers

1 battalion of *Skycastle* heavy bombers  
1 battalion of *Surgeon* long-range bombers

Helicopters (6 battalions)

2 battalions of *Drake* combat helicopters  
2 battalions of *Wyrn* combat helicopters  
2 battalions of *Hatchery* transport helicopters

Transport aircraft and troops (4 battalions)

3 cohorts of *Leviathan* bot transports  
2 cohorts of *Hades* combat bots  
1 cohort of *Herald/Violator* bots  
30 *Glitterboy* power armor  
3 cohorts of *Firefly* troop transports  
2 cohorts of commando troops  
2 cohorts of heavy infantry  
1 cohort of regular infantry  
2 cohorts of *Stealthports* cargo transports  
2 cohorts of *Skycastle* transports

AWACs

1 battalion of *Watchers*  
Accompanied by *Valkyrie* power armor

Medical airships (1 battalion)

Air base security (10 battalions)

2 battalions *Point Blank* power armor  
2 battalions *Point Blank* power armor  
2 battalion *Valkyrie* power armor  
2 battalions of *Splasher* combat bots  
2 battalions of heavy infantry with 5<sup>th</sup> *Horseman* APCs  
1 battalion of *Hades* heavy combat bots  
1 battalion of regular infantry with *Flash* APCs

Air defense (2 battalions)

1 battalion of *Trumpeters*  
1 battalion of SAM batteries

Drones (3 battalions)

2 battalions of *Gallu Demon* drones  
1 battalion of *Harbinger* drones  
1,000 *Mimics*

## Crimson Navy

**Esto Perpetua Amari Usque Ad Mare**

*(Let it be forever from to sea to sea)*

**Insignia for the 1<sup>st</sup> Fleet:** Ense Petit Placidam Sub Libertate Quietem (with the sword she seeks peace under liberty)

**Primary purpose and mission of the**

**Navy:** It is the navy's primary purpose to defend the Crimson Republic against all aggression from the sea, ocean, rivers, and lakes. The bulk of the Crimson Navy is based out of Battleport Naval base, and it is their duty to protect and serve the Crimson citizens, and fisherman that live in the small towns all along the coast. The Crimson Navy is also involved in exploring the west coast of North America. Presently there is only the 1<sup>st</sup> Republican fleet, but as the navy grows exploration will become a more significant mission.

**Total Active Navy Troops:** 50,000 sailors and soldiers

**Ships of the 1<sup>st</sup> Republican Fleet:**

CRN *Morrigan* - Super Carrier  
CRN *Taranis*- Aircraft Carrier  
CRN *Salacia*- Submarine Carrier  
CRN *Tethys*- Submarine Carrier  
CRN *Ragnarok*- Wasp class transport  
CRN *Tangaroa*- Battleship  
CRN *Belatu-Cadros*- Battleship  
CRN *Nuada*- Missile Cruiser  
CRN *Cautha*- Missile Cruiser  
CRN *Yu Qiang*- Missile Cruiser

**Inland & Bay Patrol Craft of the Crimson Navy:**

4 Seawolf Class Stealth Submarines  
9 Smertrios Class Submersible Patrol boats  
20 Black Eel Patrol Boats (Iron Heart Amenities)

**Troops Stationed at Battleport Naval Base:**

6,300 permanent soldiers  
21,800 alternate crews and troops

Every ship has an alternate crew and troop compliment, so she can always be ready and fully operational. One crew and troop compliment is the green team and the second is the red team. If the green team is at sea then the red team is on post and vice versa. If a green team member were injured or sick then a red team member would take that place on green team. The missions are usually set at three-month tours and the team that is on post trains, runs base security, and takes care of upkeep. The 6,300 permanent troops are made up of Shore Patrol (MPs), ship maintenance crews, base maintenance crews, base commanders, and other post officers.

Each of the capital ships has full compliment of troops, power armor, jets, bombers, or whatever else may be needed.

## Military Bases & Installations

### **Fort Surveillance**

**Location:** Built on top of the pre-rifts city of Pocatello

**Stationed Troops:** 2 armies

Fort Surveillance guards the southern entrance to the Crimson Republic. Surveillance is the largest fully active base in the republic housing two full armies. The base is a minor city and has all the amenities of any large suburb or town. The base has a large military airfield and a small civilian airfield along the back western side. It also has multiple divisions of heavy and light mechanized units. Troops are rotated through Fort Surveillance every eighteen months, and at any time up to one third of the fort's personnel can be out in the field. There are listening posts, radar installations, and large mobile bases spread throughout the area surrounding Surveillance. Surveillance and its personnel work in conjuncture with Fort Vigilance and Skyhawk AirCorp

Base. Like all the bases in the republic, Fort Surveillance, is very self-sufficient having both agricultural and industrial facilities. When units are not in the field on maneuvers or patrol they are working in one of those two areas.

### **Fort Vigilance**

**Location:** Where Boise, Idaho used to be

**Stationed Troops:** 1 army

Fort Vigilance also guards the southern entrance to the republic, although it is significantly smaller than Fort Surveillance. Fort Vigilance is also the home of both RDF Earthquakes. Vigilance plays a back up role to Surveillance in regards to patrolling the borders; instead the personnel at Vigilance concentrate more on manufacturing and farming. Any extra manufactured goods and farm crops go to supplement other military bases. Troops are rotated through Vigilance every twenty-four months. Fort Vigilance has a full arsenal of mechanized and power armor units, and a small military airfield. It also has one of the largest military hospitals, which helps in servicing both Fort Surveillance and Skyhawk AirCorp Base.

### **Battleport Naval Base**

**Location:** 35 miles north of New Seattle

**Stationed Troops:** 5 legions

At one time Battleport Naval Base was a fully functional United States naval base, but a two thirds of the base was destroyed during the coming of the rifts. The Crimson Republic discovered the base in 101 PA and started reconstruction of the base shortly after finding multiple ships in near perfect condition. The ships were found in protected concrete bunkers deep under ground, but that was not the only thing found. They found that what had killed the troops stationed at the base was not the rifts, but an alien xenomorph that slowly took over the entire base. The coming of the rifts just sealed the xenomorph underground until the republic rediscovered it. The already crumbling base was not helped by the vicious battles that ensued while trying to reclaim

the base. The republic was able to destroy the infestation and close the rift to the alien's home world, not to mention gain possession of ten capital ships and 4 patrol vessels. Reconstruction is almost three quarters complete, and when finished the naval base will be state of the art. The base is massive with nine underground stories, enough underground docking and repair facilities to house an entire fleet, and an incredible research and development plant. Currently the Crimson Republic does not have a very large navy when compared to other countries or pirate companies, but it does have an extreme amount of firepower and a small fleet of mint condition ships.

### **SkyHawk AirCorp Base**

**Location:** Rocky Mountains, Stretching from the northern tip of Idaho to the southern tip

**Stationed Troops:** 8 legions

SkyHawk is a marvel of Dwarven and Gnomish engineering. The base stretches over hundreds of miles and is connected by both underground and above ground highways. There are six basic components to Skyhawk; the main underground airbase near the middle of the Idaho Rockies, the bomber base located at the northern extreme of the mountain range, and four other medium above and belowground airbases strategically positioned throughout the mountains. This does not include the many and various radar installations, SAM positions, or rapid response stations throughout the mountains, all of which are connected by an interlocking above and below ground tunnel/highway system. Skyhawk, like Battleport, is also not complete, but it is about sixty-five percent operational. The Labor Caste estimates it will take another eighteen to twenty-six months, and thirty thousand more troops to be fully operational. That's assuming the Xiticix don't cause too many major problems. Shortly after commissioning the base to be built the area was found to be being patrolled by the Xiticix, and it was also found that this hive may very well be larger than the Tolkeen hive.

### **Fort legionnaire**

**Location:** Wenatchee National Forest

**Stationed Troops:** 3 armies

Fort Legionnaire is a huge, 2.2 million acres, with a massive collection of large and small fortifications at the center of that wilderness. The base is easily large enough to accommodate two full armies, and has all the necessary equipment and housing for that large of a population. Fort Legionnaire is the home of the famed Legionnaires, but more importantly it is the training center for active army troops and all new recruits. This fort never rests, at any given time somebody is doing some kind of training, and people are always arriving or being shipped out. Fort legionnaire is one of the toughest, most comprehensive training facilities in the world. The Legionnaires go through a six-month boot camp here, and then attend the University of the Eleven Elven Sages for a year, only to return for another six month advanced training course. Regular army boot camp is eighteen weeks, and then the soldiers go to various military schools anywhere from six months to eighteen months depending on what their MOS is. Fort Legionnaire is often referred to as "the College", because of all the various training programs and military schools. Three armies are dispatched from, and overseen by Fort Legionnaire, but there are usually only one and a half armies on base at any given time.

### **Fort Constantine**

**Location:** 15 miles south of the ruins of Spokane

**Stationed Troops:** 2 army

Fort Constantine is in essence the headquarters of the military. People from all four branches are stationed here. The fort is very much like the pre-rifts NORAD, or equivalent. This is where the Intelligence Division and the ranking strategic command is housed. There are more officers per capita here than any other military base. During a time of war Fort Constantine is the brain

center of all operations. It's out of this fortification that all orders are given, all Intel is reviewed, and all battle plans are made. Knowing that a person can then understand why the base is built the way it is. Fort Constantine is eighty percent underground, and the twenty percent that is above ground is made of the same mega-damage mithril alloy that Hammersmith and Forge are made of. Constantine is the most structurally sound and fortified of all the Crimson Republic's bases.

Out of the two armies stationed here there are at least twenty legions patrolling throughout the interior of the republic, though these legion are still considered to be stationed out of Fort Constantine.

### **Fort Republica**

**Location:** Pre-rifts Yakima Reserve Training Grounds

**Stationed Troops:** 2 armies

Fort Republica is the oldest fort in the nation. It was built in 55 PA and has served as the home for the 1<sup>st</sup> and 2<sup>nd</sup> Republican armies ever since. Unlike the other bases both the 1<sup>st</sup> and the 2<sup>nd</sup> armies are stationed at Fort Republica full time. These armies are the defense for the capital city of Crimson, and for the government of the Crimson Republic. The other function of fort Republica is training grounds for the Army's reserve troops. Every member of the army reserves will spend at least one month of their year here. Seeing the base for the first time it's hard to tell that it's a military base at all, because one can hardly tell where Fort Republica ends and the city of Crimson begins. The two are have grown so much and so fast that the base appears like just another suburb, until you see all the people in BDUs driving camouflage vehicles. The actual land that base has is much larger than most people realize, because the only part of the base they see is the populated areas near the capital. The actual amount of acres controlled by Fort Republica is just shy of what Fort Legionnaire has, but most of that is woods and wilderness on the opposite side of the base from the city of Crimson.

### **Alaska Military Instillation**

**Location:** 150 miles southwest of what use to be Fairbanks

**Stationed Troops:** 4 battalions of army  
1 battalion of AirCorp  
10 teams of scientists

The Alaskan Military Instillation is a joint venture between the Army and the AirCorp. This instillation was discovered in 101 PA, and is in absolutely pristine condition. It's as if the rifts didn't destroy it, but instead preserved it. The Instillation itself is massive, and the entire thing is underground. It is unknown what happened to the original inhabitants. When the republic discovered the base there was but a single Being there. He offered no explanation as to where the original people went to, nor did he offer any insight as to what the base was for. The Being simply said that he wanted to finish his work, and when that work was completed he would leave. As for the base, The Being said that the republic was welcome to it. It's now 103 PA and the Being has left. The Crimson Republic has sent three battalions of army and one battalion of AirCorp, along with teams of scientists, to investigate the massive military instillation. They've also dispatched one battalion of army engineers and geologists to explore and map the Alaskan frontier.

There are fifteen underground levels in the instillation, and each level has approximately nine hundred thousand square foot of area. There were many very interesting things still left in the base from the previous owners. The republic has just begun to thoroughly investigate this massive structure, but so far they have found 100 Glitter-boy armors, 20 new Juggernaut separating tanks, 200 Robojets, and 1,800 Mimics, and that's only what they've removed. Still left in the base are 12 new style stealth bombers, and what's believed to be 5 experimental space fighters, three experimental space transports, and 8 new troop transport/combat robots. All this was found on levels two, three, and four. Level one appears to be a security checkpoint and intake area. There



are massive hydraulic loading docks, and warehouse storage areas for non-secure supplies. On level five they've found what the scientists are calling an experimental cloaking device like on the pre-rifts "Star Trek" vids. Levels 6 thru 9 appear to be living quarters and chow halls. Level 10 is the command center for the whole operation along with VIP and officer's quarters. On level 11 they found a new weapon prototype. No one's sure, but it may be an experimental rift weapon. Levels 12 thru 15 are extremely secure. As a matter of fact the army has not been able to override the security codes to get onto those levels, and they don't want to cut or blow their way through the security doors and barricades just yet. However, they think they may have figured out what is down there from hacking the computer systems. They believe that there is experimental technology based dimensional portals, or stargates housed on these levels.

Aboveground surrounding the base is old dilapidated razor wire fencing, and inside that are a few scattered mega-damage military buildings. They were probably the guard's housing, and/or maintenance buildings. They've found that there are six weapons towers that hydraulically rise out of the ground and reach three hundred fifty four feet in height. It only takes five minutes for these weapons towers to reach their full height and be fully operational. The weapon systems that were originally in the towers are long gone, but the republic has put new weapons systems in. They are also repairing all the above ground structures, razor wire fencing, and implementing a better security system. It will take some time, but soon there will be four full legions stationed at the installation.

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# New R.C.C.'s & O.C.C.'s

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## **Draconian R.C.C.**

The Draconian are a warrior race of humanoid dragons that once served Takhisis, the Queen of Darkness, on the world of Krynn. She had them magically created from the stolen eggs of good dragons to serve her Dragon Highlords during the War of the Lance. On their home world the Draconian were one of the most feared races ever known. During the War of the Lance they were responsible for more atrocities and human deaths than any other of the Dark Queen's minions. The evil forces, led in the most part by the Dragon Highlords and the Draconian, were winning the war. Then the good dragons found out that it was their eggs that were used to create the Draconian, so they joined the fight turning the tide against the Dark Queen. During one of the final battles, that included an almost totally Draconian army, the good dragons and three powerful human mages summoned a "rift" right in the middle of the Draconian force. More than two thirds of them vanished into the rift; the Solamnic Knights destroyed the remaining one third. It was that rift that dumped the Draconian here on Earth.

At first the Draconian were as evil and hateful as the Dark Queen they served, but after years of watching thousands of their own kind dying for the gains of other people, and then getting rifted here only to see even more get slaughtered, they began to change their ways. Originally, the bulk of the Draconian landed in northern Canada, but after years of fighting Xiticix and other supernatural foes they migrated south into the Crimson Republic. Here they found a kingdom like no other they'd ever heard of, with incredible weapons, and war machines of inconceivable power. The fierce Draconian knew they could not win a fight against this amazing and powerful country, so they decided to swear loyalty to its king, and

serve it. They were beyond shock to find that no emperor or king ruled it, and the concept of democracy and free choice was mind boggling to them, but still they were determined to serve it. So for the next fifteen years the Draconian studied and learned the laws and the constitution of the Crimson Republic, and obeyed them to the letter. They did everything they could to adapt and integrate themselves into the republic's society, and they were finally rewarded when the city-state of New Seattle was accepted as the first member state of the Crimson Republic. The Draconian are now full citizens of the Crimson Republic and they all serve as loyal soldiers in its military.

Do to their intense study of the laws and constitution when they first arrived almost every Draconian is an expert in both areas. They are also very well versed in the history, the society, and the military etiquette of the Crimson Republic. The Sivaks and Kapaks are especially knowledgeable in all things political, and every Draconian votes at every election, be it city, state, or republic.

## **Draconian: Sivak R.C.C.**

The Sivak are species of Draconian that were created from the corrupted eggs of Silver Dragons. They are the largest of the Draconian standing almost nine foot tall and weighing five hundred plus pounds. The Sivak have gleaming silver scales and coal black eyes. They emit a mild odor that smells like hot metal and smoke. Sivaks are very intelligent creatures and extremely competent tacticians. They are intrigued by modern technology, and love modern weaponry and weapon systems. They have a natural knack for things mechanical and electrical, they are especially good with computers. Sivaks are the leaders within the Draconian society, and they are also the disciplinarians among the other Draconian sol-

diers. Sivaks are experts at the law and the constitution, and most are also experts in the military penal codes.

**R.C.C.:** Supernatural warrior

**Alignment:** Any, but lean toward aberrant

**Attributes:** IQ 2D6 + 12, ME 3D6, MA 2D6 + 12, PS 2D6 + 18, PP 2D6 + 12, PE 3D6 + 10, PB 3D6, SPD 1D4 x 10 (Glide-spdx 2/ Flying- 2D6 x 10 + 20)

**Hit Points:** PE x 5 + 1D6 per level

**SDC:** 1D6+2 x 100 + 50 + PE and physical bonuses

**PPE:** 1D4 x 10 + 5 per level

**Horror Factor:** 13 (14 in combat)

**Natural Abilities:** Immune to disease/ drugs/ poison, keen sight/hearing/smell, night vision 350 feet, detect ambush 85%, track by smell 68%, resistant to fire & cold, can eat virtually anything, resist hunger and thirst an amount of days equal to their PE

**Shape Changing Powers:** When a Sivak slays a humanoid its size or smaller it can assume the form of that humanoid. The Sivak does not gain any of its victim's powers, abilities, or memories, but it does mimic the form and voice of the victim perfectly. The Sivak still radiates magic and see aura will reveal the Sivak's true nature. The Sivak can remain in this form for as long as they wish, but to assume a different form they must slay a new humanoid. They can revert back to their Draconian form at will.

**Death Rattle:** Depending on the size of its slayer the Sivak will do one of two things at the moment of death. If the slayer is the Sivak's size or smaller the Sivak will assume the slayer's form for three days, after which time the Sivak decomposes into black soot. If the slayer is larger than the Sivak then the Sivak will explode into flames doing 4D4 points of damage to everything in 10 radius.

**Magic Powers:** The Sivak at will can sense magic, sense evil, or see invisible as if they were a 3<sup>rd</sup> level mage, but they must use PPE same as if they were casting the spell.

**Psionic Powers:** ISP ME + 20; mind block and bio-regenerate

**Combat:** Chose either hand-to-hand expert or hand-to-hand martial arts from the Palladium Fantasy® book. In addition to physical skills and attributes the Sivak receives the following bonuses: +2 attacks, +3 to initiative, +3 to strike, +2 to roll with fall/punch/impact, +6 vs. horror factor (+10 vs. dragons), +2 vs. magic, critical strike from behind, body/block tackle, Grab/knee or slash (sword strike), leap attack, +3 levels on large sword proficiency

**R.C.C. Skills:** WP- knife, WP- large sword, WP- large shield, WP- longbow, 4 WPs of choice, basic- math, radio- basic, recognize weapon quality, intelligence, military fortifications, military etiquette, heraldry, magic lore, demon/monster lore, faerie lore, demolitions, weapon systems, field armorer, read sensory equipment, prowl, track humanoid, land navigation, climb, speak- Dragonese 98%, speak- 5 languages of choice, literacy- 3 of choice, 3 physical skills of choice. Choose three additional skills from any category except physical. Choose 2 more skills at levels 3, 5, 7, 9, and 11. All R.C.C. skills receive a +10%.

**Secondary Skills:** Choose 8 from any category except physical and then 2 more at levels 4, 8, 10 and 13

**Experience Levels:** Use the Knight experience table in the Palladium Fantasy® book.

**Lifespan:** 1,000 to 1,500 years

**Size:** 8 to 9 feet tall

**Weight:** 450 to 650 lbs

## **Draconian: Kapak R.C.C.**

Kapaks are a venomous species of Draconian created from corrupted Copper Dragon eggs. They were bred to be assassins and archers for service in Takhisis' Dragonarmies. They stand six foot tall and usually weigh two hundred to three hundred pounds. Their scales are dull copper tinged with green, their eyes are greenish brown or

orange brown, and they have reddish brown hair hanging from both sides of their mouth. Kapaks are the most evil of the Draconian here on Rifts Earth, but the Sivaks keep them in line and out of trouble. Kapaks will sometimes hire themselves out to the Syndicate to do assassinations or murders outside of the Crimson Republic, but only if they can accomplish the mission without the Sivaks knowing about it. They are extremely knowledgeable in all areas of the law and military regulations. They also make it a point to stay very involved with current events and politics. Kapaks don't show a lot of interest in modern technology, but they are willing to learn what they need to know as far as doing their job, or completing a mission. Surprisingly, Kapaks are not greedy and don't hoard money or magic, but instead they believe strongly in using whatever they earn for the common good of the Draconian community.

**R.C.C.:** Supernatural warrior

**Alignment:** Usually aberrant or miscreant

**Attributes:** IQ 3D6, ME 2D6 + 12, MA 3D6, PS 2D6 + 12, PP 2D6 + 12, PE 3D6 + 10, PB 3D6, SPD 1D4 x 10 (Glide- spd x 2)

**Hit Points:** PE x 3 + 1D6 per level

**SDC:** 1D4 x 100 + 50 + PE and physical bonuses

**PPE:** 1D4 x 10 + 5 per level

**Horror Factor:** 12

**Natural Abilities:** Immune to disease/ drugs/ poison, keen sight/hearing/smell, night vision 350 feet, detect ambush 65%, Prowl 85%, track by smell 68%, chameleon 3/day, resistant to fire & cold, can eat virtually anything, resist hunger and thirst an amount of days equal to their PE.

**Venomous Glands:** Kapaks have poison glands located under their tongues that continually secrete a thick, yellowish poison. The glands are magical in nature and can secrete an almost limitless supply of poison. The Kapaks will lick their weapons to coat them with this poison. The poison lasts 3 melees before it evaporates. A short sword or larger can strike three times before it must be recoated, but any-

thing smaller than a short sword is only good for one strike. It takes the Kapak two actions to coat a small weapon (dagger, throwing star, arrow, ect), or one melee for a large weapon (short sword or bigger). Victims struck with the poison must successfully save vs. poison or be paralyzed for 2D6 turns (20 to 60 minutes).

**Death Rattle:** At the moment of death a Kapak will instantly dissolve into a 10 foot wide pool of magic acid. Any one within that pool will take 1d8 points of damage for 1D6 + 4 melees (no saving throw). The pool will evaporate in 1D6 + 4 melees. All items the Kapak possesses, including magic items, are rendered useless or destroyed.

**Magic powers:** None

**Psionic powers:** ISP 1D4 x 10 + ME + 1d8 per level; auto mind block, catatonic strike, pyrokinesis, hypnotic suggestion, see invisible, see aura, bio-regenerate, detect psionics, object read, sense magic, sense evil, presence sense

**Combat:** Chose either hand-to-hand assassin or hand-to-hand martial arts from the Palladium Fantasy® book. In addition to physical skills and attributes the Kapak receives the following bonuses: +2 attacks, +3 to initiative, +2 to strike, +2 to roll with fall/punch/impact, +6 vs. horror factor (+10 vs. dragons), +1 vs. magic, critical strike from behind, body/block tackle, leap attack

**R.C.C. Skills:** WP- knife, WP- short sword, WP- small shield, WP- longbow, 4 WPs of choice, track humanoid, land navigation, pick locks, conceal, detect conceal, sniper, intelligence, radio- basic, basic math, faerie lore, demon/monster lore, magic lore, military etiquette, climb, speak- Dragonese 98%, speak- 4 languages of choice, literacy- 3 of choice, 3 physical skills of choice. Choose three additional skills from any category except physical. Choose 2 more skills at levels 3, 5, 7, 9, and 11. All R.C.C. skills receive a +10%.

**Secondary Skills:** Choose 8 from any category except physical and then 2 more at levels 4, 8, 10 and 13

**Experience Levels:** Use the assassin experience table in the Palladium Fantasy® book

**Lifespan:** 1,000 to 1,500 years

**Size:** 6 feet

**Weight:** 200 to 300 lbs.

## **Draconian: Bozak R.C.C.**

Bozak were created from the corrupted eggs of Bronze Dragons. They are just over six feet tall and weigh an average of two hundred fifty to three hundred fifty pounds. Their scales are deep bronze in color, and they have dark green eyes. Bozak are very quick-witted and shrewd, and they have a natural gift for spell casting. On their home world of Krynn, the Bozak served the Dark Queen as both warrior mage and priest. They are the ones that taught the other Draconian Takhisis' religion, and how to worship her.

Being the most devote of all the Draconian its rather surprising that it was them who first saw the Dark Queen for what she was, a self serving and hateful demigoddess. After getting rifted to Earth the Bozak prayed and built shrines to Takhisis in the hopes she would hear them, and come save the Draconian, but if she heard she did not care what fate befell them. In the first five years over half the Draconian were slaughtered by other supernatural foes, and the Dark Queen did nothing. The Bozak continued to lead them in prayer, but those prayers were never answered. Then on a day the Bozak call the *Day of Truth* they had a vision of a dragon god who showed them the folly of their beliefs. This god showed them that Takhisis not only had the power to save them, but also instead chose not to save them because she blamed them for losing the war. Since that day the Bozak never again worshipped Takhisis, Queen of Darkness. Now they live their lives repenting for the evil and death they brought to their world, and many Bozak have found solace

in the all-forgiving god of the Jesuit faith, and have become devote followers.

**R.C.C.:** Supernatural warrior

**Alignment:** Any, but lean toward good

**Attributes:** IQ 2D6 + 12, ME 3D6, MA 3D6, PS 2D6 + 12, PP 2D6 + 12, PE 3D6 + 10, PB 3D6, SPD 1D4 x 10 (glide- spd x 2)

**Hit Points:** PE x 3 + 1D6 per level

**SDC:** 1D4 x 100 + 50 + PE and physical bonuses

**PPE:** 1D6 x 10 + PE + 3D6 per level

**Horror Factor:** 12

**Natural Abilities:** Immune to disease/ drugs/ poison, keen sight/hearing/smell, night vision 350 feet, detect ambush 85%, track by smell 68%, resistant to fire & cold, can eat virtually anything, resist hunger and thirst an amount of days equal to their PE, at will sense magic or evil, see invisible (always active)

**Death Rattle:** At the moment of death the Bozak's flesh and all their possessions turn to dust blow away leaving only a skeleton. This takes one full melee round to happen, and then the skeleton explodes showering anyone in 20 foot radius with razor sharp bone fragments. All those in the area effect take 5D4 damage (no saving throw).

**Magic Powers:** Bozak start with following spells and cast all spells (including spell strength) as a wizard of equal level: Cloud of Smoke, Shadow Meld, Levitate, Armor of Ithan, Call Lightning, Globe of Daylight, Fireball, Fly as Eagle, Invisibility, & Magic Net. They can learn spells like a normal wizard and receive the O.C.C. abilities.

**Psionic Powers:** ISP ME + 20; mind block and bio-regenerate

**Combat:** Starts with hand-to-hand expert from the Palladium Fantasy® book. In addition to physical skills and attributes the Bozak receives the following bonuses: +1 attack, +2 to initiative, +2 to strike, +2 to roll with fall/punch/impact, +6 vs. horror factor (+10 vs. dragons), +2 vs. magic, critical strike from behind, body/flip throw, leap attack

**R.C.C. Skills:** WP- knife, WP- short sword, WP- small shield, 4 WPs of choice, intelligence, basic math, faerie lore, demon/monster lore, magic lore, military etiquette, chemistry, biology, basic electronics, radio basic, land navigation, climb, prowl, religious lore, D-bee lore, speak- Dragonese 98%, speak- 5 languages of choice, literacy- 5 of choice, 3 physical skills of choice. Choose three additional skills from any category except physical. Choose 2 more skills at levels 3, 5, 7, 9, and 11. All R.C.C. skills receive a +10%.

**Secondary Skills:** Choose 8 from any category except physical and then 2 more at levels 4, 8, 10 and 13

**Experience:** Use the wizard experience table in the Palladium Fantasy® book

**Lifespan:** 1,000 to 1,500 years

**Size:** 6 plus feet tall

**Weight:** 250 to 350 lbs.

## **Draconian: Baaz R.C.C.**

The Baaz are the smallest of the Draconian standing at an average of five and a half feet and weighing about two hundred pounds. They have mottled scales in various shades of bronze to deep green, and their eyes are blood red. The Baaz make up the majority of the Draconian population. They are the most chaotic and unruly of the Draconian, but the Bozak and the Sivak are very good at keeping them in line. On their home world the Baaz were at the bottom of the Draconian social order. They were the foot soldiers and shock troops that made up the bulk of the Dragonarmies. They served their Dragon Highlords well, and were responsible for more human deaths than any of the other minions, or Draconian. Still, their superior officers and other Draconian, specifically the Kapak, made no effort to hide their contempt for the Baaz, humiliating them at every opportunity. The Baaz deeply resented this treatment, and it's a feeling that still lingers. The Baaz dislike and distrust the Kapak even to this day, but they very

much like and respect the Bozak and will follow them almost unquestioningly. The Baaz follow the Sivak out of fear and respect and will not willingly disobey or anger them.

The Baaz like alcohol very much and are easily gotten drunk, but even when drunk they are still fierce fighters and not to be trifled with. They also still like the regal uniform dress of the Dragonarmies and will go to great lengths to recreate that appearance. The Baaz are cruel and sadistic fighters when enraged, and will stop at nothing to win. They are extremely talented hand-to-hand fighters and have adapted very well to modern weapons.

**R.C.C.:** Supernatural warrior

**Alignment:** Any, but lean toward selfish

**Attributes:** IQ 2D6 +12, ME 3D6, MA 3D6, PS 2D6 + 12, PP 2D6 + 12, PE 3D6 + 10, PB 3D6, SPD 1D4 x 10 (Glide- spd x 2)

**Hit Points:** PE x 3 + 1D6 per level

**SDC:** 1D4+2 x 100 + 50 + PE and physical bonuses

**PPE:** 1D4 x 10 + 5 per level

**Horror Factor:** 12 (13 when engaged in combat)

**Natural Abilities:** Immune to disease/ drugs/ poison, keen sight/hearing/smell, night vision 350 feet, detect ambush 85%, track by smell 68%, resistant to fire & cold, can eat virtually anything, resist hunger and thirst an amount of days equal to their PE

**Death Rattle:** At the moment of death the Baaz turn into a stone statue and will remain in that condition for three days. After three days the statue deteriorates into black dirt. Anyone in hand-to-hand combat, who strikes the final blow killing the Baaz must roll a successful parry against their own strike, or have whatever they struck the Baaz with also incased in the stone statue.

**Magic Powers:** Same as the Sivak only at twice the spell cost and 1<sup>st</sup> level proficiency

**Psionic Powers:** ISP ME + 20; mind block and bio-regenerate

**Combat:** Chose either hand-to-hand expert or hand-to-hand martial arts from the Palladium Fantasy® book. In addition to physical skills and attributes the Sivak receives the following bonuses: +2 attacks, +3 to initiative, +3 to strike & parry, +2 to roll with fall/punch/impact, +6 vs. horror factor (+10 vs. dragons), +2 vs. magic, critical strike from behind, grab/kick, paired weapons, leap attack, death blow at 3<sup>rd</sup> level

**R.C.C. Skills:** WP- knife, WP- short sword, WP- small shield, WP- ball & chain, 5 WPs of choice, basic- math, radio- basic, recognize weapon quality, intelligence, military etiquette, heraldry, magic lore, demon/monster lore, faerie lore, field armorer, read sensory equipment, mechanic-basic, prowl, track humanoid, land navigation, climb, speak- Dragonese 98%, speak- 4 languages of choice, literacy- 2 of choice, 3 physical skills of choice. Choose three additional skills from any category except physical. Choose 2 more skills at levels 3, 5, 7, 9, and 11. All R.C.C. skills receive a +10%.

**Secondary Skills:** Choose 8 from any category except physical and then 2 more at levels 4, 8, 10 and 13

**Experience:** Use the soldier experience table in the Palladium Fantasy® book

**Lifespan:** 1,000 to 1,500 years

**Size:** 5 to 5 ½ feet tall

**Weight:** 200 to 275 lbs

## Wererat R.C.C.

Wererats are race of humanoids that have the ability to shape-change into giant rats, humans, or a hybrid mix of the two. They are carries of the rare disease, lycanthrope. The Crimson Republic allows the Wererats to live within the republic and enjoy full citizenship only as long as they follow the strict laws put on their race. Any Wererat that willingly inflicts or spreads lycanthrope is punished by exile or death. There are two ways to inflict someone with lycanthrope: one, through a bite and two,

through the exchange of bodily fluids. Therefore, to mate with any humanoid outside of their race is illegal. Most Wererats find this to be acceptable, because they know there are very few places in the world where they would not be hunted and destroyed in the first place, and secondly, they prefer to mate among their own kind. In the short time that the Wererats have been a part of the Crimson Republic there have been very few problems with either of these restrictions being broken.

Wererats are natural thieves, assassins, and spies and have many qualities valuable to the Crimson Republic's government. They also play a very important role within the crime syndicate. The Wererats are very loyal to the Crimson Republic and have a strong sense of patriotism, which has also made them a valuable asset. They are very good at many very bad things, but because there are ways to use these natural talents to benefit the republic they have been able to find their own niche in society, and are able to follow the strict laws they are governed by.

The Wererats primarily live in New Seattle, where they have built a complex underground community. Some of the other races are fearful and untrusting of the Wererats, but there has been no open hostility towards them. Outside of their own community the Wererats get along best with the Draconians and the Minatours.

**R.C.C.:** Supernatural shape changer

**Alignment:** Usually selfish

**Attributes:** IQ 3D6, ME 3D6 + 6, MA 3D6, PS 2D6 + 8, PP 2D6 + 20, PE 4D6, PB 2D6 + 3, SPD 5D6 + 5

**Hit Points:** PE + 15 + 1D6 per level

**SDC:** 2D4 x 10 + PE

**PPE:** 1D4 x 10 + PE + 1D4 per level

**Horror Factor:** 12 as a giant rat or rat/humanoid hybrid

**Natural Abilities:** Prowl 75%, swim 75%, detect ambush 80%, track by smell 60%, climb 75%, acrobatics 80%, gymnastics 60%, immune to poison and disease, keen hearing/smell/movement detection, night vision 350 feet, bio-regenerate 2d8

hit points per hour (x3 SDC), natural thief and scavenger

**Limited Invulnerability:** Energy, fire, bullets, wood, cold, and explosives due only ¼ damage, and their natural regeneration heals those wounds at double the normal rate (4d8 per hour).

**Shape Changing Powers:** At will a Wererat can assume the form of a human, a giant rat (size varies with individual Wererat, but at least 3 feet long and 1 foot tall up to 7 feet long and 4 ½ feet tall), or an upright rat/humanoid hybrid. The rat/humanoid hybrid is a monstrous form usually only assumed for combat, or when trying to horrify someone. Shape changing takes about 15 seconds (1 melee), and can be done as often as the creature desires.

**Magic Powers:** Can cast the following spells like a wizard of equal level at the normal PPE cost: cloud of smoke, shadow meld, see invisibility, sense magic, and teleport object

**Psionic Powers:** ISP 6D6 + 10 + ME; sixth sense, see aura, mind block, presence sense, and psi-dagger

**Combat:** Chose either hand-to-hand expert or hand-to-hand assassin from the Palladium Fantasy® book. In addition to physical skills and attributes Wererats receive the following bonuses: +2 attacks in hybrid form/+1 attack in human form, +2 to initiative, +2 to strike, +1 to parry & dodge, +1 to roll with fall/punch/impact, +6 to save vs. horror factor, +2 to save vs. psionics, +2 to save vs. magic, auto dodge, leap attack, and critical strike or knockout from behind.

**R.C.C. Skills:** Streetwise, radio-basic, tracking, land navigation, basic electronics, detect concealment, escape artist, concealment, athletics-general, read/write 1 of choice, speak 3 of choice, and choose 7 other skills from any category. Also choose 2 more skills at levels 3, 5, 8, 10, and 13. All R.C.C. skills are at +15%.

**Secondary Skills:** Choose 10 from any category and then choose 2 more at levels 4, 6, and 9.

**Experience Levels:** Use the Cityrat experience table in the Rifts® RPG

**Lifespan:** 95 years

**Size:** Same as a human

**Weight:** Same as a human

## Legionnaire O.C.C.

*The soldiers stand at attention while a large Wolfen in black BDUs addresses them. "Congratulations ladies, you were lucky enough to bullshit a couple of Dandelion Eaters into believing you might have some magic talents. And the assholes in personnel would give a pass to any moron, who had the seeds to come to my hellhole for six months! So wipe the proud looks off your mugs, cause as far as I'm concerned they sent me a bunch of washouts," the Wolfen barks. "So you think you got what it takes to be killers? Legionnaires? Goddamn magic wielding heroes for the Crimson Republic?"*

*In one unified voice the soldiers bellow, "Yes we do, Drill Instructor!"*

*"Well then, welcome to Fort Legionnaire, the most brutal, grueling military training post in North America. My name is Drill Instructor Ennison, and you'd better be prepared for six months of hell, because I will show you no mercy, and no remorse. I will break you down, and then I will push you until you break and run, or stand and fight. Either way, you're gonna have to dig deeper inside yourself than ever before to survive my mental and physical onslaught. By four weeks into this training one forth of you will have washed out, and like a shark who smells blood in the water, I will come at you harder and stronger."*

*"While you exist in my world you will be hungry, cold, and tired, but to be a Legionnaire you will have to endure these hardships. You will learn to ignore pain and fatigue. Goddamn it, you will revel in 'em. I will work you in the cold and the rain until your whole body shudders with agony. I*



will make you run until you puke. I will make you eat mud until you shit enough grade A black dirt to give a farmer a hard on! I am going to hurt you!" Ennison pauses and stares at the soldiers a moment to emphasize the point, and then he begins barking again.

"You better get used to the constant noise of gunfire and explosions, because that's what will lull you to sleep at night, when you are able to sleep. And you had better sleep light, because it will be the silence of your enemy that wakes you in the mourning. But I alone will teach you how to kill your enemy. I will teach you to fire a weapon in the most stressful of situations with deadly accuracy. You will learn to fight and kill with your bare hands. You will learn how to creep through the woods and eliminate your enemy, and all his friends. I breed commandos here, real live killers! Do you understand me, Pukes?"

Again in unison, "Yes sir, Drill Instructor"

Then rather abruptly Ennison stops. He looks over the formation of serious young soldiers with very determined looks on their faces and sees one face that does not look determined. It looks scared.

"You! Rabbit boy, front and center."

The young soldier runs forward and stands at attention in front of the drill sergeant.

"Does my yelling scare you son?"

"No sir, Drill Instructor."

"Then why do you have that "I just pissed myself" look written all over your face? I think I do scare you. I don't think you are a killer, boy. I think you're prey. You got eyes on the side of your head, boy? Does the thought of thrusting a knife in a man's chest while you stare into his slowly dying eyes make you want to wet yourself? I bet it does. I'll bet combat in general gives you a weak bladder. Do the doc's at central know you're a bed wetter? Cause I think the smell of urine is familiar to you, boy."

"No Drill Instructor, I'm not scared, Drill Instructor"

"Well, goddamnit, you should be! Cause I'll be watching you, Rabbit. Now get

out of my face." Ennison returns his focus back to the formation. "Now, as I was saying before I was so rudely interrupted, if you bunch of wannabe's can pass my boot camp then the Dandelion Eaters might just teach you magic. But don't get all excited cause there is no way in hell you ladies are gonna pass. Hell, I expect to lose half of you pansies during the supernatural threat assessment training." Ennison pauses and takes another long look at the formation of legionnaire hopefuls as he walks up and down the ranks. After three or four minutes of silence and a lot of studying he continues, "Those lucky few who do survive, and I literally mean survive, will be born again hard! They will be able to hold their heads high and say they are real life fucking killers, and soon to be Legionnaires. Now go stow your shit in the barracks and I want your asses back in formation in fifteen minutes".

**Six months later...**

Ennison looks the soldiers over one last time. Out of the original maniple only sixteen soldiers remain. Thirty-four men and women washed out, got injured, or even worse, got dead. These sixteen are all that remains, and today they graduate from Fort Legionnaire.

"Well, ladies, phase one of Legionnaire training is over, but don't you think for one minute that this means your hell is over. Cause now you get to go to the University where your truly punishing training begins. This was just a warm up. The next twelve months will be spent with an Elven Archmage, who makes me look like a real fun guy. What I taught you was easy! What they teach you will be the most trying ordeal of your lives. You thought I was inhuman? Well, you ain't seen nothin' yet. I taught you how to be killers, and now the Elves will teach you how to be Legionnaires! And if you can survive their training the Senators of Crimson are gonna send you on a well deserved vacation. You'll get to spend six months in merry-o-England defending the

*Lough Gar tree from the Splugorth hordes. Rabbit!"*

*"Yes, Drill Instructor!"*

*"Your not scared of those Dandelion Eaters, are you?"*

*"No, Drill Instructor. I'm not Drill Instructor"*

*"How 'bout the Splugorth hordes, Rabbit?"*

*"Drill Instructor, Maybe a little, Drill Instructor!"*

*"Well you should be, but I will say you've proven you got guts. Who knows Rabbit, you might make a Legionnaire yet. Well, ladies it's time to find out whether you got what it takes."*

The Legionnaire O.C.C. is a combination of a wizard and a Special Forces commando. They are the most highly trained troops in the Crimson Republic. They go and do all the missions that normal troops cannot or would not survive. The Legionnaires are experts in combat and warfare. They are in every way equal, maybe even superior to, the famed and feared Battle Magnus. The training is incredibly tough and the mental will power that a trooper must have to get through it is tougher. They must pass both psychological and magic aptitude testing before even being considered. And then the training is brutal, taking a total of two years to complete. The wash out rate is high because mentally or magically many just don't have what it takes.

### **O.C.C. Abilities & Bonuses:**

**Physical:** Do to the intense training and exercises Legionnaires go through they receive bonuses to their physical stats and combat skills. Legionnaires are some of the best physical specimens the Crimson Republic has to offer to the battlefield. Legionnaires physically train for an average of four to six hours a day. A Legionnaire knows their limitations, and just how far they can truly push their bodies. They know every muscle and every tendon. They are in perfect combat form, or they are not Legionnaires for long. They can

hold their breathe twice as long as a normal human, they fatigue at one third the normal rate, have superior balance (+2 maintain balance), and can leap 10% farther. Legionnaires receive +1D4 x 10 SDC; +1D4 PE, PS & PP; +1 attack per melee; +2 parry, dodge, and roll w/fall/punch/impact; +20% save vs. coma/death; and +1 on initiative. They also receive +2 to strike with all modern weapons and on all called shots.

**Mental:** Legionnaires go through grueling mental tests. Their will power and mental endurance are pushed to the limit, and then to the breaking point. They are trained with no sleep, food, and very little water at times, and other times they must face extreme weather and harsh living conditions. Only the mentally tough are able to complete the training. The Drill Sgt.s purposely deprive them of sleep, and keep them wet and cold to gauge how they will react under adverse or stressful situations. To pass the training it is important to be in good physical shape, but not nearly as important as being in perfect mental condition. The stress levels during training are as close to real combat as possible, and it lasts for 6 months. The failure rate is extremely high, and to pass this training the Legionnaires must have high ME's. These are the most mentally disciplined troops in the republic. They show very little emotion when doing their job and, they have no conscious or remorse when dealing with the enemy, or completing a mission. Legionnaires receive a +3 to ME; spells & psionics that cause confusion, dizziness, or dull the mind are at ½ duration and effect; +2 or +20% vs. pain, mind control, fatigue, hunger, or any skill that must be accomplished under extreme stress. They also receive a +1 vs. possession at levels 2, 5, 8, 11, 15 and +1 vs. horror factor at levels 3, 5, 7, 9, 11, 13, and 15.

**Magic:** Legionnaires are trained in magic. This starts immediately after the 6 months of basic training and lasts the rest of their military career. For the first five years an average Legionnaire will spend 20 to 40

hours a week studying magic if they are not in the field. This is one area where the mental training and discipline pays off. The military teaches the Legionnaires new spells at the beginning of each new experience level, but at any time a Legionnaire can use scrolls, learn new spells, or study arcane books to gather more magic knowledge. For all intents and purposes they are wizards, and will use the Palladium Fantasy © book wizard O.C.C. for spell strength, recognize enchantment, recognize magic, and magical bonuses. Their PPE and spells are as follows: base 2D4 x 10 + PE and they receive 2D6 per level. The Legionnaires spell progression is as follows:

**1<sup>st</sup> level:** Super Natural Strength; Supernatural Speed; Breathe Without Air; Impervious to Energy; Magic Shield; Lightblade; Call Lightning; Fuel Flame; Light Target; Fireball

**2<sup>nd</sup> level:** Armor of Ithan; Deflect; Distant Voices; Levitation; Chameleon; Energy Bolt; Crushing Fist; Powerbolt; Carpet of Adhesion; Fire Fist

**3<sup>rd</sup> level:** Chromatic Projection; Negate Magic; Winged Flight; Watchguard; Energy Disruption; Choose 2 spells between 1<sup>st</sup> level and 6<sup>th</sup> level

**4<sup>th</sup> level and above:** Choose 3 new spells between 1<sup>st</sup> level and 9<sup>th</sup> level

**Alignment Restrictions:** Miscreant or diabolical

**Racial Restrictions:** Any who can't learn magic

**Psionic:** Only if received from racial abilities

**Attribute Requirements:** PE & ME of 17, IQ of 15

**MOS Skills:** choose one of the skill packages below (all skills are at +20%)

1.) Weapons Expert: WP- heavy; robot combat-elite (choose 2 types); weapon systems; read sensory equipment; radar/sonar operation

2.) Medic: field surgery; paramedic; biology (choose 3 races); chemistry; holistic medicine

3.) Recon: detect ambush; detect concealment; trap/mine detection; sniper; demolitions; electronic counter measures

4.) Commando: WP- heavy; interrogation techniques; trap/mine construction; sniper; demolitions; robot combat-elite

5.) Engineer: military fortification; weapons engineer; mechanical engineer; computer programming; surveillance systems; basic electronics

6.) Demolitions: demolitions disposal; demolitions; underwater demolitions; nuclear/biological/chemical warfare; trap/mine construction; homemade explosives

**O.C.C. Skills:** character receives all the skills below and can choose 2 new skills at levels 2, 6, 10, and 12. All O.C.C. skills are at +15%.

Camouflage	Climbing
Intelligence	Running
Wilderness survival	Prowl
Radio- basic	Language (select 3)
Land navigation	Literacy: Latin
Lore- magic	Literacy: Dragonese
Lore- demon/monster	Literacy: (select 1)
Lore- D-bee	Native Language:
Computer operation	(Dragonese 98%)
Robot combat- basic	Math: advanced
WP- e-pistol	Select 1 technical
WP- e-rifle	Select 1 science
WP- 2 of choice	Select 1 domestic
Wrestling	Hand-to-Hand:
Athletics: general	Legionnaire

**Hand-to-Hand Combat: Legionnaire:**

**Attacks per Melee:** 3

**Escape Moves:** Roll with punch/fall/impact, Maintain balance

**Defensive Moves:** Auto-parry, Multiple dodge, Disarm, Circular parry

**Hand Attacks:** Strike (punch), Knife hand, Palm strike, Backhand

**Foot Attacks:** Kick, Round kick, Crescent kick, Jump kick, Backward sweep, Axe kick

**Holds/Locks:** Neck hold/choke, Arm hold, Elbow lock, Wrist lock

**Special Attacks:** Auto body flip/throw, Body block/tackle, Grab/kick, knee, elbow

**Modifiers to Attacks:** Knock out/stun, Critical strike, Critical strike from rear, Critical flip/throw, Critical body block/tackle

**Martial Art Powers:** Chose 2 from Body Hardening and 1 from Arts of Invisibility

**Level 1:** +3 strike, +2 parry & dodge, +1 roll, Critical strike & knock out/stun from behind

**Level 2:** +1 maintain balance & disarm, +2 body flip/throw

**Level 3:** +1 attack, +1 parry & dodge, Choose 1 new power from either Body Hardening or Arts of Invisibility

**Level 4:** +2 strike, +2 body block/tackle, +1 roll

**Level 5:** +1 attack, autobody flip/throw, Critical strike on natural 18-20

**Level 6:** +1 maintain balance & disarm, +1 body block/tackle, +2 parry

**Level 7:** Critical flip/throw on natural 18-20 (does 2D6 damage), Choose 1 new power from either Body Hardening, Arts of Invisibility, or Atemi

**Level 8:** +1 attack, +1 strike & parry, +1 body flip/throw

**Level 9:** +1 dodge & roll, Critical body block/tackle on natural 18-20 (does 2D6 damage)

**Level 10:** +1 attack, +1 maintain balance & disarm, +1 body block/tackle

**Level 11:** +1 strike & parry, +1 body flip/throw, Choose 1 new power from either Body Hardening, Arts of Invisibility, or Atemi

**Level 12:** +1 dodge & roll, +1 body block/tackle

**Level 13:** +1 attack, Critical strike on natural 17-20

**Level 14:** +1 strike & parry, Critical flip/throw on natural 17-20

**Level 15:** +1 dodge & roll, Critical body block/tackle on natural 17-20

**Secondary skills:** Choose 4 skills from any category, and choose 2 skills at levels 3, 7, 11, and 15. Secondary skills receive no bonus.

**Standard Equipment:** A Legionnaire starts off with Crimson Republic military issued

supplies. They receive seven sets of BDUs, two sets of formal dress, a standard military backpack w/gear, a spell book (blank), one suit of light and one suit of heavy armor, AWS-55 Barracuda e-pistol, AWS-60 Backup e-pistol, AWS-430 Grunt infantry assault rifle, and a choice of one of the following weapons- ET-450 Armorbane assault weapon, AWS-TPL01 Striker assault weapon, AWS-422 Devastator assault weapon, or the AWS-340 Metal Storm gatling weapon.

**Money:** 42,000 credits a year

**Cybernetics:** none; cybernetics interfere with casting magic

# Damage Conversion Table

I have chosen to do damage different than the original Rifts RPG® system. Everything is based on SDC and Hit Points instead of mega-damage points. The concept of mega-damage is used insofar as there are composite (i.e. mega-damage) materials that have a greater SDC value than non mega-damage materials. Example: a pre-rift Ford Explorer and a suit of standard Dead Boy armor may very well be able to take the same amount of damage, whereas a mega-damage vehicle would have significantly more SDC than both of those things. In this world it is not 100 SDC to every 1 MDC.

Next I have changed the values of gun and explosive's damages drastically, because there again I wanted modern weapons to pose a real and believable threat to characters and NPC's. I tried to find a medium where energy weapons and modern explosives were more realistic, and also in a way that a person would not have to be constantly figuring out SDC vs. MDC values. I felt modern weapons should be a threat to anyone or anything no matter the level or power of the character. After all guns are the great equalizer. This system is also more magic friendly when using spells that affect SDC or Hit Points directly. Lastly it enables me to bring fantasy-based creatures into the rifts world without having to convert those creatures from SDC to MDC. The Table below is for converting damages out of other Rifts® world books to work in my damage/SDC system

<b>ENERGY WEAPONS</b>	<b>MICRO MISSILES</b>
<b>2D4</b> = 6D6 + 10 <b>2D6</b> = 1D4 x 10 + 10	<b>HE (liquid explosive)</b> = 1D6 x 10 (10 foot area)
<b>3D6</b> = 1D6 x 10 + 10 <b>4D6</b> = 1D6 x 10 + 20	<b>AP</b> = 1D4 x 10 + 30 (2 to 3 foot area)
<b>5D6</b> = 2D6 x 10 + 10 <b>6D6</b> = 2D6 x 10 + 20	<b>PLASMA</b> = 2D4 x 10 (8 foot area)
<b>1D4 x 10</b> = 3D4 x 10 + 10	<b>MINI MISSILES</b>
<b>1D6 x 10</b> = 3D6 x 10 + 20	<b>HE</b> = 2D6 x 10 (15 foot area)
<b>RAIL GUN DAMAGE</b>	<b>FRAG</b> = 2D6 x 10 (1-15 foot area) 1D6 x 10 (16-30 foot area) 6D6 (31-45 foot area)
<b>Book damage x 5</b>	<b>AP</b> = 3D4 x 10 + 10 (10 foot area)
<b>ENERGY CLIPS</b>	<b>PLASMA</b> = 3D6 x 10 (30 foot area)
<b>STANDARD-</b> 20 SHOTS	<b>SHORT &amp; MEDIUM RANGE MISSILES</b>
<b>EXTENDED-</b> 30 SHOTS	<b>HE</b> = 4D6 x 10 (30 foot area)
<b>POWER PAK-</b> 60 SHOTS	<b>FRAG</b> = 4D6 x 10/ 3D6 x 10/ 2D6 x 10 (1-40 foot/41-80 foot/81-120 foot)
<b>GRENADES</b>	<b>PLASMA</b> = 5D8 x 10 (30 foot area)
<b>HE</b> = 2D4 x 10 + 20 (15 foot area)	<b>AP</b> = 4D8 x 10 (15 foot area)
<b>FRAG</b> = 2D4 x 10 + 20 (1-15 foot area) 1D4 x 10 + 10 (16-20 foot area) 5D6 + 10 (21-25 foot area)	<b>MULTI-WARHEAD</b> = 6D8 x 10 + 100 (120 foot area)
<b>PLASMA</b> = 3D4 x 10 + 10 (12 foot area)	<b>NUCLEAR</b> = 3D6 + 12 x 100* (1000 foot area)
<b>MICRO-FUSION</b> = 3D4 x 10 + 20 (15 foot area)	<b>LONG RANGE MISSILES</b>
<b>EMP</b> = special damage and effect	<b>HE</b> = 5D6 x 10 + 30 (40 foot area)
<b>HE INCENDIARY</b> = 2D4 x 10 + 45 (25 foot area) (Anything flammable with in 25 feet bursts into flame)	<b>FRAG</b> = 5D6 x 10/ 4D6 x 10/ 3D6 x 10 (1-80 foot/81-160 foot/161-240 foot)
<b>INCENDIARY</b> = 2D4 x 10 + 15	

(3 foot area) <b>CS/SMOKE</b> = no damage	<b>AP</b> = 5D8 x 10 (20 foot area)
<b>PLASTIQUE &amp; FUSION BLOCKS</b>	<b>PLASMA</b> = 6D8 x 10 (30 foot area)
<b>HE PLASTIQUE</b> = 3D6 x 10 + 20 (12 oz)	<b>MULTI-WARHEAD</b> = 6D10 x 100 (300 foot area)
<b>FUSION</b> = 3D6 x 10 + 20 (6 oz)	<b>PROTON</b> = 6D10 x 100 (1000 foot area)
<b>LIQUID</b> = 4D6 x 10 + 60 (10 oz)	<b>NUCLEAR</b> = 3D6 + 12 x 1000 (5 miles) *
<b>MINES (LAND)</b>	<b>MULTI-NUCLEAR</b> = 3D10 + 20 x 1000* (50 mile area)
<b>NUCLEAR</b> = 1D4 x 100	*Pre-rifts style nuclear weapons (dirty nukes)
<b>HEAVY</b> = 4D6 x 10 + 40	<b>CRUISE MISSILES</b>
<b>MEDIUM</b> = 2D6 x 10 + 20	<b>HE</b> = 2D4 x 100
<b>LIGHT</b> = 1D4 x 10 + 10	<b>PLASMA</b> = 2D6 x 100
<b>ANTI-PERSONNEL</b> = 1D4 x 10 + 20 (360° and covers 35 foot radius)	<b>PROTON</b> = 3D6 x 100
<b>CLAYMORES</b> = 2D4 x 10 + 30 (180° and out 50 feet)	<b>NUCLEAR</b> = 2D6 x 1000
<b>MINES (WATER)</b>	<b>MINI-TORPEDOES</b>
<b>SUPER</b> = 2D4 x 100	<b>HE</b> = 2D4 x 10 + 20
<b>HEAVY</b> = 5D6 x 10 + 50	<b>PLASMA</b> = 3D4 x 10 + 10
<b>MEDIUM</b> = 3D6 x 10 + 30	<b>AP</b> = 3D4 x 10 + 40
<b>LIGHT</b> = 1D6 x 10 + 10	<b>LIGHT TORPEDOES</b>
* All mines can be made smart mines	<b>HE</b> = 2D6 x 10 + 20
<b>ARTILLERY AND MORTARS</b>	<b>PLASMA</b> = 3D6 x 10 + 10
<b>60 mm to 115 mm</b>	<b>AP</b> = 3D6 x 10 + 40
<b>HE</b> = 3D6 x 10 (30 foot)	<b>MEDIUM TORPEDOES</b>
<b>FRAG</b> = same as SR-missile frag	<b>HE</b> = 3D6 x 10 + 10
<b>PLASMA</b> = 3D8 x 10 (30 foot)	<b>PLASMA</b> = 4D6 x 10 + 10
<b>AP</b> = 4D6 x 10 (15 foot)	<b>AP</b> = 4D6 x 10 + 40
<b>120 mm to 195 mm</b>	<b>HEAVY TORPEDOES</b>
<b>HE</b> = 4D6 x 10 (30 foot)	<b>HE</b> = 4D6 x 10 + 20
<b>PLASMA</b> = 4D8 x 10 (30 foot)	<b>PLASMA</b> = 6D6 x 10 + 10
<b>SUB-MUNITIONS</b> = damage is same as MR-missile frag	<b>AP</b> = 6D6 x 10 + 45
<b>NUKE</b> = 1D6 x 100 + 50 (150 foot)	<b>SUPER</b> = 1D4 x 100 + 40
<b>200 mm and above use the following</b>	<b>PROTON</b> = 2D4 x 100 + 40
<b>HE</b> = 5D6 x 10 (45 foot)	<b>NUCLEAR</b> = 3D6 x 100 + 100
<b>PLASMA</b> = 5D8 x 10 (60 foot)	<b>DEPTH CHARGES</b>
<b>PROTON</b> = 2D4 x 100 (300 foot)	<b>LIGHT</b> = 4D4 x 10 + 15
<b>NUKE (CLEAN)</b> = 3D6 x 100 (300 foot)	<b>MEDIUM</b> = 5D6 x 10 + 25
<b>SUB-MUNITIONS</b> = use LR-missile frag	<b>HEAVY (NUKES)</b> = 3D6 x 100) (300 foot area)
<b>"RIFTS" CLEAN NUKES</b>	
<b>MEDIUM</b> = 3D6 x 100 (300 foot area)	
<b>HEAVY</b> = 4D6 x 100 (500 foot area)	
<b>MULTI-WARHEAD</b> = 5D6 x 100 (1500 foot area)	

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# Weapons & Armor

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## Ageous Arm & Weapon Systems

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### 12.5 mm Caseless Rifles & Assault Weapons

#### **AWS-150 *H-Tech* Assault Rifle**

AWS-150 *H-Tech* is a lightweight assault rifle that is easily used, cleaned, stored, and used again. It can also be equipped with a detachable shoulder stock.

Weight: 10.8 lbs. without stock.

Damage: 4D6 x 5

Range: 3000 feet (914.4 m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 or 100 round

Market Cost: 11,000 credits

#### **AWS-180 *Assassin* Long-Range Sniper Rifle**

Designed to give maximum performance at extreme ranges, the AWS-180 can accomplish any task necessary. With multiple options available, the *Assassin* can quickly be altered to accomplish whatever the job may be. Comes equipped with a standard high-resolution telescopic scope (+2 to strike on an aimed shot) and collapsing bipod.

Weight: 12.8 lbs

Damage: 4D6 x 5

Range: 6000 feet (1828.8 M)

Rate of Fire: equal to hand-to-hand attacks

Payload: 50 round

Market Cost: 75,000 credits for the basic model

There are several optional packages available for the AWS-180 *Assassin*:

AWS-180 with Gas Shroud Bedding option and Silencer option - Gas Shroud Bedding adds an additional +1 to strike, while the silencer enables the weapon to be totally silent past ten feet. Add 15,000 credits to base price for the Gas Shroud Bedding option. Add 10,000 credits to base price for the Silencer option.

#### **AWS-190 *Whisper* Silenced Takedown Sniper Rifle**

This rifle comes standard with a high-resolution telescopic scope (+2 to strike on an aimed shot), a collapsible bipod and, most importantly, a built-in silencer that eliminates all sound past ten feet of the weapon firing.

Weight: 9.6 lbs.

Damage: 4D6 x 5 per shot

Range: 6000 feet (1828.8 m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 round

Market Cost: 90,000 credits for the basic model

#### **AWS-120 *Mauler* Automatic Rifle / Grenade Launcher**

A heavy, hard-hitting combination piece. A laser designator mounted over the barrel is standard (+1 to strike on an aimed shot).

Weight: 18 lbs.

Damage: 4D6 x 5

Grenade- varies

Range: Rifle - 3000 feet (914.4 m)/ Grenade - 1200 feet (365.8 m)

Rate of Fire: Equal to hand-to-hand attacks

Grenade- bursts of 1 or 3

Payload: Rifle- 50 or 100 round magazines / Grenade Launcher - 20 round magazine

Market Cost: 32,000 credits

### **AWS-125 *Mauler II* Automatic Rifle / Grenade Launcher**

An improved version of the *Mauler* with a lighter weight, increased reliability and increased range.

Weight: 15.5 lbs.

Damage: 4D6 x 5

Grenade: varies

Range: 3000 feet (914.4 m)/ Grenade - 1200 feet (365.8 m)

Rate of Fire: Equal to hand-to-hand attacks

Grenade- 1, 3, or 5 round burst

Payload: Rifle – 50 or 100 round / Grenade Launcher - 20 round magazine

Market Cost: 33,500 credits

### **AWS-160 *Streetsweeper* Automatic Carbine / Laser**

A squat, heavy weapon about the size of an Uzi with a laser weapon under the barrel. This weapon has no conventional sights, but it does have a laser indicator. This weapon was designed to be fired from the hip.

Weight: 12.2 lbs.

Damage: 4D6 x 5

Laser- 3D6 x 10 + 20

Range: Carbine - 3000 feet / Laser - 2000 feet

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 or 100- round magazine/ 20 shots per e-clip

Market Cost: 28,000 credits

### **AWS-170 *Julius* Submachine gun / Laser**

A light submachine gun capable of inflicting good damage. A light laser is mounted under the barrel, and either a fixed or removable stock is available.

Weight: 6 lbs.

Damage: 4D6 x 5

Laser- 1D6 x 10 + 10

Range: 1500 feet / Laser - 1500 feet

Rate of Fire: Equal to hand-to-hand attacks

Payload: SMG – 50 or 100 round magazine  
Laser 20 shots per e-clip

Market Cost: 22,000 credits

### **AWS-210 *The Jack* Automatic Rifle / Laser**

A general-purpose weapon that can accomplish almost any task required of it. Comes equipped with a high-resolution scope (+2 to strike on an aimed shot).

Weight: 8.8 lbs.

Damage: 4D6 x 10 + 10

Laser- 3D6 x 10 + 10

Range: Rifle: 3000 feet / Laser: 3000 feet

Rate of Fire: Equal to hand-to-hand attacks

Payload: Rifle: 50 or 100 round magazines / Laser: 20 shots per e-clip

Market Cost: 27,000 credits

### **AWS-212 *Reaper* Assault Rifle / Laser**

A shortened version of the AWS-210 *The Jack*, the *Reaper* was designed to function as an all-around weapon that could be comfortably carried for days at a time in the wilderness. Comes with a standard telescopic sight (+1 to strike on an aimed shot).

Weight: 6.8 lbs.

Damage: 4D6 x 5

Laser- 2D6 x 10 + 10

Range: Rifle: 2500 feet / Laser: 2000 feet

Rate of Fire: Equal to hand-to-hand attacks

Payload: Rifle: 50 or 100 round magazines / Laser: 20 shots per e-clip

Market Cost: 24,000 credits

### **AWS-214 *Bulldog* Assault Carbine / Laser**

A further shortened version of *The Jack* that has proven popular in close combat situations.

Weight: 6.0 lbs.

Damage: 4D6 x 5

Laser- 2D6 x 10 + 10

Range: Carbine - 1000 feet / Laser - 2000 feet

Rate of Fire: Equal to hand-to-hand attacks



Payload: Rifle: 50 or 100 round magazines /  
Laser: 20 shots per e-clip  
Market Cost: 22,000 credits

### **AWS-230 *Cannibal* Submachine gun / Laser**

A submachine gun that is capable of firing full-house 12.5mm AWS ammo of all types.

Weight: 5.5 lbs.

Damage: 4D6 x 5

Laser- 2D6 x 10 + 10

Range: SMG: 1000 feet / Laser: 1000 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: SMG: 50 or 100 round magazines /  
Laser: 20 shots per e-clip

Market Cost: 20,000 credits

### **AWS-430 *The Grunt* Infantry Assault Rifle**

A solid infantry weapon that is equally as good as any other nation's model of infantry rifle. The Grunt is the standard issue infantry weapon in the Crimson Republic.

Weight: 8.8 lbs.

Damage: 4D6 x 5

Laser- 2D6 x 10 + 10

Range: 3500 feet / Laser: 2200 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 50 or 100 round magazines / Laser:  
20 shots per e-clip

Market Cost: 28,000 credits

### **AWS-130 *Martial* Assault Rifle / Laser**

The AWS-130 is designed to be a reliable and effective weapon for use in urban CQB (Close Quarters Battle). Featuring a detachable shoulder stock and standard telescopic sight, this weapon is proving popular with both military and urban peacekeeping forces all over the Crimson Republic.

Weight: 7.2 lbs without stock.

Damage: 4D6 x 10

Laser- 2D6 x 10 + 10

Range: Rifle - 1000 feet / Laser - 2000 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 50 or 100- round magazines / laser  
- 20 shots per e-clip (short only)

Market Cost: 24,000 credits

### **AWS-432 *Pit Bull* Assault Sub-machine gun**

Lightweight and easily concealed. One can see why it's a popular model.

Weight: 4.2 lbs.

Damage: 4D6 x 5

Laser- 2D6 x 10 + 10

Range: 1000 feet / Laser: 1600 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 50 or 100 round magazines / Laser:  
20 shots per e-clip

Market Cost: 21,000 credits

### **AWS-140 *Avenger* Automatic Rifle / Grenade Launcher**

An excellent combat rifle that has one of the most advanced weapon sights ever designed as standard equipment. This assembly includes telescopic, infrared, ultraviolet, thermo graphic and passive night vision capabilities.

Weight: 9.5 lbs.

Damage: 4D6 x 5

Grenade- varies

Range: Rifle - 3000 feet / Grenade Launcher  
- 1200 feet

Rate of Fire: Equal to hand-to-hand attacks

Grenade- bursts of 1, 2, or 4

Payload: Rifle - 50 or 100 round magazine /  
Grenade Launcher: 8 rounds in an internal magazine

Market Cost: 28,000 credits

### **AWS-320 *Stubby* Gatling Assault Weapon**

A short Gatling cannon, this weapon is capable of unloading an incredible amount of damage quickly, but it does not allow for large capacity drums. The barrels over heat and will be ruined if it's not allowed to cool after firing 1000 rounds.

Weight: 15 lbs.

Damage: 4D6 x 5 x 5  
Range: 2000 feet  
Rate of Fire: 4 bursts per round  
Payload: 100 or 200 round drum  
Market Cost: 48,000 credits for the complete unit (with stock of choice) or 34,000 credits for the barrel and receiver assembly

### **AWS-320 Stubby Gatling Assault Weapon**

A short Gatling cannon, this weapon is capable of unloading an incredible amount of damage quickly, but it does not allow for large capacity drums. The barrels over heat and will be ruined if it's not allowed to cool after firing 1000 rounds.

Weight: 15 lbs.  
Damage: 4D6 x 5 x 5  
Range: 2000 feet (609.6 m)  
Rate of Fire: 4 bursts per round  
Payload: 100 or 200 round drum  
Market Cost: 48,000 credits for the complete unit (with stock of choice) or 34,000 credits for the barrel and receiver assembly

### **AWS-340 Metal Storm Heavy Gatling Assault Weapon**

This massive piece of equipment is one of the power armor pilot's weapons of choice. Using belt-feed systems with these weapons has given them a sizable edge in damage and firepower over their adversaries. An e-clip is able to power the barrel motor for 10 magazines.

Weight: 30 lbs.  
Damage: 4D6 x 10  
Range: 2500 feet (762)  
Rate of Fire: Equal to hand-to-hand attacks (fires 10 round bursts per shot)  
Payload: 100 or 200 round drums  
Market Cost: 75,000 credits for the complete unit (comes with AWS-20 Heavy Stock) or 60,000 credits for the barrel and receiver assembly

### **AWS-351 Lynx Assault Rifle**

A compact, fully automatic weapon, the *Lynx* is the most common model in the *Predator* series.

Weight: 5.6 lbs.  
Damage: 4D6 x 5  
Range: 1000 feet (304.8m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 50 or 100 round magazines  
Market Cost: 16,000 credits

## **15.5 mm Caseless Rifles & Assault Weapons**

### **AWS-417 Splitter 15mm Caseless SMG / Laser Blaster**

*Splitter* has become very popular with Special Forces units and special Quatoria units within the Crimson Republic.

Weight: 5.6 lbs  
Damage: 5D6 x 5  
Laser- 2D4 x 10 + 20  
Range: 1000 feet / Laser - 2000 feet  
Rate of Fire: equal to hand-to-hand attacks  
Payload: 50 or 100-round magazines / Laser - 20 shots per e-clip  
Market Cost: 31,500 credits

### **AWS-425 Hailstorm 15mm Extended Caseless SMG**

Another design popular with Special Forces groups, the *Hailstorm* is a potent weapon for its small size. When equipped with a telescopic sight, the *Hailstorm* is easily the equal of most rifles.

Weight: 7.2 lbs  
Damage: 5D6 x 5  
Range: 1500 feet (457.2m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 50 or 100 round magazines  
Market Cost: 31,000 credits

### **AWS-420 Jackhammer 15mm Extended Caseless Assault Rifle**

*Jackhammer* has excellent range, which means that it can stand up against any of the best infantry weapons sold today.

Weight: 7.8 lbs

Damage: 5D6 x 5

Range: 2500 feet (762m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 or 100 round magazines

Market Cost: 36,000 credits

### **AWS-421 Aggressor 15mm Extended Caseless Assault Rifle / Laser Blaster**

Another infantry weapon firing 15mm Extended Caseless rounds but with a laser blaster under the barrel.

Weight: 11.8 lbs

Damage: 5D6 x 5

Laser- 2D6 x 10 + 20

Range: 2500 feet / Laser - 2000 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 50 or 100-round magazines / Laser

- 20 shots per e-clip

Market Cost: 39,500 credits

### **AWS-422 Devastator 15mm Extended Caseless Assault Rifle / Grenade Launcher**

Another design for the infantryman. The *Devastator* is equipped with a pump-action grenade launcher under the barrel for anti-armor or anti-personnel use.

Weight: 12.3 lbs

Damage: 5D6 x 5

Grenade- varies

Range: 2500 feet / Grenade – 1200 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 50 or 100 round magazines / 5

shots in the grenade launcher

Market Cost: 41,000 credits

### **AWS-427 Blazer 15mm Extended Caseless SMG / Laser Blaster**

Also a popular special forces weapon, the *Blazer* is selling even better than the *Hailstorm* because of the presence of an under barrel laser.

Weight: 9.9 lbs

Damage: 5D6 x 5

Laser- 2D6 x 10 + 10

Range: 1500 feet / Laser - 2000 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 50 or 100 round magazines / Laser

- 20 shots per e-clip

Market Cost: 34,500 credits

### **AWS-428 Jaguar 15mm Extended Caseless Sniper Rifle**

The pride of the 15mm Extended Caseless line of weapons, the *Jaguar* is a heavy sniping weapon that can accurately strike a target at the astounding distance of one and a half miles. Equipped with a high-resolution telescopic sight (+2 to strike on an aimed shot), the *Jaguar* is a well-made weapon that is popular with the armed forces and Special Forces.

Weight: 10.2 lbs

Damage: 5D6 x 5

Range: 8000 feet (2438.4m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 round magazines

Market Cost: 90,000 credits

## **18.5mm & 20.5mm Rifles and Assault Weapons**

*All the following weapons fire single shots, 3, or 5 round bursts.*

### **AWS-361 18.5mm Tiger Assault Cannon**

The *Tiger* is the most common heavy model in the *Predator* series and is capable of delivering a major beating to anyone unfortunate enough to cross its path.

Weight: 10.4 lbs.

Damage: 6D6 per shot

6D6 x 3 per three round burst  
6D6 x 5 per five round burst  
Range: 3000 feet (914.4m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 30 shots per magazine  
Market Cost: 40,000 credits

### **AWS-200 20.5mm *Shiva* Assault Cannon**

This is the infantryman's answer to heavy armor. This heavy weapon fires 20.5mm micro-fusion tungsten slugs equipped with impact detonators. The *Shiva* is also one of AWS's few products not combined with another weapon type.

Weight: 14 lbs.  
Damage: 1D4 x 10 per shot  
1D4 x 10 x 3 per three round burst  
1D4 x 10 x 5 per five round burst  
Range: 3000 feet (914.4m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 30 rounds per magazine  
Market Cost: 45,000 credits

### **AWS-202 20.5mm *Kali* Assault Cannon**

An improved version of the AWS-200 *Shiva* Assault Cannon, the *Kali* was designed expressly in response to military demands for a lighter version of heavy weapon. With improved recoil dampening system and a standard telescopic scope (+1 to strike on an aimed shot), the *Kali* can handle almost any task required of it.

Weight: 10.2 lbs.  
Damage: 1D4 x 10 per shot  
1D4 x 10 x 3 per three round burst  
1D4 x 10 x 5 per five round burst  
Range: 3500 feet (1066.8m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 30 rounds per magazine  
Market Cost: 43,000 credits

### **AWS-205 20.5mm *Kharga* Heavy Sniper Cannon**

The *Kharga* was designed for long ranges against armored targets such as power armor

and combat bots. Capable of incredible accuracy at a range of over one mile, the *Kharga* is equipped with a high-resolution scope (+2 to strike on an aimed shot) and an advanced recoil-suppression system.

Weight: 14.5 lbs.  
Damage: 1D4 x 10 per shot  
1D4 x 10 x 3 per three round burst  
1D4 x 10 x 5 per five round burst  
Range: 6300 feet (1920.24m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 30 per magazine  
Market Cost: 65,000 credits (very rare!)

### **AWS-207 20.5mm *Wee Killer* Assault Cannon**

Taking its name from one AWS employee's opinion of the weapon (*She's a wee killer, ain't she?*), the AWS-207 *Wee Killer* is a cut-down version of the AWS-202 *Kali*. Even though it's barely larger than most rifles, the *Wee Killer* can more than even the odds in the deadliest of situations. Equipped with a telescopic scope and a recoil-dampening system, this weapon has already a success. This is a very popular heavy weapon for close combat situations.

Weight: 10.7 lbs.  
Damage: 1D4 x 10 per shot  
1D4 x 10 x 3 per three round burst  
1D4 x 10 x 5 per five round burst  
Range: 1200 feet (365.76m)  
Rate of Fire: equal to hand-to-hand attacks  
Payload: 30 round magazine  
Market Cost: 40,000 credits

## **Energy Weapons**

### **AWS-58 *Viper* Triple Pulse Laser Pistol**

Small, reliable and powerful, the *Viper* is quickly becoming a weapon of choice for urban bodyguards and Special Forces operatives.

Weight: 3.3 lbs.  
Damage: 2D6 x 10

Range: 2000 feet (609.6m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 20 per e-clip  
Market Cost: 27,000 credits

### **AWS-44 Pulse Laser Pistol**

Standard issued side arm for the Crimson military, but is also very popular with hired bodyguards and adventurers.

Weight: 2.9 lbs.  
Damage: 2D4 x 10  
Range: 1000 feet (304.8m)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 20 per e-clip  
Market Cost: 20,000 credits

### **AWS-65 Broomhandle Ion Pistol**

A small, slim pistol that is often used as a backup weapon that can be placed comfortably in a large pocket or clipped to a belt if desired. This small backup weapon does not use an e-clip; instead it has an internal battery that must be recharged after fourteen hours or 14 shots.

Weight: 1.3 lbs.  
Damage: 1D4 x 10  
Range: 400 feet  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 5 shots per charge  
Market Cost: 3500 credits

### **AWS-68 Swashbuckler Laser/Vibro-knife**

Essentially a *Broomhandle* combined with a fibro-knife on the same frame. A built-in power cell provides the energy for the blade and laser for up to 10 hours or 10 shots before a recharge is needed.

Weight: 1.8 lbs  
Damage: 1D4 x 10 + 10 / 2D4 per vibro-blade strike  
Range: 400 feet / hand to hand combat range  
Rate of Fire: equal to hand-to-hand attacks  
Payload: 10 shots  
Market Cost: 4200 credits

### **AWS-55 Barracuda Ion Pistol/ Single Shot Grenade Launcher**

This weapon has proven very popular with the military and the Crimson citizens living outside the cities. The grenade recoil is severe; a user must have a PS of 16 or greater to fire the grenade launcher. If not, he takes 2D6 SDC to the firing arm and there is a 10% chance of fracturing his wrist.

Weight: 3.4 lbs.  
Damage: 1D4 x 10 + 10  
Grenade- varies  
Range: 800 feet/ 550 feet  
Rate of Fire: equal to hand-to-hand attacks  
Payload: 20 per e-clip, and 1 grenade.  
Market Cost: 25,000 credits

### **AWS-60 Backup Plasma Pistol**

A little weapon with good damage but not a lot of range.

Weight: 1.6 lbs.  
Damage: 6D6 + 10  
Range: 250  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 3 shots than internal battery must be recharged (does not use e-clip)  
Market Cost: 10,000 credits

### **AWS-352 Leopard Assault Laser**

A heavy laser weapon, the *Leopard* is fed from both a grip-mounted e-clip and an internal battery similar to those found in AWS pistols, only with a much greater capacity. The *Leopard* is also one of the *Predator series* weapons.

Weight: 5.2 lbs.  
Damage: 3D4 x 10 + 20  
Range: 2500 feet (762 m)  
Rate of Fire: equal to hand-to-hand attacks  
Payload: 20 shots per e-clip  
Market Cost: 17,500 credits

### **AWS-TPL01 Striker Triple Pulse Laser/ Micro missile launcher**

A devastating energy weapon that also has the added firepower of missiles.

Weight: 16.5 lbs.

Damage: 2D6 x 10 + 20

Micro-missiles- varies

Range: 2500 feet/ ¾ mile

Rate of Fire: equal to hand-to-hand attacks

Micro-missiles- volleys of 1, 2, or 4

Payload: 20 shots per e-clip/ 20 micro-missiles

Market Cost: 62,000 credits

### **AWS-LI19 *Deliverer* Pulse laser & Ion Cannon**

The Crimson military's heavy infantry and some Quatoria units use this cannon.

Weight: 17.9 lbs.

Damage: 2D6 x 10 + 20

Ion Cannon- 2D6 x 10 + 10

Range: 2000 feet/ 1600 feet

Rate of Fire: Equal to hand-to-hand attacks

Payload: 20 shots per e-clip

Market Cost: 47,500 credits

### **AWS-HIB18 *Wrath* Heavy Ion Cannon**

This is the most commonly issued hand weapon for the Point Blank power armor. It is also employed by heavy weapons units in other parts of the military.

Weight: 16.8 lbs.

Damage: 2D6 x 10 +10

Range: 1600 feet (487.7)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 20 per e-clip

Market Cost: 32,000 credits

### **AWS-364 *Holyfire* Plasma Cannon**

Reliable and powerful, the *Holyfire* is essentially the same as the C-27 plasma cannon, only more streamlined and more efficient.

Weight: 17 lbs.

Damage: 3D6 x 10 + 30

Range: 1200 feet (365.76m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 10 shots per e-clip or 20 per e-canister

Market Cost: 35,000 credits

### **AWS-220 *Arch Angel* Full-Auto Particle Cannon/ Grenade Launcher**

Possibly the most devastating weapon that AWS has ever created, the AWS-220 combines a grenade launcher capable of firing 5-round bursts with a heavy particle beam cannon on the same frame.

Weight: 45 lbs, fully loaded

Damage: 3D6 x 10 + 20

Grenades- varies

Range: 2000 feet/ 1500 feet

Rate of Fire: equal to hand-to-hand attacks

Grenades- bursts of 1, 2, or 3

Payload: 20 per e-clip or 40 per e-canister/ 30 grenades

Market Cost: 75,000 credits

### **AWS-224 *The Beast* Full-Auto Particle Cannon/ Grenade Launcher**

Very similar to the AWS-220 *Arch Angel* but with shorter barrel, the AWS-224 *Beast* can deliver tremendous firepower in a small package. Comes with a standard telescopic sight (+1 to strike on an aimed shot).

Weight: 40 lbs, fully loaded

Damage: 3D6 x 10 + 20

Grenades- varies

Range: 2000 feet/ 1100 feet

Rate of Fire: Equal to hand-to-hand attacks

Grenades- bursts of 1, 2, or 3

Payload: 20 per e-clip or 40 per e-canister/ 30 grenades

Market Cost: 80,000 credits

## **Machine Guns, Grenade Launchers, & Missile Launchers**

### **AWS-260 *Terminator* Lever-Action Grenade Launcher**

A simple, rugged weapon capable of delivering multiple grenades in a matter of seconds. With its lever-action design and durable construction, the *Terminator* has rapidly become popular among travelers in the New West. AWS-260 comes with stock or without.

Weight: 6.7 lbs. with stock, 6 lbs. without  
Damage: Varies  
Range: 1100 feet (335.3m)  
Rate of Fire: Equal to hand-to-hand attacks  
Can fire bursts of 1, 2, or 3  
Payload: 10 grenades  
Market Cost: 22,000 credits

### **AWS-270 Boomstick Double-Barrel Grenade Launcher**

The simple design and compact size make the *Boomstick* highly prized, especially among the adventurers of the New West. Available in standard and compact versions. It fires 25mm grenades of any type.

#### **Standard Version:**

Weight: 6.3 lbs.  
Damage: varies  
Range: 1000 feet (304.8)  
Rate of Fire: Equal to hand-to-hand attacks  
Payload: 2 grenades  
Market Cost: 15,000 credits

#### **Compact Version:**

Weight: 4.3 lbs.  
Damage: varies  
Range: 800 feet (243.8m)  
Rate of Fire: equal to hand-to-hand attacks  
Payload: 2 grenades  
Market Cost: 12,000 credits

### **AWS-240 Leviathan 12.5mm Heavy Machinegun/ Full-Auto Grenade Launcher**

Extremely popular with power armor pilots because of its versatility, the AWS-240 *Leviathan* can perform tasks most rail guns can only dream of. It is capable of firing any standard grenade and having an M.D. capable heavy machinegun as a secondary

weapon. This weapon is powered by two e-clips that can fire two 1,000 round drums or four 500 round magazines.

Weight: 68 lbs., fully loaded  
Damage: 25 rounds- 4D6 x 5 x 5  
Grenades- varies  
Range: Machinegun- 3000 feet / grenade launcher 1500  
Rate of Fire: 4 25 round bursts per round  
Grenades- bursts of 3, or 5  
Payload: Machinegun- 500, or 1000 round drums / grenade launcher- 75 rounds  
Market Cost: 100,000 credits (military only!)

### **AWS-280 Punisher 12.5mm Dual-Action Heavy Machine Gun**

With this drum fed machine gun Ageous Arms has created a weapon capable of inflicting massive damage for sustained periods. This weapon has already proven popular among Borgs and power armor troops of the Crimson Republic. This weapon is also powered by two e-clips that can fire two 1,000 round drums or four 500 round magazines.

Weight: 70 lbs., fully loaded  
Damage: 50-round burst: 4D6 x 5 x 10  
Range: 3000 feet (914.4)  
Rate of Fire: 4 fifty round bursts per round  
Payload: 500, or 1000 round drums  
Market Cost: 72,000 credits

### **AWS-HMLS10 Thunderbolt Mini-Missile Rifle**

This rifle is the bane of power armor and combat bots. Heavy infantry troops and commando units prefer this weapon for engaging armored troops.

Weight: 18.3 lbs.  
Damage: Varies  
Range: 1 mile  
Rate of Fire: Equal to hand-to-hand attacks  
Can fire volleys 1, 2, or 4  
Payload: 24

Market Cost: 12,000 credits

### **AWS-HMLS20 *Lightning Bolt* Micro-Missile Pistol**

A chopped down cousin of the AWS-HMLS10 that's used by special forces and commando operatives. This pistol is fairly easy to conceal, but the small gun can do enormous damage to its targets. It is slightly larger and heavier than a Desert Eagle .50 cal.

Weight: 8.3 lbs.

Damage: varies

Range: ½ mile

Rate of Fire: equal to hand-to-hand attacks

Can fire volleys of 1,2,3, or 4

Payload: 20

Market Cost: 50,000 credits

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## **EXCEleration Technologies**

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### **MLA & Rail Weaponry**

#### **ET-400 *Armando* 0.8mm Wire Rifle**

A unique development in firearms history, the *Armando* rifle is named for its inventor, a former Crimson captain named Joseph Armando. He conceived the idea of taking a spool of pre-stressed wire and magnetically accelerating it to hypersonic velocities, much like a rail gun. The wire is made of depleted uranium, resulting in extremely dense projectiles for their size. The acceleration would fracture the wire into snippets 4 centimeters long; when fired in 10-meter lengths, this would create a line of lethal flechettes capable of penetrating almost any body armor and even some power armor. Wound in a 500-meter spool with its own power source, the ammunition is extremely effective... and *expensive*. The *Armando* comes equipped with a telescopic sight (+2 to strike).

Weight: 7.3 lbs.

Damage: 6D6 x 5

Range: 4000 feet (1219.2m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 10-meter bursts (500 meters)

Market Cost: 58,000 credits - *very rare!*

#### **ET-402 *Lasher* 0.8mm Wire Carbine**

A shortened version of the *Armando*, the *Lasher* was designed for easier handling and better balance for quick deployment. The *Lasher* can be easily concealed under a trench coat or similar garment.

Weight: 6.3 lbs.

Damage: 1D4 x 10 x 5

Range: 3000 feet (914.4)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 10-meter bursts (500 meters)

Market Cost: 55,000 credits - *very rare!*

#### **ET-405 *Bull Whip* 0.8mm Wire Rifle / Laser**

An improvement on the original *Armando*, the *Bull Whip* adds a laser weapon to the original package, resulting in a more versatile weapon.

Weight: 8.2 lbs.

Damage: 1D4 x 10 x 5

Laser- 2D6 x 10 + 20

Range: 4000 feet / Laser - 2000 feet

Rate of Fire: Equal to hand-to-hand attacks

Payload: 50 10-meter bursts (500 meters) /

Laser - 20 per short E-clip

Market Cost: 63,000 credits - *very rare!*

#### **ET-450 *Armor Bane* MLA Disk Assault Rifle**

Based on ancient pre-Rift technology unearthed and reverse-engineered by EXCEL scientists, the *ArmorBane* is a compact and powerful weapon that fires bursts of extremely thin, extremely sharp metal discs by means of magnetic acceleration. The burst is 10 disks, and they are so sharp that they can often penetrate body armor severing



limbs or even killing the occupant. The telescopic sight adds +1 to strike on aimed shots.

Weight: 7.3 lbs.

Damage: 1D4 x 10 x 5, and on a natural 19 or 20 a person in body armor takes ¼ damage to their personal SDC. The disks will not cut through force fields but will do normal rail gun damage.

Laser- 2D6 x 10 + 20

Range: 3200 feet / Laser: 2200 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 25 or 50-disc magazines (burst is 5 disks) / 20 shots per E-clip

Market Cost: 46,000 credits

### **ET-460 *Genocide* Heavy MLA Disk Rifle**

A heavy weapon suitable for enhanced soldiers. This weapon is easily capable of laying waste to an average CS squad in body armor or a normal power armor trooper. A telescopic sight gives a +1 to strike on aimed shots.

Weight: 21 lbs.

Damage: 2D4 x 10 x 5, and on a natural 19 or 20 a person in body armor takes ¼ damage to their personal SDC. The disks will not cut through force fields but will do normal rail gun damage.

Range: 4000 feet (1219.2m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 25, 50, or 75-disc magazines

Market Cost: 75,000 credits

### **ET-462 *Homicide* Heavy MLA Disk Rifle**

A lighter version of the *Genocide*, more suited for use by infantry troops. A telescopic sight gives a +1 to strike on aimed shots.

Weight: 12 lbs.

Damage: 2D4 x 10 x 5 (same damage rule as the ET- Homicide)

Range: 3000 feet (914.4m)

Rate of Fire: equal to hand-to-hand attacks

Payload: 25, 50, or 75-disc magazines

Market Cost: 60,000 credits

### **ET-250 *SledgeHammer* MLA Disk Rifle / Laser**

A recent weapon that EXCEL hopes will become popular with the enhanced human infantry troops coming out of New Seattle. This weapon is unique because of its light-weight and maneuverability. The rifle is still somewhat awkward for un-augmented humans to use, but it is possible.

Weight: 26 lbs.

Damage: Rail gun – 1D4 x 10 x 5 per shot

Laser- 2D6 x 10 + 20

Range: Rail gun - 5000 feet / Laser - 2500 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: Rail gun - 20 slugs per clip / Laser - 10 shots per E-clip

Market Cost: 60,000 credits (rare)

### **ET-290 *Freedom Fighter* rail gun/ mini-missile launcher**

A devastating weapon used by power armor troops and Legionnaires. It combines the raw power of a rail gun with the explosive power of mini-missiles. This weapon has proven effective against flying opponents such as the Xiticix.

Weight: 85 lbs.

Damage: Rail gun – 1D6 x 10 x 5

Mini-missiles- varies

Range: Rail gun - 4000 feet / Mini-missiles - 1 mile

Rate of Fire: equal to hand-to-hand attacks

Mini-missiles- volleys of 1, 3, or 5

Payload: Rail gun - 50 bursts (2000 rounds; drum fed) / Mini-missiles - 25

Market Cost: 120,000 credits

### **ET-300 *Warmonger* tri-barrel rail gun**

This heavy weapon is used either on a tripod or as a mounted weapon. It has three rotating barrels all firing rail gun bursts causing a mass amount of damage to a very small area. This was designed to be used

against heavy infantry and combat robots, but has proved equally good against flying enemies.

Weight: 26 lbs.

Damage: 3D4 x 10 x 5

Range: 3500 feet (1066.8m)

Rate of Fire: Equal to hand-to-hand attacks

Payload: 20 bursts per drum (3000 round drums)

Market Cost: 150,000 credits

### **ET-1000 Trumpet Gun rail gun**

The Trumpeters use this gun, a special unit that defends the cities, also known as the Boom Gun Troopers. It is very much like the Glitter Boy boom gun only on a smaller scale. The Trumpeter fires slugs containing 60 explosive titanium flechettes at speeds up to mach 1.3 using the same basic technologies and principles as the Glitter Boy's boom gun. It can also fire depleted uranium flechettes, but this will reduce the speed to mach 1.

Weight: 400 lbs.

Damage: 3D6 x 10 x 5

Range: 9500 feet (2895.6m)

Rate of Fire: equal to hand-to-hand attacks

Payload: 150 rounds

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## **Combat & Power Armor**

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### **Standard Combat Armor Systems:**

1. Short wave encrypted radio: 8 mile range
2. Full environmental: with gas filtration system & spare O2 supply
3. Radio beacon and med kit
4. Full optics & HUD system
5. Laser targeting and FFI
6. Loudspeaker & universal translator
7. 12 hour video and audio recording
8. Radiation shielding, sound damping

### **Combat Armor**

**Model:** CR89-01L/ CR91-01M/ CR93-01H

**Crew:** 1

**Height:** Varies with wearer

**Weight:** Varies with wearer

**Power Source:** Electric- battery will last 72 hours continual use before needing to be recharged

**Light:** SDC- 200 / Weight- 35 lbs./ Color- white, red, black, gray, or camouflage/ Cost- 35,000 credits

**Medium:** SDC- 350/ Weight- 48 lbs/ Color- white, red, black, gray, or camouflage/ Cost 55,000 credits

**Heavy:** SCD- 500/ Weight- 61 lbs/ Color- white, red, black, gray, or camouflage/ 68,000 credits

**Force Shields:** any Force Shield can be combined with the combat armors. All force shields run on a standard e-clip and can take a X-amount of damage before burning up, or over loading. The shield must than have the fuses repaired or replaced (5 minutes) and be allowed to cool down (1 hour) before it can be used again.

**Light:** SDC- 200/ Weight 7 lbs/ cost- 22,000 credits

**Medium:** SDC- 300/ Weight 12 lbs/ cost- 32,000 credits

**Heavy:** SDC- 400/ Weight 16 lbs/ cost- 56,000 credits

### **Power Armor:**

1. **Standard Power Armor Systems**
2. **The Judge Exo-skeleton**
3. **Point Blank Power Armor**
4. **Law Martial Power Armor**
5. **Avernus Power Armor**
6. **Centurion Power Armor**
7. **Valkyrie Power Armor**
8. **Predator (Sea & Ocean) Power Armor**

### **Standard Power Armor Systems**

### **Sensory systems:**

1. Full optics: thermo imaging, infrared, telescopic sights x 8 (6,000 feet), ultraviolet, auto polarization and brightness damping, and passive night vision.

2. Short range radar: 15 mile range and can track up to 45 targets
3. Long range radar: 30 mile range and can track up to 65 targets, but the power armor must be at 100 feet or higher. All power armor can link with the CR-Watcher for greater range and intelligence.
4. HUD in helmet: the heads up display can be broken into 2 to 8 separate screens and viewed on the visor of the helmet, it can display any information from any of the armors systems by voice command.
5. Black Box: all armor has a video, audio, and statistical recorder that records information while the armor is operating for later analysis and recovery if an armor goes down for any reason.
6. Flood lights: located in the chest armor
7. Amplified hearing (directional)

#### **Combat systems:**

1. FFI programming: friend or foe identifier can recognize 2,000 different combat bots, vehicles, power armor, and aircraft, 10,000 different animals, birds, fish and reptiles, and 4,000 different races, and/or monsters. Anything the FFI program does not recognize automatically has multiple pictures taken for later analysis.
2. Laser Targeting
3. Combat computer: this computer integrates all power armor systems for optimal performance. It can target and keep track of 100 targets and automatically does a preliminary threat assessment that the pilot can change or use by verbal command. The computer assists in targeting and shooting of targets, keeps track of ammo, shield strength, and power usage.
4. Self destruct program: all power armors have the ability to have the nuclear power system go critical and utterly destroy the armor. This can be done by the pilot from inside the armor or by remote, or the military command can do

it via remote control. The range to activate the self destruct by the pilot is 2 miles, and the Republic is 150 miles.

#### **Communication systems:**

1. Long range radio: 100 miles or 500 miles directional, transmission is encrypted and the frequency is randomly changed every 4 seconds.
2. Short range radio: 10 mile range and same as long range radio
3. Receiver/decoder: automatically unscrambles frequencies and encryptions.
4. Laser communications: point to point secure transmissions.
5. Radio/radar jamming: range is 5 miles, but can be boosted to 12 miles if pilot transfers extra power from the sensory and combat systems.
6. Audio/Video computers: able to record or transmit real time visual and audio. Automatically records everything the pilot sees, hears, and says in combat or crisis situation. Computer can record and store up to 24 hours of continuous footage after that the pilot will have to use vid discs.
7. Language translator
8. Loud Speaker: up to 80 decibels

#### **Life support systems:**

1. Auto radiation shielding
2. Auto sound damping
3. Climate controlled
4. Vital stats beacon: range 100 miles. Transmits the operator's vital life signs (heart rate, blood pressure, body temp, ect...) to unit or squad command.
5. Gas and toxin filtration system: also has a toxic analyzer and air content analyzer
6. Spare O2 supply
7. Sealed full environmental suit
8. Back up 2 hour battery support: only the life support systems, long and short range radios, black box, optic systems and half shields work. The

armor loses flight, most sensory, communication, and combat systems, but the pilot can still manually fire weapons.

9. **Med kit:** standard field kit plus RMK (robot med kit), IRMSS (internal robot med surgeon system), protein-healing salve, one vial of potion of healing (4D6 HP/x 3 SDC). Usually in a concealed leg compartment or in the pilots compartment.

## The Judge Exo-skeleton Armor

**Model:** CR-X25/101

**Crew:** One

**Height:** 7 feet (2.13m)

**Width:** 3.75 feet (1.14m)

**Length:** 1.5 feet (.46m)

**Physical Strength:** Varies

**Power Source:** Electric- battery will last 72 hours continual use before needing to be recharged

**SDC:** 700 w/shields 1000

**Speed:**

**Running:** 35 mph and fatigues ¼ the normal rate, or 70 miles per but fatigues ½ normal rate

**Leaping:** +20 feet long and +10 feet high

**Underwater:** Swim at 20 mph and fatigue at ½ normal rate.

**Physical Bonuses:** The Judge Exo-skeleton armor gives the +5 to PS and +3 PP but only to maximum of 40 PS and 30 PP.

**Armor Systems:**

Sensory Systems: 1, 4, and 7

Combat Systems: 1,2, and 3

Communication Systems: 2, 3, 4, 6, 7, and 8

Life Support Systems: All

**Weapon Systems:** The Judge does not have any built in weapon systems, but a soldier can plug in almost any of the large weapons (ones not usable by unaugmented humans) used by the military, or have smaller weapon systems added to the armor.

## Point Blank Power Armor

This is the Crimson Republic's main power armor, and has proved itself to be extremely versatile time and time again. It has good speed, maneuverability, and firepower, and can stand toe to toe with any other armor out there.

**Model:** CR-100TARDOS (Tactical Armored Rapid Deployment Offensive System)

**Crew:** One

**Height:** Human- 8 ½ feet Wolfen- 9 ½ feet

**Width:** 4 feet/ 11 feet with wings extended

**Length:** 5 feet (1.5m)

**Physical Strength:** equal to 40 PS

**Power Source:** nuclear, lasts for 15 years.

**SDC:** 1000 w/shield 1,300

**SPD:**

**Running:** 75 mph

**Flying:** max 400 mph, cruising 150 mph to 250 mph. Max altitude 6,000 feet, hovering 500 feet to 1,000 feet

**Flying Range:** 10 hours above 300 mph, 28 hours at 100 mph to 300 mph, or indefinitely with frequent stops

**Leaping:** 15 feet high and across, with thrusters 100 feet high and 175 feet across

**Underwater:** max depth, swimming 15 mph

**Max Depth:** 2,000 feet (609.6m)

### Weapons Systems:

1. Tri-barreled mini-rail gun mounted on the left forearm

**Primary Purpose:** Anti-personnel

**Damage:** 1D6 x 10 x 5 or 4D6 x 5

**Rate of Fire:** Equal to hand-to-hand attacks

**Range:** 3,500 feet (1066.8m)

**Payload:** 3,300 rounds (110 full bursts or 220 half bursts) contained in an internal feed drum takes 10 minutes and a weapons tech to reload gun.

2. 2 Mini-missile batteries concealed in boxes on each shoulder

**Primary Purpose:** anti-armor or power armor

**Damage:** varies with missile type

**Rate of Fire:** 1 or volleys of 2, 4, 6, or 10

**Range:** 1 mile

- Payload: 10 in each battery
3. Grenade launcher mounted on the right forearm and upper arm

Primary Purpose: anti-personnel

Damage: varies with grenade type

Rate of Fire: equal to hand-to-hand attacks

Range: 1,500 feet (457.2m)

Payload: 60 and can store, and shoot up to 4 different types of grenades by verbal command. Takes five minutes to reload and needs weapons tech and specialized equipment. Ammo is stored in an internal feed drum.

4. Chaff-flare decoy dispenser located under the propulsion system

Primary Purpose: Missile defense

Damage: None

Rate of Fire: 1, or 2, 4, or 6

Range: 150 feet (45.7m)

Payload: 24- decoys have 15% cumulative chance to detonate a missile or volley of missiles.

5. Hand held weapons

**AWS-HIB18 Heavy Ion Cannon**

Primary Purpose: Offensive assault

Damage: 3D6 x 10 + 20

Rate of Fire: Equal to hand-to-hand attacks

Range: 1500 feet (457.2m)

Payload: effectively unlimited

**Claymore Energy Sword**

The energy sword is equivalent to a light saber. It's hooked to the hip of the armor.

Primary Purpose: Offensive hand-to-hand weapon

Damage: 1D4 x 10 + 3D6 and strength bonus

Payload: Effectively unlimited when hooked to nuclear power supply or 15 minutes per e-clip; these are special clips and cannot be used in any other energy weapon.

## Law Martial Power Armor

These power armors are used by the Quatoria for law enforcement and city de-

fense. The armor has both lethal and non-lethal weapon systems built into it, making it very effective in both day-to-day use, and in heavy combat or riot situations. The Law Martial is usually painted silver and black, or silver and blue when used inside the city, and camouflage when used outside the city.

**Model:** AWS-100LEA

**Crew:** One; pilot

**Height:** 11 feet (3.35m)

**Width:** 5 ¾ feet (1.75m)

**Length:** 4 feet (1.2)

**Physical Strength:** 42

**Power Source:** Nuclear

**SDC:** 1000 w/shield 1300

**Speed:**

Running: 85 mph

Leaping: 16 feet high 25 feet across, add 100 feet to length and height with thrusters

Flying: max 325 mph, but cruising speed is 50 mph to 110 mph. Max altitude is 3,000 feet.

Flying Range: six hours at max speed, 16 hours at cruising speeds, or indefinitely with frequent stops.

Underwater: 60 mph, max depth is

Max Depth: 2,500 feet

### Weapon Systems:

1. NAIL (*neural toxin, adhesive, immobilizing, liquid*) gun on left shoulder. The NAIL gun shoots a high-pressure stream of liquid adhesive that becomes expanding foam adhesive after being exposed to air. The adhesive also has a mild neural toxic to help subdue violent or dangerous suspects. The effects of the toxins are not permanently damaging.

Primary Purpose: Non-lethal offensive weapon

Damage: None, but does incapacitates the victim

Range: 1200 feet (365.7m)

Rate of Fire: Equal to hand-to-hand attacks

Saving Throw: A successful dodge against the adhesive stream, and save vs. non-lethal poison for the neural toxin. Strength of 30 or bet-

ter is needed to tear free of the expanding adhesive foam, but it takes 1D4 rounds.

2. Six non-lethal chemical dispensers. Three dispensers are located along each side of the chest.

Primary Purpose: Riot or crowd control

Secondary Purpose: defense

Damage: varies with chemical

Rate of Fire: volleys of 1, 2, 3, 4, 5, or 6

Range: 1500 feet

Payload: 18

3. Electric stun gun on the left forearm  
Primary Purpose: non-lethal offensive weapon

Damage: 4D4 + 15 and a save vs. non-lethal poison or victim is stunned losing initiative, suffering -4 to combat skills, and lose 2 attacks

Rate of Fire: equal to hand-to-hand attacks

Range: 200 feet

Payload: effectively unlimited

4. Laser blaster on the right shoulder

Primary Purpose: lethal offensive weapon

Damage: 2D4 x 10 + 10

Rate of Fire: equal to hand-to-hand attacks

Range: 2000 feet

Payload: 20 shots; takes the nuclear power system ½ hour to recharge the weapon

5. 15.5 mm assault weapon on the left forearm

Primary Purpose: lethal offensive weapon

Damage: 5D6 x 5 per five round burst

Rate of Fire: equal to hand-to-hand attacks

Range: 3000 feet

Payload: 50 five round bursts

6. Mini-missiles on each thigh

Primary purpose: anti-power armor

Secondary Purpose: lethal offensive weapon

Damage: varies (usually armor piercing)

Rate of Fire: volleys of 1, 2, 4, or 6

Range: 1 mile

Payload: 3 concealed on the side of each thigh

7. Hand weapons:

**Neural baton**

Primary Purpose: non-lethal incapacitating device

Secondary Purpose: riot control weapon

Damage: 3D6 plus strength- acts just like a neural mace

Retractable Vibro claws on both hands

Primary Purpose: hand-to-hand defense

Damage: 4D6 plus strength

## Avernus Power Armor

The Avernus power armor is the republic's answer to heavily armored mechanized units. Its one real purpose in life is to attack and destroy other armored war machines. The Avernus has an enormous amount of firepower all geared toward that one goal. These are the largest and most powerful power armor units made by the Crimson Republic.

**Model:** CR-102HA-APA

**Crew:** One; pilot

**Height:** 10 feet (human) 13 feet (Wolfen)

**Width:** 4 ¾ feet

**Length:** 2 ½ feet

**Physical Strength:** 50

**Power Source:** Nuclear

**SDC:** 1,500 w/shields 1,900

**Speed:**

Running: 57 mph

Leaping: 20 feet high 28 feet across, add 100 feet to length and height with thrusters

Flying: max 375 mph, but cruising speed is 150 mph to 265 mph. Max altitude is 3,000 feet.

Flying Range: six hours at max speed, 12 hours at cruising speeds, or indefinitely with frequent stops.

Underwater: 13 mph, max depth is

Max Depth: 2,500 feet

### Weapon Systems:

1. Short-range missiles mounted on the right shoulder

Primary Purpose: anti-tank and heavy armor

Secondary Purpose: anti-air defense

Damage: varies with missile type

Rate of Fire: 1 or volleys of 2, 3, or 4

Range: varies with missile type

Payload: 4

2. High powered MDC plasma drill/grenade launcher in place of a right hand

**Plasma Drill**

Primary Purpose: anti-armor and heavy combat vehicles

Damage: special; the armor or robot vehicle need to roll a saving throw of 14 or higher at the end of each melee round to see if the armor has been breached.

Rate of Fire: 1; the attack takes an entire round to be successful

Range: touch

Payload: effectively unlimited

**Grenade Launcher**

Primary Purpose: anti-personnel

Damage: varies with grenade type

Rate of Fire: 1 or volleys of 2 and 4

Range: 500 feet

Payload: 50

3. 100 mm flechette rail gun mounted on left shoulder.

Primary Purpose: anti-armor and robot vehicles

Secondary Purpose: anti-personnel

Damage: 2D4 x 10 x 5 to large targets/ 1D4 x 10 x 5 to human sized targets and incoming missile volleys in 30 foot area (+2 to hit missiles)

Rate of Fire: equal to hand to hand attacks

Range: 4,000 feet

Payload: 2,000 rounds (200 shots)

4. Thunder Hammer hung off the left hip. The thunder hammer is unique power war hammer that discharges an intense EMP into the vehicle or power armor disrupting its electronics and computer systems.

Primary Purpose: anti-armor and robot vehicles

Damage: 4D6 x 10 + 50, and large victims (armored and robot vehicles) must save with a 12 or better or lose a critical electrical system (weapons, environmental, targeting, pilot and navigating ect...), if three systems are lost the vehicle is considered immobile and dead. Smaller victims (power armor and such) must save with a 14 or better or they lose all combat systems and are shut down.

Rate of Fire: 1 per melee, the EMP and Avernus's shields need to recharge between uses

Range: touch

Payload: effectively unlimited

5. Mini-missile battery on right rib cage

Primary Purpose: air and armor defense

Damage: varies with missile type

Rate of Fire: 1 or volleys of 2, 4, and 6

Range: 1 mile

Payload: 12

6. Shape charge nukes concealed in left thigh

Primary Purpose: anti armor and robot vehicles

Damage: 1D4 x 100 (100 foot area)

Rate of Fire: 1 per melee

Range: touch to attach the nuclear weapon, but can be detonated up to a mile away.

Payload: 2

7. Smoke dispensers in the ankles of the armor

Primary Purpose: defense and evasion

Damage: none

Rate of Fire: equal to hand-to-hand attacks

Range: 100 feet

Payload: system can produce a thick covering of smoke for approximately 20 minutes.

## Centurion- Magic Power Armor

This armor was designed as the standard combat armor for Legionnaires and CriSec's Centurion troopers. It is much less bulky than normal power armor and was made to allow the troopers to cast magic while wearing it. It is more a magic armor than power armor, but because of its abilities and powers it is comparable to normal power armor and considered as such.

**Model:** CR-104MA

**Crew:** One; pilot

**Height:** 7 ½ to 8 ½ feet

**Width:** 3 feet

**Length:** ½ feet

**Physical Strength:** + 10 to wearer's strength

**Power Source:** magic/PPE

**SDC:** 900w/shield 1250

**PPE:** 150

**Speed:**

Running: 75 mph (wearer tires at ¼ normal fatigue rate)

Leaping: 30 feet

Flying: With spells only

Flying Range: As per spell

Underwater: As per spell

**Physical Bonuses:** +3 to strike, parry, and dodge; +1 attack; +3 initiative when targeting and radar systems are active.

**Spell casting:** the armor allows the wearer to cast spells both from the armor and themselves.

- 1.) Deflect- 5<sup>th</sup> level
- 2.) Magic- Adrenaline Rush- at 5<sup>th</sup> level
- 3.) Sense Magic- 5<sup>th</sup> level
- 4.) Sense Evil- 5<sup>th</sup> level
- 5.) Chameleon- 5<sup>th</sup> level
- 6.) Invulnerability- 5<sup>th</sup> level
- 7.) Mystic Alarm- at 5<sup>th</sup> level
- 8.) Winged Flight- 6<sup>th</sup> level
- 9.) Ballistic Fire- at 6<sup>th</sup> level
- 10.) Mystic Volley- at 10<sup>th</sup> level

### **Techno-Wizard Devices & Systems:**

1. Force Bolter located on the right forearm. The Bolter has an internal battery but can also be fired using straight PPE.  
Primary Purpose: self defense  
Damage: 2D4 x 10 + 20  
Rate of Fire: equal to hand-to-hand attacks  
Range: 2,500 feet  
Payload: 20 shots from battery or 6 PPE per shot
2. Frequency Jammer/ Smoke Dispenser located on the back of the armor. This is a unique techno-wizard device that can be used in two ways:
  1. The wearer can frequency jam enemy communications & equipment  
Range: 100 foot radius (all electronics), by line of sight for 425 feet, or two machines by touch  
Duration: 10 melee rounds  
PPE Cost: 15

2. The wearer can dispense a cloud of reddish black smoke in a 100 foot radius that interferes with optic systems, sensory systems, and communications. Technology devices register only blurry screens and static, magic seeing is hampered and the caster must successfully save to see, psionics are unaffected (although Dog Boys and Psi-stalkers will sense a 100 foot radius of magic and will not be able to pinpoint the caster through normal sensing abilities. They would have to use presence sense or equivalent), and normal vision is a -9 (blind).

Range: 100 feet

Duration: 15 melees

Saving Throw: Tech- none  
Magic- 10

Normal vision- standard for ½ negatives

PPE Cost: 25

### **3. Telepathic HUD/Radar system & Tongues Translator**

1. Radar: can track up to 36 targets out to max range of 75 miles depending on terrain
2. Targeting Computer: lock, target, and track up to 36 targets out to a max range of 75 miles depending on terrain.
3. Presence Sense: 50 feet, always active, and linked to main targeting computer
4. Secure Radio: 20 mile range and uses magic to scramble the frequencies and encrypt transmissions.
5. Optics: See Invisible, see aura, and full MOH helmet
6. Universal translator: uses a tech translator and the tongues spells  
Range: as stated above  
Duration: 30 melees per activation  
Saving Throw: none  
PPE: 10 per system

### **Technology Features:**



**1. Internal Bio-Scan & Repair System.** This system monitors the wearer's vital statistics and life signs. If at any time the armor is breached by any means, normal or otherwise, and the wearer sustains damage the system can release RMK nanobots, inject the wearer with IRMSS nanobots, or use a micro compu-drug dispenser to stabilize or heal the wearer. If the wearer goes unconscious, into shock, or into a coma the system will attempt to stabilize the wearer and start transmitting a long-range beacon for retrieval.

**2. Built in loudspeaker**

**3. Universal energy pack:** with adaptor that allows the wearer to plug in any Crimson energy weapon, and is good for 75 shots before a recharging

**4. Combat web gear:** built into the armor, an electro-adhesive pad for a combat backpack, and ammo drum harness.

**5. Video and audio camera:** mounted on right side of the helmet, and can transmit encrypted live feeds (via burst transmissions up to a 20 mile range) or record up to 24 consecutive hours of footage

Centurion Power Armor looks like medieval plate mail armor with an alien twist. Each helm is slightly different and the wearer chooses the color the armor will be, or what designs will be on it. Most designs and colors are chosen to reflect unit, rank, and service. The plates of the armor blend together at the mid section and flare out slightly at the edges giving it a wicked razor like appearance. The armor also appears as if the metal is supple and bendable, because it shows no cracks or breaks between the plates. There are no rivets holding it together and the armor smoothly moves with the owner. Plate mail is usually bulky and awkward, but the Centurion armor appears graceful and light.

## **Valkyrie Power Armor**

The Valkyrie armor is the newest of the Crimson power armor. One Eyed Pook got the technology in Atlantis, when he pur-

chased three *Silver Hawk* power armors on behalf of the Crimson government. The Valkyrie is direct product of those three power armors. The Crimson scientist, who were already familiar with grav technology, were able to reproduce a very reliable copy of Silver Hawk's grav paks and power systems. The gun that accompanies the armor, however, was not reproduced as perfectly. The Crimson design is still pretty fantastic though, and has proven more than adequate for the job it's supposed to accomplish.

**Model:** CR-102

**Crew:** One; pilot

**Height:** 9 feet

**Width:** 4 ¾ feet/ with wings 11 ¾ feet

**Length:** 2 ¼ feet

**Physical Strength:** 40

**Power Source:** graviton

**SDC:** 1000 w/shield 1200

**Speed:**

**Running:** 27 mph (fully loaded)/ 57 mph (with wings empty & folded down)

**Leaping:** 10 feet high /15 feet across- add 100 feet with thrusters

**Flying:** Max- Mach 2.3, but cruising speeds vary from 300 mph to 600 mph

**Flying Range:** Effectively unlimited

**Underwater:** 15 mph

**Max Depth:** 800 feet

### **Weapon Systems:**

**1. Medium range air-to-air missiles under the wings:**

**Primary Purpose:** Anti-aircraft

**Damage:** Varies

**Rate of Fire:** Volleys of 1 or 2

**Range:** 5 miles

**Payload:** 2 missiles under each wing

**2. Medium range air-to-surface missiles under the wings:**

**Primary Purpose:** anti-armor

**Damage:** Varies

**Rate of Fire:** Volleys of 1 or 2

**Range:** 5 miles

**Payload:** 2 missiles under each wing:

**3. Cluster bombs under the wings:**

Primary Purpose: destroy infantry and soft targets  
Damage: 3D6 x 10 + 40  
Rate of Fire: once per action  
Range: 1 mile; effects a 50 foot area  
Payload: 1 bomb under each wing

4. Mini-missiles on top of the wings:

Primary Purpose: anti-power armor & assault weapon  
Damage: varies  
Rate of Fire: volleys of 2, 4, 6, 8 or 10  
Range: 1 mile  
Payload: 5 mini-missiles on the top of each wing

5. Valhalla hand held weapon system: This large three-barreled energy weapon is able to dole out awesome damage at staggering ranges and velocity.

Primary Purpose: anti-armor and personnel  
Damage: Laser cannon- 4D4 x 10 + 20  
18.5 mm auto cannon- 4D6 x 5 x 3  
Grenade launcher- varies  
Rate of Fire: Laser- equal to hand-to-hand attacks  
18.5 mm auto cannon- equal to hand-to-hand attacks  
Grenade launcher- 2, 3, or 4 round bursts  
Range: Laser cannon- 6200 feet  
18.5 auto cannon- 4200 feet  
Grenade launcher- 2000 feet  
Payload: Laser- effectively unlimited  
18.5 mm auto cannon- belt fed from a 600 round drum (40 bursts)  
Grenade launcher- 40 round drums

The Valhalla weapon can only fire from one barrel per action.

## Predator Power Armor

Predator Power Armor is the most heavily armored power suit the Crimson Republic makes, but that is because of the incredible depths and pressures it has to

withstand on a regular basis. The pilots who use this armor are conscience of how deep they go and how much pressure they can make the suit withstand, but on the other hand they are also very aware of how truly far they can push the armor. Some pilots even claim to have been as deep as 1 ¾ miles before their armor started showing signs of possible systems failure. So far this massive power armor has done very well and has earned its place as the Navy's main power armor, replacing many of the Point Blank suits.

**Model:** CR-102OWA

**Crew:** 1

**Height:** 9 ½ feet

**Width:** 5 feet

**Length:** 4 ½ feet

**Physical Strength:** 42

**Power Source:** Nuclear

**SDC:** 1,500/ 1,900 with shields

**Speed:**

Running: 63 mph

Leaping: 10 feet high and 15 feet across/+100 feet while using thrusters

Swimming: 58 mph

Max Depth: 1 mile

Flying: Max speed is 200 mph, but 100 mph is cruising speed

Flying Range: Short distances (less than 150 miles), or 2 hours continuous use before engines start to overheat.

**Special Systems:**

- 1.) Sonar system: can identify and track up to 40 possible targets up to a range of 20 miles.
- 2.) Stealth System: besides the normal screw drive propulsion system the Predator also has a MHDD (magneto hydro dynamic drive) propulsion system that is virtually silent and registers on sonar as a marine mammal. It also has a re-breather that leaves no bubbles, or any other sign of breathing air. The stealth system can be used for 8 continuous hours before the re-breather needs clean oxygen, and the pilot can

travel at a max speed of 38 mph while using the MHDD.

- 3.) Depth gauge and gyro compass: linked to the heads up display, this system allows the pilot to know his depth and general direction at all times. It also has an audio alarm that warns the pilot when his depth becomes dangerously deep.
- 4.) Decompression System: this system keeps the pilots safe from the water pressure outside the suits and keeps them from getting the bends. It also regulates the oxygen and nitrogen levels in the pilot's air.
- 5.) Towed sonar/communications array: from an armored spool attached to the pilot's rear is a 250 foot sonar/communications array that can be trailed behind the pilot for receiving better sonar findings and better communications with land and ships.

### **Weapon Systems:**

1. Light torpedoes under both small wings of the armor. When the pilot is in a stationary position (not flying or swimming) the wings can rotate 360 degrees and still fire. While swimming or flying they can only fire directly forward of the pilot.

Primary Purpose: anti-ship

Secondary Purpose: defense

Damage: varies

Rate of Fire: volleys of 1, 2, 3, or 4

Range: 5 miles

Payload: 4

2. On both thighs are retractable self-reloading mini-torpedo batteries.

Primary Purpose: anti-ship or power armor

Damage: varies

Rate of Fire: volleys of 1, 2, 4, or 6

Range: 1 mile

Payload: 3 in each battery and each thigh holds 9 more

3. Limpet Mines in armored compartments on the armor's waist. The limpet mines have electro-adhesive pads and can be set for a 30 sec to 16 hour delay, or they can be detonated by remote control up to 1 mile away.

Primary Purpose: anti-ship

Damage: 4d8 x 10 + 30 (½ on land)

Rate of Fire: equal to hand-to-hand attacks

Range: touch; must be attached by pilot

Payload: 3

4. Vibro-blade/spear gun on top and under the right forearm. On top of the forearm are three retractable vibro-blades, and underneath the forearm is a vibro-spear gun with three spears.

Primary Purpose: defense

Damage: 2D6 x 3 (blades)

1D6 x 10 + 10 (spears at 1-500 feet)

3D6 + 10 (spears at 501-1000 feet)

3D4 x 10 + 10 (explosive tipped spears)

Rate of Fire: equal to hand-to-hand attacks

Range: touch (blades)

1000 feet (spears)

Payload: unlimited (blades)

3 (spears)

5. Left forearm has a sonic gun.

Primary Purpose: defense from marine animals

Damage: 2D6 x 10 (½ on land)

Rate of Fire: equal to hand-to-hand attacks

Range: 300 feet

Payload: effectively unlimited

6. Rocket-grenade launcher is mounted on the left shoulder. The rocket-grenade can be used like small depth charges or they can be propelled through the water for short distances before exploding. The pilot can set the detonating parameters by voice command. The onboard computer will then set a single grenade or a burst of three to detonate in that manner. This weapon can also launch sonar sensors if the pilot has them loaded in the launchers ammo bin.

Primary Purpose: defense

Secondary Purpose: as a depth charge assault (always a -2 to strike)

Damage: 2D4 x 10 (½ on land)

Range: up to 1 mile as depth charge  
1000 feet as grenade launcher underwater

2000 feet as grenade launcher above water

Rate of Fire: 1, or bursts of 3

Payload: 30 grenades

7. Hand weapon. The standard issued weapon is an ET-231 Sea Ray, blue-green laser/rail assault rifle. The over barrel is a high-powered blue-green laser and the under barrel is 16 mm rail gun.

Primary Purpose: assault weapon

Damage: 2D6 x 10 + 20 (laser)

6D6 x 5 (rail gun)

Range: 2300 feet (laser)

1400 feet- underwater/ 4000 feet- above water (rail gun)

Rate of Fire: equal to hand-to-hand attacks

Payload: effectively unlimited when plugged into the armor, or 30 shots per e-clip (laser)

40 bursts from the gun's ammo drum (rail gun). Pilot can carry an extra drum, but it takes a minimum of 1 minute to change drums and reload.

8. Located on the back of the shoulders, lower back and the legs are small jets that can spray out a black inky substance, and will saturate 100 cubic feet of water around the pilot as a smoke screen or cover. There are also small tubes on the bottom of both feet that can discharge decoy noisemakers (used against incoming torpedoes). The decoys work the same as the chaff does for the Point Blank power armor.

Primary Purpose: defense

Damage: none

Rate of Fire: once per melee (ink jets)

2, or volleys of 4 and 6

Range: 100 cubic feet (ink jets)

500 feet or until they burn out (decoys)

Payload: 3 ink discharges

18 decoys

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## War Machines

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### Combat Sleds & Cycles:

#### 1. APAC System- combat sled

#### 2. UPAC System- combat sled

#### 3. Seek & Destroy Assault Cycle

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### APAC (Aquatic Power Armor Combat) System

**Model:** CR-103ACS

**Crew:** 1

**Height:** 8 feet (2.4m)

**Width:** 6 feet (1.8m)

**Length:** 6 feet (1.8m)

**Cargo:** Minimal; enough for a soldier's weapon, ammo, survival pack

**Power Source:** Nuclear, 5 year life span

**SDC:** 1000 w/shields 1300

**Speed:**

Water Surface: 125 mph

Underwater: 55 mph

Range: Limited only by air requirements of the pilot, but on average can be submerged for 12 hours, or ride on top of the surface for five years before the nuclear power gives out.

Max Depth: 2000 feet

Jumping: Using thrusters the pilot can make the sled jump 20 feet high and 40 feet long

#### Sensor Systems:

- 1.) The combat sled has a forward and rear camera/sensor turrets, which can rotate 360° and have short range sonar/radar (25 targets/5 miles), laser targeting & distancing, both radiation & heat sensors (1200 feet/4000 feet), and directional long & short range radios (500 miles/20 miles). Both turrets also have complex camera systems with a zoom range of 4000 feet (x10 magnification), and record up to 12 hours or transmit real time visual and audio data.
- 2.) The combat sled's combat computer links the camera/sensor turrets and the weapon systems to a HUD display, which also give audio warnings. The FFI is also wired into the HUD display.
- 3.) Homing beacon that can transmit up to 24 hours with a range of 500 miles
- 4.) Sonar/communications array that can be trailed behind the sled (300 feet), which

adds 10 miles (double the targets tracked) to the sonar and 150 miles to radio transmissions, both sent and received.

### **Weapon Systems:**

**1.** Pair of forward rail guns mounted either side of the sled that can rotate 180° up and down and 45° side-to-side.

Primary Purpose: anti-personnel and armor

Secondary Purpose: anti-air

Damage: 5d6 x 5 (x 2 if both guns fire at the same target)

Rate of Fire: equal to hand-to-hand attacks

Range: 1200 feet (underwater)/4000 feet (above water)

Payload: 40 bursts each gun

**2.** Forward blue-green lasers turrets located just underneath the pilot's viewing-shield. The turrets can rotate in 180° semi-circle in a forward direction.

Primary Purpose: defense

Secondary Purpose: anti-ship

Damage: 2d6 x 10 + 25 (x 2 if both are fire at the same target)

Rate of Fire: equal to hand-to-hand attacks

Range: 1400 feet (underwater)/2200 feet (above water)

Payload: effectively unlimited

**3.** Grenade depth charge bay located on the belly of the sled. These depth charges are about the size of hand grenades are used against monsters or small subs.

Primary Purpose: anti-sub or marine monster

Damage: 3d4 x 10 + 30 per depth charge

Rate of Fire: clusters of 1, 2, 3, 4, or 5

Range: 1 miles

Payload: 60

**4.** Mini-missile or torpedo battery located on top of the sled near the tail.

Primary Purpose: anti-ship and armor

Damage: varies

Rate of Fire: volleys of 1, 2, 4, 6, or 8

Range: 1 mile

Payload: 24

**5.** Retractable vibro-fins (3), one located on each side and one on top of the armor. The blade of the fin is 5 foot long and can rotate 180° front to back. The blade can be used as both a slashing weapon and piercing or lancing weapon.

Primary Purpose: anti-personnel

Secondary Purpose: defense

Damage: 5d6 + 20 per blade that strikes (critical damage if used as a ramming lance)

Rate of Fire: equal to hand-to-hand attacks

Range: 10 feet

Payload: effectively unlimited

## **UPAC (Underwater Power Armor Combat) System**

**Model:** CR-103ACS2

**Crew:** 1

**Height:** 9 feet

**Width:** 6 feet

**Length:** 7 ½ feet

**Cargo:** Minimal; enough for a soldier's weapon, ammo, survival pack

**Power Source:** Nuclear, 5 year life span

**SDC:** 1200 w/shields 1500

**Speed:**

Water Surface: not possible

Underwater: 65 mph

Range: limited only by air requirements of the pilot, but on average can be submerged for 12 hours

Max Depth: 4000 feet

**Sensory Systems:** same as the APAC System

### **Weapon Systems:**

**1.** Light torpedo launcher on the belly of the sled.

Primary Purpose: anti-ship

Secondary Purpose: defense

Damage: varies

Rate of Fire: volleys of 1, 2, or 4

Range: 5 miles

Payload: 8

2. Tri-barreled rail gun in the front of the sled just underneath the battering ram. The gun can rotate a few degrees up and down and side to side, but it is always firing in a forward direction.

Primary Purpose: anti-ship or monster

Damage:

Rate of Fire: equal to hand-to-hand attacks

Range: 1200 feet

Payload: 40 bursts

3. Rear & side blue-green laser turrets. There are a total of three turrets: one facing the rear and one on each side of the sled. The turrets can rotate 360°.

Primary Purpose: defense

Secondary Purpose: light assault

Damage: 2d6 x 10 + 10

Rate of Fire: equal to hand-to-hand attacks

Range: 1400 feet

Payload: effectively unlimited

4. Dual mini-torpedo launchers located on the top near the rear of the sled.

Primary Purpose: anti-ship or armor

Damage: varies

Rate of Fire: volleys of 1, 2, 4, 6, or 8

Range: 1 mile

Payload: 16 in each launcher

5. Retractable vibro-fins and frontal battering ram. There are two blades on each side of the sled. The vibro-fins are used to slash an opponent as the sled goes speeding by and the battering ram is used to puncture the hull of a ship after it has been weakened by the rail gun or torpedoes. The battering ram is located just underneath the pilot's view-shield, and is reinforced with an extremely hard mega-damage alloy. The sled also has special shock absorbing systems so the pilot is not hurt.

**Vibro-Fins**

Primary Purpose: close combat assault

Damage: 6d6 + 20 per blade that strikes

Rate of Fire: equal to hand-to-hand attacks

Range: 10 feet

Payload: effectively unlimited

**Battering Ram**

Primary Purpose: anti-ship

Damage: 2d6 x 10 + 1d8 for every 10 mph over 20 mph

Rate of Fire: 2 per round

Range: touch

Payload: unlimited

## Seek & Destroy Assault Cycle

Iron Heart Amenities technicians designed the S&D Cycle. They were commissioned by the Crimson military to develop a hover cycle to compete with the Coalition Skycycle. This heavily armed hover vehicle's main purpose is to hunt and destroy enemy ground assets. They also fly as light support for both light and heavy mechanized units. The same technicians that designed this hover cycle were also the ones who helped redesign the Castle Bombers bought by the republic, and integrate them with Crimson weaponry and sensory equipment. These techs were still in the republic when Iron Heart Amenities was wiped out by the Coalition.

**Model:** IHA-3000-AC

**Crew:** 1

**Height:** 9 feet (2.7m)

**Width:** 8 feet (2.4m)

**Length:** 14 feet (4.3m)

**Cargo:** Minimal; enough for a soldier's weapon, ammo, survival pack, and med kit

**Power Source:** Nuclear, 20 year life span

**SDC:** 1000 w/shields 1300

**Speed:**

Hover (15 to 100 feet): 120 to 400 mph

Flying (anything above 100 feet): 700 mph, cruising 75 to 150 mph

Flying Range: 24 continuous hours at max speed before overheating occurs

Max Altitude: 5000 feet

Underwater: not possible

**Sensory Systems:**

1.) Communications: long range radio (500 miles), short range radio (15 miles), la-

ser encrypted point-to-point transmissions, universal language translator and loud speaker (100 decibels)

- 2.) Camera/sensory turrets: there are three turrets on the cycle: 1 in front, 1 in back, and 1 underneath. The cameras can record up to 14 hours of video & audio or transmit real time data. They have x10 magnification (6,000 feet), thermo imaging, infrared, and passive night vision (1000 feet), motion and radiation sensors (600 feet), directional microphones (can pick up a whisper at 150 feet, quiet conversation 500 feet, normal voices 800 feet), radar (30 miles/ 45 targets), jamming system (5 miles), and laser-distancing system.
- 3.) Combat computer: pilot's helmet plugs into the main consul giving them a HUD and FFI. The radar and other sensory systems are relayed through the combat computer to the pilot. The cycle has a targeting system that can lock and track 40 total targets. The FFI and the sensory turrets are used in conjunction with a new TAS (Threat Assessment System) that will warn the pilot of any possible threats, the order of urgency, and highlight any known weaknesses.

### **Weapon Systems:**

1. In the nose of the cycle is a rotating mini-missile launcher that can rapidly fire and reload.

Primary Purpose: armor assault

Damage: varies

Rate of Fire: volleys of 1, 2, 3, 4, 5, or 6

Range: 1 mile

Payload: 48

2. On each side of the pilot's seat are rail guns that rotate 180° up and down or side-to-side. When not in use the guns lay flush against the cycle and are barely noticeable.

Primary Purpose: anti-personnel or aircraft

Secondary Purpose: defense

Damage: 1d4 x 10 x 5

Rate of Fire: equal to hand-to-hand attacks

Range: 4200 feet

Payload: 30 bursts for each gun

3. On each side of the cycle are fold down medium range missile launchers.

Primary Purpose: anti-aircraft and armor

Damage: varies

Rate of Fire: volleys of 1, 2, 3, or 4

Range: 20 miles

Payload: 2 in each launcher (4 total)

4. At the back end of the cycle is a heavy particle cannon that can rotate in a 200° downward semi-circle.

Primary Purpose: strafing ground targets

Secondary Purpose: defense

Damage: 3d6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 2000 feet

Payload: effectively unlimited

5. In the rear behind the retractable landing gear is a small bomb bay that is loaded with hand grenade sized bombs.

Primary Purpose: anti-personnel

Damage: varies (use grenade damages)

Rate of Fire: clusters of 1, 2, 3, 4, or 5

Range: 1000 feet/ any higher altitude gets -5 to strike

Payload: 40

6. Rear smoke dispensers.

Primary Purpose: defense

Damage: none

Rate of Fire: 2 per melee

Range: releases 150 cubic feet of dense black smoke

Payload: 4

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### **Piloted Combat Robots**

1. **Standard Piloted Robot Systems**
  2. **Hades Combat Robot**
  3. **Herald Recon Robot**
  4. **Violator Combat Robot**
  5. **Splasher Anti-Air Robot**
- 

### **Standard Piloted Robot Systems**

#### **Sensory systems:**

1. Full optics: thermo imaging, infrared, telescopic sights x 8 (6,000 feet), ultraviolet, auto polarization and brightness damping, and passive night vision.

2. Short range radar: 30 mile range and can track up to 45 targets, depending on terrain
3. Long range radar: 65 mile range and can track up to 75 targets, but the vehicles must be at the proper vantage point, and take terrain into account. All vehicles can link with the CR-Watcher for greater range and intelligence.
4. HUD: the heads up display can be broken into 2 to 8 separate screens and viewed by the pilot, it can display any information from any of the vehicle's systems by voice command.
5. Black Box: all vehicles have a video, audio, and statistical recorder that records information while they're operating for later analysis and recovery if a vehicle goes down for any reason.
6. Flood lights: location varies on individual robot
7. Directional microphones: usually more than one, and location varies. Can hear whispers at 300 feet.

#### **Combat systems:**

1. FFI programming: friend or foe identifier can recognize 2,000 different combat bots, vehicles, power armor, and aircraft, 10,000 different animals, birds, fish and reptiles, and 4,000 different races, and/or monsters. Anything the FFI program does not recognize automatically has multiple pictures taken for later analysis.
2. Laser Targeting
3. Combat computer: this computer integrates all vehicle's systems for optimal performance. It can target and keep track of 105 targets and automatically does a preliminary threat assessment that the pilot can change or use by verbal command. The computer assists in the targeting and shooting of targets, keeps track of ammo, shield strength, and power usage.

4. Self-destruct program: all vehicles have the ability to make the nuclear power system go critical and destroy the armor. This can be done by the pilot from inside the vehicle or by remote, or the military command can do it via remote control. The range to activate the self destruct by the pilot is 2 miles, and the Republic is 150 miles.

#### **Communication systems:**

1. Long range radio: 500 miles or 800 miles directional, transmission is encrypted and the frequency is randomly changed every 4 seconds.
2. Short range radio: 65 mile range and same as long range radio
3. Receiver/decoder: automatically unscrambles frequencies and encryptions.
4. Laser communications: point-to-point secure transmissions.
5. Radio/radar jamming: range is 10 miles, but can be boosted to 25 miles if pilot transfers extra power from the sensory and combat systems.
6. Audio/Video computers: able to record or transmit real time visual and audio. Automatically records everything the pilot sees, hears, and says in combat or crisis situation. Computer can record and store up to 24 hours of continuous footage after that the pilot will have to use vid discs.
7. Language translator
8. Loud Speaker: up to 120 decibels

#### **Life support systems:**

1. Auto radiation shielding
2. Auto sound damping
3. Climate controlled
4. Vital stats beacon: range 100 miles. Transmits the occupant's vital life signs (heart rate, blood pressure, body temp, ect...) to unit or squad command.



5. Gas and toxin filtration system: also has a toxic analyzer and air content analyzer
6. Spare O2 supply
7. Air tight: can seal full environmental protection.
8. Back up 2 hour battery support: only the life support systems, long and short range radios, black box, optic systems and half shields work. The vehicles loses flight (if it has flight), half shields, communication, and combat systems, but the pilot can still manually fire weapons.

## Hades Combat Robot

**Model:** CRHCR-150

**Crew:** 2- pilot and gunner

**Height:** 26 feet

**Width:** 13 feet

**Length:** 11 feet

**Strength:** 70

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Power Source:** Nuclear, 20 year life span

**SDC:** 4000 w/shields 4500

**Speed:**

Running: max is 90 mph, but normal speed is 5 to 45 mph

Leaping: the Hades Bot is not especially good at leaping, but it can leap 10 feet high and 12 feet across

Underwater: max 25 mph

Max Depth: 1 mile

### Weapon Systems:

1. Located on the right shoulder is a heavy particle beam cannon.

Primary Purpose: anti-personnel

Damage: 4d6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 2200 feet

Payload: unlimited

2. Located on the left shoulder is a heavy rail gun.

Primary Purpose: anti-personnel

Secondary Purpose: anti-air

Damage: 2d4 x 10 x 5

Rate of Fire: equal to hand-to-hand attacks

Range: 4000 feet

Payload: 50 bursts

3. Right forearm has a grenade launcher.

Primary Purpose: anti-personnel

Damage: varies

Range: 2000 feet

Rate of Fire: equal to hand-to-hand attacks

Payload: 100 grenades

4. Left forearm has a pop-up mini-missile battery that is self-loading. After firing five missiles from the forearm battery it takes 5 initiatives to auto-reload.

Primary Purpose: anti-armor and assault

Damage: varies

Rate of Fire: volleys of 1, 2, 3, 4, 5

Range: 1 mile

Payload: 5 in the battery/ 25 in the reload chamber (30 total)

5. On the bot's back are short range surface-to-surface missiles. A laser designator in the bot's right eye guides these missiles, but because the missiles have to have that laser signature to strike accurately they also have a shorter range than normal.

Primary Purpose: anti-armor and structure

Damage: varies

Rate of Fire: volleys of 1, 2, 3, 4, 5, or 6

Range: 8000 feet

Payload: six

6. The bot has a ball laser turret on each hip (2 total). Both turrets can rotate 360°.

Primary Purpose: defense

Secondary Purpose: anti-personnel

Damage: 2d6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 2000 feet

Payload: effectively unlimited

7. The right index finger has a flamethrower and the left index finger has a plasma ejector.

Primary Purpose: anti-personnel

Damage: 5d6 x 5 (30 foot area)/

3d6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 500 feet/ 1500 feet

Payload: effectively unlimited

8. Just under the knee on the outside of both legs are mine throwers. These throwers eject mines like you would throw clay pigeons, and they can be controlled for quantity and distance.

Primary Purpose: anti-armor and personnel

Damage: varies

Rate of Fire: 1 or volleys up to 25

Range: 10 feet minimum to 1500 feet maximum

Payload: 25 in each leg (50 total)

The pilot or gunner can set the combat computer to stagger the mines when throwing them in clusters, and most teams operating the Hades bot already have multiple scenarios set up for the computer to use.

9. On the lower back of the bot are smoke dispensers.

Primary Purpose: defense

Damage: none

Rate of Fire: 2 per melee

Range: releases 250 cubic feet of dense black smoke

Payload: 4

The Hades combat bot is the largest of all the republics robots and is used as their primary assault robot. The crew is a pilot and a gunner/communications specialist. The gunner controls the left shoulder and all the left arm and hand weapon systems, while the pilot controls the right shoulder, arm, and hand weapon systems, so it is possible to fire multiple weapons at once. The gunner also controls the missiles, throwing mines, and smoke dispensers, and the pilot does all the hand-to-hand fighting. In any non-combat situations the gunner usually runs all the sensory equipment and communications.

The Hades bot looks like a giant demonic creature from an H.R. Giger drawing. They are usually metallic gray/silver or black in color. They also have very alien curves and plating that gives the giant bot an

even more unsettling look. The designers of this robot wanted it to inspire fear and intimidate the enemy. They felt if they could design something extremely alien and even a little disturbing to look at, that it would psychologically give them an edge when fighting humans or other humanoid races.

## Herald Recon Robot

**Model:** CR-RR-250

**Crew:** 2- pilot and communications officer

**Height:** 21

**Width:** 14

**Length:** 10

**Strength:** 50

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Power Source:** Nuclear, 20 year life span

**SDC:** 3500 w/shields 3900

**Speed:**

Running: max is 110 mph, but normal speed is 5 to 45 mph

Leaping: the Herald bot is an excellent jumper, and can leap 20 feet high and 25 long

Underwater: 26 mph, because the bot was not meant for water it moves slow, and water interferes with its sensory devices

Max Depth: ½ mile before the sensory systems fail, and 1 mile before the crew compartment is in danger of collapsing.

### Special Sensory Systems:

- 1.) Enhanced radar detection: range 20 miles
- 2.) Scientific sensory array on the left shoulder: this includes a smaller version of Doppler radar, atmospheric analyzer (humidity, temp, wind velocity, atmospheric chemical make-up, ect...), advanced thermo-imaging camera (greater clarity and better imaging)
- 3.) Audio/Video turrets: the bots right eye, both shoulders, lower back, and top of the head have these turrets. The turrets include video cameras; still shot telescopic digital cameras, and extremely

sensitive directional microphones. Range on the video cameras is 7000 feet (x10 magnification), the still shot cameras are 15000 feet (x20 magnification), and the directional mikes can hear a whisper at 1000 feet. The cameras can see in infrared, passive night vision, ultraviolet, and normal vision.

- 4.) Communications array on the right shoulder: this includes laser, microwave, and radio wave systems. The array has retractable antennas that can expand to 30 feet for better reception. The bot also has a stronger transmitter and receiver than normal, which enhances range (+200 miles) and reception. Lastly it has a very advanced scanner system that intercepts and attempts to decipher radio transmissions. It will work against almost all non-military radios and most Bandito Arms, Northern Gun, Iron Heart Amenities, or black market equipment (60% chance). Against encrypted or protected transmissions the scanner is able to intercept, but only has a 10% chance to decipher.
- 5.) The bot has sensory mines that it can lay: the mines will transmit data back to the bot (range 10 miles). The mines are rigged with seismic & motion detectors, unidirectional microphones (range 500 feet), and infrared video camera (range 1000 feet) linked to the motion detector. See weapon systems for how the bot plants the mines.

#### **Weapon Systems:**

1. 20.5 mm machine gun ball turrets located on both collarbone areas. These weapons can fire simultaneously at the same target or at different targets.

Primary Purpose: defense

Damage: 1d4 x 10 x 5

Rate of Fire: equal to hand-to-hand attacks

Range: 3500 feet

Payload: 500 bursts per gun

2. On the right forearm is a large plasma cannon.

Primary Purpose: defense

Damage: 4d6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 1500 feet

Payload: effectively unlimited

3. On the left forearm is a grenade launcher.

Primary Purpose: anti-personnel

Damage: varies

Rate of Fire: volleys of 1, 2, 3, 4, or 5

Range: 2000 feet

Payload: 75

4. Sensory mine throwers on the outside of both thighs. The mines are shot out the same way as the mines in the Hades bot. When the mines hit the ground they inject seismic probes into the ground and then the topside of the mine telescopes up to about one foot, this is where the camera and motion sensors are. The microphones are all around the inside edge of the mine.

Primary Purpose: reconnaissance

Damage: none

Rate of Fire: 1 or 2 per attack

Range: 5 feet minimum to a maximum of 2000 feet

Payload: 25 in each leg (50 total)

## **Violator Infantry Combat Robot**

**Model**: CRHCR-300

**Crew**: 2- pilot and gunner

**Height**: 19 feet

**Width**: 11 feet

**Length**: 9 ½ feet

**Strength**: 60

**Cargo**: Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Power Source**: Nuclear, 20 year life span

**SDC**: 3700 w/arm force shield 4200

**Speed**:

Running: max is 105, but normal speed is 5 to 45 mph

Leaping: the Violator has a special thruster and shock system to enhance leaping and jumping. It can leap 25 feet high and 30 feet long.

Underwater: 34 mph

Max Depth: 1 mile

**Weapon Systems:**

1. The left arm does not have a normal robotic hand, instead it has a reinforced metal fist, and on the front of the fist between index finger and ring finger is large bore ion cannon. The fist can be used as blunt weapon or the pilot can point the fist at a victim and shoot them with the ion cannon.

Primary Purpose: anti-personnel assault weapon

Secondary Purpose: hand-to-hand combat blunt weapon

Damage: 4d6 x 10 + 30/ 1d6 x 10 + strength

Rate of Fire: equal to hand-to-hand attacks

Range: 2000 feet/ hand-to-hand combat

Payload: effectively unlimited

2. Right forearm has three retractable vibro-blades (5 ½ feet long) that extend past the right hand.

Primary Purpose: hand-to-hand robot combat

Damage: 4d6 x 3 + strength

Rate of Fire: equal to hand-to-hand attacks

Range: 10 feet

Payload: effectively unlimited

3. Under both arms are 18.5 mm gun appendages that extend out 4 feet and maneuver like small arms.

Primary Purpose: anti-personnel

Damage: 6D6 x 5

Rate of Fire: equal to hand-to-hand attacks

Range: 3500 feet

Payload: 35 bursts per gun

4. On the upper right forearm just above the vibro-blades is a grenade launcher.

Primary Purpose: anti-personnel

Damage: varies

Rate of Fire: volleys of 1, 2, 3, 4, or 5

Range: 1400 feet

Payload: 150 grenades

5. Located on the upper left arm and shoulder is a short-range missile launcher. It can be loaded with either SAM or SSM rockets depending on what is needed for the mission.

Primary Purpose: anti-air or armor

Damage: varies

Rate of Fire: volleys of 1, 2, 3, or 4

Range: 5 miles

Payload: 12 total missiles

6. Mounted on the robots back is a 65 mm mortar. The mortar fires over the left shoulder and the robot must be kneeling on its left knee when firing.

Primary Purpose: anti-personnel

Secondary Purpose: infantry support

Damage: varies

Rate of Fire: volleys of 1, 2, or 3

Range: 500 feet minimum to 2 miles maximum

Payload: 40 mortar rounds

7. On the sides of both thighs are smoke dispensers.

Primary Purpose: defense

Damage: none

Rate of Fire: 2 per melee

Range: releases 250 cubic feet of dense black smoke

Payload: 4

8. The bot can form an 8 foot by 10 foot force shield in the shape of an ancient Roman long shield on its left arm. The bot can parry physical blows or absorb the damage from energy weapons, rail guns, or explosive.

Primary Purpose: defense

Damage: none

Range: self

SDC: 500

Payload: effectively unlimited, but if the 500 SDC is destroyed the circuits overheat and fry the board which must be replaced before reusing. It takes the pilot or gunner approximately 5 minutes to replace the circuit board.

The Violator looks like a bulky, robotic, gladiator wearing Roman style armor and a full helm. Although they are not as chiseled and precise as a statue, they are more humanoid looking than many other combat robots from other countries or weapons manufacturers. They are usually painted crimson and black, silver and black, or white and black. Many of the pilots and their gunners will detail the helm and armor, and will often give their bot a Roman name.

## Splasher Anti-Air Robot

**Model:** CRA-AR125

**Crew:** 4- pilot, radar specialist, and 2 gunners

**Height:** 26

**Width:** 16

**Length:** 10

**Strength:** 67

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Power Source:** Nuclear, 20 year life span

**SDC:** 4000 w/shields 4500

**Speed:**

Running: 75 mph, but normal speed is 5 to 45 mph

Leaping: can not leap

Underwater: 20 mph

Max Depth: 1 mile

### Weapon Systems:

1. On the Splasher's back is a self reloading heat-seeking mini-missile launcher.

Primary Purpose: anti-aircraft

Damage: varies

Rate of Fire: volleys of 2, 4, 6, or 8

Range: 1 mile

Payload: 56

2. Located on the left shoulder is short to medium range, self loading, SAM launcher.

Primary Purpose: anti-aircraft

Damage: varies

Rate of Fire: volleys of 1, 2, or 3

Range: varies

Payload: 24

3. Located on the right shoulder is a 22.5 mm flack gun

Primary Purpose: anti-aircraft

Damage: 1D4 x 10 x 3 or x 5 depending on burst

Rate of Fire: equal to hand-to-hand attacks

Range: 5000 feet

Payload: 6000 rounds (2000 three round bursts or 1200 five round bursts)

4. Located two feet above the waist on middle of the main body are a pair of 12.5 mm

gun appendages. The appendages move like small arms, and 360° firing range.

Primary Purpose: anti-armor or personnel

Damage: 3D6 x 5 per gun

Rate of Fire: equal to hand-to-hand attacks

Range: 4000 feet

Payload: 6000 rounds per gun (1200 bursts)

5. Located on the outside of the left leg is a ball turret grenade launcher and smoke dispenser. The ball turret can rotate 360°.

Primary Purpose: anti-personnel and defense

Damage: varies

Rate of Fire: volleys of 3, 6, or 9/ smoke dispenser is equal to hand-to-hand attacks

Range: up to 2000 feet for the grenades/ smoke will cover 40 feet by 30 feet by 30 foot area

Payload: 450 grenades/ 25 smoke fields

6. Located on the outside right leg is a ball turret plasma flame thrower. This ball turret can also rotate 360°.

Primary Purpose: anti-personnel and defense

Damage: 3D6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 20 feet wide and 100 feet long

Payload: unlimited

7. On both forearms of the main arms are 22.5 mm auto cannons.

Primary Purpose: anti-armor or personnel

Secondary Purpose: anti-aircraft

Damage: 1D4 x 10 x 3

Rate of Fire: equal to hand-to-hand attacks

Range: 5000 feet

Payload: 6000 rounds each gun (2000 bursts)

8. Located on top of the Splasher's head is the most advanced radar, early warning, and radar jamming equipment the Crimson Republic could produce. This is what makes the Splasher bot so effective as an anti-aircraft weapon.

Primary Purpose: anti-aircraft

**Range:** the radar/early warning equipment- 75 miles, and can track 100 targets  
radar jamming equipment- 25 miles radius

The pilot and radar specialist control the mini-missiles, SAMs, and 22.5 mm flack gun, while one gunner operates the right side of the bots weapon systems and the other gunner operates the left side weapon systems. In Hand-to-hand combat with another robot the pilot operates the movements and hand attacks, while the gunners operate the weapon systems.

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### Mechanized Units

1. **Standard Combat Vehicle Systems**
  2. **Apocalypse Main Battle Tank**
  3. **5<sup>th</sup> Horseman APC**
  4. **Aggressor Tank**
  5. **Flash APC**
  6. **Hailstorm Towed Artillery**
  7. **Hell Spawn (HAWP)**
  8. **1<sup>ST</sup> Strike MLRS**
  9. **SkyFire (A-AWP)**
  10. **RDF Earthquake Super Transport**
- 

### Standard Combat Vehicle Systems:

#### Drive & Propulsion Systems:

1. **Nuclear:** all of the following combat vehicles have both a main reactor and battery backup. Most of the larger combat vehicles will also have a secondary or backup reactor.
2. **Hover Systems:** all of the following combat vehicles use hover technology for their main drive system. The Republic does have some track and/or wheeled vehicles that are not listed.

**Sensory systems:** same as the piloted robots

**Combat systems:** same as the piloted robots

**Communication systems:** same as the piloted robots

**Life support systems:** same as the piloted robots

## APOCALYPSE MAIN BATTLE TANK

**Model:** CR-101HT

**Crew:** 5; 1 pilot, 1 copilot, and 3 gunners

**Height:** 14 ½ feet

**Width:** 20 feet

**Length:** 30 feet

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Color:** camouflage, olive green, or slate gray

**Power Source:** nuclear; last 15 years

**SDC:** 2200 plus 800 from Force Shields (total 3,000)

**SPD:**

Land: 67 mph

Water: 13 mph

#### Weapon Systems:

1. Main turret: 205 mm I-beam cannon with a heavy Ion cannon on top to the right

205 mm I-beam cannon

Primary Purpose: anti-tank and heavy armor

Damage: 2D4 x 100 + 50

Rate of Fire: equal to hand-to-hand attacks

Range: 25,750 feet

Payload: 400 rounds and the gun is self loading

Heavy Ion cannon

Primary Purpose: anti-tank and heavy armor

Damage: 4D6 x 20 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 4,000 feet

Payload: effectively unlimited

2. 80 mm flechette cannon on top of the tank

Primary Purpose: anti-air and anti-personnel

Damage: 1D4 x 10 x 5 to large targets/  
5D6 x 5 to human sized targets and in-

coming missile volleys in 30 foot area (+2 to hit missiles)

Rate of Fire: equal to hand-to-hand attacks

Range: 3,000 feet

Payload: 4,000 rounds

3. Retractable MRLS at the rear of the tank. Bottom half of the battery are medium range missiles and the top half of the battery are short-range missiles. The MRLS rises out of and retracts back into the tank for reloading.

Primary Purpose: anti-air and power armor

Damage: varies with missile type

Rate of Fire: equal to hand-to-hand attacks

Range: varies with missile type

Payload: 10 medium range missiles / 12 short range missiles in the battery. 50 medium range missiles & 80 short-range missiles in the tank.

4. Mini-missile batteries (2). Retractable batteries are located on the front of the tank.

Primary Purpose: anti-power armor and defense

Damage: varies with missile type

Rate of Fire: equal to hand-to-hand attacks

Range: 1 mile

Payload: 30 missiles each battery, does not reload from inside the tank.

5. Retractable mini-rail gun/plasma ejector located on both sides of the tank, unique gun that has twelve barrels surrounding one larger center barrel. The twelve rotating barrels are mini-rail guns and the center gun is a plasma ejector.

Rail gun

Primary Purpose: point defense

Damage: 5D6 x 5

Rate of Fire: equal to hand-to-hand attacks

Range: 4,000 feet

Payload: 4,000 rounds

Plasma ejector

Primary Purpose: point defense

Damage: 3D6 x 10 +10

Rate of Fire: equal to hand-to-hand attacks

Range: 2,000 feet

Payload: effectively unlimited

The two guns cannot fire simultaneously.

6. Smoke dispensers at (2) rear and (2) front of tank

Primary Purpose: defense

Damage: none

Rate of Fire: equal to hand-to-hand attacks

Range: 1000 feet

Payload: 50 each

## 5<sup>th</sup> HORSEMAN HOVER APC

**Model:** CR-100HTC

**Crew:** 11; 1 pilot, 1 copilot, 1 weapons officer\*, 1 Borg commander\*\*, 7 gunners\*

**Height:** 10 feet (nose & 1<sup>st</sup> half of body) 16 feet (2<sup>nd</sup> half of body)

**Width:** nose is 10 feet and the body is 26 feet

**Length:** 70 feet

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Color:** camouflage, olive green, or slate gray

**Power System:** nuclear, last for about 25 years

**SDC:** 2000 plus 800 from Force Shields (total 2,800)

**SPD:**

Land: 70 mph

Water: 25 mph

**Troop Capacity:** 30 heavy infantry (full environmental body armor, heavy projectile or energy weapon with either mini-missiles or grenade launcher, 3 incendiary grenades, 3 emp grenades, vibro short sword, LAPW rocket- 4D6 x 10 to 10 foot area), 10 Judge exoskeleton armors, 5 Av-ernus armors, 5 Violator bots, 1 Borg commander, and 10 heavy combat drones.

### Weapon Systems:

1. Turret style 200 mm flechette cannon (2; front and back). Turrets can rotate 360° around and 110° up and down. The guns are +2 to hit incoming missile volleys.

Primary Purpose: anti-armor and anti-personnel

Secondary Purpose: air defense and missile defense

Damage: 3D4 x 10 x 5 to large targets/ 1D4 x 10 x 5 to humanoid targets and missile volleys in a 30 foot area.

Rate of Fire: equal to hand-to-hand attacks

Range: 4,000 feet

Payload: 100 rounds each gun

2. Retractable short-range missile battery

Primary Purpose: anti-armor and anti-air

Damage: varies

Rate of Fire: volleys of 2, 4, 6, or 8

Range: that of missile type

Payload: 8 in battery; 64 in the APC

3. Retractable mini-missile batteries (2) located on top where the APC goes from 16 feet to 22 ½ feet

Primary Purpose: close range and power armor defense

Damage: varies

Rate of Fire: volleys of 2, 4, 6, 8, 10, or 16

Range: 1 mile

Payload: 16 per battery; 190 in the APC

4. Side turret rail guns with plasma ejectors. 2 are located on the side of each side hatch. This weapon cannot fire both the plasma ejector and the rail gun at the same time.

Primary Purpose: cover fire disembarking troops and defense

Damage: 1D6 x 10 x 5 for the rail gun/ 1D6 x 10 + 20 for the plasma ejector

Rate of Fire: 5 per melee

Range: 4000 feet for the rail gun/ 2000 feet for the plasma ejector

Payload: 50 bursts per each rail gun/ plasma ejectors are effectively unlimited

5. Rear 20 mm flechette guns (2) on ball turrets in the upper corners of the APC

Primary Purpose: troop cover fire and defense

Damage: 6D6 x 5 per turret to a 25 foot area

Rate of Fire: equal to hand-to-hand attacks

Range: 2500 feet

Payload: 30 bursts per gun

6. Plasma flamethrowers (2) on the rear underneath the flechette guns, also ball turrets

Primary Purpose: troop cover fire and defense

Damage: 1D6 x 10 + 35 to a 35 foot area and 1D4 x 5 for 1D4 rounds to anything flammable

Rate of Fire: 3 per melee

Range: extends out in a cone shape up to a 1000 feet long with a 35 foot radius

Payload: effectively unlimited

7. Smoke dispensers located at the front (2) and rear (2) of the APC

Primary Purpose: defense and cover

Damage: none

Rate of Fire: equal to hand-to-hand attacks

Range: up to 90 foot radius

Payload: effectively unlimited

The APC has three separate exits that the troops can dismount from, 1 at the rear of the APC, 1 on the right side just behind cockpit, and 1 on the left side in the middle of the main body of the APC. There are also four humanoid size hatches for the crew to exit or escape out of if there is an emergency.

\*The weapons officer controls the short-range missile battery and the mini-missile batteries, but during battle the co-pilot may assist him. 2 gunners control the 200 mm flechette cannons, and 4 gunners control the rail gun/plasma ejectors (1 gunner per turret). 1 gunner controls both 20 mm flechette guns and both plasma flamethrowers at the rear of the APC, but at times the Borg commander will assist him.

\*\*Once the combat drones have disembarked the APC the Borg commander will move to the tactical/communications area of the APC to take charge of the drones combat movements.

## The Aggressor Tank

**Model**: CR97-MCT

**Primary purpose**: Mechanized Infantry Support

**Crew**: 3: 1 pilot and 2 gunners



**Length:** 18 feet  
**Height:** 11 feet  
**Width:** 12 feet  
**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit  
**Color:** camouflage, olive green, or slate gray  
**Power Source:** nuclear  
**SDC:** 3,800/ with shields 4,300  
**SPD:**  
Land: 70 mph  
Water: 20 mph

### Weapon Systems:

1. The main gun is a 105 mm I-beam cannon.  
Primary Purpose: anti-armor and assault  
Damage: 1D4 x 100 + 25  
Rate of Fire: equal to hand-to-hand attacks  
Range: 18,000 feet  
Payload: 100 rounds
2. Underneath and to the left of the main gun is a large particle beam cannon.  
Primary Purpose: anti-armor and assault  
Damage: 6D6 x 10 + 10  
Rate of Fire: equal to hand-to-hand attacks  
Range: 2200 feet  
Payload: unlimited
3. On top of the tank is a *Warmonger* tri-barreled rail gun.  
Primary Purpose: anti-armor and assault  
Damage: 3D4 x 10 x 5  
Rate of Fire: equal to hand-to-hand attacks  
Range: 4500 feet  
Payload: 60 bursts (9000 rounds)
4. At the rear of the tank is a retractable, self-loading, short range, SAM battery.  
Primary Purpose: anti-aircraft and power armor  
Damage: varies  
Rate of Fire: volleys of 1, 2, 3, 4, 5, or 6  
Range: 5 miles  
Payload: 6 in the battery/ 30 more in the tank. It takes 2 melee actions to reload.

5. Retractable, self-loading, mini-missile battery on the left side of the tank. The battery can rotate 360° in any direction.

Primary Purpose: anti-armor and assault

Damage: varies

Rate of Fire: volleys of 2, 4, 6, or 8

Range: 1 mile

Payload: 8 in the battery/ 56 in the tank, and takes 2 melee actions to reload itself

6. On the right side of the tank is a heavy, ball turret laser. The turret can rotate 360° in any direction.

Primary Purpose: assault

Damage: 3D6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 4000 feet

Payload: unlimited

7. Located on both sides in the middle of the tank are smoke dispensers.

Primary Purpose: defense

Damage: none

Rate of Fire: equal to hand-to-hand attacks

Range: up to 60 feet radius

Payload: 12

## Flash APC

**Model:** CR97-APC

**Primary purpose:** Mechanized Infantry Transport

**Crew:** 3: 1 pilot, 1 communications specialist, and 1 gunner

**Length:** 18 feet

**Height:** 10 feet

**Width:** 10 feet

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Color:** camouflage, olive green, or slate gray

**Power Source:** nuclear

**SDC:** 4,000/ with shields 4,500

**SPD:**

Land: 130 mph

Water: 40 mph

**Troop Capacity:** 6 heavy combat troops, or 10 regular infantry troops.

### **Weapon Systems:**

1. Located on the front of the APC next to the cockpit is a 40 mm auto cannon. The gun can move 45° left to right, and 45° up and down.

Primary Purpose: anti-armor and assault

Damage: 6D6 x 5 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 4300 feet

Payload: 3000 rounds (600 bursts)

2. Located on top, to the rear of the APC is a heavy ion cannon turret. It can rotate around 360°, and 35° up and down.

Primary Purpose: anti-armor and assault

Damage: 4D6 x 10 + 30

Rate of Fire: equal to hand-to-hand attacks

Range: 2000 feet

Payload: unlimited

3.) On the top middle of the APC is a retractable, self loading, mini-missile battery. The battery can rotate around 360°, and up and down 45°.

Primary Purpose: anti-armor and assault

Damage: varies

Rate of Fire: volleys of 2, 4, or 6

Range: 1 mile

Payload: 24 in the battery/ with 2 full housed within the APC

4. At the top right and left hand corners, above rear unloading door are ball turret plasma flamethrowers. The turrets can rotate 360° in any direction.

Primary Purpose: defense for unloading troops

Damage: 3D6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 20 feet wide and 100 feet long

Payload: unlimited

5. Located on both sides of the APC are flash/stun smoke grenade launchers. They can rotate 90° left to right, and 45° up and down.

Primary Purpose: troop offloading

Damage: none, but anyone within 20 feet of the flash/stun grenade detonating must save vs. non-lethal poison. A failed roll means the person is stunned

and can only defend (parry or dodge) for 1 melee round.

Rate of Fire: equal to hand-to-hand attacks

Range: 10 feet to 500 feet

Payload: 30 each launcher

## **Hailstorm Towed Artillery**

The Hailstorm is a towed artillery hover craft that carries three detachable, self loading 105 mm I-beam cannons, two missile batteries, mortars, and an arsenal of shells. This unit is used as fire support for both heavy and regular infantry. It's deployed as both an offensive and defensive weapon on the battlefield when enemies are in combat range to strike the Crimson forces. These cannons can use a wide range of munitions ranging from HE to sub-munitions loads, to nuclear and chemical.

**Model:** CR100LAP

**Primary Purpose:** Offensive infantry support weapon

**Crew:** 10; 2 men for each detachable 125 mm cannon, 1 communications officer, 1 pilot/weapons officer, 1 copilot/weapons Sgt, 1 radar/targeting officer

**Length:** 48 feet

**Height:** 10 feet

**Width:** 10 feet

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Color:** camouflage, olive green, or slate gray

**Power Source:** Nuclear

**SDC:** 8,000/ with shields 9,000

**SPD:**

Land: 80 mph

Water: 20 mph

### **Weapon Systems:**

1. Three self-loading 125 mm artillery cannons are towed at the back of the hovercraft. They are detachable and able to be moved and fired by two man teams. Each artillery piece is self-anchoring using laser drills and metal pylons.

Primary Purpose: infantry support

Secondary Purpose: defensive fire

Damage: varies

Rate of Fire: 4 shot per melee (16 shots per minute)

Range: 5000 feet minimum to 16 mile maximum

Payload: 64 (it takes both soldiers and 2 melee rounds to reload the gun)

2. Retractable medium range SAM battery located on the main body behind the troop compartment of the cab of the hovercraft.

Primary Purpose: anti-air defense

Damage: varies

Rate of Fire: volleys of 1, 2, or 4

Range: 5 miles

Payload: 8, another 32 are carried inside the hovercraft. (It takes 1 melee to reload the SAM battery)

3. Retractable short range SSM (surface-to-surface missile) multiple launchers located at the back of the hovercraft right before the detachable cannons.

Primary Purpose: anti-armor and anti-combat bot

Damage: varies

Rate of Fire: volleys of 1, 2, 3, or 4

Range: 5 miles

Payload: 24, with 48 more missiles in the vehicle

4. Four 40 mm mortars on the right side of the hovercraft concealed behind sliding armored doors. The mortars are self-loading from an internal feed magazine.

Primary Purpose: infantry fire support

Damage: varies

Rate of Fire: 5 shots per melee

Range: 600 feet minimum to 21,000 feet maximum

Payload: 100 rounds per internal magazine (400 total rounds)

5. Three 95 mm mortars across the top of the hovercraft between the two missile batteries, concealed beneath armored doors. These mortars are also self-loading from an internal feed magazine.

Primary Purpose: infantry fire support

Damage: varies

Rate of Fire: 4 per melee

Range: 1,200 feet minimum to 49,000 feet maximum

Payload: 100 rounds per internal magazine (300 total rounds)

6. *Warmonger* tri-barreled rail gun mounted on a turret in the front of the hovercraft next to the pilot's compartment.

Primary Purpose: defense

Damage: 3D4 x 10 x 5

Rate of Fire: equal to hand-to-hand attacks

Range: 4500 feet

Payload: 60 bursts (9000 rounds)

## Hellspawn HAWP

This heavy artillery weapons platform was designed for long range artillery barrages and infantry support. The Hellspawn is not heavily armored, but it does have an awesome arsenal of weapons and capabilities. Once the Hellspawn is in position it can be operational and firing in less than 3 minutes. The Hellspawn anchors with its left side facing the enemy position, or advancing direction when it anchors in the ground.

**Model:** CR101HAP

**Primary purpose:** infantry fire support

**Crew:** 11; 6 men for the two detachable cannons, 1 pilot/weapons officer, 1 radar/targeting officer, 1 copilot/weapons Sgt., 1 communications officer, and 1 Stratosorb officer.

**Length:** 22 feet / with towed trailers 48 feet

**Height:** 12 feet

**Width:** 16 feet

**Cargo:** Minimal; enough for the soldiers' weapons, ammo, survival packs, and a med kit

**Color:** camouflage, olive green, or slate gray

**Power Source:** nuclear

**SDC:** 5,000/ with shields 5,500

**SPD:**

Land: 55 mph

Water: 15 mph

**Weapon Systems:**

1. Two auto loading 205 mm artillery cannons on top of the main body in between the two missile launching systems. Laser drills and metal pylons anchor the Hellspawn in the ground when firing. Both I-beam cannons have a 360° rotation and 90° elevation capabilities.

Primary Purpose: to weaken entrenched infantry & destroy advancing armor units

Damage: varies

Rate of Fire: 3 per melee

Range: 3500 feet minimum to maximum of 50 miles

Payload: 150 rounds for each gun

2. Two detachable 125 mm artillery cannons towed at the rear of the platform (*Same as the Hailstorm Towed Artillery*)

3. Heat/radar seeking long-range SAM battery mounted behind the cockpit of the vehicle

Primary Purpose: air defense

Damage: varies

Rate of Fire: volleys of 1, 2, 3, 4, or 5

Range: up to 150 miles

Payload: 15 in the battery/ 60 more in the vehicle, takes 1 full round to reload.

4. On the side of the platform four 200 mm mortars retract down.

Primary Purpose: destroy advancing armor units

Damage: varies

Rate of Fire: 6 per melee

Range: 3500 feet minimum to maximum of 35 miles

Payload: 150 rounds for each gun

5. Retractable long-range surface-to-surface missile (SSM) battery at the rear of the platform.

Primary Purpose: destroy ground assets

Damage: varies

Rate of Fire: volleys of 1, 2, 4, 6, or 8

Range: up to 150 miles

Payload: 24 in the battery/ 96 more in the vehicle, but it takes 1 full round (1 minute) to reload.

6. Towed on a separate hover trailer three launch ready Stratosorbs. Each orb takes 1 melee round to launch, and can be in position in as little as 2 minutes. For full capa-

bilities see the Stratosorb description on page 104.

## SkyFire A-AWP

The SkyFire is anti-air weapons platform that is used for defense against enemy hovercraft, power armor, and jets. The SkyFire is deployed in the field and used at both hardened and mobile military bases. In combat the SkyFire is deadly as an anti-air gun, but it does not have the armor or the firepower to stand against other mechanized units alone. In the field it is usually accompanied by Aggressor tanks, Avernus power armor, or one of the combat robots. The SkyFire is most affective as defensive unit, especially against incoming missile volleys.

**Model:** CR101-AAWP

**Crew:** 4; 1 pilot, 1 communications/radar specialist, and 2 weapons specialists

**Height:** 12 feet

**Width:** 13 ½ feet

**Length:** 18 feet

**Color:** camouflage, olive green, or dark gray

**Power Source:** nuclear; last 15 years

**SDC:** 4,200 w/shields 4,500

**SPD:**

Land: 50 mph

Water: 18 mph

### Weapon Systems:

1. 200 mm Flechette guns (2). Both are located at the front of the platform, which pivots just like a tank would. Each gun can move up or down 90°, and they can fire at the same target or separate targets depending on the situation.

Primary Purpose: anti-aircraft

Damage: 3D4 x 10 x 5 to large targets/ 1D4 x 10 x 5 to humanoid targets and missile volleys in a 30 foot area.

Rate of Fire: equal to hand-to-hand combat

Range: 4000 feet

Payload: 400 rounds per gun

2. Short range SAM battery at the back of the platform. The battery is able to rotate

360°, and is retractable and can be reloaded from within the vehicle. It takes 1 melee rounds to reload.

Primary Purpose: anti-aircraft

Damage: varies

Rate of Fire: volleys of 2, 4, 6, 8, or 10

Range: 5 miles

Payload: 30 in the battery/ 120 in the vehicle

3. Self loading, retractable mini-missile batteries (4). Located on both sides of the platform are a pair of mini-missile batteries. These batteries can auto-target recognized threats or be manually operated by one of the weapon specialists.

Primary Purpose: anti-aircraft

Damage: varies

Rate of Fire: 3 times per melee round when on auto-target. Auto or manual it fires volleys of 1, 2, 4, or 6

Range: 1 mile

Payload: 24 per battery/ with 48 per battery more in the vehicle. It takes 2 initiatives to auto-reload

4. Located directly behind the main 200 mm Flechette guns is an extremely powerful radar system that is used to track, target, and jam enemy air units. The radar jamming has a range of 25 miles. The radar also tracks and targets possible threats for the mini-missile batteries to shoot down. The overall range of the radar is 225 miles, and it can track up 175 separate targets.

## 1<sup>ST</sup> Strike MRLS

The 1<sup>st</sup> Strike is a multiple rocket launch system that is designed for just what the name says. It is a long-range offensive weapon that is designed to take out hard targets and enemy mechanized units before the Republic's mechanized units arrive. The 1<sup>st</sup> Strike will often work in conjunction with the AirCorp, Special Forces units, and Stratosorbs to find and "light" enemy targets. The 1<sup>st</sup> Strike relies mainly on long-range missiles and cruise missiles, but also has a variety of other missiles at its disposal. Like the SkyFire, the 1<sup>st</sup> Strike is not meant to fight armor units or even fight one-on-one

with the enemy, instead it relies on speed, stealth, and reliable intelligence to strike first and then get out before it can be retaliated on.

**Model:** CR101-MRLS

**Crew:** 3; 1 pilot, 1 communications/radar specialist, 1 weapons specialists

**Height:** 9 feet

**Width:** 14 feet

**Length:** 20 feet

**Color:** camouflage, olive green, or dark gray

**Power Source:** nuclear; last 15 years

**SDC:** 4,000 w/shields 4,500

**SPD:**

Land: 75 mph

Water: 28 mph

### Weapon Systems:

1. *Warmonger* tri-barreled rail guns (2). They are located at the front corners of the MRLS. Both are able to rotate 180° side-to-side and 90° up and down.

Primary Purpose: defense

Damage: 3D4 x 10 x 5

Rate of Fire: equal to hand-to-hand combat

Range: 4500 feet

Payload: 9000 rounds for each gun

2. Retractable Mini-missile batteries (2). One is located on either side of the MRLS, and both can rotate 360° up, down, and side-to-side.

Primary Purpose: defense

Damage: varies

Rate of Fire: volleys of 2, 4, 6, or 8

Range: 1 mile

Payload: 48

3. Retractable cruise missile launcher. Located toward the middle of the MRLS.

Primary Purpose: long-range offensive weapon

Damage: varies

Rate of Fire: volleys of 1, 2 or 3

Range: up to 1,200 miles

Payload: 30

4. Long range radar and missile battery. This is located at the back of the MRLS, and

it can rotate 360° around and 90° up and down.

Primary Purpose: long-range offensive weapon

Damage: varies

Rate of Fire: volleys of 1, 2, 4, 8, or 10

Range: up to 500 miles

Payload: 50

5. Retractable medium to short-range missile battery. This is located directly behind the cruise missile launcher in the middle of MRLS. It can rotate 360° around and 90° up and down.

Primary Purpose: long range offensive weapon

Damage: varies

Rate of Fire: volleys of 2, 4, 6, 8, or 10

Range: varies from 5 to 50 miles

Payload: 120

6. Smoke dispensers (4). These are located near the bottom of the MRLS. Two are in the front and two are in the back near the each corner.

Primary Purpose: defense

Damage: none

Rate of Fire: equal to hand-to-hand combat

Range: 30 feet

Payload: 10

## RDF Earthquake

The RDF Earthquake is a rapid deployment force, super transport. It is capable of transporting a large battle group by air at a moments notice to just about anywhere in the world. The transport has four separating parts: 1) Special forces and command post transport (**CPT**); 2) a mechanized cavalry transport (**MCT**); 3) an air cavalry and Air-Corp transport (**ACT**); 4) a combat robot and supply transport (**R&ST**). The RDF Earthquake super transport can fight without support for approximately one week before supplies and reinforcements are needed. Presently, there are two Earthquakes, the Destroyer and the Persuader. This is by far the largest and most expensive piece of equipment used by the Crimson Army.

**Model:** CR-102RDFT

**Crew:** CPT- 34; MCT- 20; ACT- 20; R&ST- 20

**Height:** 96 feet

**Width:** 225 feet

**Length:** 400 feet

**Color:** slate gray

**Power Sources:** nuclear; last 25 years

**SDC:** 40,000 plus 10,000 from Force Shields (total 50,000)

**SPD:**

Land- The RDF can hover 50 feet over land and move at a speed of 200 mph. The individual transports can hover 5 feet off the ground and move at a speed of 400 mph.

Water- The RDF can hover over large bodies of water and can move at a speed of 90 mph. It cannot submerge or move underwater. The separate transports can hover over water and move at a speed of 125 mph, but only the CPT can submerge and move underwater. It can move at a speed of 40 mph and go to a maximum depth of 400 feet.

Flying- The RDF can fly up to Mach 1 and the separate transports can fly at a speed of 500 mph. They can maintain these speeds for up to 36 hours before the transports start to over heat.

**Troop Capacity:** **CPT-** 2 maniples of Point Blank power armor, 2 squads of Valkyrie power armor, 6 cohorts of Legionnaires, 1 maniple of MageCorp, 1 maniple of Psi-bat, 25 Glitterboys. **MCT-** 30 Apocalypse tanks, 11 5<sup>th</sup> Horseman APCs (with full compliment), 42 Aggressor tanks, 20 Hailstorm towed artillery, 5 Hellspawn (HAP), 10 1<sup>st</sup> Strike MRLS, 15 SkyFire anti-air, 2 battalions of heavy infantry.

**R&ST-** 4 squads of Hades combat bots, 2 squads of Splasher bots, 2 squads of Herald recon bots, 4 squads of Violator bots, 1 maniple of Avernus power armor. **ACT-** 3 squads of Grey Eagle jets, 1 squad of Wyrms attack helicopters, 3 squads of Drake light assault helicopters, 3 maniples of Seek and Destroy hover cycles, 3 maniples of Point Blank power armor, 4 maniples of Valkyrie power armor.

**Cargo Capacity:** Enough armor, ammo, food, and other supplies to survive in a combat situation for 1 week.

**Sensory Systems:** The four separate transports have the same sensory capabilities as all combat vehicles, and the RDF when whole has the most advanced sensory and targeting systems available to the Crimson Republic.

### **Weapon Systems:**

1. The RDF's main defense is the ability to launch 2 squads of Valkyrie power armor and 2 maniples of Point Blank power armor from the CPT and the ACT. The Point Blank drop from multiple hatches on the bottom of the RDF, while the Valkyrie fly from hatches on the top and sides of the RDF. It takes approximately 1 melee to get 100 power armors in the air (20 every 3 seconds).

2. Retractable, long range, missile battery located on the top of the MCT. The weapons control officers within the RDF are able to launch at up to five separate targets per attack. The battery can rotate 360°.

Primary Purpose: strategic 1<sup>st</sup> strike

Damage: varies

Rate of Fire: volleys of 2, 4, 8, 16, or 24

Range: up to 800 miles

Payload: 48, takes 2 melees to be reloaded.

3. Retractable, air-to-air medium missile batteries (4). Located on both the ACT and R&ST. The batteries can rotate 360°.

Primary Purpose: anti-aircraft and power armor

Damage: varies

Rate of Fire: volleys of 2, 4, 6, or 10

Range: 40 miles

Payload: 30 per battery, takes 2 melees to reload a battery

4. Retractable, mini-missile batteries (10). All ten batteries are on the underside of the RDF. 2 are under the CPT, 2 are under the R&ST and ACT, and 4 are under the MCT. All ten batteries can rotate 360°.

Primary Purpose: antipersonnel and armor

Damage: varies

Rate of Fire: volleys of 2, 4, 6, or 10

Range: 1 mile

Payload: 30 per battery, takes 2 melees to reload a battery

5. 200 mm turret flechette cannons (6). Two are located to the nose of the CPT these two turrets can rotate 90° up, down, and side-to-side. There is one turret on top of, and toward the front of the R&ST and the ACT, and two on top of the MCT, one at the front and one at the back. These turrets are able to rotate 360° around and 90° up and down.

Primary Purpose: anti-air and anti-personnel

Damage: 3D4 x 10 x 5 to large targets/ 1D4 x 10 x 5 to humanoid targets and missile volleys in a 30 foot area (+2 to hit missiles).

Rate of Fire: equal to hand-to-hand

Range: 4,000 feet

Payload: 8,000 rounds.

6. Triple Pulse Laser turrets (25). 4 on either side of the MCT, 3 on either side of the R&ST and ACT, and 1 on the front and 2 on either side of the CPT. Only 11 are able to fire when her RDF is together as one transport. The turrets can rotate 90° up, down, and side-to-side.

Primary Purpose: point defense

Damage: 4D6 x 10 + 40 per blast

Rate of Fire: 5 per melee

Range: 4000 feet

Payload: unlimited

7. Smoke dispensers are located all over the four transports, and can disperse enough chemical smoke to cover a 300 yard radius when the RDF is together, or 75 yard radius as separate parts.

Primary Purpose: defense

Damage: none

Rate of Fire: volleys of 2, 4, 6, or 10

Range: varies

Payload: 720 (180 per transport)

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### **Drones: Non-Piloted Robots**

1. **Gallu Demon Combat Drone**
  2. **Harbinger Recon Drone**
  3. **Skullbot Infiltrating Drones**
  4. **City Patrol Drone**
-

## Gallu Demon Drone

This non-piloted robot is used in conjunction with infantry units as shock troops, and light weapons support. The Gallu Demon has limited artificial intelligence. Their combat tactics and strategies are programmed into them, but field tests have shown that over time the artificial intelligence can learn new tactics and adapt to previously encountered enemy strategies. Comparatively, though, their ability to learn is quite limited next to real infantry troops.

They have state of the art sensory and communication systems, and are well armed and armored. The drones can work with or without a humanoid commander, but here again field tests have shown the drones are much more effective when led by a humanoid or borg commander. The drones have a limited vocabulary, but they can speak it in many different languages.

**Model:** D102-1

**Primary purpose:** enhance & aid combat units

**Height:** 12 feet tall

**Width:** 5 ½ feet

**Length:** 4 feet

**Weight:** 1200 lbs

**Strength:** 43

**Power Source:** nuclear

**SDC:** 1,000 w/shields 1,300

**SPD:**

Running- up to 75 MPH

Jumping- 20 feet high 20 feet long with thrusters

Water- 14 MPH

Maximum depth- 1,200 feet

### Weapon Systems:

1.) Mini-missile launcher encircles the right forearm.

Primary Purpose: anti-armor

Damage: varies

Rate of Fire: volleys of 1, 3, or 5

Range: 1 mile

Payload: 10

2.) 22.5 mm sniper cannon located on the left shoulder and back. When the weapon is

not being used it flips back over the shoulder much like a Glitterboys gun does.

Primary Purpose: sniping weapon

Damage: 1D4 x 10 per single shot, x3 or x5 per burst

Rate of Fire: equal to hand-to-hand combat

Range: 6000 feet

Payload: 300 rounds

3.) The left forearm has a multiple hand-to-hand combat weapon system built into it. The system has three retractable vibro blades on the top of the forearm, underneath the forearm, underneath the forearm is a concealed micro-missile launcher, and from the side of the forearm a small, concealed ion blaster can be fired

Vibro Blades

Primary Purpose: hand-to-hand combat

Damage: 1D4 x 10 + strength damage

Rate of Fire: equal to hand-to-hand combat

Range: 2 feet

Payload: unlimited

Ion Blaster

Primary Purpose: close quarter combat

Damage: 1D6 x 10 + 10

Rate of Fire: equal to hand-to-hand combat

Range: 1000 feet

Payload: unlimited

Micro-Missile Launcher

Primary Purpose: anti-personnel

Damage: varies

Rate of Fire: volleys of 2 or 4

Range: ½ mile

Payload: 8

4.) Demon Bull horns are a re-enforced mega-damage alloy, piecing weapon.

Primary Purpose: charging attack weapon

Damage: 2D6 x 10 + strength damage

Rate of Fire: equal to hand-to-hand

Range: 2 feet

Payload: unlimited

5.) Hand-to-Hand Combat: The Gallu Demon's speed, agility, strength, and programming gives it 6 attacks, and +8 to strike, parry, & dodge. It has a +5 initiative and an additional +4 to strike when it uses its charge attack (critical attack that counts



as two attacks). The Gallu's programming also allows it to perform a leap attack, which does critical damage, an axe kick, round kick, and body tackle/crush (4D6 + strength damage, and victim loses an attack/action). An 18-20 is a knockout with this attack.

#### **Sensory systems:**

Optics: passive night vision, infrared, thermo-imaging, ultraviolet, normal light spectrum, and telescopic. The telescopic is x200 and can see as far as 2 miles away.

Communications: they have full video/audio recording capabilities, both a long and short range radio receiver & transmitter, a microwave burst transmitter, and point-to-point encrypted laser communication capabilities. When transmitting field data they have up to a 350 mile range depending on which transmitter is used. Range for receiving data and commands are dependent on the sender's transmitter, although the drones do have extremely sensitive receivers that are able to pick up even the weakest signals. They have a built in universal translator that enables them to speak and understand a limited vocabulary.

Combat computer: they have IFF (identify friend/foe) hardware and programming, plus a targeting and tracking computer.

Motion sensors: they can sense the smallest movement within a 200 foot radius depending on terrain.

Radar: can identify and track up to 15 separate targets, but the targets must be 100 feet or higher in the air. The radar does not work well on ground targets because of terrain, and when terrain does permit, it only works for large robots or vehicles.

Speech: they have a very limited vocabulary, and understand simple commands

## **Harbinger Drone**

The Harbinger Drone is a reconnaissance drone that looks almost exactly like a Xitxic Warrior. Of course, up close a person can tell that it is a metal robot, but from a

distance it would be very difficult to tell the difference between the drone and a real warrior. The drones are used to scout unknown areas or areas that the republic wants information about without having to reveal themselves. The drones are programmed to flee a fight and not engage anyone close up. That's not to say they can't fight when necessary, or when cornered. They have a good arsenal of weapons at their disposal if the enemy is not content to let them flee. The drones have recently been used as far north as Tolkeen and Free Quebec, and as far south as the Mexican border. These are a new model of drone that use grav paks for flying, but since that technology is still new to the republic not all the bugs have been worked out of it. The Harbinger drone also has state of the art sensing systems, with both scientific and military applications.

**Model:** D-105R

**Primary purpose:** reconnaissance

**Height:** 7 feet

**Width:** 4 ½ feet

**Length:** 3 feet

**Weight:** 550 lbs

**Strength:** 40

**Power Source:** nuclear

**SDC:** 1,000/ with shields 1,300

**SPD:**

Running- 95 mph

Jumping- 25 feet by 30 feet using thrusters

Flying- up to 250 mph

Maximum Range- unlimited, the grav paks don't over heat

Water- 20 mph

Maximum Depth- 1,000 feet

**Weapon systems:**

1. 18.5 mm assault weapon built into the right forearm

Primary Purpose: defense

Damage: 6D6 x 3

Rate of Fire: equal to hand-to-hand attacks

Range: 3000 feet

Payload: 300 rounds (100 bursts)

2. Concealed mini-missile launcher in the left shoulder

Primary Purpose: anti-armor

Damage: varies

Rate of Fire: volleys of 1, 2, 3, 4, 5, or 6

Range: 1 mile

Payload: 6

3. Retractable vibro blade in the left forearm

Primary Purpose: defense

Damage: 1D4 x 10 + strength

Rate of Fire: equal to hand-to-hand attacks

Range: 2 feet

Payload: unlimited

4. Triple pulse laser rifle. The rifles were made to look like the Xitxic's TK-rifles

Primary Purpose: defense

Damage: 3D6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: 4000 feet

Payload: unlimited, connected to nuclear power

5. Hand-to-Hand combat: The Harbinger's speed, agility, strength, and programming gives it 5 attacks, and +6 to strike, parry, & dodge. It has a +5 initiative and can perform a leap attack that does critical damage.

**Sensory system:**

Optics: passive night vision, infrared, thermo-imaging, ultraviolet, normal light spectrum, and telescopic. The telescopic is x200 and can see as far as 2 miles away.

Communications: they have full video/audio recording capabilities, both a long and short range radio receiver & transmitter, a microwave burst transmitter, and point-to-point encrypted laser communication capabilities. When transmitting field data they have up to 350 mile range depending on which transmitter is used. Range for receiving data or commands are dependent on the sender's transmitter, although they do have extremely sensitive receivers that are able to pick up even the weakest signals. They have a built in universal translator that enables them understand a limited vocabulary.

Combat computer: they have IFF (identify friend/foe) hardware and programming, plus a targeting and tracking computer.

Motion sensors: they can sense the smallest movement within a 200 foot radius depending on terrain.

Radar: can identify and track up to 25 separate targets up to 20 miles away, but they must be 100 feet or higher in the air. The radar does not work well on ground targets because of terrain, and when terrain does permit, it only works for large robots or vehicles.

Speech: none

Scientific/reconnaissance: atmospheric analyzer (humidity, temp, wind velocity, atmospheric chemical make-up, ect), advanced thermo-imaging camera (greater clarity and better imaging), radiation detector, radar detector, and scanner system that intercepts and records foreign radio transmissions.

## Skullbot Drone

The Skullbot is an infiltrating bot designed to be used against the Coalition Army. Early last year members of the Syndicate working in the New West bought four partially destroyed Skelebots and two "Dead Man's" rail guns from an undisclosed source. They were told the Skelebots were part of a Seek & Destroy unit sent into the New West to eradicate a group of feral Dog boys.

The bots were returned to the Crimson Republic and handed over to the Army's R&D department. They were not able to retrieve much data from the internal computers or AI, but they were able to design a replica of the Skelebot using their own robotic and AI technology, and manufacturing began immediately. The Skullbot's programming is slightly different from that of the other drones used by the republic, because it is geared more toward infiltration and sabotage. Skullbots are programmed to seek out large groups of Coalition troops or expensive hardware and then self-destruct by making their nuclear power source go critical. They will seek out targets of opportunity like unattended vehicles or robots that they can easily destroy. They are also

programmed to try to infiltrate and travel with units until the unit is either engaged by or engages an enemy, and then the Skullbots turn on the Coalition troops. The Skullbot is an almost perfect replica of the Skelebot, and only a very close inspection will tell the difference.

**Model:** D-105SI

**Primary purpose:** infiltrator

**Height:** 7 feet

**Width:** 3 feet

**Length:** 2 feet, 9 inches

**Weight:** 390 lbs

**Strength:** 30

**Power Source:** nuclear

**SDC:** 950

**SPD:**

Running- 90 mph

Jumping- 6 feet high or across

Water- 25% of running speed

Maximum Depth- 1,000 feet

#### **Weapon systems:**

1. Pair of wing style vibro blades on each arm

Primary Purpose: assault

Damage: 1D4 x 10 + strength

Rate of Fire: equal to hand-to-hand attacks

Range: 1 foot

Payload: unlimited

2. Replica of the "Dead Man's" rail gun

Primary Purpose: assault

Damage: 5D6 x 5

Rate of Fire: equal to hand-to-hand attacks

Range: 4,000 feet

Payload: 2,000 round drum (20 bursts)

3. Nuclear explosion. The Skullbot can make their nuclear power cell go critical and explode.

Primary Purpose: sabotage

Damage: 2D6 x 100

Rate of Fire: once

Range: 100 foot area

Payload: one

4. Hand-to-hand combat: The Skullbot's speed, agility, strength, and programming gives it 6 attacks, and +8 to strike, parry, &

dodge. It has a +5 initiative. It can also strike with a round kick, punch, knee, and body tackle/crush (4D6 + strength damage, and victim loses an attack/action). An 18-20 is a knockout with this attack.

#### **Sensory systems:**

Optics: passive night vision, infrared, thermo-imaging, ultraviolet, normal light spectrum, and telescopic. The telescopic is x200 and can see as far as 2 miles away.

Communications: they have full video/audio recording capabilities and, both a long and short range radio receiver & transmitter, a microwave burst transmitter, and point-to-point encrypted laser communication capabilities. When transmitting field data they have up to 150 mile range depending on which transmitter is used. Range for receiving data or commands are dependent on the sender's transmitter, although they do have extremely sensitive receivers that are able to pick up even the weakest signals. They have a built in universal translator that enables them understand and speak in almost any language.

Combat computer: they have IFF (identify friend/foe) hardware and programming, plus a targeting and tracking computer.

Motion sensors: they can sense the smallest movement within a 200 foot radius depending on terrain.

Radar: can identify and track up to 15 separate targets up to 10 miles away, but the targets must be 50 feet or higher in the air. The radar does not work well on ground targets because of terrain, and when terrain does permit, it only works for large robots or vehicles.

Speech: limited to simple phrases, responses, and commands

#### **City Patrol Drone**

The City Patrol Drone is the oldest of the Crimson Republic's drones. It has been used as a security drone inside and outside of the republic's cities for the last ten years. Of all the drones used by the military this is

by far the most common, and most widely accepted by the citizens of the Crimson Republic. The City Patrol drone has very different, and to some extent more complicated programming than any of the other drones. They have a greater vocabulary, better person skills, and a more advanced threat assessment program. Because they have so much interaction with the citizen's of the republic they also have a more appealing humanoid appearance than the other drones. In combat they are extremely effective tools, and in the cities they are reliable assets.

**Model:** D-94P

**Primary purpose:** patrol

**Height:** 6 ½ feet

**Width:** 3 feet

**Length:** 2 ½ feet

**Weight:** 400 lbs

**Strength:** 30

**Power Source:** electrical- battery will last for 72 hours of continuous use

**SDC:** 700/ with shields 950

**SPD:**

Running- 90 mph

Jumping- 10 feet by 15 feet with thrusters

Water- 20 mph

Maximum Depth- 900 feet

**Weapon systems:**

**1. Stun gun.** The left hand can deliver a jolt of 50,000 to 400,000 volts depending on the race of creature they are trying to stun.

Primary Purpose: non-lethal weapon

Damage: victim must roll a save vs. non-lethal poison or be incapacitated for 1D4 minutes

Rate of Fire: equal to hand-to-hand attacks

Range: 10 feet

Payload: unlimited

**2. Retractable vibro blade in the right forearm.**

Primary Purpose: hand-to-hand combat

Damage: 5D6 + strength damage

Rate of Fire: equal to hand-to-hand attacks

Range: 1 foot

Payload: unlimited

**3. Concealed micro-missile launcher in the left shoulder.**

Primary Purpose: assault

Damage: varies

Rate of Fire: volleys of 2, 4, 6, or 8

Range: ½ mile

Payload: 16

**4. Hand weapon- *The Grunt* infantry assault rifle**

Primary Purpose: assault

Damage: caseless rounds- 4D6 x 5

laser- 2d6 x 10 + 20

Rate of Fire: equal to hand-to-hand attacks

Range: caseless rounds- 3500 feet / laser- 2200 feet

Payload: 10- 100 round magazines / unlimited

**5. Hand-to-hand combat:** The City Patrol drone's speed, agility, strength, and programming gives it 5 attacks, and +6 to strike, parry, & dodge. It has a +5 initiative and can perform a leap attack that does critical damage.

**Sensory systems:**

Optics: passive night vision, infrared, thermo-imaging, ultraviolet, normal light spectrum, and telescopic. The telescopic is x200 and can see as far as 2 miles away.

Communications: they have full video/audio recording capabilities and, both a long and short range radio receiver & transmitter, a microwave burst transmitter, and point-to-point encrypted laser communication capabilities. When transmitting field data they have up to 150 mile range depending on which transmitter is used. Range for receiving data or commands are dependent on the sender's transmitter, although they do have extremely sensitive receivers that are able to pick up even the weakest signals. They have a built in universal translator that enables them understand and speak in almost any language.

Combat computer: they have IFF (identify friend/foe) hardware and programming, plus a targeting and tracking computer.

Motion sensors: they can sense the smallest movement within a 200 foot radius depending on terrain.

Radar: can identify and track up to 10 separate targets up to 5 miles away, but the targets must be 50 feet or higher in the air. The radar does not work well on ground targets because of terrain, and when terrain does permit, it only works for large robots or vehicles.

Speech: limited, but much greater than any of the other drones

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#### **Odds, Ends, & TW Devises:**

1. **Mimics**
  2. **Stratosorb**
  3. **Mesorb**
  4. **EMP Grenade**
  5. **Freak Grenade (TW)**
  6. **Mage-phone (TW)**
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### **Mimics**

**Model:** CR105-NPA

**Primary purpose:** decoy for military operations

**Crew:** none

**Height:** 4 ft

**Width:** 4 ft

**Length:** 7 ft

**Weight:** 400 lbs

**Power Source:** electric engine/ combustion engine (hydrogen fueled)

**SDC:** 450

**SPD:**

Flying: electric engine- 250 mph/ condensed hydrogen power cell- Mach 2

Maximum Altitude: 50,000 feet

Maximum Range: electric engine- 900 miles/ condensed hydrogen power cell- 1,500 miles

Mimics are a non-piloted aircraft that can be programmed to give radar, and/or heat signatures of almost any power armor, plane, large transport, or large flying beast. It is basically a large cylinder made of composite plate and plastic armor, with small wings and an engine. It's filled with electronic, radio, radar hardware. It's flight plan

can be preprogrammed, or it can be flown by remote control. The Mimic's job is just that, to mimic another type of aircraft on radar. Their radar systems can also jam enemy communications and radar. The mimics were discovered, and copied from ones found at the Alaskan Military Installation. Techno Wizards are working on giving the Mimic the ability to create a visual illusion of the mimicked aircraft as well.

**Weapon Systems:** none

**Sensory Systems:**

- 1.) Radar: the mimic's radar is able identify and track up to 125 different targets in a 200 mile radius. It can identify and track atmospheric distortions and anomalies, and it can project a radar signature of anything up to a 9,000 times its size, or 4 times smaller than itself.
- 2.) Heat: the Mimic can produce a heat signature 300 times greater than it's normal signature, or mask it's heat signature to no more than that of a bird.
- 3.) Communications: the mimic can put out enough electronic interference to jam enemy communications and radar for 50 mile radius.

### **Stratosorb**

**Model:** CR105-SO1

**Primary purpose:** communications

**Secondary purpose:** reconnaissance

**Crew:** none

**Height:** 8 ft

**Diameter:** 5 ft

**Weight:** 1,200 lbs

**Power Source:** nuclear

**SDC:** 2,000/ with shields 2,500

**SPD:**

Flying: up to 750 mph (during launch)

Hovering: up to 450 mph

Maximum Altitude: 30 miles

Maximum Range: unless it's shot down malfunctions it can be piloted by remote control from over 1,200 miles away.

The Stratosorb is an upper atmosphere satellite. It uses state of the art hover tech-

nology to keep aloft for long periods of time. The orbs are launched into the stratosphere and controlled by remote control. Right now they are only being used for communications and reconnaissance, but the military is working on designs that will employ both laser and missile weapon systems. The technology is not yet perfected so there are still malfunctions and other bugs that need to be worked out, but the republic currently uses the Stratosorb for both military and civilian purposes.

The orbs are launched in to the stratosphere because it is very stable and there is no weather in that layer of atmosphere. Unfortunately this is also the layer of atmosphere where most aircraft and large beasts fly for the exact same reasons, and therefore the Stratosorbs are very vulnerable. If the orbs are left unhindered they can remain up for three to six months before overheating occurs or the need of general maintenance.

**Weapon Systems:** none

**Sensory Systems:**

- 1.) **Radar:** have both military and scientific radar systems. The orbs can identify and track up to 200 targets at a range of 300 miles. They use a powerful Doppler type radar system that can track both weather patterns and flying objects.
- 2.) **Optics:** The orbs have advanced optics systems that allow thermo-imaging, infrared, and normal light photographing and video. They also have powerful telescopic cameras with x 4000 magnification that can see hundreds of miles away.
- 3.) **Communications:** the orbs have long wave and short wave radio receivers and transmitters. They also have encrypted laser and microwave communication capabilities. The range for radio transmissions is 1,500 miles. The microwave and laser are dependent on the sender or receivers relative position to the orb, but normally at least 500 miles.

## Mesorbs

**Model:** CR105-MO1

**Primary purpose:** communications & reconnaissance

**Secondary purpose:** offensive 1<sup>st</sup> strike weapon

**Crew:** none

**Height:** 12 ft

**Diameter:** 7 ft

**Weight:** 3,500 lbs

**Power Source:** nuclear

**SDC:** 3,000/ with shields 3,500

**SPD:**

Flying: up to 750 mph (during launch)

Hovering: up to 450 mph

Maximum Altitude: 55 miles

Maximum Range: unless it's shot down malfunctions it can be piloted by remote control from over 1,800 miles away.

The Mesorb is not currently in use. It is still in its experimental stages. The republic hopes to get the Mesorbs online and functional within a year, as of now they are behind schedule. The main problem has been a microscopic alien parasite that thrives in the upper atmospheres above the mesosphere. These parasites attack and feed off the nuclear power cell of the Mesorb. So far, the seven orbs that have been launched have all had their power cell go critical within a month's time. The Crimson scientists are working on force shield that will protect the orb from these parasites. The military is pushing very hard for funding for this program, because they have been extremely pleased with the performance of the Stratosorb.

The Mesorb is significantly larger than the Stratosorb and will be built with weapon systems from the start. The scientific and sensory systems will be almost identical, except that the reconnaissance and communications capabilities will increase because of the greater height in the atmosphere.

## Emp Grenade

Weight: 12 ounces

Damage: 2D4 x 10

Rate of Fire: one can be throw per action

Range: can be thrown 120 feet/ 10 foot blast radius

The explosion creates an extremely powerful electro-magnetic pulse that radiates out 100 feet. Any electronic device or system that is currently turned on, and in that radius when the grenade goes off will overload burning out circuits and wiring. Electronics that have Emp shielding are the only ones that receive a saving throw. Large heavily armored vehicles and robots must roll a saving throw of 8 or better. If the saving throw fails 1D4 critical systems will shut down. Small military vehicles and power armor must roll a saving throw of 10 or better or be rendered totally inoperable. Other Emp shielded equipment such as guns, radios, computers, or other small devices must roll a saving throw of 12 or better or be rendered inoperable.

### **Antioch's Grenade**

Weight: 10 ounces

Damage: 3D4 x 10 + 10

Rate of Fire: one can be throw per action

Range: can be thrown 120 feet/ 12 foot blast radius

Market Cost: not sold on the black market

This is TW grenade developed by a MageCorp Lieutenant named, Charles Antioch. The grenade is a standard plasma grenade that has been modified with a fuel flame spell. There is a small toggle switch next to the detonation plunger that has two settings. Setting No. 1 intensifies the heat doing x2 damage to the normal area of effect, and setting No. 2 does normal damage, but to twice the normal blast radius. Outside of the toggle switch the grenades look like normal plasma grenades.

### **Freak Grenade**

Weight: 10 ounces

Damage: none

Rate of Fire: one can be throw per action

Range: can be thrown 120 feet/ 30 foot radius of effect

Market Cost: not sold on the black market

This is a TW grenade that is often employed by the Legionnaires and other covert operatives. This grenades looks like an old pre-rifts pineapple grenade, only it doesn't explode doing damage, instead it explodes covering a 30 foot radius in thin black smoke. The smoke causes the same effect as the spell frequency jam. The thin black smoke is magical in nature and cannot be blown away, but it does dissipate after 1D6 melee rounds.

### **Mage-Phone**

This is a TW device used by the Crimson Republic's special forces to communicate with command posts and soldiers in the field. The Mage-phone is a notebook computer and transmitter that have been modified to send ley line transmissions. The device encrypts the message and transmits them via the ley line network to receiving stations within the republic, or vice-versa. After they receiving the message it is decrypted. The mage must be within 10 miles of a ley line to transmit or receive, and they must be able to plot a course by entering the coordinates of intersecting ley lines into the computer. After the coordinates have been entered the computer encrypts the message and transmits it. Because the ley lines that criss-cross the Earth have never all been charted, and do fluctuate somewhat the mage-phone is not guaranteed to work with 100% accuracy. The base chance of success is 88% for the first transmission, with -1% for every intersecting ley line the message must turn at, -2% for every nexus point the transmission must turn at. If the first transmission is successful the reply has a base chance of 98%, with -2% for each nexus it must turn at to reach the mage.

P.P.E. Cost: 120.

Spells Needed: Globe of Day Light, Locate, Frequency Jam, Tongues, Ley Line Transmission.

Physical Requirements: one small clear quartz worth 1 to 2 credits and one psi-stone (rare) worth 1,500 credits.

Duration of Charge: sends five 120 or less word transmissions.

To Recharge: casting another ley line transmission, 30 I.S.P., or 30 P.P.E. will charge the Mage-phone for 5 more transmissions.

Time: 2D4 days.

Cost: not sold on the black market.