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NECROPOLIS

2350



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NECROPOLIS 2350

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**DEDICATION: DR. J. M. KRIJGER, PHD. ASTROPHYSICS, FOR HIS FRIENDSHIP AND HIS TECHNICAL
ADVICE ON THE DYNAMICS OF A BLACK HOLE–STAR BINARY SYSTEM AND HIS PATIENCE IN EXPLAINING
THE PHYSICS TO ME (MOST OF WHICH WAS SUBSEQUENTLY IGNORED) AND THE SAVAGES WHO
BOUGHT THE ORIGINAL PDF AND SO MADE THIS PRINT COPY POSSIBLE.**

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WELCOME TO HELL

The year is 2350.

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

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

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

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

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

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

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

SACRI ORDINES

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

2 Timothy 4:7

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

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

TRAINING A KNIGHT

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

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

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

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RECORDING TIME

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

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

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

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

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

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

KNIGHTLY VOWS

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

COMMAND STRUCTURE

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

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

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

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

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

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

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

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

MILITARY STRUCTURE

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

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

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

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

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

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

SERGEANTS

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

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

CHAPLAINS

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

INTER-ORDO POLITICS

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



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KNIGHT INFANTRY SUPPORT OF THE ORDO SACRAE FLAMULAE

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

Quote: "Burn everything!"

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

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

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

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

Edges: Hard to Kill

Special Training: Brave (included), Cleanse by Fire

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



OFFICE OF INTERNAL SECURITY

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

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

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

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

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

OFFICE OF THE TREASURY

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

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

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

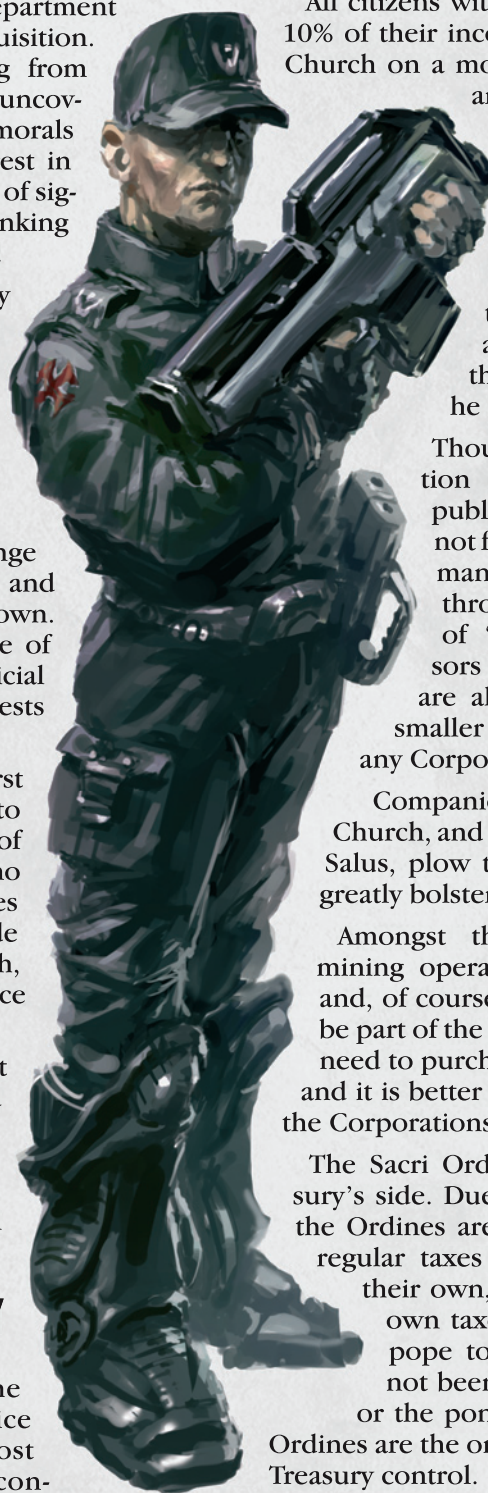
Though a rigorous anti-Corporation stance is maintained to the public, the Church accountants are not fools. The Church owns stock in many of the Corporations, handled through a network (some say web) of "independent" financial advisors and stockbrokers. Investments are also made in the hundreds of smaller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

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

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

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

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



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ZOMBIE

Fresh corpses can be found on any battlefield and many Knights have found themselves having to destroy a former colleague whose corpse was animated by the powers of darkness.

Zombies lack the ability to make tactical decisions, but they possess enough intelligence to follow moderately complex orders and understand who their enemies are.

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

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

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

Gear: Typically a flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1AP 2, Auto), 50% have light armor (+4)

Special Abilities:

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

ZOMBIE, GAS

Gas zombies are another attempt by liches to create a new form of Rephaim weapon and are based loosely on exploding corpses. They are bloated with pockets of highly toxic gas, and more resemble drowning victims than regular zombies.

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

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

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

Gear: Typically a flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), 50% have light armor (+4)

Special Abilities:

- * **Claws:** Str.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Gas:** A gas zombie that is Shaken or wounded releases a cloud of toxic gas. This fills a Medium Burst Template. Any one caught in the cloud must make a Vigor roll at -2 or suffer a wound. Victims in fully sealed suits are immune to this effect.

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

ZOMBIE, SPORE

Spores zombies are another form of Rephaim weapon, and are thankfully in short supply. At first glance, a spore zombie looks like a standard walking corpse at a distance. However, a cursory examination shows marked differences. For a start, their flesh is a sickly shade of yellow and looks wet, they smell of disease rather than rotting flesh, and fresh zombies show no visible death wounds.

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

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

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

Gear: Typically a flechette SMG with 2 magazines (Range: 12/24/48, Damage: 2d6+1, AP 2, Auto), 50% have light armor (+4)

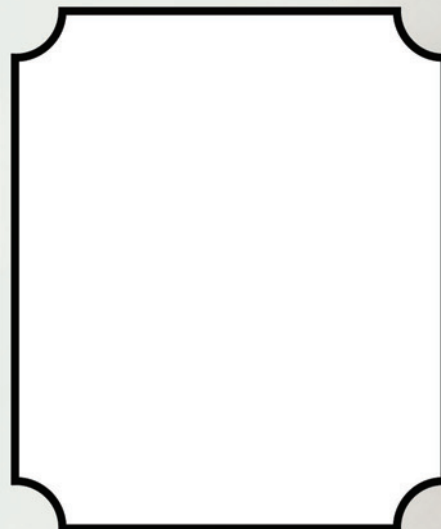
Special Abilities:

- * **Claws:** Str.
- * **Fearless:** Immune to Fear and Intimidation.
- * **Spores:** A cloud of invisible spores surround a spore zombie. Each round a foe is adjacent, he must make a Vigor roll (+2 if he covers his





Papers of Conscription



Name

Branch Title:

Order

Squadron

Banner

Lance

Attributes

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

Agility
Smarts
Strength
Spirit
Vigor

Base

Charisma

Pace

Parry

Toughness

Mod

Skills

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

Hardware

Armor

Head:

Torso:

Arms:

Legs:

Total WT Carried:

Weight Limit:

Encumbrance Penalty:

Hindrances:

Edges:

5

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

90

100

110

-1 W
-2 O
-3 U
INC! N
-2 D
-1 S
F
A
T
I
G
U
E

Litanies

drain

range

damage/effect

duration

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Weapons Issued

Weapon

range

ROF

damage

AP

WT

notes

_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____



OPERATIONAL COMMANDMENT FOR IMMEDIATE DEPLOYMENT

MISSION TYPE

ALLIES

SUPPORT

DELAY

BINGO

DAMAGE

BURST

OPPOSITION

COMMANDING OFFICER REPORT

COMPLICATIONS

ENCOUNTERS

- 1-2 CREATURES
- 3 ABANDONED CAMP
- 4 DISCARDED
- 5 EQUIPMENT
- 6 BUNKER
- 7 AMBUSH
- 8 RIVER

Agility

Smarts

Spirit

Strength

Vigor

Necropolis Squad Sheet

Order - Banner - Lance:

Edges:

Hindrances:

Pace

Parry

Toughness

Skills

- d _____ Climb
- d _____ Driving
- d _____ Fighting
- d _____ Guts
- d _____ Intimidation
- d _____ Repair
- d _____ Notice
- d _____ Shooting
- d _____ Stealth
- d _____ Throwing

Branch

Name (Last,First)

Notes

Fatigue

-1

-2

inc

Ammo
Track

Very High

-1 to all actions

High

Low

Out

Gear

range

ROF

damage (AP)

Notes

VEHICLE SHEET

Crew:	Handling:
Acc/Top:	Climb:

Notes:

Toughness			Wounds
Front	Top	Sides	-1
			-2
			-3
Armor			Wrecked

Weapon Detail	range	ROF	damage (AP)	burst?	Notes
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				

Vehicle: _____

Crew: _____	Handling: _____	Wounds
Acc/Top: _____	Climb: _____	-1
Notes:		-2
		-3
		Wrecked

Toughness	Front	Top	Sides
Armor			

Weapon List

Vehicle: _____

Crew: _____	Handling: _____	Wounds
Acc/Top: _____	Climb: _____	-1
Notes:		-2
		-3
		Wrecked

Toughness	Front	Top	Sides
Armor			

Weapon List

Vehicle: _____

Crew: _____	Handling: _____	Wounds
Acc/Top: _____	Climb: _____	-1
Notes:		-2
		-3
		Wrecked

Toughness	Front	Top	Sides
Armor			

Weapon List

Weapon Detail	range	ROF	damage (AP)	burst?	Notes
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				
	/ /				

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