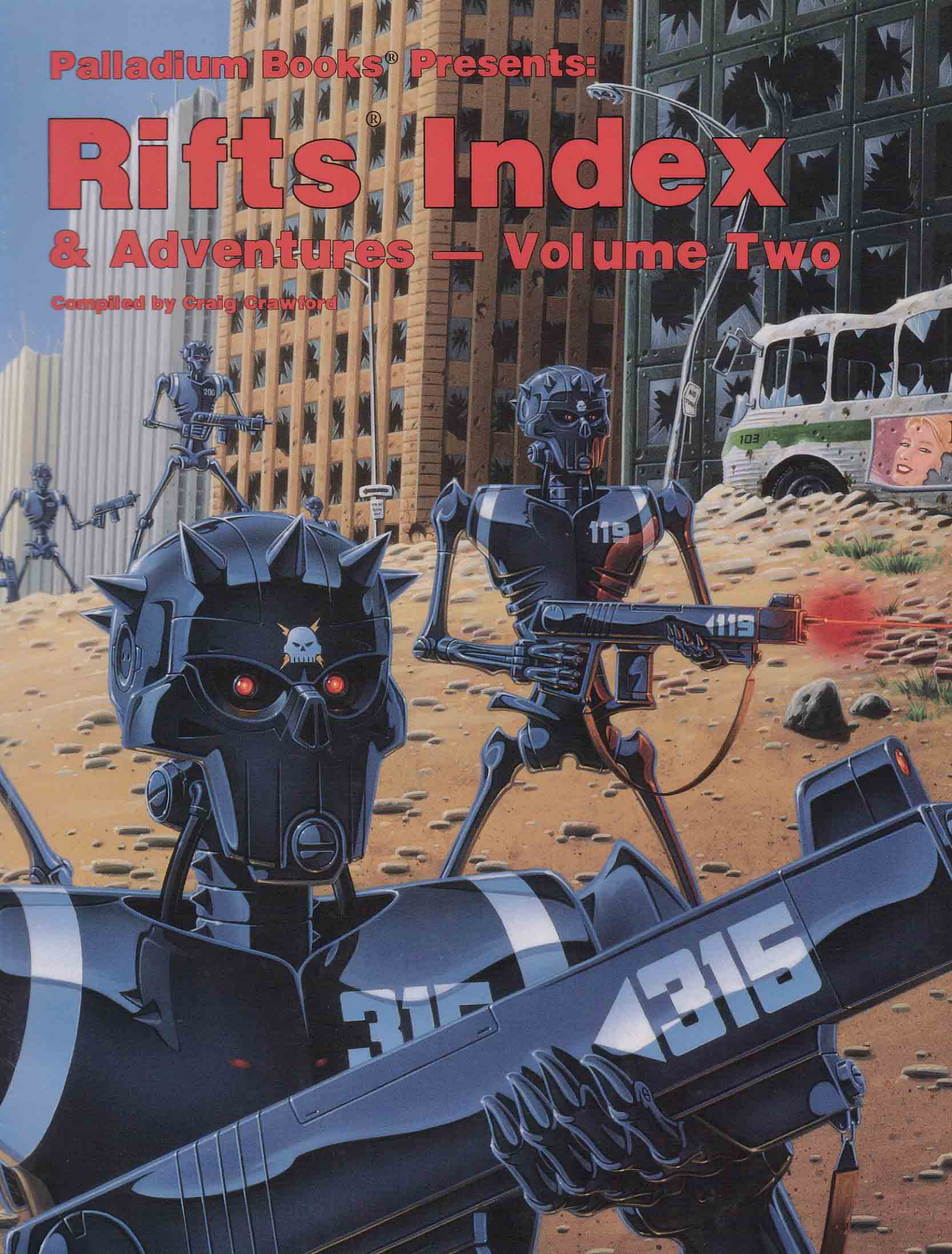
Palladium Books® Presents:

Rifts® Index

& Adventures — Volume Two

Compiled by Craig Crawford



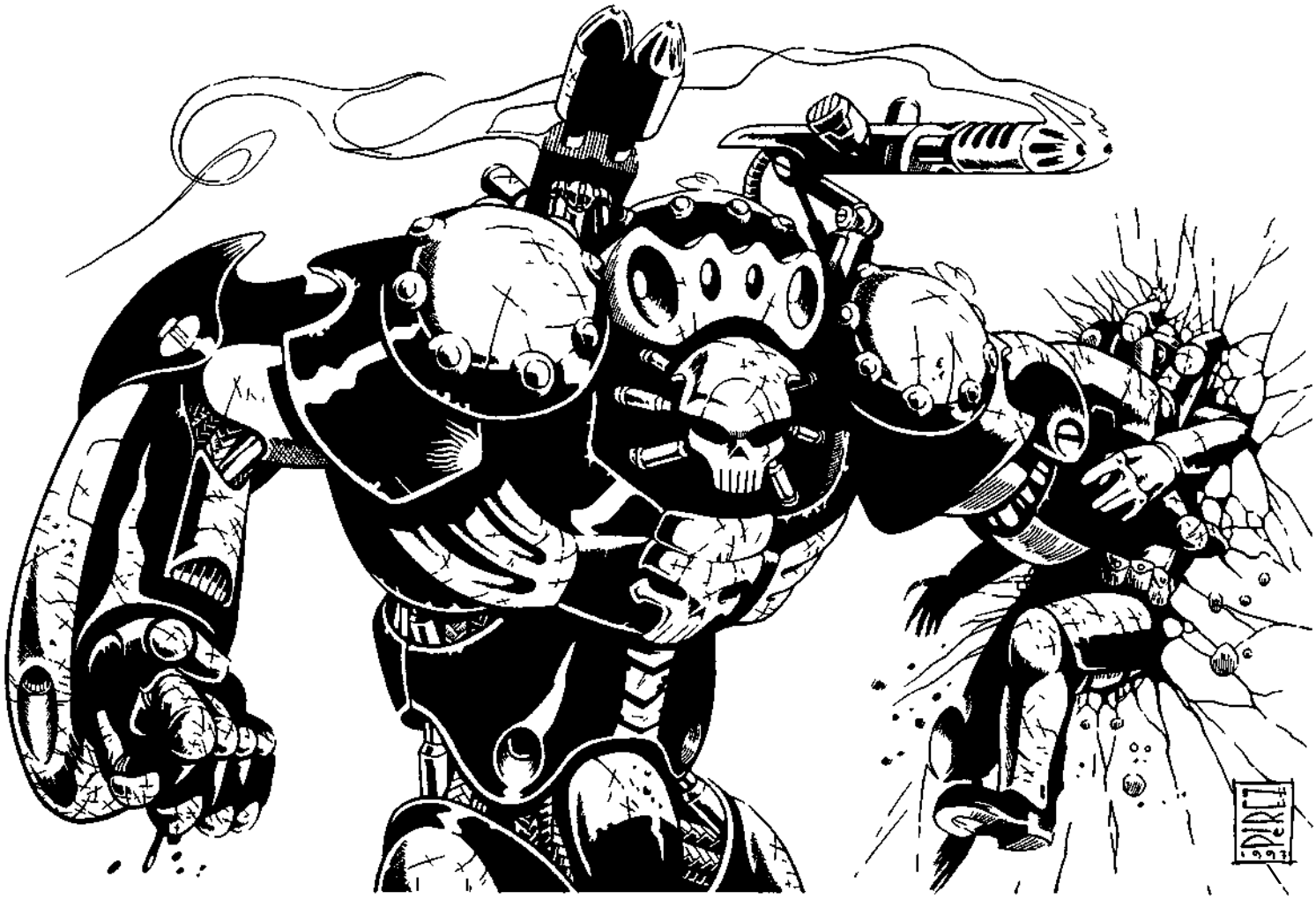
Warning!

Violence and the Supernatural

The fictional World of Rifts® is violent, deadly and filled with supernatural monsters and strange powers. Other dimensional beings, often referred to as "demons," torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigod, as well as magic, psychic powers, insanity, and war are all elements in this book.

Some parents may find the violence, magic and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, suicide, or violence.



Volume Two includes ...

Juicer Uprising™, Coalition Navy™, **Coalition War Campaign™,** New West™, **Lone Star, Spirit** West™, **Rifts® Underseas™, Game Screen & Adventure Pack, South America II, Sourcebook 2: The Mechanoids®, Phase World™,** and **Rifts® Japan.** Plus 40+ pages of adventure.

The Rifts® Index, your reference to the Megaverse®.

Dedicated to epic adventure and Palladium's gaggle of freelance writers.

— Kevin Siembieda, 1997

Coming in 1998
The Rifter™ Series — Your Guide to the Megaverse®
Rifts® Dimension Book 4: Scraypers™
Rifts® Warlords of Russia™
Rifts® The Magic of Russia
Rifts® Australia
Rifts® Scotland
Rifts® Canada
Rifts® Free Quebec
Phase World™: The Three Galaxies
and much, much more.

First Printing — December 1997

Copyright 1997 Palladium Books Inc. & Kevin Siembieda

All rights reserved, world wide, under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews. All incidents, situations, institutions, governments and people are fictional and any similarity, without satiric intent, of characters or persons living or dead, is strictly coincidental.

Palladium Books®, Rifts®, RECON®, and Megaverse® are registered trademarks owned and licensed by Kevin Siembieda and Palladium Books Inc. Nightbane, New West, Federation of Magic, Lone Star, Psyscape, Coalition States, Erin Tarn, Emperor Prosek, Splugorth, Alistair Dunscon, Harvester of Souls, Chi-Town, Skelebots, Vibro Blade(s), SAMAS, Dog Boys, Dog Pack, Techno-Wizard, Ley Line Walker, Shifter, Cyber-Knight, Battle Magus, Psi-Stalker, Simvan, Brodkil, Juicer, Crazy, 'Borg, 'Bot, D-Bee, Burster, Mind Bleeder, Mind Melter, Nega-Psychic, Psi-Druid, Psi-Ghost, Psi-Nullifier, Psi-Slayer, Psi-Warrior, Zapper, Psi-Tech, Psi-Tek, and other names, titles and the likenesses of characters are trademarks owned by Kevin Siembieda and Palladium Books Inc.

Palladium On-Line: www.palladiumbooks.com

Rifts® Index, Volume Two is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

Palladium Books Presents:

Rifts Index

& Adventures — Volume Two

Index Compiled By: **Craig Crawford**

Adventures By: **Kevin Krueger**

Eric Thompson

Christopher Jones

Craig Crawford

Editors: **Jim Osten**

Alex Marciniszyn

Wayne Smith

Proofreader: **Julius Rosenstein**

Cover Painting: **Kevin Long**

Interior Artists:

Wayne Breaux Jr.

Ramon Perez Jr.

Scott Johnson

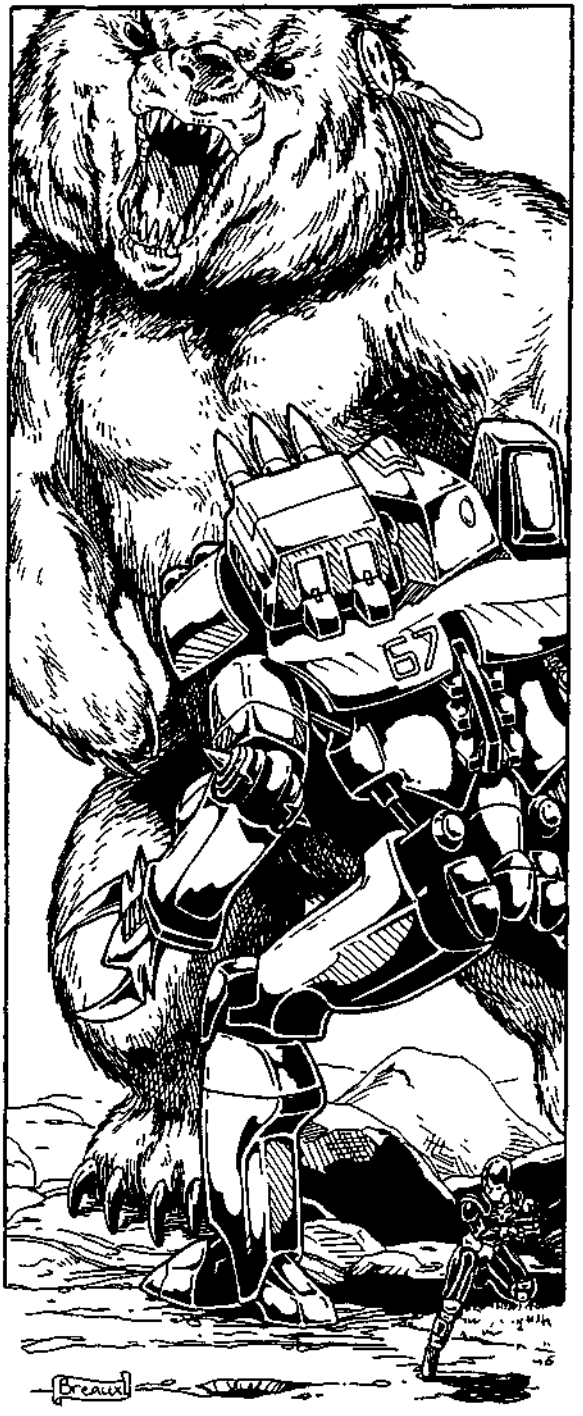
Michael Dubisch

Kevin Long

Vince Martin

Art Direction & Keylining: **Kevin Siembieda**

Typography: **Maryann Siembieda**



Based on the RPG rules, characters, concepts and Megaverse® created by **Kevin Siembieda.**

Palladium Books On-Line: www.palladiumbooks.com

Special Thanks to Craig who had to redo a third of the index after his hard drive crashed (see, those backup files really are important). To Kevin Krueger, Chris Jones, and Eric Thompson for jumping in and contributing adventures and adventure ideas. And to Maryann and the usual hard working "Rifters" at Palladium Books for all their hard work.

— Kevin Siembieda, 1997

RIFTS® MULTI-BOOK INDEX II

By Craig Crawford

This is the second installment of works for the Rifts game. It covers all of the latest Rifts books, and is similar in format to the previous one. However, this time, the material is laid out with more category headings, as well as being cross referenced with Rifts Index Volume I. Hopefully, this volume will be even easier to follow than the first volume, making information hunting quicker and easier for game masters and players alike.

APPENDICES

APPENDIX 1: Body Armor
APPENDIX 2: Equipment
APPENDIX 3: Monsters
APPENDIX 4: Occupational Character Classes
APPENDIX 5: Power Armor
APPENDIX Racial
APPENDIX 7 Robots
APPENDIX 8: Robot Vehicles
APPENDIX 9: Vehicles
APPENDIX 10: Weapons
APPENDIX 11: Magical Items
APPENDIX 12: Skills
APPENDIX 13: Spells

BOOK ABBREVIATIONS

The page numbers in the Rifts' Index will always be accompanied by an abbreviation corresponding to the book the information is found in. Below is a list of books included within this index and their abbreviations.

a

Rifts Book:

CoalitionNavy . . . . . CSN
Coalition War Campaign . . . . . CWC
Game Master Reference Screen GM1
**GM1/R1 Refers To The Game Master's Reference Screen
**GM1/M1 Refers To The Magic & Psionics Screen
Juicer Uprising . . . . . JUI
The Mechanoids . . . . . MEC
Rifts . . . . . RFT
New West . . . . . WES
Phase World Sourcebook PH2
Rifts Index Volume I DX1
Rifts Japan . . . . . JPN
Rifts Lone Star . . . . . LST
Rifts Underseas . . . . . SEA
South America: 2 . . . . . SA2
Spirit West . . . . . SPR

Rifts® Index Volume II

-A-

Acid

M.D. Acid JPN/163

Adventures

About Face DX1/81-83
Arsenal of Terror GM1/27-38
Dark Secrets DX1/71-77
A False Alarm DX1/76
Juicer Trouble DX1/77
The Raiders Reappear DX1/76
Heart of Evil DX1/47-55
Sinker CWC/220
DX1/88, GM1/38
Ambrosia of the Gods/Strange Brew DX1/91
Alamo DX1/89-90
Angels of Mercy GM1/42-43
Body Double DX1/92
Brain?Brain? DX1/89
War CWC/219-223
The Big One CWC/220-221
Dark Tunnels CWC/222-223
In The Front Door CWC/222
The Prophet CWC/222
The Price Of Freedom CWC/222
Resistance CWC/221
Sleepers CWC/223
Stalag of Doom CWC/221
Strange Bedfellows CWC/223
To The Rescue CWC/223
Country Hospitality DX1/92
The Diner GM1/46-47
Enemy/Ally Mine? DX1/88-89
Errand of Mercy DX1/92
Evil For Hire DX1/91-92
From Other Worlds GM1/47-51
I. Why I Hate Bugs GM1/47
II. Robot Masters GM1/48
III. A New Ally? GM/48-50
IV Playing Chicken GM1/50
V. Crossing the Line GM1/50-51
Gift of Power GM1/43-44
God of Thunder DX1/89
A Good Deal, Buy Now GM1/43
Help Wanted GM1/45
Hunter's Moon DX1/94

Identity Crisis . . . GM1/40-41
Judge Not . . . DX1/92-93
Judgement . . . DX1/93
Let's Play/ Bubble Trouble . . . GM1/45-46
A Mother's Love . . . DX1/94-95
Maiden In Distress? . . . DX1/94
Monsters . . . GM1/42
More Trouble With Magic . . . GM1/41
Must Every Cloud Have . . . DX1/90
One If By Land . . . DX1/91
Quest of the Cyber-Knight . . . GM1/38-39
Requiem of a Fighter (Solo) . . . DX1/88
Rescue . . . GM1/39-40
Roanoake Revisited . . . DX1/91
Seeds . . . GM1/47
The Setup . . . DX1/95
The Silver Medallion . . . DX1/94
Tasmora's Troupe . . . DX1/90-91
That Ol' Black Magic . . . DX1/92
Too Good To Be True . . . DX1/90
Two Gun Sally . . . GM1/40
Weapon of Tomorrow . . . DX/94
Who's On First? . . . DX1/90
Worlds Apart . . . DX1/92
Intruders, GM ideas &plots . . . PH2/47
Juicer Uprising . . . JUI/132-150
Grim Discoveries . . . JUI/147-150
SEE ALSO **Operation Phoenix**

Rising, Phoenix Chip, Prometheus Treatment

Lone Star Complex
Bradford, Dr Desmond Ideas . . . LST/106-107
Claval, Major Ideas . . . LST/121
Collins, Colonel Ideas . . . LST/115
Kalpov, Brig- General Ideas . . . LST/114
Kashbrook, General Ideas . . . LST/109-110
Murphy, Colonel Ideas . . . LST/117
Santiago, Dr Ideas . . . LST/125-126
Mechanoids . . . MEC/91-104
A Case of Mistaken Identity . . . MEC/104
Children of Doom . . . MEC/11-14
Evil Among Humans . . . MEC/96-97
The Factory . . . MEC/100-101
Liberty . . . MEC/97-100
Subplots . . . MEC/97-98
The Map . . . MEC/93-96
Subplots . . . MEC/95-96
The Mechanoid God . . . MEC/101
The Nightmare Begins . . . MEC/91-93
Subplots . . . MEC/92-93
The Secret . . . MEC/101,104
Supernatural Influence . . . MEC/104
The Torturer . . . MEC/101
The Ultimate Showdown . . . MEC/104
Pantheon of the Sun, Adventure Ideas . . . SA2/48
The Rifter . . . DX1/77-80
Dark Clouds . . . DX1/80
More Power . . . DX1/80
No Power . . . DX1/80
The Stranger . . . DX1/80
Revenge is a dish best served . . . DX1/57-71
Additional Ideas . . . DX1/67
Slavers, Xiticix & the Green Death . . . GM 1/6-27
SEE ALSO **INDEX-1, Adventure Ideas**

Aging

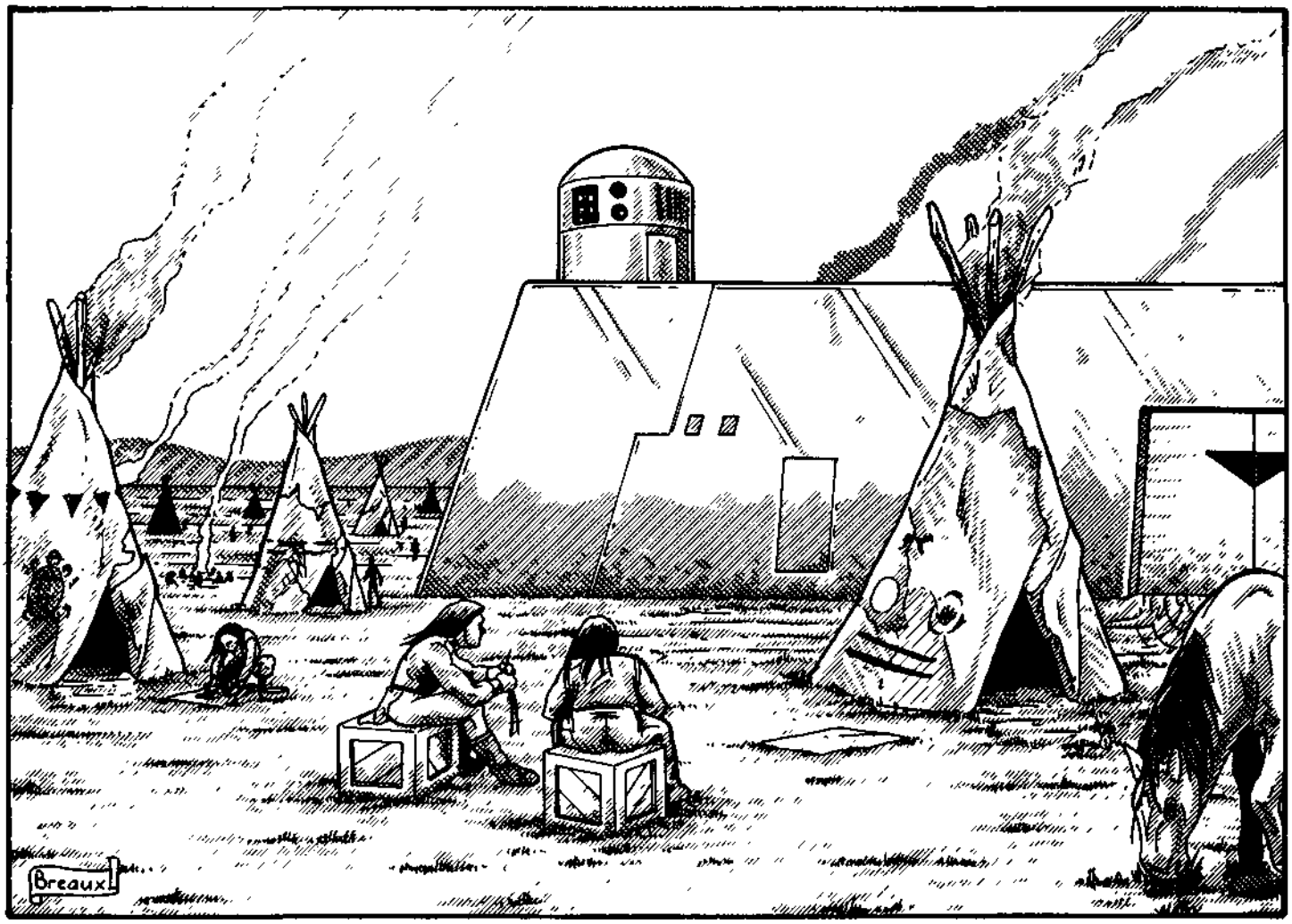
Molecular Medicine, Effects Of . . . LST/68
On Pre-Rifts Earth . . . LST/69
On Post-Rifts Earth (CS) . . . LST/68-69
SEE ALSO INDEX-1, Age

Alcohol

Characters, Effects On . . . WES/122
D-bees, Effects On . . . WES/122
Monsters, Effects On . . . WES/122
Skill, Drinking . . . WES/121-122
SEE ALSO **INDEX-1, Alcoholism and Effects**
Aliens SEE **Race, Non-Human**
SEE ALSO **INDEX-1, Alien Races**

Americans, Native

Background . . . LST/138
WES/14
Beliefs
Animal Spirits . . . SPR/82-83,95
Circle of Life . . . SPR/17
Spirit Energy . . . SPR/83
Livestock, Beliefs About . . . SPR/83
Magic
Disappearance Of (Pre-Rifts) . . . SPR/15,16
Return Of (Post Rifts) . . . SPR/17
Middle World . . . SPR/83
Realm of the Near Sky . . . SPR/17
Spirit Caves . . . SPR/17
Bionics, Views On . . . SPR/35
Ties To Spirits, Effects On . . . SPR/35
Totems, Effects On . . . SPR/35
Classifications By "Belief . . . SPR/25
Modern (Tech-Indians) . . . SPR/25-26
Bionics, Views On . . . SPR/35
Equipment, Access To . . . SPR/189
Industrial/Military Facilities . . . SPR/197,204
OCC Availability . . . SPR/26,35
Pre-Rifts Items, Caches . . . SPR/196
Preserves . . . SPR/204
Spirits/Gods, Suspicions . . . SPR/25



Technology, Use Of. . . . SPR/25
Pure Ones. . . . SPR/28-29
Beliefs. . . . SPR/13
Bionics, Views On. . . . SPR/35
Coalition, Views on. . . . SPR/31
OCC Availability. . . . SPR/29
Pre-Rifts. . . . SPR/12
Skills. . . . SPR/34
Technology, Views On. . . . SPR/29
Renegades. . . . SPR/29-31
Coalition, Views On. . . . SPR/31
OCC Availability. . . . SPR/30-31
Technology, Use Of. . . . SPR/29,30
Traditionalists (Retros). . . . SPR/26-28
Bionics, Views On. . . . SPR/35
Coalition, Views On. . . . SPR/31
D-Bees, Views On. . . . SPR/27
Isolationists. . . . SPR/31
Magic, Use Of. . . . SPR/27
OCC Availability. . . . SPR/27, 33,34
Preserves. . . . SPR/204,205
Skills. . . . SPR/34
Supremacists. . . . SPR/31
Technology, Avoidance Of. . . . SPR/27
Cowboys, Views On. . . . SPR/37
Confederacies
Iroquois League. . . . SPR/21
Kachina Spirit Movements. . . . SPR/24
Dream Speaker, PhilipNPC Historian
Magic, Beliefs About. . . . SPR/14-15
Nega-Psychic. . . . SPR/15
Oral Teachings. . . . SPR/12-15
Enemies. . . . SPR/37
Factions. . . . SPR/31
Isolationists. . . . SPR/31
Pacifists. . . . SPR/31
Supremacists. . . . SPR/31
History, Native American. . . . SPR/12-15,25
Ghost Dance Prophecy. . . . SPR/15
Great Cataclysm, Effects Of. . . . SPR/12-13
Pre-Rifts Earth. . . . SPR/25
Repopulation of the Animals. . . . SPR/13
Return of the Ancients. . . . SPR/12-14
Return Of Native Americans. . . . SPR/11-12
Medicine Wheels
Big Horn Mountains (Wyoming). . . . WES/24,29,138
Names, Importance Of. . . . SPR/18

Populations

New West . . . WES/24-25
Preserves . . . SPR/6,204-208
Blackwall Preserve (Trad) . . . SPR/6,206-207
Camp Cherokee (Trad) . . . SPR/6,208
Casper Preserve . . . SPR/6,207
Central Preserve (Trad) . . . SPR/6,208
Fort Alaska (Mod) . . . SPR/6,208
Fort Apache Preserve (Mod) . . . SPR/6,24, 205-206
Military Forces . . . SPR/206
Population Breakdown . . . SPR/206
Fort Comanche (Trad) . . . SPR/6,207-208
Fort Dakota . . . SPR/6,207
Fort Huron (Trad) . . . SPR/6,208
Fort Sky Preserve (Trad) . . . SPR/6,208
Longhouse Preserve (Trad) . . . SPR/6,21,208
Nimipu Preserve (Trad) . . . SPR/6,107,206
Shoshone Mountain Preserve . . . SPR/6,206
The Valley Preserve . . . SPR/6,206
Water Point Preserve (Trad) . . . SPR/6,206

Rituals

Sun Dance . . . SPR/23
Shamans . . . SPR/48-50
Bad Medicine . . . SPR/70-71
Repercussions . . . SPR/70,71
Spirit Intervention . . . SPR/70
Becoming One . . . SPR/48-49
Brush With Death . . . SPR/49
Blessings . . . SPR/49
Fetishes . . . SPR/49-50,83
Hit Points/SDC, Using As PPE . . . SPR/71
Penalties . . . SPR/71
Sacrificing One's Life . . . SPR/71
Magic
Gifts . . . SPR/48,70
Vision Quests . . . SPR/70
Requirements For . . . SPR/49
Responsibilities . . . SPR/48
Simvan, Views on . . . SPR/37

Skills

Adjustment For OCC's . . . SPR/34-35
Trading Modern Skills For Fetishes . . . SPR/34

Spirits, Significance

Old Flame Dancing, Blessing of Fire . . . SPR/161
Thunderbirds, Sacredness Of . . . SPR/153,187
Tree . . . SPR/159
Tribal Structure . . . SPR/18-19
Bands . . . SPR/18
Clans . . . SPR/18
Nations . . . SPR/19
Societies . . . SPR/19
Tribes . . . SPR/18-19

Tribes

Arctic . . . SPR/19
Aleut . . . SPR/19
Inuit/Eskimo . . . SPR19
Arctic (Sub) . . . SPR/19
Beothuk . . . SPR/19
Carrier . . . SPR/19
Chippewyan . . . SPR/19
Cree . . . SPR/19
Kutchin . . . SPR/19
Metis . . . SPR/19
Montagnais . . . SPR/19
Naskapi . . . SPR/19
California . . . SPR/20
Chumash . . . SPR/20
Hoopa . . . SPR/20
Maidu . . . SPR/20
Miwok . . . SPR/20
Patwin . . . SPR/20
Pomo . . . SPR/20
Wintun . . . SPR/20
Yahi . . . SPR/20
Yokuts . . . SPR/20
Yurock . . . SPR/20
Great Basin . . . SPR/20
Bannock . . . SPR/20
Paiute . . . SPR/20
Shoshone . . . SPR/20
WES/22,24
Ute . . . SPR/20
WES/23
Northeast Tribes . . . SPR/20-21
Abnaki . . . SPR/20
Algonkin . . . SPR/20
Cayuga . . . SPR/20
Chippewa . . . SPR/20
Delaware . . . SPR/20
Fox . . . SPR/20
Huron . . . SPR/20
Illinois . . . SPR/20
Kickapoo . . . SPR/20
Mahican . . . SPR/20
Malecite . . . SPR/20
Massachuset . . . SPR/20
Menominee . . . SPR/20
Miami . . . SPR/20
Micmac . . . SPR/21
Mohawk . . . SPR/21
Mohegan . . . SPR/21
Montauk . . . SPR/21
Narragenset . . . SPR/21
Nipmuc . . . SPR/21

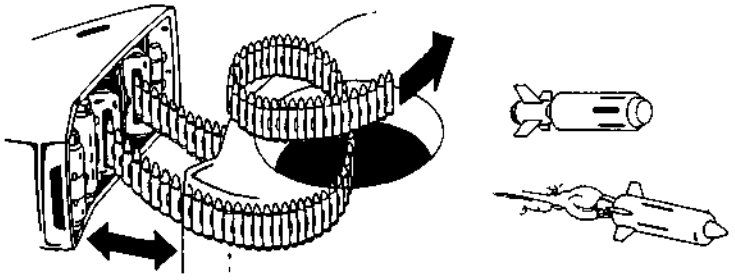
Oneida . . . SPR/21
Onondaga . . . SPR/21
Ottawa . . . SPR/21
Passamoquaddy . . . SPR/21
Pennacock . . . SPR/21
Penobscot . . . SPR/21
Pequot . . . SPR/21
Potawatomi . . . SPR/21
Powhatan . . . SPR/21
Sac . . . SPR/21
Seneca . . . SPR/21
Shawnee . . . SPR/21
Susquehannock . . . SPR/21
Tuscarora . . . SPR/21
Wampanoag . . . SPR/21
Wappinger . . . SPR/21
Winnebago . . . SPR/21
Northwest . . . SPR/21-22
Chinook . . . SPR/21
Haida . . . SPR/21
Kwakiutl . . . SPR/21
Makah . . . SPR/21
WES/24
Nootka . . . SPR/21
Tlinglit . . . SPR/21
Tsimishian . . . SPR/21
Plains . . . SPR/22-23
Arapaho . . . SPR/22
Ankara . . . SPR/22
Assiniboine . . . SPR/22
Blackfoot . . . SPR/22
WES/22
Cheyenne . . . SPR/22
WES/24
Comanche . . . SPR/22
Crow . . . SPR/22
Gros Ventre . . . SPR/22
Hidatsa . . . SPR/22
Iowa . . . SPR/22
Kaw . . . SPR/22
Kiowa . . . SPR/22
Mandan . . . SPR/22
Missouri . . . SPR/22
Ojibway . . . SPR/22
Osage . . . SPR/22
Oto . . . SPR/22
Pawnee . . . SPR/22
Plains Cree . . . SPR/22
Ponca . . . SPR/22
Quapaw . . . SPR/22
Sarcee . . . SPR/22
Sioux . . . SPR/22
WES/21,22,24
Tonkawa . . . SPR/22
Wichita . . . SPR/22
Plateau, Northern . . . SPR/23
Cayuse . . . SPR/23
Coer d'Alene . . . SPR/23
Flathead . . . SPR/23
Kalispel . . . SPR/23
Klamath . . . SPR/23
Kootenai . . . SPR/23
Modoc . . . SPR/23
Nez Perce . . . SPR/23,106
WES/21
Palouse . . . SPR/23
Spokane . . . SPR/23
Umatilla . . . SPR/23
Wallawalla . . . SPR/23
Yakima . . . SPR/23
Southeast . . . SPR/23-24
Alabama . . . SPR/23
Apalachee . . . SPR/23
Caddo . . . SPR/23
Calusa . . . SPR/23
Catawba . . . SPR/23
Cherokee . . . SPR/23
Chickasaw . . . SPR/23
Chitimacha . . . SPR/23
Choctaw . . . SPR/23
Coushatta . . . SPR/23
Creek . . . SPR/23
Lumbee . . . SPR/24
Natchez . . . SPR/24
Seminole . . . SPR/24
Timucua . . . SPR/24
Tunica . . . SPR/24
Yamasee . . . SPR/24
Yazoo . . . SPR/24
Yuchi . . . SPR/24
Southwest . . . SPR/24
Apache . . . SPR/24
Havasupai . . . SPR/24
Hopi . . . SPR/24
WES/20,29
Hualapai . . . SPR/24
Mojave . . . SPR/24
Navaho . . . SPR/24
WES/20,23,29
Papago . . . SPR/24
WES/29
Pima . . . SPR/24
Pueblo . . . SPR/24
Yaqui . . . SPR/24
Yavapai . . . SPR/24

Yuma SPR/24
Zuni SPR/24

Tribes, Notable

Apache WES/20,23,29,33,46
Pecos Empire LST/139,170
Gray Fox, Leader LST/138-139
Cheyenne SPR/22,23
Cheyenne-Sioux Coalition SPR/23
Coalition, Intelligence Against SPR/23
Comanche WES/22
Populations, Lone Star LST/13,165
War SPR/17-18
Counting Coup SPR/22
Equipment Used SPR/36
Prisoners SPR/17-18
Tactics SPR/36
Warrior Classes SPR/36-37
Mystic SPR/39
Spirit SPR/44
Totem SPR/42
Tribal SPR/37

SEE APPENDIX-4 For OCC's
SEE ALSO APPENDICES-5,8,10



Ammunition

Silver, Use By Japan JPN/148

SEE **INDEX-1**

Ancients, The (Mummies)

Background SA2/16
City of the Dead SA2/19,48,50
Emperor Yahuar Huacac SA2/50-52
Background SA2/16,48
Sinchi Yahuar, Advisor SA2/50
In South America SA2/16

Angel of Death

Treaties with Naut'Yll Race SEA/147

SEE **Mindwerks**
SEE ALSO **INDEX-1**

Animals

Dolphins, Paladins of the Sea SEA/72-80

Background

Pre-Rifts Earth SEA/72-73
Post Rifts Earth SEA/73
Community SEA/73
Conflicts, Views On SEA/74
D-bees, Views On SEA/75
Echo-Location, Use Of SEA/76
Foreign Relations SEA/74-75
Language SEA/75
Body Language SEA/76-77
Numbers SEA/76
Reading SEA/76
Speak, Dolphin SEA/75-76
Magic, Use Of SEA/80
Natural Abilities SEA/78-79
Psionics, Use Of SEA/80
Technology SEA/74

Horses

Supernatural, Ability To Sense LST/130
As Transportation (Pecos Empire) LST/130

Killer Whale SEA/85-88
Magic, Use Of SEA/88
Natural Abilities SEA/87
Psionics, Use Of SEA/88
On Rifts Earth SEA/86

Mutant Animals

Bears LST/72
Felines LST/76-78,79
Breeds and Attributes LST/77
Dogs SEE **Dog Boys**
Monkeys LST/81-82,83
Rodents Rats LST/85-87
CS Use Of LST/86
Loyalty LST/86
Psychology LST/85-86
Runaways LST/93-96
Communities LST/95-96
Underground LST/95
North American
Waters, Common Creatures CSN/97
Robot SEE Robots
Scorpions WES/161
Sharks SEA/29-30
Great White SEA/29-30
Tiger SEA/30
Snakes WES/161
Cottonmouth WES/161
Diamondback WES/161
Whale
Humpback SEA/90-92
Magic, Use Of SEA/92
Natural Abilities SEA/91-92
Psionics, Use Of SEA/92
Sperm SEA/88-90
Magic, Use Of SEA/90
Natural Abilities SEA/89-90

Psionics, Use Of. SEA/90
SEE INDEX-1

Archie ThreeMEC/15-17,19
Hagan. MEC/15-17,19-20
Knowledge of Mechanoid Plans. MEC/17-19
Psychological Disposition. MEC/17,19
SEE INDEX-1 **Cyberworks**

Area 51
And Bandito Arms. WES/22-23,171
And the Black Market. WES/22-23
Military Base. WES/22-23

Arkhon Race
Armed Forces. SA2/70
Military Colors. SA2/72
Clan Tlo-Arkhon SA2/67,69
Overlord Enno. SA2/69,70-71
Culture. SA2/69
Death Cyclops (Un-Mertak), Significance. SA2/79
Foreign Relations. SA2/71

Freehold
Population. SA2/69
History. SA2/67-68,68-69
Invasion of Pre- Rifts Earth. SA2/9-10,67
Invasion of Post Rifts Earth. SA2/13-14,67-68
Battle of Humari SA2/13-14
Languages. SA2/162
In Orbit. SA2/68
On Mars. SA2/68
Technology. SA2/79
SEE **APPENDIX-2, E-Clips**
SEE **APPENDIX-5,8,9,10**

ArmaTech Industries (Akizuki International)
History. JPN/114
Republic of Japan. JPN/114-115

Armor, Body
Black Market. WES/177
Customizing/Modifying WES/178-179
Features Of. WES/177
Cavalry Armor/Barding. WES/181
Coalition, Styles (Features Of). CWC/99-100
Japanese, Features Of. JPN/181
Types (Japan). JPN/181-186
Northern Gun. WES/179
Optional Damage Table. JPN/181
Radiation, Effects On. CSN/48
Repair, Costs Of. GM1/R2
Statistics. GM1/R5
Used (Patchwork). WES/179
West, NewOvercoats/Dusters. WES/178
SEE ALSO **APPENDIX-1** SEE ALSO **INDEX-1, Body Armor**
SEE ALSO **INDEX-1, APPENDIX-1**

Artificial Island SEE **Tritonia**

Asia
Overview. JPN/9
SEE ALSO **INDEX-1**

Atlantis
Chimu Nation, Ties To. SA2/9
Clan Acherean. PH2/35-36
Colony of Alexandria. PH2/35-36
Pyramids On. PH2/35

History
Lemuria And. SA2/9
Nazca Empire and. SA2/9

Juicers
Blood Sports, Adaptations Of. JUI/25
Uprising, Effects Of. JUI/146
Use Of. JUI/53
Map Of. GM1/61
And Mechanoids. MEC/8,10
True Atlantean
And Goblin Spiders. JPN/207
SEE **INDEX-1**

Attributes
Bonus Chart. GM1/R3
SEE ALSO **INDEX-1**

-B-

Bandito Arms (BA)
Base of Operation (Area 51). WES/22-23,171
Bigbore Series Weapons. WES/174
Goods Available. WES/171-172
Outposts. WES/171
Charity Colorado, Activity In. WES/62
Clarkdale Outpost. WES/32
Technology, Pre-Rifts. WES/172
SAMAS. WES/181
SEE **APPENDICES-1,5,8,9,10**

Bandits
West, New. WES/14,83-84
Leadership. WES/83
Typical. WES/83
Villains, Use Of. WES/84-85

Bar/Saloon/Tavern (New West)
Typical. WES/120
Food/Drink Prices. WES/120
Gambling. WES/121
Room & Board. WES/121

Barbarians
Larhold. SA2/183-184
Blue Flame Magic. SA2/183,188,189
Encampments On Earth. SA2/184

Flame Puma, NPC War Chief. SA2/20
Foreign Relations. SA2/183,184
Government. SA2/184
History. SA2/183-184
Invasion Of Rifts Earth. SA2/12
Languages. SA2/162
Population. SA2/183
Society. SA2/184

Biological Agents
ZK-12. . . . . GM1/24

Bionics
Lone Star Complex
Advancement Of. LST/104
Underwater. SEA/191
SEE ALSO **INDEX-1**

Black Boxes SEE Weapons

Black Market
Area 51, Control of. WES/22-23,171
ArmaTech Industries, Ties With. JPN/114
Bandito Arms, Munitions Branch. WES/22-23
Outposts. WES/32,62,171
Blood Sports, Control Of. JUI/25
Video Sales. JUI/20
Burbs, Activity In. CWC/200

Currency
Credit System. WES/18
Dregtown, Kingsdale, Ties To. JUI/110-111
Fort El Dorado, Trade With. JUI/130
Goods Available. WES/171-172
Body Armor. WES/177
Customizing/Modifying. WES/178-179
Features Of. WES/177
E-Clips. WES/173
Rail Guns. WES/175
Interest in Mechanoid Equipment. MEC/51
Japan, In Republic Of. JPN/73,74
Juicers, Use Of. JUI/20
Los Alamo. JUI/118
Newtown, Influence In. JUI/124
Technology, Pre- Rifts. WES/172
SAMAS. WES/181
TW Weapons, Availability. WES/213
West, New and Fashions. WES/11
Trade In. WES/18
SEE APPENDICES-1,5,8,9,10
SEE ALSO **INDEX-1**

Black Ships
The Vulture. CSN/123

Body Armor SEE Armor, Body

Body-Chop-Shops
Colorado, Charity. WES/62
Fort El Dorado. JUI/124
Juicer Process, Effects On. JUI/13
Kingsdale, Enhancement Clinic In. JUI/100, 102,107-108
Dr. Douglas Welby (NPC). JUI/107
Los Alamo. JUI/117
Newtown. JUI/124,130
Silvereno, Colorado. WES/53
SEE ALSO **INDEX-1**

Bottled Demon Missile System
Origin of. PH2/36

Bounties
Collecting. WES/88
Trade Goods. WES/88-89
Examples Of. WES/87-88

Bounty Hunters
New West. WES/87
SEE **APPENDIX-4 For OCC**

Brodkil Empire
And Native Americans. SPR/205
Pecos Empire, Presence In. LST/164
Treaties With Naut'Yll Race. SEA/147

Burbs
Atmosphere CWC/198
Black Market Activity CWC/200
Blood Sports JUI/25
D-bees, Notable CWC/202-211

Dangers
Monsters CWC/211-214
Freak Shows/Carnivals In CWC/202
Gang Activity JUI/60
History CWC/197
Law Within (Coalition) CWC/197
Problems In CWC/199-200
Purges CWC/198,199
Shakedowns CWC/198,199
Unspoken Laws CWC/198
Population Breakdown CWC/200

Bushido Industries
Competition With Galactic Armory PH2/81
Contracts With CAF PH2/81
Corporate Cyberai PH2/36
Oni Race, Control Of PH2/16
Specialties PH2/58

-C-

Canada
As Part of the New West WES/19
Carnivals SEE **Traveling** Shows

Cartridge Energy Six System
Drawbacks WES/212
Explanation WES/212
Recharging WES/214
SEE **APPENDIX-10 For Types**

Cerasteel
Arkhon Creation of SA2/79

Character Sheets
Animal, Mutant GM1/58-60
Character, Quick Reference GM1/55
Coalition OCC MEC/106
Fighter OCC MEC/108
General OCC MEC/109-110
GM1/52-53
Magic OCC MEC/107
Magic Spells Sheet MEC/112
Mercenary Companies GM1/56
Psionic RCC MEC/111
Travelling Show GM1/57
SEE ALSO **INDEX-1**

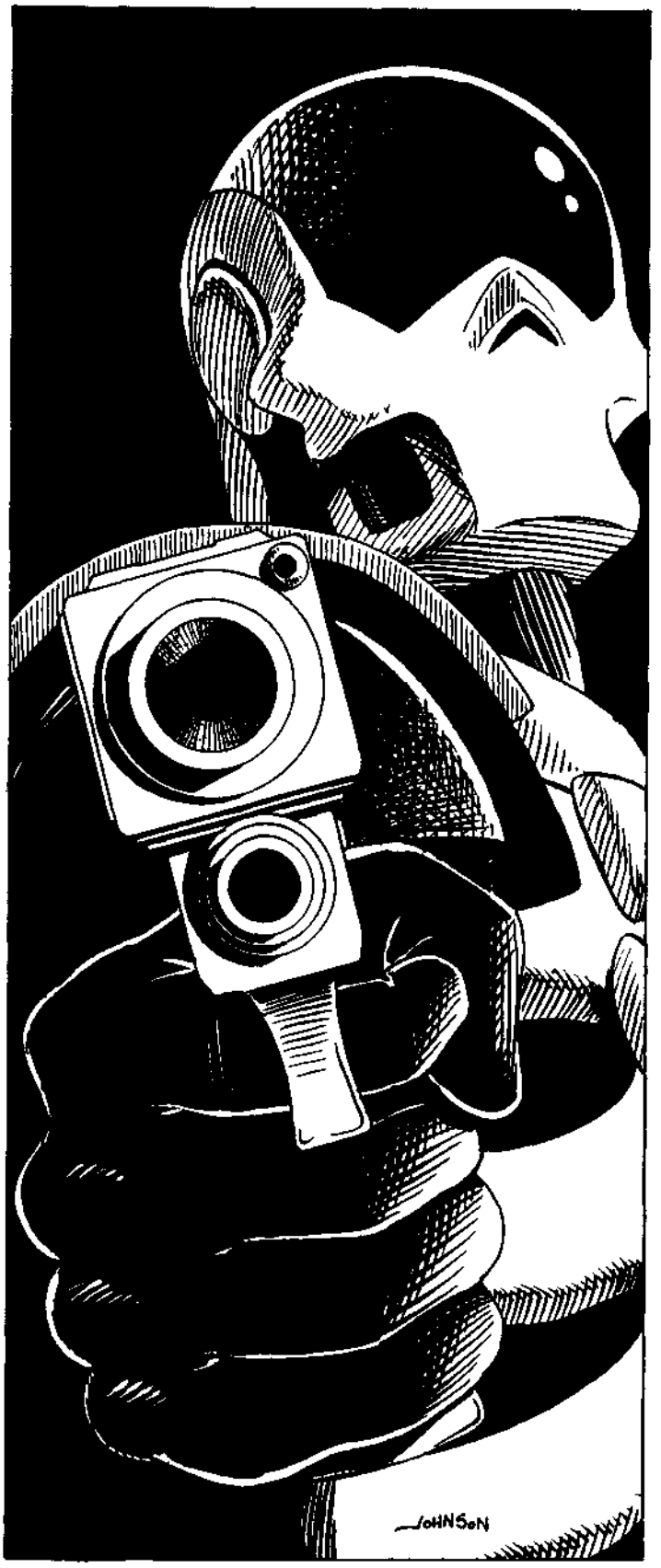
Chi-Town SEE Coalition, Coalition States

Chiang-Ku
Korea, Presence In JPN/26

China
Background JPN/9,26

Ciudad Juarez
Juicers, Blood Sports JUI/25,29

Cloaking Device
Japan JPN/176



Coalition

Americans, Native
Views on . . . LST/138, SPR/32

Baxter, General Charles Reed
Borg Troops Use Of . . . CWC/69

Black, Carol, Lt Colonel
Psi-Battalion, Commander Of . . . CWC/190

BlackMarket
Bandito Arms, Actions Against . . . WES/171
SAMAS, Reactions To . . . WES/181-182

Cabot, General
DSD, Development Of . . . CWC/39
Devil's Gate Crusade, Involvement . . . CSN/24
Juicer Divisions . . . CWC/77, JUI/41,42
NPC Statistics . . . CWC/217-218

Citizen, Average . . . CWC/45,46
Longevity . . . LST/68-69
Views On Government . . . CWC/35,36
Blind Faith . . . LST/68

Coalition Cloning
Humans, Laws Against . . . LST/69
Use Of . . . LST/64

Lone Star Complex, Discovery Of . . . LST/69
Research On . . . LST/104
Mechanoid . . . MEC/18,30,32
Republic of Japan, Use Of . . . JPN/75
For Cyborgs . . . JPN/98
SEE ALSO **INDEX-1, Clones**

Currency
Universal Credits . . . WES/18

Cyborgs
Decommissioned . . . CWC/70-71
Life Expectancy . . . CWC/71
Screening . . . CWC/69
Use Of . . . CWC/69

Dog Boys
Feral, Position On . . . CSN/38
SEE **Dog Boys, Lone Star Complex**

Enemies . . . CWC/23-24

Federation of Magic
Campaign of Blood . . . CWC/21,22
Invasion of Chi-Town . . . CWC/20-21

Gangs Operating . . . JUI/60

Government
Emperor . . . CWC/36
Executive Council . . . CWC/36
CS Navy, Views On . . . CSN/16
High 6 Command . . . CWC/37
Splugorth, Fear Of . . . CSN/16,17
Regional Command . . . CWC/37
Regional State Forces . . . CWC/37

Identification Coding (IC)
Psi-Net Jurisdiction . . . CWC/190

Iowa
Influence In . . . WES/21
Nuclear Weapons Plant . . . CSN/48

Ishpeming
History With Coalition . . . CWC/24-25
Trade Agreement . . . CWC/11,18,25

Juicers . . . JUI/41-45
Insurance Policies For CS . . . JUI/44,45
Policies On, Emperor Prosek's . . . JUI/45
Policies On, Joseph Prosek's . . . JUI/41
Program . . . CWC/77
Ross Underhill's Views On . . . JUI/41
Shane "Miacle Worker" Charleston . . . JUI/45
Use Of . . . JUI/42-43,134,154
DSD . . . CWC/39
Rapid Deployment Force . . . CWC/39
Views On . . . JUI/9,18

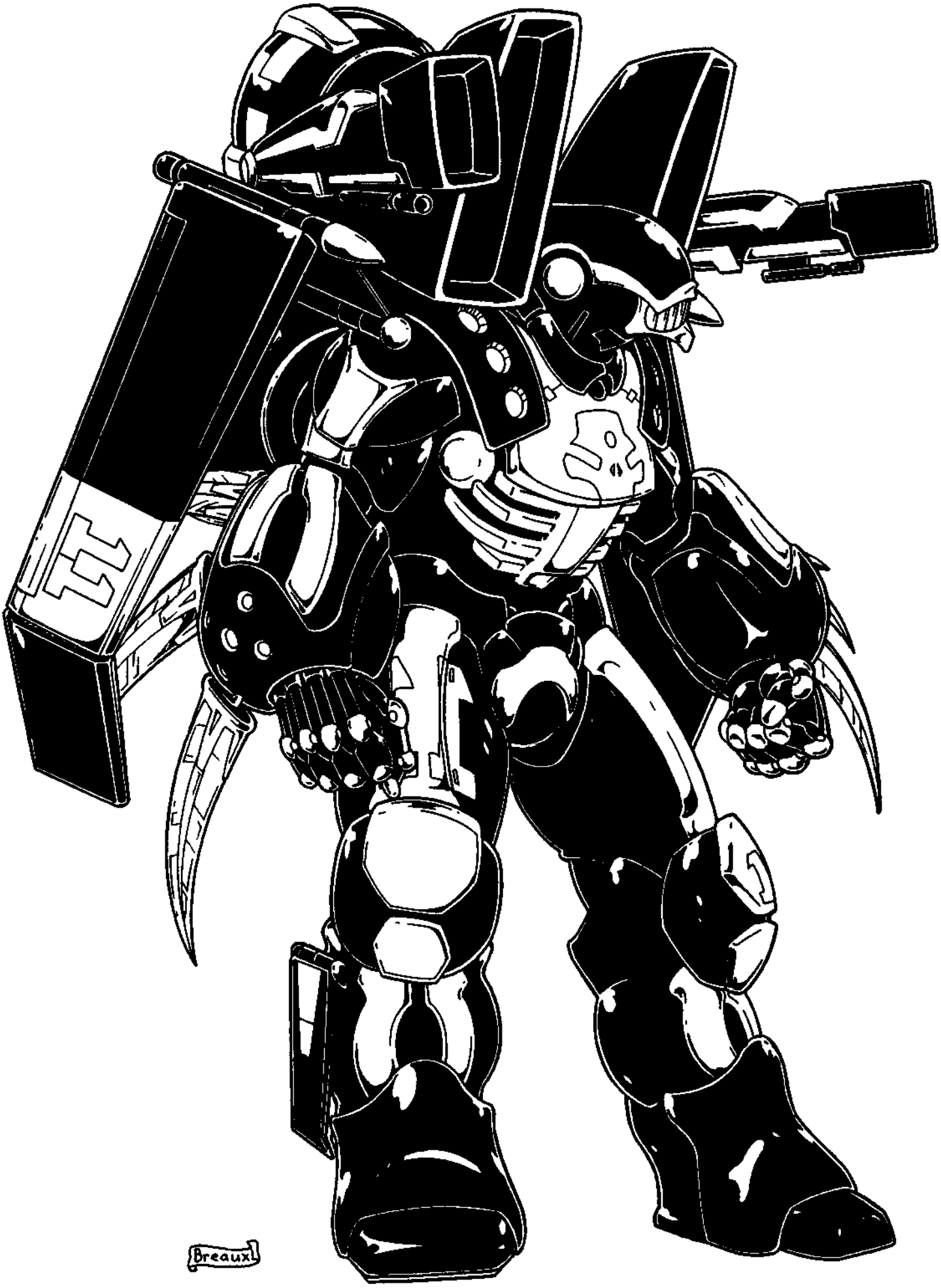
Law . . . CWC/28-32
Bribing Officials . . . CWC/30
City Access Laws . . . CWC/30-32
Procedures . . . CWC/30
Race Laws . . . CWC/31-32
Cybernetic Systems . . . CWC/29-30
Cyber Snatching . . . CWC/29
Death Statistics, Street Crime . . . CWC/32-33
Enforcement SEE **Coalition, Special Divisions, ISS**
Penalties . . . CWC/28-30
Expulsion . . . CWC/28-29
Fines . . . CWC/28
Prisons . . . CWC/28
Work Camps . . . CWC/28

Lazlo, New
Banning of Historical Materials . . . CSN/11

Lyboc, Colonel Thaddius
Deadball, Fan Of . . . JUI/25

Juicers, Lyboc's Support of . . . CWC/77, JUI/41,42,44,45,71
Private Force Of . . . CWC/77
Operation Phoenix Rising, Involvement In JUI/132-133
Aftermath . . . JUI/154-155

Manistique Imperium
History With Coalition . . . CWC/24-25
Trade Agreement . . . CWC/11,18,25


Breaux

Maps Of CWC/26-27
"The Domain of Man" CWC/27
Original CWC/38
GM1/62
Twenty Year CS Expansion Plan CWC/39
LST/6
Mechanoids, Views On MEC/8,9-10
Military
Air Force CSN/85
Divisions LST/110
Mission Types CSN/85
Army CWC/35-36, 88-89
Army Corps CWC/37
Divisions LST/110
And Government, Merging Of CWC/88
Ranger Squads CWC/80
Resentment of Navy CSN/12
Battles, Famous
Battle of Death Creek CSN/25
Devil's Gate Crusade CSN/24
Blitzkrieg, Use Of CWC/42
Campaigns
Federation of Magic JUI/96-97
Divisions & Departments LST/110
Desertion Of Soldiers CWC/47
Enlistment/Conscription CWC/44
Indoctrination CWC/44
Reorientation CWC/44
Equipment
Body Armor, Styles CWC/99-100
Classifications CWC/89
Improvement Of CWC/89
Uranium Rounds, Ban Of CWC/89
Use, Old vs New CWC/89
Fanaticism, Use Of CWC/42
Hierarchy CWC/36-37
Emperor CWC/36
Executive Council CWC/36
High Command CWC/37
Regional Command CWC/37
Regional State Forces CWC/37
Insignias
Air Forces Division CWC/85
Armed Forces Division CWC/69
CSID CWC/67
Missions CWC/42-44
Pacification CWC/43-44
Reconnaissance CWC/43
Search & Destroy CWC/43
Strategic Assault CWC/43
O.C.C. Availability Listing CWC/67
Promotion
Medals CWC/54,56-57
Notes On CWC/57-58
Qualifications For CWC/56
Shoulder Patches CWC/54
Rank CWC/50-53
"Brevet" CWC/53
Ceilings Of CWC/52-53
Chain of Command CWC/50-51
Mercenaries CWC/54
Non-Combat OCC's CWC/52
OCC/RCC Notes CWC/53
Placements On Uniforms CWC/54-55
Rank Structure Chart CWC/52
Support Personnel CWC/53-54
Salaries
Combat Pay CWC/52
Hazard CWC/52
By Rank CWC/50-51
Soldier, Average CWC/46-48
Life in the Barracks CWC/67
Role Playing CWC/47-50
Training CWC/42,44,45
Uniforms (Illustrated) CWC/54-55
ISS Uniforms (Illustrated) CWC/179,182,183
NTSET Uniform (Illustrated) CWC/187
Rank Placement On Uniforms CWC/54-55
RCSG Uniform (Illustrated) CWC/82
RPA Ace Uniform (Illustrated) CWC/85
SEE ALSO **Coalition, Special Divisions**
Military Bases
Briscoe Military Base LST/13
Cabot & Dog Boy Training Grounds LST/41
Odessa Base LST/15
Military Forces LST/15
Settlers LST/15
Outposts
Outpost LS-7, Skelray LST/13
Texas LST/15
Wichita Falls LST/15,108
Civilian Populations LST/15
Motivations CWC/45
Naruni
Views On CWC/11
Naval Bases
Baton Rouge CSN/22
Chi-Town CSN/19
Fort Defiance CSN/19
Fort Girardeau CSN/23
Fort Pinnacle (Port Horus) CSN/14,17, 19,20

Training Base . . . CSN/17,20
Fort Simmons . . . CSN/21
Simmons line . . . CSN/20-21
Greenville . . . CSN/23
Highway/Pipeline To Fort El Dorado . . . CSN/23
Halifax . . . CSN/22
Hannibal . . . CSN/23
Staging Area For Tolkeen Raids . . . CSN/23
Isle of Orleans . . . CSN/21-22
History . . . CSN/17,18,19
Old Chicago . . . CSN/22-23
Saulte Ste Marie . . . CSN/23

Naval Officers

Copeland, Vice-Admiral Nathan . . . CSN/25-26
Fisher, Admiral Travis . . . CSN/16,17
NPC Statistics . . . CSN/24
Halliday, Colonel Marvin . . . CSN/15
LeBlanc, Admiral Rene (Stats) . . . CSN/24-25
Moreau, Maj/Gen Jean-Pierre . . . CSN/26
Saunders, Captain Fletcher (Stats) . . . CSN/26

Navy

And Devil's Gate . . . CSN/19,23
Fleets . . . CSN/16,18-19
1st Fleet . . . CSN/18-19
2nd Fleet . . . CSN/19
3rd FleetBrown Water Navy . . . CSN/19,26
Order of Battle . . . CSN/18-19
Ships Breakdown . . . CSN/18
Headquarters (Chi-Town) . . . CSN/16
History . . . CSN/12-17
Anticosti Island Incident . . . CSN/15,24
Operation Shark . . . CSN/12-14
Secrecy Of . . . CSN/16,17
Military Forces . . . CSN/53,59, 62,64,65,66, 68,70,73,74, 76,78,81,83
Naval Advisory Commission . . . CSN/15,16 CWC/40,79
Department of Navy (DON) . . . CSN/16-17 CWC/40
"Naughty Boys" . . . CWC/79

Personnel

Merchant Marine . . . CSN/30-31
Naval Infantryman . . . CSN/34-35
Sailors . . . CSN/32-33
Specialists . . . CSN/37-38

Rank

Enlisted . . . CSN/27
Officers . . . CSN/27

Ships

Aircraft Carriers . . . CSN/81
Deployment Tactics . . . CSN/64
Submarines . . . CSN/72
Ballistic Missile Subs . . . CSN/72
Tactics For Evading Detection . . . CSN/72
Waterways of Concern To CS . . . CWC/79
Three Environments For Navy . . . CSN/16

New German Republic
Relations With . . . CWC/11

New Kenora SEE **Coalition States, Iron Heart**

Newtown (Redemption) . . . JUI/121-128
Armed Forces . . . JUI/124-126
Border wall . . . JUI/123,126
Conspiracy Theories . . . DX1/73-74
Crime . . . JUI/123-124
D-bees, Views On . . . JUI/121
Geography . . . JUI/121-123
Government . . . JUI/123
Governor, George Hornesby . . . JUI/121,123, 126,127,128
Juicer Production . . . JUI/35,121,124
Map Of . . . JUI/157-158
Places Of Interest . . . JUI/126-127
Population . . . JUI/121
Renaming Of . . . CWC/11
Society . . . JUI/123
Technology . . . JUI/124

Nuclear Weapons

CS Target Solutions . . . CSN/48
Iowa Weapons Plant . . . CSN/48
Views On . . . CSN/48-49

Pecos Empire

Sabre Lasar, Views On . . . LST/136
Silver Dollar Gang, Relations . . . LST/151
Views On . . . LST/136-137

Pirates

Response To . . . CSN/113

Project Unity . . . CWC/9-11,12,19
Troop Movements Against Quebec . . . CWC/20

Propaganda Machine . . . CWC/9
Department of Public Information . . . CWC/35
Effects Of On States . . . CWC/45
Genetic Experimentation, Secrecy . . . LST/68
Plans of Ignorance & Complacency . . . LST/68

Prosek, Emperor Karl

Background . . . CWC/36
Borgs, Views On Use Of . . . CWC/69
Dr. Desmond, Views On . . . LST/22
Juicers, Views On . . . CWC/76
Lone Star Complex

GED Experiments, Knowledge Of. LST/66
Views On. LST/12
Navy, Views On. CSN/14,15,16
NPC Statistics. . . . . CWC/214-21.'i
Operation SharkSpeech CSN/14
Psychics, Views On. CWC/192
Speech of Unity. CWC/9-12
Prosek Family. CWC/216-217
Prosek, General Joseph the I
Campaign of Blood. CWC/21,22
Federation of Magic, War With. CWC/21,22
Prosek, Joseph the II
Bradford, Dr, Views On. LST/102-103
Recon-Team LS-676 Report. LST/102-103
Juicer Program, Development Of. CWC/76-77
NPC Statistics. CWC/215-216
Psychics, Views On. CWC/192
Speech of Unity, Involvement. CWC/12
Psychic Registration Program (PRP)
Evaluations of Psychics. CWC/192
Psi-Net, Jurisdiction of. CWC/190
Regulation of Psychics. CWC/192
Psychics
Policy On. CWC/192
Propaganda Campaign To Promote. CWC/191
Regulation Of By Psychics. CWC/192
Rail Lines
Fort Pinnacle To Lone Star. CSN/20
Trains. CSN/20
Redemption, City Of SEE **Coalition, Newtown**
Skelebots
Factory (Skelray). LST/13
Skeleton Raiders. DX1/71
Coalition Position On. CWC/8
Encounters With. CWC/8
Free Quebec, Concerns. CWC/8
Special Divisions
Coalition Expeditionary Force (CEF). CWC/40
Department of Special Divisions(DSD). CWC/39
Departments of Control. CWC/39
Divisions. LST/110
Explosive Ordnance Disposal (EOD). CWC/52,73
Intelligence Division (CSID). CWC/39
Internal Security Specialists (ISS). CWC/178-180
Divisions. CWC/178
Duties. CWC/179,180
Equipment. CWC/89
Force, Use Of. CWC/180
Internal Law Enforcement. CWC/180
Law Enforcement. CWC/178
Military, Difference Between. CWC/178-179
Peacekeeping. CWC/180
Naval Advisory Commission (NAC). CWC/40,79
NTSET. CWC/180,185-187
Duties. CWC/186-187
Lt Jack Cavanaugh, NPC. CWC/185-186,190
Racial Breakdown. CWC/187
Recruiting. CWC/192
Psi-Battalion (Psi-Bat). CWC/39-40,190
Chi-Town Penitentiary. CWC/192
Lt Colonel Carol Black, NPC. CWC/190,192,193
Identification Coding (IC). CWC/40
Psychic Registration Program(PRP). CWC/39
Recruiting. CWC/192
Research of Psychic Abilities. CWC/193
Psi-Net. CWC/180,190-193
Duties. CWC/190
IC, Control Of. CWC/190
PRP, Control Of. CWC/190
Research of Psychic Abilities. CWC/193
Rapid Deployment Force (RDF). CWC/39
Rift Control Study Group (RCSG). CWC/40,82-83
TW Weapons, Views On. WES/213
Tolkeen
Forces To Be Deployed Against. CWC/39
Position On. CWC/9
Trade
Allies. CSN/11
With Outsiders. CSN/9,11
Triax/NGR
Relations With. CWC/28
Technology, Helping Out the CS. CSN/87,89
Underhill, General Ross
DSD, Development Of. CWC/39
NPC Statistics. CWC/218-219
Xiticix, Efforts To Combat. LST/91
War Zones
Sites. CWC/45
Use Of For Raw Recruits. CWC/45
West, New
Expansion Plans. WES/15
Influence In. WES/15,22,25-26
SEE ALSO **Coalition** States
SEE ALSO **Lone Star Complex**
SEE ALSO **Operation Phoenix**
SEE ALSO **INDEX-1, Coalition** States, **Chi-Town**
SEE **APPENDICES-1,3,4,5,6,8,9,10**

Coalition States

Arkansas

Candidacy For Statehood CWC/11,25
Human Supremacy Attitudes CWC/45

Chi-Town

Background CWC/200-201
Burbs SEE **Burbs**
Military Forces CWC/37
Origin Of Psycho-Stalkers JUI/45
Penitentiary CWC/192
Population CWC/200
Slang CWC/33

Fort El Dorado

Joining The CS CWC/11,25

Free Quebec

Coalition's Position On CWC/11-12
D-bees, Views On CWC/45
Division of Strategy and Tactics CWC/19
General Lenoir, NPC
Juicer Projects JUI/41,42
Liberty Army Corps CWC/78
Juicers
Juicer Blood Sports JUI/25
Magic, Views On CWC/45
Military
Juicer Armies CWC/78
Liberty Army Corps CWC/78
Navy, Interest In CSN/15
NGR, Ties With CWC/19
Sale of Glitter Boy Plans CWC/19
Old Bones
Juicer Activity JUI/42,118
Juicer Armies CWC/78
Operation Liberty Reserve CWC/78
JUI/42
St. Lawrence Seaway, Control Of CSN/19
Secession Affects On Navy CSN/18-19
Skelbots, Fear Of CWC/124
Skeleton Raiders, Concerns CWC/8
Views On CWC/19
Special InvestigationsTask Force CWC/19
Spy Network CWC/19

Iron Heart (New Kenora)

Commitments To Coalition CWC/9-11,25-27
Free Quebec, Rivalry With CWC/26
Human Supremacy Attitudes CWC/45
Pre-Invasion CSN/16-17
SEE ALSO **Iron Heart Armaments**

Lone Star

City, Lone Star LST/15-16
Creation of Dog Boys CWC/27
Dallas LST/11,13
Ruins LST/13
Doctor Desmond Bradford, NPC CWC/27
Emperor, Relationship With CWC/27
Genetic Engineering Division CWC/27
Highways
20 . . . . . LST/13
87 . . . . . LST/13
History LST/12-13
Human Supremacy Attitudes CWC/45
Map LST/6,7
Northern Quadrant LST/14
Naval Presence LST/174
Resources LST/12
Skelbot Factory LST/13
Skelray LST/13
SEE ALSO **Lone Star Complex**
Missouri CWC/27-28
Human Supremacy Attitudes CWC/45

New Chillicothe

Gangs Operating In JUI/60
SEE ALSO **INDEX-1, Coalition States, Chi-Town**

Combat

Terms/Moves JPN/190-193
Attack the Guy Behind You JUI/27
Automatic Body Flip/Throw JPN/190
Automatic Dodge JPN/191
Back FlipAttack JPN/191
Back FlipDefense JPN/191
Back FlipEscape JPN/191
Body Block Stop Action JUI/27
Body Block/ Tackle JPN/191
Body Flip/Throw JPN/191
Critical JPN/191
Break fall JPN/191
Cartwheel Attack JPN/191
Clothesline JUI/27
Critical Strike JPN/191
Death Blow (Revised) JPN/191
Drop Kick JPN/191
Disarm JPN/192
WES/81
Elbow Strike JUI/27
Entangle WES/81
Hold (Optional) JPN/192
Kick Attacks JPN/192
Jump JPN/192
Leap JPN/192-193

Maintain Balance JPN/193
Paired Weapons JPN/193
Pull Punch JPN/193
Showdown WES/81-82
Sideswipe JUI/27-28
Trip JUI/28
SEE ALSO **INDEX-1**

Combat, Hand To Hand (HTH)

Aikido JPN/193
Assassin GM1/R3
Basic GM1/R3
Commando CWC/72-73
Martial Arts
Basic GM1/R3
(Judo) JPN/193
Damage Table JPN/191-192
Expert GM1/R3
Jujitsu JPN/193-194
Karate JPN/194
Tai-Jutsu (Ninjutsu) JPN/53,194
Teng-jutsu JPN/69,194
Zanji Shinjinken-Ryo (Samurai) JPN/47,194
SEE ALSO Combat Terms/ Moves
SEE ALSO **INDEX-1, Combat**
Consortium Armed Forces SEE C.C.W.
SEE ALSO **INDEX-1, Three Galaxies, CCW**

Government Consortium of Civilized Worlds (CCW)

Citizens, Daily Life PH2/7-8
"Shut Ins" PH2/8
Citizenship PH2/8
Civilization Compact PH2/8,11
And Judicial Processes PH2/8
Consortium Armed Forces (CAF)
And Cyberai PH2/16
And Citizenship PH2/8
Space Fighters, Types and Contracts PH2/81
Influence In CCW PH2/10
Crime PH2/8-9
Penalties PH2/9
Rehabilitation PH2/9
Views On PH2/9
Criminal Organizations PH2/9-10
Gun Brothers PH2/10, 25-26,27
And Oni Ninja PH2/19
In Transgalactic Empire PH2/27
Independent Runners PH2/10
Linchpins PH2/10
Merchants of Freedom (MOF) PH2/10
Independent Defense Forces PH2/10
And Cyberai PH2/16
Information Networks PH2/8
Intruders, Confrontations with PH2/45,46
Law PH2/8
And Motherhome PH2/8
Trial By Jury PH2/8
Military Detachments In Space PH2/7
Planets of Note PH2/11
Bushi Federation (Thundercloud Galaxy) PH2/11
In'Val (Corkscrew Galaxy) PH2/11
Malthus' World (Dellian –4) PH2/11
Marvel II PH2/45
Population Demographics PH2/7-8
Slavery, Laws On PH2/8
Space Designations PH2/7
Taxes PH2/8
Treaty Violation Investigation Agency
And Malthus World PH2/11,24
Tri-Galactic Military Services PH2/42-45
Armed Forces PH2/44-45
Equipment PH2/44
Golden Horde PH2/45
Personnel PH2/44
Supernatural Division PH2/44-45
Contracts/Policies PH2/43
Origins PH/2/42-43
Planet, Norrelgo-5 . . . . . PH2/43
Soldiers, Life As PH2/43-44
War, With Kreeghor PH2/42-43
SEE ALSO **INDEX-1, Three Galaxies**

Cosmo Knights

And Intruders PH2/46
And Two-Faced Star-People SPR/123
SEE ALSO **INDEX-1, Three Galaxies**

Crazy

Limited Use of Implants and Effects WES/107
West, Presence (Wired Gunslinger) WES/107
SEE ALSO **INDEX-1, Crazies**
CreditsSEE Currency
SEE ALSO **INDEX-1, Money**

Crime

SEE Coalition
SEE Consortium of Civilized Worlds
SEE ALSO **Individual Countries/Kingdoms**

Currency
Credits

Black Market WES/18
Coalition WES/17-18
Independent Kingdoms WES/18
Japan JPN/115

Manistique Imperium WES/18
Northern Gun WES/18
Universal WES/18
West, New WES/17-19

Trading
Black Market WES/18
West, New WES/18-19
Barter System WES/18
Vouchers WES/18
SEE ALSO **INDEX-1, Money**

Cyber-Knights
Blackfeet Indians, Respect From SPR/207
Sir Coake
Rumors of Aid For Tolkeen CWC/13
And Sky-Knights WES/34
West, New Activity In WES/14
Presence In WES/20,21, 22,23,24,25
SEE ALSO **INDEX-1**

Cyber-Snatching
Coalition, Laws On CWC/29
ISS Attitudes Toward CWC/179

Cybernetics
Mining Borg Attachments WES/187-188
Other Items/Features WES/188-189
SEE **APPENDIX -2 For** Systems
SEE ALSO **INDEX-1**

Cyborg
Americans, Native
Effects On Ties To Spirits SPR/35
Effects On Ties To Totems SPR/35
Coalition Use Of CWC/69
Cloning (Japan) JPN/98

Conversion
Full JPN/96-97
Partial JPN/96

Decommissioned
Coalition CWC/70-71
Japanese JPN/98
Dragon 'Borgs JPN/101
Delusions JPN/102

Life Expectancy
Coalition CWC/71
Japanese JPN/98
Of Clones JPN/98
Mining/Prospecting WES/113-115
Features Of WES/113-114
Full Conversion WES/113-114
Partial Conversion WES/113
Ninja 'Borg Conversions JPN/88-89
Republic Of Japan, Use Of JPN/96
SEE **APPENDIX-1** For **Body Armor**
SEE **APPENDIX-4 For Types**
SEE ALSO **INDEX-1, Borgs**

-D-

D-bees
Average WES/125
On Rifts Earth WES/125
SEE Individual Countries/Kingdoms For Views On SEE ALSO **INDEX-1**

Dakir
Dimensional Gate System SA2/103
Invasion of Earth SA2/13
Megaversal Legion, Ties To SA2/98-102
Rumors About SA2/104

Dead Pools SEE Ley Lines

Death Blow
Revised Rules JPN/191
Death Cloud Cannon (Origin) PH2/36
SEE ALSO **INDEX-1**

Deities
American, Native SPR/172-173
Beautiful Rock Dancer SPR/173-175
Bright SkyHusband SPR/173
Bright Sky SPR/175-177
Home SPR/175

Old Flame Dancing, FatherOf . . . SPR/161
Spider Woman, Son Of . . . SPR/175
Hard-Woman Dancing
And Kachina Spirits . . . SPR/143
He Who Gives Life . . . SPR/177-179
Cache of Seeds . . . SPR/177
Home . . . SPR/177
Life God . . . SPR/158
Fetish Magic, Creator/Teacher . . . SPR/158 185
Rifts, Use Of . . . SPR/172-173
She Who Walks The Circle . . . SPR/180-182
Bad Medicine, Deliverer Of . . . SPR/180
Mortal Heritage . . . SPR/180
And Two-Faced Star-People . . . SPR/180
Spider Woman . . . SPR/185-186
Fetish Magic Master . . . SPR/185
Strong Eagle . . . SPR/182-185
Thunderbird . . . SPR/187-189
Home, Thunder Peak . . . SPR/187
Origins Of . . . SPR/187
Worship Of . . . SPR/172
Japan . . . JPN/14,23,24
Amaterasu (Sun Goddess) . . . JPN/14
Domain of the Gods . . . JPN/23,24
Pantheon of the Sun . . . SA2/10-11, 40-46
Arkhons, Views On . . . SA2/14
Empire of the Sun, Influence In . . . SA2/14
Great Cataclysm, Affects On . . . SA2/12
Illapa, God of Thunder & Storm . . . SA2/45-46
Inti, the Sun God . . . SA/42-43
Manco Capac, First Inca . . . SA2/46-47
Manco's Chosen . . . SA2/47
Mechanoids, War With . . . SA2/10
Pachamama, the All Mother . . . SA2/43-45
Planet Paxull . . . SA2/43-44
Viracocha, All Father . . . SA2/10,40-42
The Shattering . . . SA2/40-41
Spirits, Difference Between . . . SPR/128
SEE ALSO **INDEX-1**

Depth Charges

Deep Sea . . . SEA/117
Statistics . . . JPN/129

Depth Tolerance

SEE **Individual Armor for Statistics**

Devil's Triangle

African . . . SEA/12
Australian . . . SEA/12
Dangers of . . . SEA/13-20
Dead Pools . . . SEA/19-20
Ley line Storms
Surface . . . SEA/15-16
Underwater . . . SEA/16-17
Random Encounters Table . . . SEA/13-15
Sea Monsters . . . SEA/18
Shimmering Water . . . SEA/17-18
Time Flux . . . SEA/18
Demon Sea . . . SEA/12
Japanese
Triangle (Dragon) . . . JPN/26
Maps Of . . . JPN/9,27 SEA/12
Mediterranean . . . SEA/12
Michigan, Lake Mini-Triangle . . . SEA/12
South American
Background . . . SA2/162
Hell Peninsula . . . SA2/162
Map . . . SA2/6 SEA/12
World Distribution Of . . . SEA/12
SEE ALSO **INDEX-1**
Demon Sea Devourer, The . . . MEC/8,9,92
SEE ALSO **Earth, Rifts Doom Prophecies**

Dimensional Gateways/Portals

"Cloud Bridge" . . . SPR/108
Pocket Dimension . . . SPR/108
Colorado, Silvereno . . . WES/57
Dakirs Dimensional Gate System . . . SA2/103
Spirit Realm
Entrances . . . SPR/128
Bear Butte . . . SPR/129
Black Hills . . . SPR/129
Central Preserve . . . SPR/208
Spirit Quests . . . SPR/75,129
Wyoming Medicine Wheel . . . SPR/129
Utah . . . WES/23
SEE ALSO **INDEX-1, Dimensional Doorways, Gateways, Portals**

Dimensions

Astral
Realms of Death . . . SA2/50

Dinosaurs

Presence in the Americas . . . WES/138
SEE **APPENDIX-3** For Types

Disease

In Coalition . . . LST/68
Wasting Disease . . . PH2/12
SEE ALSO **INDEX-1, Disease Table**

Diving

Depths Allowable Equipment . . . SEA/10
Human Limitations . . . SEA/10

Dog Boys

Background LST/22-24
Breeds, Common LST/26
Attribute Bonuses LST/37
Table (Optional) LST/37
Character Tables, Optional LST/37-38
Height Table LST/37
Mutant Abnormality Table LST/38
Creation Of LST/10
Birth Notes LST/26
Breeders LST/24
Nurseries LST/27
Success Ratio LST/24
Equipment LST/46
SEE APPENDICES-1,10
"Feral" Dog Boys LST/38-39
Free Borns LST/39
Hierarchy Of LST/27-28
Leadership LST/27
History LST/22
Life Span, Average LST/26
Military Dog Pack Program (DPP) LST/27-29
Cabot & Dog Boy Training Grounds LST/41
Combat Training LST/29
Obedience LST/27
Physical Training LST/28
OCC/RCC's Available SEE APPENDIX-6
Psychology LST/29-32
Emotional States LST/29
Fear Response LST/29-30
Instincts LST/30-31
Intelligence LST/29
Loyalty LST/30
Brainwashing LST/30
To Humans LST/30
Of Wolves/Wild Canines LST/37-38
Special Abilities LST/33-35
Supernatural, Ability To Sense LST/30-31,33
Work Ethic LST/31

Rank

Helmet Designations LST/53
Sexual Diversity LST/24-26
Technology, Pre-Rifts LST/66
SEE ALSO **INDEX-1, Coalition States**
Dog Boy Squads; Dog Pack

Doomsday Cults

Children of Doom MEC/11-14
Grim Reaper Cult JUI/50
Dragon's Triangle SEE **Devil's Triangle, Japanese**

Drugs, Designer

Boing-Go JUI/61-63
Crash JUI/63
Juice JUI/63
Mega JUI/63-64
Rush JUI/64
SEE ALSO **INDEX-1, Drugs**

-E-

E-Clips

Arkhon SA2/79
Black Market WES/173
Table, Value Of GM1/R5
SEE **APPENDIX-2**
SEE ALSO **INDEX-1, Energy Clips**

Earth, Rifts
D-Bees

Presence Of WES/125
Dimensional Nexus, Role As WES/125
Doom Prophecies
The Devourer MEC/8,9,92

The Swarm . . . MEC/8,9
Great Cataclysm
Date Of (December 22, 2098) . . . LST/17
Dieties' Reactions To . . . SA2/12
Inca Empire . . . SA2/12
Japan . . . JPN/11,70-71
Nazca Empire and . . . SA2/9
Maps . . . GM1/61
Domain of Man . . . LST/6
Oceans
Background . . . SEA/9-12
Coral Reefs . . . SEA/10,11
Great Barrier Reef . . . SEA/10
Depth Zones . . . SEA/9
Human Limitations . . . SEA/10
Hurricanes . . . SEA/10
Life . . . SEA/10,11,12,20
Marianas Trench . . . SEA/41,44
Map . . . SEA/44
Quick Facts . . . SEA/9-10
Stratum . . . SEA/10-12
The Abyss . . . SEA/11-12
Middle Stratum/Coastal Zones . . . SEA/10-11
Twilight Ocean Zone . . . SEA/11
Upper Stratum/Euphoric Zone . . . SEA/10
Sunlight . . . SEA/9
Blue Light . . . SEA/9
Tidal Waves . . . SEA/10
Trenches . . . SEA/12
Volcanoes . . . SEA/12
Pre-Rifts Earth
Alien Invasion . . . SA2/9-10
Seas . . . SEA/10,12
Warfare, Modern . . . CWC/40-42
SEE ALSO **INDEX-1, Earth Rifts; North America**

Elves
Juicers, Chemicals For . . . JUI/16

Empire of the Sun
Armed Forces
Navy . . . SA2/19
Warriors . . . SA2/23
Cities . . . SA2/17-19
Arequipa, Free City Of . . . SA2/18-19
Technology . . . SA2/56
Cuzco, Imperial Capital . . . SA2/17-18
Lima . . . SA2/19
Nazca . . . SA2/18
Emperors . . . SA2/11
Manco Capac NPC . . . SA2/11
Foreign Affairs . . . SA2/17
Government . . . SA2/14-15
Parliament of the Sun . . . SA2/14
History . . . SA2/10-12
Languages . . . SA2/162
Nazca Empire
History . . . SA2/9
Lines SEE **Nazca Lines**
Magic . . . SA2/30-31
Universities . . . SA2/16,18
SEE Appendix-11
Plateau . . . SA2/16,38
New Quito . . . SA2/14
OCC's Available . . . SA2/20
Population Breakdown . . . SA2/14
RCC's Available . . . SA2/20
Shining Path . . . SA2/15, 160-161
OCC/RCC's Available . . . SA2/161
Population . . . SA2/160
Society . . . SA2/14-15
Magicians, Position In . . . SA2/16
Sun Priesthood . . . SA2/15-16
Technology, Views On . . . SA2/15,18
Temple of the Sun . . . SA2/11,18
SEE **APPENDICES-1,4,5,9,10**

Encounter Tables
Animal, Random . . . GM1/R1
Coalition, Random . . . GM1/R1
Mechanoid . . . MEC/104-105
Random
Organization . . . GM1/M5
Attitude . . . GM1/M5
Bandit Goals . . . GM1/M5
Motivation . . . GM1/M5
Wilderness . . . MEC/105

Energy Sources
SEE **Power Crystals**
SEE **Solid Energy Technology**
SEE ALSO **INDEX-1, Power Sources**

Equipment
Items, Value Of . . . GM1/R5
MDC Of Typical Items . . . JPN/115
Ocean Equipment
Background . . . SEA/134
Manufacturers . . . SEA/135
Places To Buy
Fort El Dorado . . . JUI/130-131
Kingsdale . . . JUI/105-106, 107,109,110
Los Alamo . . . JUI/116,118
Newtown . . . JUI/127
SEE ALSO **INDEX-1**

Experience
Log Sheet for Game Masters . . . GM1/54
Points Awarded Table . . . GM1/R1,54
SEE ALSO **INDEX-1**

Experience Tables
For Coalition Navy . . . CSN/127
For Coalition War Campaign . . . CWC/224
For Japan . . . JPN/216
For Juicer Uprisings . . . JUI/156
For Rifts Lone Star . . . LST/174-175
For New West . . . WES/223-224
For Phase World Sourcebook . . . PH2/110
For South America2 . . . SA2/192
For Spirit West . . . LST/7
For Underseas . . . SEA/214
SEE ALSO **INDEX-1, Experience**

Explosives
K-Hex From Naruni . . . PH2/55-56
Molotav Cocktail . . . CWC/74
Table . . . GM1/R5
SEE **APPENDIX-10**
SEE ALSO **INDEX-1**

-F-

Faster Than Light Travel (FTL)
Speeds in Three Galaxies . . . PH2/6
SEE ALSO **INDEX-I**

Federation Of Magic
Allies
Society Of Sages . . . JUI/92
Attack On By Coalition . . . JUI/96-97
Coalition
Campaign of Blood . . . CWC/21,22
Position on War Machine . . . CWC/22
Dragon Juicers, Production Of . . . JUI/47
Dunscon, Alistair . . . CWC/21-22
Dunscon, Nostrous . . . CWC/20,21
History . . . CWC/20-22
Invasion of Chi-Town . . . CWC/20-21
Juicer Uprising, Affects On . . . JUI/145-146
Kingsdale, Connections To . . . JUI/100
Map Of . . . CWC/20
Murder Wraiths, Use Of . . . JUI/120
SEE ALSO **INDEX-1, North America**

Fetishes, Magical
Explanation Of . . . SPR/83,84
Legendary . . . SPR/91-94
Life God, Teacher Of . . . SPR/158
Magical
General Rules/Notes . . . SPR/84-85
And Technology . . . SPR/85
Major . . . SPR/87-91
Activating . . . SPR/87
Masks . . . SPR/57-59
Minor . . . SPR/85-87
Shamans, Use Of . . . SPR/49-50,83
SEE **APPENDIX-11**

Flora/Fauna
North America, Exotic
Purple Pine Tree . . . JUI/111
"Purple" Fruit . . . JUI/111

Force Fields
Starships, Use Against Missiles . . . PH2/107-108
Variable Force Fields
Starships, Use In . . . PH2/108
Repairing Damage . . . PH2/108
SEE ALSO **INDEX-1**

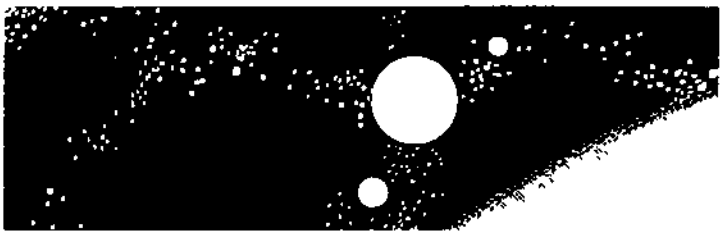
Fort El Dorado
Armed Forces . . . JUI/130
Coalition
Bases Near . . . JUI/130
Treaties With . . . JUI/129
D-bees, Views On . . . JUI/129,130
Foreign Relations . . . JUI/130
Gangs Operating In . . . JUI/60
Government . . . JUI/129
Juicers
Blood Sports . . . JUI/24,26,29
Production Of . . . JUI/35129,130
Newtown, Ties To . . . JUI/129,130
Places of Interest . . . JUI/130
Population . . . JUI/129
Rumors, New . . . CWC/21
Society . . . JUI/130
Technology . . . JUI/130
SEE ALSO **INDEX-1, North America**

Four Horsemen of the Apocalypse
Grim Reapers, Connections To . . . JUI/50,95,97
Prophecies About . . . MEC/9
SEE ALSO **INDEX-I**

Free Quebec SEE Coalition; Coalition States

Free World Council
Intruders, Confrontations With . . . PH2/46

Planets
Axis-5 (The Battlefield) . . . PH2/27-28
Transgalactic Empire, Relations With . . . PH2/27
SEE ALSO **INDEX-1, Three Galaxies, Transgalactic Empire**



-G-

Galactic Armory
Three Galaxies Weapons Contractor . . . PH2/58
Contracts With CAF . . . PH2/81

Game Masters
Character Reference Sheet, Quick . . . GM1/55
Commerce, Importance Of . . . CSN/7-8
Experience Log Sheet . . . GM1/54
Juicer Sports, Tips On . . . JUI/27

Role Playing
Coalition Officers . . . CWC/49-50
Poor . . . CWC/49
Respected . . . CWC/49-50
Skills/Bonuses . . . CWC/48
Statistics, Minimum . . . CWC/48
Coalition Soldiers . . . CWC/47-50
As Good Guy PC's . . . CWC/48
SEE ALSO **INDEX-1**

Gangs
Los Alamo . . . JUI/117-118
Newtown, Gangs . . . JUI/123-124
Wannabe Juicer Gangs . . . JUI/60,123

Gases
Types . . . JPN/163

Gene Splicers
Bases In Seas . . . SEA/38
Sea Monsters, Creation Of . . . SEA/38-40
Random Creation Table . . . SEA/39-40
SEE ALSO **INDEX-1**

Glitter Boy
GB-7 Prototype . . . SA2/173
Japan, Use Of . . . JPN/76,93
Squads . . . JPN/136
Types (New) . . . JPN/137
Optional Weapon Systems . . . JPN/142
Tri-Galactic Military Services, "Golden Horde" . . . PH2/45
SEE ALSO **APPENDIX-4**
SEE ALSO **INDEX-I**
Glitter Girls SEE Glitter Boy, GB-7 Prototype

Golden Age Weaponsmiths Inc.
Coalition, Relations With . . . CSN/17
CWC/28
Work Done For . . . CSN/17,66, 73,74,81,92
President, Mark Decker . . . CSN/17
Shipyard, Santee . . . CSN17
SEE ALSO **INDEX-1**

Grenades
Damages Underwater . . . SEA/173-174
Japanese . . . JPN/129-130
Kittani . . . SEA/173-174
Magical . . . JPN/38
SEE ALSO **APPENDIX-10**

-H-

Hand To Hand SEE **Combat**

Heads Up Display (HUD)
Explanation . . . CWC/99
Hook, Line & Sinkers SEE **Adventures**

Horror Factor
SEE ALSO **INDEX-1**
SEE ALSO Shell Shock

Human Augmentation
Genetic Augmentation . . . JPN/75
SEE **Juicer**
SEE **Crazy**

-I-

Inca Empire SEE Empire of the Sun

Inertia Beam (I-Beam) Technology
Background . . . SA2/113

Inertial Shields (I-Shields)
Background . . . SA2/113

Injury
Fatal Injury Treatment (Optional Rules) . . . CWC/61
SEE ALSO **INDEX-1, Damage Rules, Side Effects Table**
Iron Heart, CS-State SEE **Coalition, Coalition States**

Iron Heart Armaments (New Kenora)
Coalition Takeover . . . CWC/26
Equipment, Availability . . . CWC/26
Watercraft, Manufacture Of . . . CSN/62,64
SEE ALSO **INDEX-1, Weapon Manufacturers**
Ishpeming SEE Northern Gun

Italo Industries
Weapons . . . SA2/161

-J-

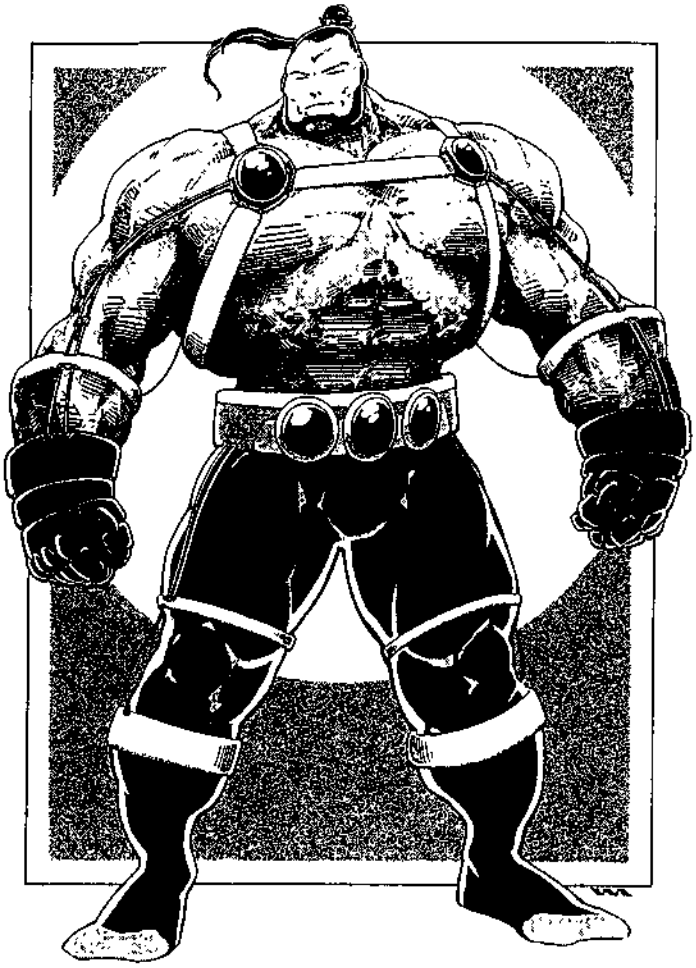
Japan

Currency JPN/115
Cybernetics, Use of JPN/109-113
Domain of the Gods JPN/23,24
Glitterboys, Use Of JPN/76,93
H-Brand Corporation JPN/23-24
Foreign Relations JPN/23
Otomo Shogunate JPN/23
Naruni Enterprises JPN/23
Human Augmentation JPN/74,84
Knockoffs JPN/115,148, 164, 165-166,182
Military JPN/23-24
Population JPN/23
Services Available JPN/24
SEE APPENDICES-1,5,8,10
Hideo The Mad, NPC JPN/40
Ichto Province JPN/18-20
Armed Forces Colors JPN/146
D-Bees, Views On JPN/19
Foreign Relations JPN/19-20
History JPN/19
Republic of Japan JPN/19,20
Military JPN/20
Mechanized Forces JPN/146, 150,170,178
Population JPN/18
Services Available In JPN/19
Technology JPN/19
Villages JPN/20
SEE APPENDICES-1,5,8
Islands, Background JPN/9
Maps JPN/13
Otomo JPN/22
Population Density JPN/18
Present Day JPN/16
Republic of Japan JPN/72
Triangle, Japan JPN/9,27
Millenium Tree In Kyoto JPN/28-29

Monks

Bishamon JPN/55-57
Sohei JPN/58-60
Mount Fuji JPN/12
Mount Kurama JPN/68
Tengu Road JPN/68
New Empire JPN/11-17
Bushido Code JPN/44
Gorin JPN/44
Currency JPN/115
Emperor JPN/14
Etas JPN/14,15
Foreign Relations JPN/16-17
History JPN/11-12
Industry JPN/15
Kyoto City (Holy City) JPN/12
Millenium Tree In Kyoto JPN/12
Law/Crime JPN/15
Weapon Restrictions JPN/15
Magic, Use Of JPN/15
Occupation Breakdown JPN/11
OCC's Available JPN/95
OCC's, Traditional JPN/11
Population Breakdown JPN/11
Religious Orientation JPN/11
Slavery, Views On JPN/15
Society JPN/14-15
Caste System JPN/14-15
Samurai JPN/43
Sun Goddess, Amaterasu JPN/14
Technology, Views On JPN/12
Ninja JPN/51-52
And North America, Beliefs About JPN/77
RFT/152
Other Islands of Japan JPN/24

Otomo Shogunate JPN/21-23
Armed Forces Colors JPN/146
Foreign Relations JPN/21-22
Government JPN/21,22
History JPN/21
Human Augmentation Practices JPN/74
Maps Of JPN/16,18,22
Mechanized Forces JPN/170,173
Population JPN/21
Technology JPN/21
Republic of Japan JPN/70-77
Black **Market,** Presence In JPN/73,74
Ploys JPN/78
Cities JPN/73
Hiroshima JPN/73
Iwakuni JPN/73
Kure JPN/73
Character Classes Available JPN/78
Citizens, Average JPN/73
Currency JPN/115
Cybercomp Company JPN/73
Cyborgs, Use Of JPN/96
Laws Governing JPN/99
D-bees, Views On JPN/76
Earth For Humanity JPN/76
Education JPN/73
Foreign Relations JPN/76-77
Genetic Augmentation, Use Of JPN/75
Glitterboys, Use of JPN/76
Government JPN/72
History JPN/70-72
Human Augmentation, Views On JPN/74
Ichto, Relations With JPN/71,77
Industry JPN/72-73
Juicers, Availability JPN/74
Kiramitsu Motor Company JPN/73
Law JPN/75
For Cybernetics JPN/99
Maps Of JPN/16,18,72
Military JPN/75-76
Body Armor JPN/182,183
Mechanized Forces JPN/155,158, 161,165
MOM Conversions, Availability JPN/74
New Empire, Relations JPN/71-72, 76-77
Population JPN/70
Technology Level JPN/74
SEE APPENDICES-1,5,8,10
SEE ALSO **Armatech Industries**
Sea Travel SEA/134
Shinto Religion JPN/12
In The Republic JPN/72
Sohei **Warrior** Monks JPN/58-60
Warrior Nuns JPN/60
Surusa Kingdom JPN/24
Takamatsu JPN/17-18
Dimensional Rifts, Use of JPN/18
Maps Of JPN/16,17,18
Population Breakdown JPN/17
Republic Of Japan, Ties With JPN/18
Society JPN/18
Techno-Wizardry, Use Of JPN/89
Toshiie Kingdom JPN/24
Underwater Naval Platform SEE **Pirates, Horune**
Yukimura Kingdom JPN/24
Zone, The JPN/24



Juicers

Bars, Juicers JUI/23,107,117,158
Blood Sports JUI/20,24-29
Adaptations By Atlantis JUI/25
Betting JUI/24
Coalition Burbs' Red Sands Arena JUI/25
Combat Racing JUI/29
Arenas JUI/25,131
Deadball (**Rules/** Places To **Play**) JUI/26
Arenas JUI/20,24,25,130
Professional Association JUI/26

Excerpt From . . . JUI/18
Julian Amici . . . JPN/9,30
JAEP Treatments . . . JUI/9
Hyperion Juicers . . . JUI/30-32
"Last Call" . . . JUI/17-18
Symptoms Table . . . JUI/17-18
Football, Juicer . . . JUI/28-29
Arenas . . . JUI/20,25,129, 130,131
JFL League Championship . . . JUI/29
Naruni interests . . . JUI/29
Free For All . . . JUI/29
Non-Juicers, Participation In . . . JUI/25
Crazies . . . JUI/25
D-Bees . . . JUI/25
Murderthon . . . JUI/27-28
Arenas . . . JUI/20,24,25,131
RPG Play . . . JUI/27
NPC's
Diego McDonald . . . JUI/26
Towns/Kingdoms To Participate In . . . JUI/24-25
Unlimited League . . . JUI/25
Career Opportunities . . . JUI/19-20
"Checking Out" . . . JUI/18
Coalition, Use of . . . JUI/41-45
Delphi Juicers . . . JUI/39-41
Hyper Science Corporation . . . JUI/39
Dr Heinrich Rommel . . . JUI/39
Demographics, North America . . . JUI/30
History, Post Rifts . . . JPN/11
History, Pre-Rifts . . . JPN/8-9
Deathdance Saga . . . JPN/9,30
Juicer Army Of Liberation . . . JUI/94-95,123, 138-139
Julian the First . . . JUI/94-95, 138-139
Mega-Juicer . . . JUI/37-39
Burn Out (Of Mega Juicers) . . . JUI/37-38
"Meltdown" . . . JUI/18
Non-Humans . . . JUI/16-17,53
OCC's, Related . . . JUI/55-58
Organizations . . . JUI/89-99
Grim Reapers . . . JUI/95-99
Juicer Army of Liberation . . . JUI/94-95
Julian The First, NPC . . . JUI/7,94-95
Society Of Sages . . . JUI/92-94,109
The Valkyri . . . JUI/89-92
Phaeton Juicers . . . JUI/35-36
Philosophies . . . JUI/21-23
Procedure . . . JUI/12-13
Costs Of . . . JUI/19
Places To Get . . . JUI/47, 107-108,113,118-120, 124
Side Effects . . . JUI/13-16
Hyper-Strength System . . . JUI/13-14
Metabolic Induced Voracity . . . JUI/14
Psycho-Stalkers . . . JUI/45-46
Psychology . . . JUI/11-12
Psychosis . . . JUI/14-16
Slang . . . JUI/7,30
Slaves . . . JUI/12
Sub Culture . . . JUI/20-23
Techno-Wizard Juicers . . . JUI/47-55
Dragon Juicers . . . JUI/47-49
Prohibition of In Atlantis . . . JUI/53
Murder Wraith (NPC) . . . JUI/50-53
Splugorth Juicers (Bio-Wizard) . . . JUI/53-55
Techno-Zombies . . . JUI/150
Phoenix Juicer . . . JUI/151
Titan Juicers . . . JUI/32-35
Uberchem Inc . . . JUI/8
Undead Juicers . . . JUI/50-53
Wannabees . . . JUI/23
Designer Drugs, Use Of . . . JUI/60
Gangs . . . JUI/60,113,130
Deadheads . . . JUI/60
Juicer Disciples . . . JUI/60
Vigilantes . . . JUI/60
SEE **APPENDIX-1 For Juicer Armor**
SEE **APPENDIX-4 For OCC's**
SEE **APPENDIX-10, Hand To Hand**

Juicer Uprisings

Prometheus Treatment
Side Effects . . . JUI/147
Troops Involved In . . . CWC/42

-K-

Killaryte Crystals . . . PH2/55-56

Kingsdale

Armed forces . . . JUI/104-105
Donner's Division . . . JUI/104-105
General Desmond Donner . . . JUI/104
Juicers, Use Of . . . JUI/60
Forest Rangers . . . JUI/100,103, 104,105
Kingsdale City Guard . . . JUI/105
Magic Militia . . . JUI/105
D-bees, Views On . . . JUI/101
Foreign Affairs . . . JUI/103-104
Gangs . . . JUI/60
Geography . . . JUI/100
Government . . . JUI/101
History . . . JUI/100

Society Of Sages, Connection To JUI/92,109
Unlimited League JUI/25
Laramy, City Of JUI/100
Magic JUI/100,101, 102-103
Demographics JUI/102
Magic Guild (The Monolith) JUI/108-109
Militia JUI/105
Places of Interest JUI/105-111
Gunnery Traders Emporium JUI/106,110
Population Breakdown JUI/100
Society JUI/101
Dregtown JUI/101,110-111
Technology JUI/101-102
SEE ALSO **INDEX-1, North America**

Kisentite Metal
Description/Explanation Of CSN/124
SEE **APPENDIX-10, Hand to Hand** For Types

Kittani
Mechanoids, Confrontations With MEC/10
SEE ALSO **INDEX-1**

Knock Off Equipment
SEE Japan, H-Brand

Korallyte
Explanation of SEA/145
Naut'Yll Race Use of SEA/145, 146,150

Korea
Background JPN/26
Master Khan (NPC) JPN/26

Kreeghor Foundries
Government Weapons Manufacturer PH2/58

-L-

Larhold SEE **Barbarians**
Lasers SEE Weapon

Lazlo
Blood Sports, Views On JUI/25
Congress of the Electorate MEC/8
Council of Learning MEC/8

Juicers
Counseling Of JUI/118-120
Sports JUI/25

Plato, NPC Dragon
Magic, Beliefs About SPR/16
Prophecies MEC/8-9
Four Horsemen MEC/9
Mechanoids MEC/8-9
SEE ALSO **INDEX-1, Tarn, World Overview**
SEE ALSO **INDEX-1, North America, Lazlo**

Trade
Allies CSN/9
Imports/Exports CSN/9

Lazlo, New
Archaeological Salvage Teams CSN/11

Juicers
Blood Sports JUI/25
Counseling Of JUI/118-120
Production Of JUI/16
Uprisings, Affects Of JUI/146

Publishing
Books CSN/9
Largest Network CSN/11

Trade
Imports/Exports CSN/11

Lazlo, VictorNPC
Nega-Psychic, Theories On SPR/15,16
SEE ALSO **INDEX-1, North America**

Lemuria
Gene Splicers, Views On SEA/38
History SA2/9

Ley Lines
Colorado, Hope City WES/58
Along the Colorado River WES/32
Creatures, Mutations Of SEA/40-41
Dead Pools SEA/19-20
Sites SEA/20,44
Japan JPN/27
Kingsdale JUI/103

Magic Zones
In Kentucky SPR/208
In Montana WES/22
Mississippi River, Lines Along CSN/9
Nazca Lines, Relation To SA2/31
Nexuses JPN/27 JUI/103, SA2/6,11
And Dead Pools SEA/19
Grand Canyon WES/32
South Carolina, Asheville SPR/208
Super Nexus (Nazca Plateau) SA2/38
Wyoming, Black Hill SPR/207
SEE ALSO **EVDEX-1, Nexus Points**
Ocean Ley lines SEA/16
Power Of SEA/16
ShiftingLands WES/32
South America, Maps SA2/6

Storms
Surface SEA/15-16

Constant Occurences . . . SEA/15
Random Events . . . SEA/15-16
Underwater . . . SEA/16-17
Random Events . . . SEA/16-17

United States
Map of Activity . . . WES/25
West, New . . . WES/22,24,25
SEE ALSO **INDEX-1**

Life Expectancy (Rifts Earth)
Coalition . . . LST/68
Pre-Rifts . . . LST/69

Living Planets
Paxull . . . SA2/43-44
SEE ALSO **INDEX-1, Wormwood**

Lone Star Complex
Bradford, Dr/Admn Desmond
Background . . . LST/22,103-105
Dog Boys, Beliefs About . . . LST/22-24
Humans, Testing On . . . LST/96-97,98
Psi-X Aliens . . . LST/10,98,102
Lone Star Complex, Theories On . . . LST/17
NPC Statistics . . . LST/105-106
Psychology Of . . . LST/100-101

Personnel Relations
Alexander, Dr . . . LST/121,122
Claval, Major . . . LST/118
Cunningham, Dr . . . LST/123
Kalpov, Brigadier-General . . . LST/110
Kashbrook, General . . . LST/107
Santiago, Dr . . . LST/124
Psionic Abilities, Knowledge Of . . . LST/97
Rift Experimentation . . . LST/87
Sector 357, Control Of . . . LST/22
Xiticix Killer, Creation Of . . . LST/91
Cloning, Discovery Of . . . LST/69

The Complex
Surface . . . LST/17-18
Underground . . . LST/18-22
Level One (Military) . . . LST/18
Level Two (Military) . . . LST/18
Level Three (Dog Boys) . . . LST/19
Level Four (Factory Level . . . LST/19
Level Five (GED) . . . LST/19
Level Six (GED) . . . LST/20
Level Seven (Sector 357) . . . LST/20
Level Eight (Unfinished) . . . LST/20
Level Nine, Sub-Area (Top Secret) . . . LST/17,20

Dog Boys
Background . . . LST/22-24
Breeds . . . LST/26
Creation Of . . . LST/10
Birth Notes . . . LST/26
Breeders . . . LST/24
Nurseries . . . LST/27
Success Ratio . . . LST/24
History . . . LST/22
Training . . . LST/27-29
Combat . . . LST/29
Obedience . . . LST/27
Physical . . . LST/28
SEE ALSO Dog Boys

Genetics Engineering Division (GED)
Animal Enhancements . . . LST/69-72
Instinctive/Behavioral Table . . . LST/70-71
Mutants Gone Wrong Table . . . LST/71-72
Physical Modifications Table . . . LST/69-70
Background . . . LST/9
Bionics, Advancement Of . . . LST/104
Cloning . . . LST/104
Description . . . LST/19,20
DNA Mapping . . . LST/66-67
Races . . . LST/105
Experiments . . . LST/64-72
Animal Testing . . . LST/64
Augmentation . . . LST/67-68
Humans Use Of . . . LST/64
Xiticix Killer . . . LST/91
History . . . LST/16-17,104
Military Forces . . . LST/18

Military Officers
Claval, Major Winston . . . LST/118-121
Quiet Hunters . . . LST/119-121
Collins, Colonel Roger . . . LST/114-115
Kalpov, Brig-General Ivan . . . LST/110-114
Kashbrook, General
Coyote Brigade . . . LST/107
Headquarters . . . LST/15
NPC Statistics . . . LST/107-109
Wolf Division . . . LST/107
Murphy, Colonel Buck . . . LST/115-117
MOM Conversions . . . LST/104

Mutant Animals
Bears . . . LST/72
Felines . . . LST/76-78,79
Breeds and Attributes . . . LST/77
Dogs SEE **Dog Boys**
Escapees, Efforts To Stop . . . LST/94-95
Monkeys . . . LST/81-82,83
Rodents Rats . . . LST/85-87
CS Use Of . . . LST/86
Loyalty . . . LST/86

Psychology . . . LST/85-86
Naval Base . . . CSN/16
Research
With Dolphins/Cetaceans . . . SEA/72
Longevity . . . LST/68-69
Medicine . . . LST/68
Researchers
Alexander, Dr Frederick . . . LST/121-122
Cunningham, Dr Laura . . . LST/123
Santiago, Dr Ammanda . . . LST/124-126
Sector 357 . . . LST/20,21
Humans, Testing . . . LST/98
Xiticix Killers
Deployment Of . . . LST/10
SEE ALSO **EVDEX-1 Coalition States**

Lord of the Deep

Allies/Enemies . . . SEA/42-43
Areas of Activity . . . SEA/44
Cult of the Deep . . . SEA/43,47
Lair . . . SEA/41
Marianas Trench . . . SEA/41
Map . . . SEA/44
Origins . . . SEA/41-42
Reachers From the Deep . . . SEA/44
SEE ALSO **APPENDIX-3**
A Sailor's Tale . . . SEA/41
Statistics . . . SEA/43-44
SEE **APPENDIX-3**

Los Alamo

Armed Forces . . . JUI/115
The Border . . . JUI/110,116
D-bees, Views On . . . JUI/114
Foreign Affairs . . . JUI/114-115
Geography . . . JUI/111
Government . . . JUI/111-112
Juicers
Blood Sports . . . JUI/24,26,29
Production Of . . . JUI/17
Magic, Views On . . . JUI/114
Places of Interest . . . JUI/111, 116-118
Psychics, Views On . . . JUI/114
Society . . . JUI/113-114
Technology . . . JUI/112-113
SEE ALSO **EVDEX-1, North America**

Lyn-Srial

Architecture . . . WES/33,36
Background . . . WES/33-34
Cloudweavers . . . WES/36
Ethics . . . WES/35-36
Festival of Light, Annual Festival . . . WES/35
Foreign Relations . . . WES/36
Government . . . WES/35
Grand Canyon, Presence In . . . WES/32
Great Wind . . . WES/34
Law . . . WES/35-36
Sky-Knights
Origins . . . WES/34
West, Presence In . . . WES/20,25
Sky Lands . . . WES/34
Technology . . . WES/36
Tryth-Sal . . . WES/34-35
Population . . . WES/34
Racial Breakdown . . . WES/34
Surrounding Communities . . . WES/35
Transients . . . WES/35
Vir-Riial . . . WES/33

-M-

M'Kri Hardware
Background . . . PH2/70
Naruni, Ties With . . . PH2/70

Magic
Anti-Magic Theory . . . SPR/15-16
Blue Flame Magic . . . SA2/190-191
Alphabetical List . . . SA2/190
Cloud Magic . . . WES/37-45
Alphabetical Listing . . . WES/37
Non-Lyn-Srial and Saving Throws . . . WES/37
Notes On . . . WES/37
Dolphin Magic . . . SEA/70-71,80
Alphabetical List . . . SEA/70
Korallyte Shaping . . . SEA/151-152
SEE ALSO **APPENDIX-13**
Magic Dispersal . . . SEA/49
MDC Items/Creatures, Augmenting . . . SPR/71
Nazca Line Magic . . . SA2/30-38
Alphabetical List . . . SA2/31
Secret Line Magic, List . . . SA2/31
Ocean Magic . . . SEA/63-70
Additional Spells Available . . . SEA/63
Alphabetical List . . . SEA/63
Practitioners
In Houstown, Texas . . . LST/170
Pre-Rifts Earth, Presence Of . . . SPR/14-15
Loss Of . . . SPR/151
Rune Warrior . . . SA2/9,28-29
Shamanistic . . . SPR/70-71
Bad Medicine . . . SPR/70-71
Repercussions . . . SPR/70,71
Spirit Intervention . . . SPR/70

Blessings . . . SPR/49
Defining . . . SPR/48
Differences From Other Mages . . . SPR/70
Hit Points/SDC, Use Of As PPE . . . SPR/71
Penalties . . . SPR/71
Sacrificing One's Life . . . SPR/71
Spells, Gifts . . . SPR/48,70
Listing, Alphabetical . . . SPR/72
Listing, By Level . . . SPR/72
Vision Quests . . . SPR/70

Spells
Learning, Optional Rules . . . GM1/M1
Listing, Quick Reference . . . GM1/M2-M4
Spellsongs, Whale Singer . . . SEA/57-60
Alphabetical List . . . SEA/57
SDC Items/Creatures, Effects On . . . SPR/71
Underwater Spell Use . . . SEA/63
Warlocks, And Elemental Spirits . . . SPR/135,155
SEE APPENDIX-11 For Magical Items
SEE APPENDIX-13 For Spells
SEE ALSO INDEX-1
Magical Items
Availability
In *Kingsdale* . . . JUI/103
SEE **APPENDIX-11 For Listing**
Magic Zones SEE Ley Lines
Malkovitch Armaments, Inc
Gravity Weapon Specialty . . . PH2/58
Manistique Imperium
Coalition
Trade Agreement With . . . CSN/9,10 CWC/11,18,25
Currency
Credit System . . . WES/18
Gangs Operating In . . . JUI/60
History . . . CWC/24
Naruni
Views On . . . CWC/11,18,25
Trade
Allies . . . CSN/10
Imports/Exports . . . CSN/10
SEE ALSO **INDEX-1, North America**
Maps SEE Individual Kingdoms, Ley Lines
Mechanoids
Aberrant Mutants . . . MEC/31-32, 33-44
Base, Example Of . . . MEC/85
Civil War . . . MEC/31-32
Communications . . . MEC/29,87
Computers (Living Organisms) . . . MEC/86-87
Master Computer Brain . . . MEC/87
Dionii Race . . . MEC/31
Hierarchy . . . MEC/45,81
History . . . MEC/29-32
Military Squads, Common . . . MEC/81-82
Mock Men . . . MEC/72
SEE **APPENDIX-7** for Types . . . MEC/72
Nigelian Confederacy . . . MEC/31
Physical Bodies . . . MEC/89
Population Breakdown . . . MEC/81
Power Sources For . . . MEC/34
Psychological Makeup . . . MEC/31,87
SEE ALSO **POWER CRYSTALS**
Robots, Mechanoid Use of . . . MEC/72
SEE **APPENDIX-7** for types
SEE ALSO **Mechanoids, Mock Men**
Spider Fortress . . . MEC/82-86
Sustenance, Sources of . . . MEC/89
Swarm . . . MEC/8,9
Technology . . . MEC/86
"True" Mechanoids . . . MEC/45
Types of . . . MEC/45-72
Battle Cruiser, Black Widow, Hauler . . . MEC/89
SEE ALSO **APPENDIX-3**
Views On D-Bees . . . MEC/17,87
Weaknesses . . . MEC/89
SEE **APPENDICES-3,7,8,9,10**

SEE ALSO **Adventure Ideas**
SEE ALSO **Encounter Tables**
SEE ALSO **EnergySources**
SEE INDEX-1

Medicine
Molecular . . . LST/68
Pre-Rifts . . . LST/69
Post-Rifts (Coalition) . . . LST/68-69
Medicine Shows SEE Traveling Shows

Megaversal Legion
Armed Forces . . . SA2/103
Colonel Arthur Savage . . . SA2/99,100
Dimensional Gates, Use of . . . SA2/103
Foreign Relations . . . SA2/102-103
Fort Desperado (HQ) . . . SA2/103
Government . . . SA2/102
History . . . SA2/98-102
  Men-Rail Race . . . SA2/101
Map . . . SA2/98
OCC/RCC's Available . . . SA2/104
Peace City . . . SA2/103,104
Society . . . SA2/102
Technology . . . SA2/113,117

Mercenary Companies
Carolina Corsairs . . . CSN/17
Coalition, Use Of . . . CWC/28
Tolkeen, Involvement With . . . CWC/23-24
SEE ALSO **INDEX-1, Mercenaries; Mercenary NPC Groups**
SEE Three Galaxies, Tri-Galactic Military

Services
SEE Megaversal Legion

Mexico
As Part of the New West . . . WES/19
SEE ALSO **INDEX-1**

Millennium Trees
Abilities . . . JPN/29,32,33
  Healing . . . JPN/33
  Purification . . . JPN/33
  Resurrection/Restoration . . . JPN/33
  Sixth Sense . . . JPN/33
  Teleportation . . . JPN/33
  Visions/Dreams . . . JPN/33
Africa . . . JPN/28
Defenses . . . JPN/30
Gifts . . . JPN/32-37
Japan (Kyoto) . . . JPN/28-29
Ley Line Storms, Control Of . . . JPN/30,32
Location of Known Trees on Rifts Earth . . . JPN/29-30
Norway . . . JPN/28
Statistics, Average . . . JPN/29
Staves . . . JPN/33-34
  Corrupted . . . JPN/36-37
  Types . . . JPN/35-36
Wands . . . JPN/33-34
  Corrupted . . . JPN/36-37
  Types . . . JPN/34-35
Weather, Control Of . . . JPN/32
SEE **APPENDICES-1,11**
SEE ALSO **INDEX-1**

MOM Technology
Lone Star Complex . . . LST/104
  Dog Boy Implants . . . LST/96
    Levels Of Testing . . . LST/96
    Personality Modifiers . . . LST/96
SEE Crazy
SEE Mindwerks
SEE APPENDIX-4, Crazy For Types
SEE ALSO **INDEX-1, Mind Over Matter**
(MOM) Technology

Mindwerks
MOM Conversions Developers . . . JUI/8
SEE ALSO **INDEX-1**

Mines, Land
Statistics . . . JPN/131
Types . . . JPN/131
SEE ALSO APPENDIX-10

Missiles
Blast Radius, By Type . . . GM1/R2
Concussion . . . JPN/129
Costs, By Type . . . GM1/R2
Damage, By Type . . . GM1/R2
Guided (CS) . . . CSN/64
Heat Seeking . . . JPN/129
Heavy Hitter . . . JPN/129
Japan, Republic . . . JPN/129
Knockout "Slammers" . . . JPN/129
Mini-Missiles . . . GM1/R2
Naruni . . . MEC/55,56
  Guided . . . PH2/56
  Micro-Missiles . . . PH2/56
Range, By Type . . . GM1/R2
Ranged Missiles
  Long . . . GM1/R2
  Medium . . . GM1/R2
  Short . . . GM1/R2
SEE APPENDIX-10
SEE ALSO **INDEX-1**
Space Designations . . . PH2/6
Thundercloud Galaxy . . . PH2/11

Mock Men
SEE **Mechanoids**
SEE APPENDIX-7
M otherhome SEE Wolfen Republic
SEE ALSO **Consortium of Civilized Worlds, Planets**
SEE ALSO **INDEX-1, Three Galaxies, Consortium of Civilized Worlds, Wolfen Republic**
Mummies SEE Ancients, The

Mummification
Practices SA2/16,48

Mutants
Humans LST/96-98
Abilities Table, Number Of LST/97
Abilities Table, Special LST/97-98
Psi-X Aliens LST/98-100
SEE ALSO **Lone Star Complex, Bradford**
SEE ALSO **Animals**

-N-

Nanotechnology
Cybernetics, Self Repairing PH2/16
H-Brand Use Of JPN/121
Prometheus Treatment JUI/147-148, 149-150
T'zee Race, Use of PH2/24
Weapons PH2/18
SEE ALSO **APPENDIX-10**

Naruni Enterprises
Bushido Industries, Competition With PH2/81
Gunnery Trading Emporium JUI/110
H-Brand Corporation (Japan) JPN/23
Intruders, Interest In PH2/46-47
Juicers
Blood Sports, Interest In JUI/29
Uprisings, Effects On JUI/146
Los Alamo, Business With JUI/113, 114-115, 118
M'Kri, Lester PH2/70
Merchants Of Freedom, Connection To PH2/10
North America
Costs of Equipment CWC/18
Influence In CWC/18-19
Outlook CWC/19
TMS, Dealings With PH2/43
Utah, Lost Cache In WES/24
SEE **APPENDIX-10**
SEE ALSO INDEX-1

Naut'Yll
Cities SEA/145
Culture SEA/146
Foreign Relations SEA/145,146-148
Free Thinkers SEA/146
Government SEA/146
History SEA/144-145
Magic, Use Of SEA/145,146
Map, Areas of Dominance SEA/161
Military
Complements SEA/149, 157,158
Strategies SEA/145
Population SEA/144
Slavery, Use Of SEA/146
Technology SEA/153
Nazca Empire SEE Empire of the Sun

Nazca Lines
Background SA2/9,10
Energy Beings SA2/39-40
Hummingbird SA2/39
Lizard SA2/39
Monkey SA2/39
Spider SA2/40
Tree of Life SA2/40
Energy Line System SA2/40
And Ley Lines SA2/31
Makers SA2/16,26
Plateau SA2/12
Using SA2/38-39
SEE APPENDIX-13 For Line Drawings

Nemo-2 SEE New Navy
Nexus Points SEE Ley Lines

New Chillicothe
Gangs Operating In JUI/60
SEE ALSO INDEX-1, Coalition States

New Del Rio
Juicers JUI/118

New German Republic
Juicers
Blood Sports JUI/25
Procedure Availability JUI/120
Uprising, Affects On JUI/146
Navy SEA/190
"Operation Sea Storm" SEA/190
SEE ALSO **INDEX-1**
New Kenora SEE Iron Heart
New Lazlo SEE Lazlo, New

New Navy
Bionics, Use Of SEA/109
Availability From Tritonia SEA/109

Captain Nemo-2, NPC . . . SEA/106,107, 110-111
Foreign Relations . . . SEA/109-110
Gene Splicers, Views On . . . SEA/38
Government . . . SEA/108-109
Lemuria, Encounters With . . . SEA/106
Military Equipment . . . SEA/103, 104-105,120,121,127
Navy . . . SEA/108
Fleets . . . SEA/108
Junior Navy . . . SEA/108
Origins . . . SEA/106-107
Population . . . SEA/108
Refuge (Base Prime) . . . SEA/106,108
Salvation Base . . . SEA/107,108
"Sea Titans" . . . SEA/107
Technology . . . SEA/108-109,115
Tritonia, Ties With . . . SEA/107

Newcomers SEE Appendix-3
Newtown, Kingdom Of SEE Coalition

Ninja

Clothing, Gimmick . . . JPN/54-55
Equipment . . . JPN/54
Oni . . . PH2/19-21
Techniques . . . PH2/21-23
Tech-Ninja, Use In Japan . . . JPN/82

Non Player Character

Generation, Quick . . . GM1/R1
Hand To Hand Skills . . . GM1/R1
Physical Attributes . . . GM1/R1
Physical Skills . . . GM1/R1
PPE By General Racial Type . . . GM1/R1

SEE **Tarn, Erin; Lazlo Victor; Coalition; American, NativeDreamweaver, Philip**
SEE ALSO **INDEX-1, Tarn, Erin; Lazlo, Victor; Coalition States**
SEE ALSO Individual Countries/Kingdoms/Places

Noro Federation

Crime/Imprisonment . . . PH2/9

SEE ALSO **INDEX-1, Three Galaxies**

North America

Arizona . . . WES/20,29-32
Northern . . . WES/31-33
Phoenix . . . WES/29
Southern . . . WES/31
Tucson . . . WES/29-31
Vampires, Bisbee . . . WES/29
Davis Monthan Air Force Base . . . WES/29
Wormrot (Prescot) . . . WES/29
Barony of Markeen . . . GM1/7-13
Cromwell Keep . . . GM1/9
Baron Varn Cromwell . . . GM1/7
Map . . . GM1/8
Markeen City . . . GM1/8-9
Markeen Guard . . . GM1/9
Places of Interest
Big Sands . . . GM1/10-11
Iron Town . . . GM1/10
North Fork . . . GM1/11
Population . . . GM1/7
California . . . WES/20
Chicago "Old", Ruins Of . . . CWC/40,202
Colorado . . . WES/20-21
Colorado Baronies . . . WES/55-62
Background . . . WES/55-56
Baron Christopher Von Linden . . . WES/55
Barony of Charity . . . WES/60-62
Barony of Hope . . . WES/57-59
Barony of Testament . . . WES/59-60
Barony of Wilmington . . . WES/60
Technological Level . . . WES/56-57
Silvereno . . . WES/45-55
Background . . . WES/45-46
Education . . . WES/45
Government . . . WES/46
Industry . . . WES/45-46
Law . . . WES/47-49
The Lost (Vampires) . . . WES/46,49-52
Places of Note . . . WES/52-55
Population . . . WES/45
Technology . . . WES/45,46
Colorado River . . . WES/20-21,31
Dakota, North . . . WES/21
Xiticix Presence In . . . WES/21
Dakota, South . . . WES/21
Dinosaurs, Presence Of . . . WES/138
Grand Canyon Region . . . WES/31-32
Clarkdale Confederacy . . . WES/32-33
Climate . . . WES/31
Flagstaff . . . WES/32
Flora/Fauna . . . WES/31-32
Supernatural, Presence Of . . . WES/32
Winslow . . . WES/33
Great Lakes . . . CSN/8,9-12
Economy of . . . CSN/9-12
Lake Erie . . . CSN/8
Lake Huron . . . CSN/8
Lake Michigan . . . CSN/8
Lake Ontario . . . CSN/8
Lake Superior
Map, Partial . . . GM1/21

Shipping Lanes, Future Of. . . . CSN/11-12
Iowa. . . . WES/21
Kansas. . . . WES/21
Maps Of. . . . GM1/61,62
Major Rivers/Waterways. . . . CSN/12
Places of Interest. . . . CWC/37
US. . . . SPR/6
Mississippi River. . . . CSN/8-9
Missouri
St Louis Devil's Gate. . . . CWC/40,82
Montana. . . . WES/22
Magic Zone. . . . WES/22
Nebraska. . . . WES/22
Nevada. . . . WES/22
New Mexico. . . . WES/23
Vampire Activity. . . . WES/23
White Sands Army Missile Range. . . . WES/23
Oklahoma. . . . WES/23
Oregon. . . . WES/23
Rocky Mountains. . . . WES/23
St Lawrence Seaway. . . . CSN/8
Locks Built Into. . . . CSN/8
Texas (Lone Star State). . . . WES/23
Amarillo. . . . LST/13-15
Briscoe America. . . . LST/13
Briscoe Military Base. . . . LST/13
Climate. . . . LST/12
Dallas. . . . LST/11,13
Haunted Ruins. . . . LST/13,168
Storm Riders. . . . LST/168
El Paso
Juicers, Blood Sports. . . . JUI/25,28,29
Freelands. . . . LST/13,166-170
Eastern Forests (Map). . . . LST/166-167
Kingdom of Worth. . . . LST/13,167-168
Geography (Overview). . . . LST/165-174
Area of. . . . LST/165
Houstown. . . . LST/168-170
Magic, Practitioners. . . . LST/170
Population. . . . LST/168
Landscape. . . . LST/12
Map. . . . LST/14,171
Northern Quadrant. . . . LST/165-166
Comanche Populations. . . . LST/165
Edward's Plateau. . . . LST/166
Lakes/Rivers. . . . LST/165
Map Of. . . . LST/166
Prairie High Plains. . . . LST/165-166
Wildlife. . . . LST/166
Resources. . . . LST/12
Rio Grande River. . . . LST/166
Natural Vampire Barrier. . . . LST/166
Rio Grande Plain. . . . LST/166
Ruins. . . . LST/12-13
Utah. . . . WES/23-24
Lost Treasures of Utah. . . . WES/24
Salt Lake City. . . . WES/130
Shifting Lands. . . . WES/32
Washington. . . . WES/24
Continental Divide. . . . WES/24
Waters
Creatures Common To. . . . CSN/97
West SEE West, **New (United States)**
SEE ALSO **INDEX-1**

Northern Gun (Ishpeming)

Body Armor. . . . WES/179
Coalition
Trade Agreement. . . . CSN/9,10 CWC/11,18,25
Currency
Credit System. . . . WES/18
Gangs Operating In. . . . JUI/60
Gunnery Trading Emporium, Ties To. . . . JUI/110
History. . . . CWC/24
Juicer Production. . . . JUI/9,30,36
Hyper Science Corporation. . . . JUI/39
Dr. Heinrich Rommel. . . . JUI/39
Naruni
Views On. . . . CWC/11,18,25
Trade
Allies. . . . CSN/10
Imports/Exports. . . . CSN/10
Wilk's Laser Technologies
Competition With. . . . WES/203
Knockoffs. . . . WES/203
SEE **APPENDICES-1,4,8,9,10**
SEE ALSO **INDEX-1, North America**
Nuclear Weapons SEE **Weapon**

-O-

Ocean Tech Inc, SEE Tritonia
Oceans SEE Earth, Rifts

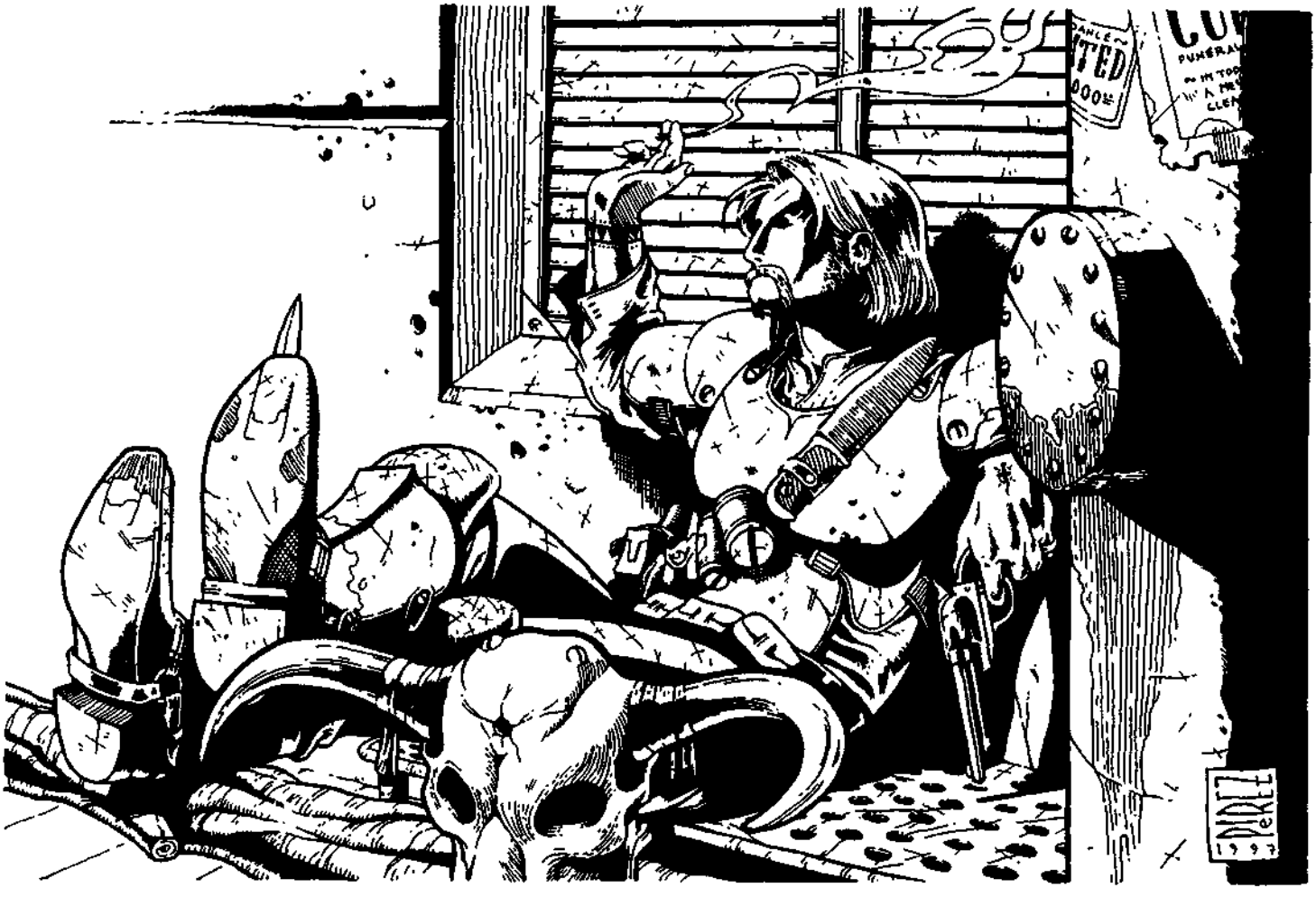
Operation Phoenix Rising

Operation Phoenix Rising. . . . JUI/121,133-134
SEE ALSO **Adventures, Juicer Uprising**

Outer Space

Communications in the Three Galaxies. . . . PH2/7
Corkscrew Galaxy. . . . PH2/7,11
SEE ALSO **Three Galaxies, Galaxies**
Dangers of the Spaceways. . . . PH2/7
Galactic Biosphere. . . . PH2/6

SEE ALSO **Three Galaxies, Galaxies**
Travel In PH2/6-7
Distances PH2/7
Gravity Drag PH2/7
SEE **INDEX-1 for Background**



-P-

Particle Beams SEE Weapon

Pecos Empire
American, Native
Apache Populations LST/170

Bandit Gangs, Notable
Buffalo Hunters LST/130
Pecos Raiders LST/139,147
Commander (Warlord Grange) LST/147
Uvalde, Home Base LST/172
Pervic Simvans LST/143
Grande Range, Home Base LST/171
Sabre Warriors LST/149-150
She-Devils LST/144-145
Range of Activity LST/145
Silver Dollar Gang LST/150,151
Background LST/135
Breakdown LST/151
Coalition, Ties To LST/136
Home Base (New San Antonio) LST/172-173
Wild Bunch Gang LST/146

Bandits
Codes/Creedos LST/135
Conflict LST/128-129
Blood Feuds LST/128-129
Civil Disputes LST/128
Rivalries LST/129
Vendettas LST/128
Wars LST/128
Leadership LST/153
Life As LST/128-129
Life Span, Average LST/128
OCC/RCC Options LST/153
Organizations LST/131-135
Clans LST/132-133
Gangs LST/134-135
Settlements LST/136-138
Tribes LST/132
West, Presence In WES/25

Cities/Towns
Crossroads . . . LST/171-172
Entertainment Center . . . LST/171
Militia . . . LST/172
Population Breakdown . . . LST/172
Laredo . . . LST/173-174
Only Bridge On The Rio Grande . . . LST/174
New San Antonio . . . LST/172-173
Uvalde . . . LST/172
Citizens Of
Typical . . . LST/153
Geography
The Bend aka Trans-Pecos . . . LST/170-171
The Grande Range . . . LST/171
Juicers . . . JUI/118
Uprising, Affects On . . . JUI/146
Maps Of . . . LST/170
Nomads . . . LST/129-130
Overview . . . LST/11
Population Breakdown . . . LST/126
Rulers . . . LST/127-128
Gray Fox . . . LST/138-139
King Macklin . . . LST/139-142
And Bradford, Dr. Desmond . . . LST/141
And Coalition . . . LST/137
Pecos Raiders . . . LST/139,147
Warlord Grange . . . LST/147
Lianna The Wild . . . LST/144-145
She-Devils . . . LST/144-145
Orpheus the Titan . . . LST/142
Houstown, Home Base . . . LST/169
Sabre Lasar (NPC Stats) . . . LST/148-149
Los Alamo, Relations . . . LST/137
Warriors . . . LST/149-150
Sundance . . . LST/145-147
Wild Bunch Gang . . . LST/146
Warlord Don Marco . . . LST/150-151
Silver Dollar Gang (Breakdown) . . . LST/151
Zimchex, Simvan Leader . . . LST/143-144
Long Knives Tribe, Vendetta . . . LST/143
Reid's Rangers, Friendly Relations . . . LST/143
Transportation, Favorite Modes . . . LST/130-131
Horses, Use Of . . . LST/130
SEE ALSO **INDEX-1, North America**

Phase Powers
Capybara Psionics, Similarities To . . . SA2/143
SEE ALSO **INDEX-1**

Phase World
Intruders, Reactions To . . . PH2/46
Juicers . . . JUI/53
Prometheans' Views On . . . PH2/46
SEE ALSO **INDEX-1**

Philippines
Background . . . JPN/26

Phoenix Chip
Phoenix Chip . . . JUI/134,139
SEE ALSO **Adventures, Juicer Uprising**

Pirates
Great Lakes
Piracy On . . . CSN/11-12
Group Sizes . . . CSN/12

Horune
Culture . . . SEA/163
Foreign Affairs . . . SEA/163-164
Government . . . SEA/163
History . . . SEA/162-163
Influence, Areas Of . . . SEA/163,165
Knife Fin, NPC . . . SEA/53
Magic, Use Of . . . SEA/163
Mechanized Forces . . . JPN/174
Mothersea . . . SEA/163
Population . . . SEA/162
Russian Coast, Presence In . . . JPN/24
Sailing . . . JPN/9
Ship Dreamers . . . SEA/163
Technology . . . SEA/163
Underwater Base . . . JPN/24
North American
Background . . . CSN/112-113
Pay For . . . CSN/113
Racial Breakdown . . . CSN/114
River Pirates . . . CSN/113
Sanctuaries . . . CSN/118-119, 126,127
Queenston Harbor . . . CSN/120-122
Notable Groups . . . CSN/118-123
Blacktain Gus Remington . . . GM1/25-26
Remington's Raiders . . . CSN/119

Statistics . . . GM1/26
Iron Heart Avengers . . . CSN/126-127
Military Forces . . . CSN/126-127
Manitoulin Kingdom Privateers . . . CSN/126
Military Forces . . . CSN/126
Nuhr Dwarves . . . CSN/122-123

Splugorth
Piracy Operations . . . CSN/114
Slaves, Payment For . . . CSN/115

Plasma Generator
Mechanoid . . . , MEC/65
Plato NPC SEE Lazlo

Power Armor
Features, (Japanese) . . . JPN/132
SEE **APPENDIX-5 For Types & Manufacturers**
SEE ALSO **INDEX-1**

Power Crystals
Mechanoid . . . , MEC/34

Power Armor
Coalition, Universal Features . . . CWC/105
Japan, Universal Features . . . JPN/132
Repair, Costs Of . . . GM1/R2

Prometheus Treatment
Prometheus Treatment . . . JUI/126132, 133,134
Project . . . DX1/77
SEE **Adventures, Juicer Uprising**

Psi-Stalkers
Abilities . . . LST/158-159
Coalition . . . LST/157, 159-160
Range of Activity In North America . . . SPR/6 WES/6
Wild . . . LST/160-162
And Native Americans . . . SPR/205
Texas (Lone Star State) . . . LST/161
Houstown . . . LST/170
SEE **APPENDIX-6 For RCC**
SEE ALSO **INDEX-1**

Psi-Wave SEE **Psionics, Powers**

Psi-World
Society Of Sages, Connections To . . . JUI/92

Psionics
Chart, Quick Reference . . . GM1/M1
Healing . . . GM1/M1
Physical . . . GM1/M1
Sensitive . . . GM1/M1
Super . . . GM1/M1
Classifications . . . CWC/193
Dominators . . . CWC/193
Eruptors . . . CWC/193
Mind Melters . . . CWC/193
Nullifiers . . . CWC/193
Psychic Sensitive . . . CWC/193

Powers
Dispersal . . . SEA/49
Ghost Walk . . . WES/129-130
Psi-Wave . . . SA2/143-144
Warrior, Mystic . . . SPR/39-40
SEE **APPENDIX-13 For Listing**

Pyramids
On Alexandria Planet . . . PH2/35
Queenston Harbor . . . CSN/121
South America . . . SA2/9
SEE ALSO **INDEX-1**

-Q-

-R-

Race, Non-Human
Amphibs . . . SEA/98-100
Origin . . . SEA/93

Dakir
Dimensional Gate System . . . SA2/103
Invasion of Earth . . . SA2/13
Megaversal Legion, Ties To . . . SA2/98-102
Rumors About . . . SA2/104
In'Valian . . . PH2/11,12-13
Intruders . . . PH2/45-50
SEE ALSO APPENDIX-6

Men-Rail
Background . . . SA2/101,111
Rumored Links To Machinists . . . SA2/111
Monro . . . PH2/28,34
Naut'Yll . . . SEA/144-148
SEE ALSO Naut'Yll
Oni . . . PH2/11, 15-16,24
Pucara Red Giants . . . SA2/52-54
Nazca Empire, War With . . . SA2/28, 52-53
T'zee . . . PH2/11
Captains of Industry . . . PH2/24
Survival Society . . . PH2/24
Vallax . . . JUI/147, 148,153
Newcomers . . . JUI/121,123, 126,147,152-153
Technology . . . JUI/153-154

SEE **APPENDIX-3,6 For Beings/Creatures**
SEE ALSO **INDEX-1, Alien Races**
Reachers From the Deep SEE **Lord of the Deep**

Recoil Damping Fields (RD-Fields)
Background SA2/113

Reid's Rangers
Los Alamo, Former Partners JUI/117
Pecos Empire
Reputation LST/138
Simvan, Pervic Tribe Allies LST/143
Texas, Activity LST/166
West, New
Presence In WES/20,23
Reputation In WES/15
SEE ALSO INDEX-1, **Tarn Erin; Vampires**

Religion
Church of the Seven Waters CSN/121
Religion in the New West WES/115-116
Preachers
Fire and Brimstone WES/115-116
Peacemakers WES/116
SEE Japan, Shinto
SEE ALSO **Deities**
SEE ALSO **INDEX-1, Deities**
SEE ALSO Individual Countries, Kingdoms

Repair
Of Armor, Costs GM1/R2
Of Power Armor, Costs GM1/R2
Of Robot Vehicles, Costs GM1/R2
SEE ALSO **INDEX-1**

Rift Jump Drive
Distances PH2/6
SEE ALSO **Faster Than Light Travel**

Rifts
Dimensional Rifts
Takamatsu, Use Of JPN/18
Open, Random Table SA2/37-38
Opening, Technology PH2/12
Sites
Canada
Calgary CWC/83
WES/21
North America
Magic Zone CWC/83
Old Chicago CWC/40,202
Old Detroit CWC/83
St. Louis, "Devil's Gate" CSN/9
CWC/40,82
Underwater SEA/16
SEE ALSO **INDEX-1**
Rifts RPG Checklist PH2/111

Robot Vehicles
Coalition
Universal Features Of CWC/134
Japan, Listing JPN/158
Repair Of, Costs GM1/R2
SEE ALSO **INDEX-1**
Robot Animals
Dogs WES/199-200
Special Features WES/200
Weapon Options WES/200
Horses WES/195-196
Special Features WES/196
Weapon Options WES/196
SEE ALSO INDEX-1

Rodeos
Background WES/62-64
Buckaroo Bonanza Rodeo WES/64
Home Of LST/172
Events WES/64-65
Animal Wrestling Contests WES/64
Races WES/64
Riding Contests WES/64
Miscellaneous Riding Events WES/64-65
Roping Contests WES/64
Shooting Contests WES/65
Events, Resolving WES/65
Animal Wrestling Contests WES/66
Races WES/65-66
Riding Contests WES/65
Roping Contests WES/66
Shooting Contests WES/66

Ronin
Oni Cyborgs PH2/16

Rune Weapons
Japanese JPN/39-40
Samurai JPN/46
Underwater, Effects Of SEA/174
SEE **APPENDIX-11**
SEE ALSO **INDEX-1, Rune Weapons; APPENDIX-10**

Russia
Russian Coast JPN/9,24

-S-

Salvage
Body Armor GM1/R4
MDC Weapons GM1/R4
Power Armor GM1/R4
Robots/Hi-Tech Vehicles GM1/R4

Samurai

Armor . . . JPN/46
Bushido Code . . . JPN/44
Family
  Background (Table) . . . JPN/47-48
  Skills (Table) . . . JPN/48
Female . . . JPN/49
Living Swords . . . JPN/44-46
  Rune Swords . . . JPN/46
Ronin . . . JPN/49-50
  Cyber-Ronin . . . JPN/80
Societal Status . . . JPN/43
Training . . . JPN/46-47

Shell Shock

Rules (Optional) . . . CWC/58
Sources Of . . . CWC/58

Shimmering Water

Effects Of . . . SEA/17-18
Explanation . . . SEA/17
Instruments, Affects On . . . SEA/17

Ships

Aircraft Carriers (CS) . . . CSN/81
Great Cataclysm
  Affects On Seafarers/Navies . . . CSN/14-15
History, Pre-Rifts . . . CSN/72,73
Motorized Vessels . . . SEA/135-137
Sailing/Rowing Vessels . . . SEA/135
SEE **APPENDIX-9**
SEE ALSO **INDEX-1, APPENDIX-9**
"Shut Ins" SEE **Consortium of Civilized**

Worlds

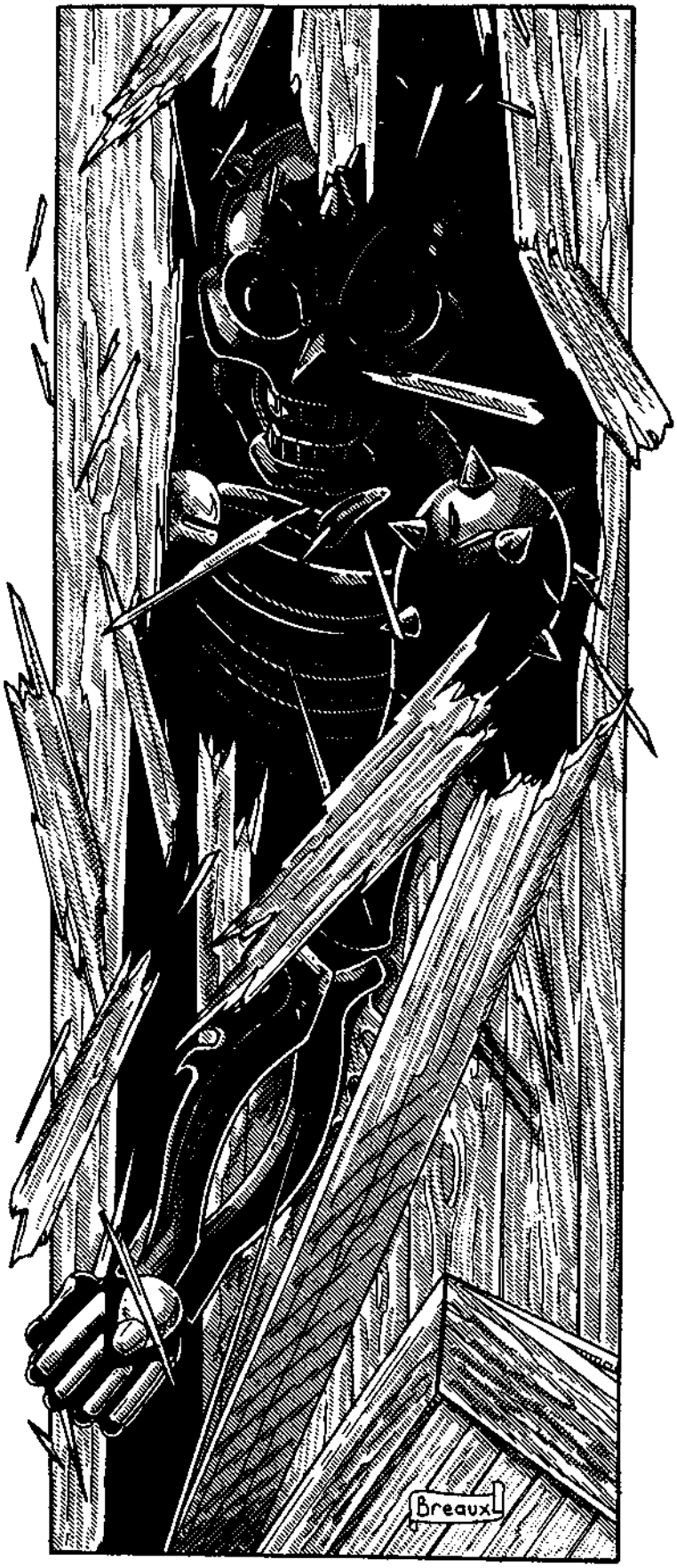
Silver River Republics (SRR)
Achilles Republic . . . SA2/138-141
  Armed Forces . . . SA2/140
  Foreign Relations . . . SA2/140-141
  Government . . . SA2/139-140
  Languages . . . SA2/162
  OCC/RCC's Available . . . SA2/141
  Population . . . SA2/138
  Project Achilles . . . SA2/138,139
    Cordelia Valdez . . . SA2/139,150
    History Of . . . SA2/138-139
Sha6ety . . . SA2/139-140
Map . . . SA2/122
New Babylon . . . SA2/152-154
  Government . . . SA2/152-154
  Foreign Affairs . . . SA2/154
  History . . . SA2/152-153
  Languages . . . SA2/162
  Population . . . SA2/152
  Society . . . SA2/153-154
  Technology . . . SA2/56
Republic of Cordoba . . . SA2/122-125
  Armed Forces . . . SA2/124
  Cordoba City . . . SA2/125
  D-Bees, Views On . . . SA2/124
  Foreign Relations . . . SA2/125
  Government . . . SA2/123-124
    Borges Family . . . SA2/123
  History . . . SA2/123
  Industry . . . SA2/123
  Languages . . . SA2/162
  OCC/RCC's Available . . . SA2/127-128
  Population . . . SA2/122
  Society . . . SA2/124
Republic of Santiago . . . SA2/126-128
  Armed Forces . . . SA2/127
    Special Phalanx . . . SA2/127
  D-Bees, Views On . . . SA2/126
  Foreign Relations . . . SA2/127
  Government . . . SA2/126
    Yolanda Morales, NPC . . . SA2/126
  History . . . SA2/126
  Languages . . . SA2/162
  OCC/RCC's Available . . . SA2/127-128
  Population . . . SA2/126
  Research
    MOM Conversions . . . SA2/131
    Professor Nostradamus Cerv2antes . . . SA2/131
  Society . . . SA2/126-127
SEE **APPENDICES-1,5,8,9,10**
SEE ALSO **INDEX-1, South American Empires, Kingdoms & Nations**

Simvan Monster Riders

And Native Americans . . . SPR/205
Background . . . LST/162-163
  Origin Of . . . LST/162
Clans . . . LST/162
Mounts . . . CWC/213
Pecos Empire
  Populations . . . LST/163
Ranges, Map . . . SPR/6
  WES/6
SEE **APPENDIX-6**
SEE ALSO **INDEX-1, APPENDIX-6**

Skelebots

Background . . . CWC/122
Classifications . . . DX1/81-82
Factory (Skelray) . . . LST/13
Statistics SEE **APPENDIX-7**
Troop Complements . . . CWC/124



Use Of CWC/122
Ethical Dilemma CWC/122-124
As Player Characters? CWC/124
SEE **APPENDIX-7**
SEE ALSO **INDEX-1, Coalition States**

Skills

American, Native
Adjustments For OCC's SPR/34-35
Trading Skills For Fetishes SPR/34
Bishamon Fighting Monk JPN/56-57
Coalition OCC/RCC Availability CWC/58-60
Cowboy WES/71-72

Physical

Swimming & Fatigue SEA/210-211

Pilot

Horsemanship SkillsAbout WES/72
Power Armor, Underwater SEA/212

Pilot Related

Water/Underwater Vessels SEA/212
Samurai, Family JPN/47-48
Samurai Skills JPN/46-47
Underwater CSN/27-29
SEA/210-212
Alphabetical List CSN/27
SEA/210
SEE **APPENDIX-12**
SEE ALSO **INDEX-1, Skills; Skills List**

Slang Terms

SEE **Coalition States, Chi-Town**
SEE **Juicers**
SEE West, New

Society of the Knife

Oni Ninja, War With PH2/19
Gun Brothers, War With PH2/19
SEE **INDEX-1, Phase World, Levels 5-8**
Solid Energy Technology PH2/45-46
Three Galaxies, Effects On PH2/47

Sonar

Active CSN/72
Passive CSN/72

South America

Chimu Nation SA2/9
History SA2/9
Italo Industries SA2/161
Population SA2/161
Languages SA2/162
Local Caudillos SA2/162
Maps SA2/6,7,98,122
GM1/61
Nuevo Peru SA2/161-162
OCC/RCC's Available SA2/162
Population SA2/161
Technology Level SA2/161
Southern Federation SA2/159-160
OCC/RCC's Available SA2/160
Population SA2/161

Wormwood, Inhabitants . . . SA2/159
Terra del Fuega, Land of Fire . . . SA2/152
SEE ALSO **Arkhons**
SEE ALSO **Barbarians, Larhold**
SEE ALSO **Empire of the Sun**
SEE ALSO **INDEX-1, South America; South American Empires, Kingdoms & Nations**
SEE ALSO **Megaversal Legion**
SEE ALSO **Silver River Republics**

Space SEE **Outer Space**
Space Ship Combat . . . PH2/104-109
Crew Damage (Optional Rules) . . . PH2/108-109
Large Vessels vs Energy Weapons . . . PH2/106
Large Vessels vs Rail Guns . . . PH2/106
Missile Attacks . . . PH2/106-107
Heavy Energy Weapons
Bonuses and Penalties . . . PH2/106
Missile Combat . . . PH2/106-108
Bonuses/Penalties To Strike With . . . PH2/107
Dodging . . . PH2/106-107
Firing At Point Blank Range . . . PH2/107
vs Force Fields (Optional) . . . PH2/107-108
Random Missile Assault . . . PH2/107
Volley Attacks . . . PH2/104-106
Damage, For Energy Attacks . . . PH2/106
Per Melee . . . PH2/106
Weapon Types . . . PH2/104
SEE ALSO **INDEX-1, Starships**

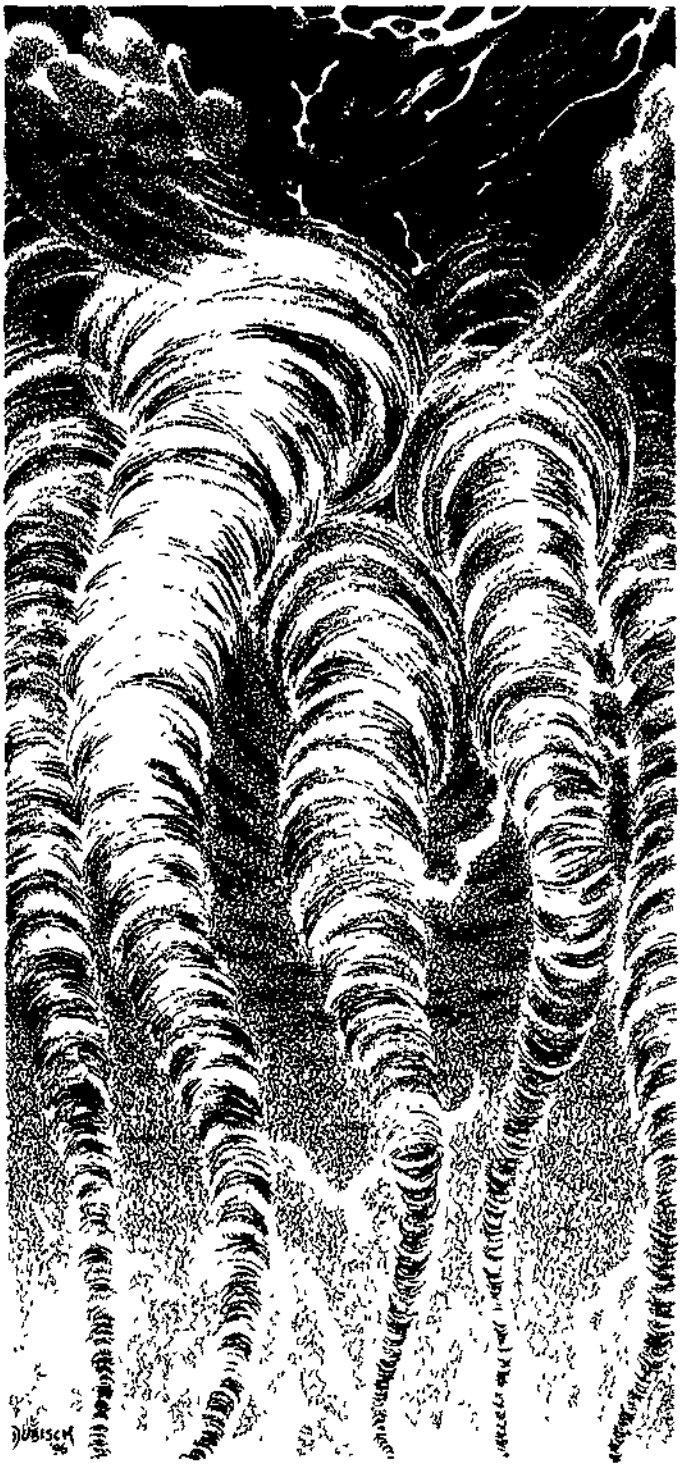
Space Ships
Battleships . . . PH2/98
Cruisers . . . PH2/91
Dreadnoughts . . . PH2/98
SEE **APPENDIX-9**
SEE ALSO **INDEX-1, Starships**

Spells
Yamabushi Powers . . . JPN/61-63
SEE APPENDIX-13
SEE ALSO **INDEX-1**

Spirits
Animal . . . SPR/82-83,95
Lesser . . . SPR/132-134

Bad Medicine
Man-Monsters . . . SPR/110-118
Spirit Intervention . . . SPR/70,110

Beings
Common Traits . . . SPR/130-132
Creation of a Physical Body . . . SPR/130
Link To Earth . . . SPR/130
Movement From Spirit Realm To Earth . . . SPR/130
Ratios, Greater To Lesser . . . SPR/132
Dark-Hand, NPC . . . SPR/147



Elemental
Greater . . . SPR/155-157
Lesser . . . SPR/135-137
Relationship To Elementals . . . SPR/135-137
And Warlocks . . . SPR/135,155

Elemental Masters
Ever Tide . . . SPR/164-166
Old Flame Dancing . . . SPR/161-163
Sun Of Bright Sky . . . SPR/161
Standing Mountain . . . SPR/166-167
And Kachina Spirits . . . SPR/143
Whispering Maiden . . . SPR/170-172

Gods, Differences Between . . . SPR/128
Great Little Ones . . . SPR/138
The Hunters . . . SPR/138-140
The Nurturers . . . SPR/141-142
Stone Throwers . . . SPR/140-141
Skill Teaching . . . SPR/140
Greater
Ondi Thunderbirds . . . SPR/153-154
Tree . . . SPR/159-161
Humans . . . SPR/83-84
Affairs, Spirits' Role In . . . SPR/83-84,133
Associations With . . . SPR/84
Spirit Exchange . . . SPR/84
Kachina
Dancers . . . SPR/143-144
Betrayal Of . . . SPR/143
Restrictions . . . SPR/143
Dolls . . . SPR/145
Hiding Its Aura . . . SPR/145
Tectonic Spirit . . . SPR/145-146
Godlings . . . SPR/149
Greater . . . SPR/143, 147-149
Lesser . . . SPR/146-147
Nature, Link To . . . SPR/128
Nunnehi . . . SPR/150-152
Atlanteans, Tutoring Of . . . SPR/151
Background . . . SPR/11-12, 13,15150-151
Bad Medicine, Punishing . . . SPR/110
Description . . . SPR/11,150
Home . . . SPR/150,151
Laws Of . . . SPR/151
Pre-Rifts Earth, Presence . . . SPR/12
Native Americans, Rescue Of . . . SPR/150-151
Plant, Lesser . . . SPR/134-135
Spirit Caves . . . SPR/17
Animal . . . SPR/17
Human . . . SPR/17
Sites
Bear Butte . . . SPR/17
Spirit Potential . . . SPR/83
Humans . . . SPR/95
Toma-ta . . . SPR/83
Items . . . SPR/83
Spirit Realm . . . SPR/11,28, 128-129
Animals, Preservation Of . . . SPR/128
Entrances . . . SPR/128
Bear Butte . . . SPR/129
Black Hills . . . SPR/129
Central Preserve . . . SPR/208
Spirit Quests . . . SPR/75,129
Wyoming Medicine Wheel . . . SPR/129
Equipment, Effects On . . . SPR/129
Humans, Effects On . . . SPR/128
Magic, Effects On . . . SPR/129
Plants, Preservation Of . . . SPR/128
Population . . . SPR/128
PPE Availability . . . SPR/129
Psionics, Effects on . . . SPR/129
Size Of . . . SPR/128
Thunder Peak (Thunderbird Home) . . . SPR/187
Traveling To . . . SPR/129-130
Violators Of . . . SPR/129-130
Totem
Greater . . . SPR/158-159
Fetish Magic Masters . . . SPR/158
Uktena, Great Dark Serpent . . . SPR/168-170
Thunderbirds, Enmity . . . SPR/125,169
Ukt Alliance . . . SPR/125,168
SEE ALSO **INDEX-1, Spirits Of Light**

Splugorth

Atlantis Undersea . . . SEA/173
Goblin Spiders, Ties With . . . JPN/207
Gun Brothers, Connections To . . . PH2/10
Intruders, Reaction To . . . PH2/46
Kittani
Exploration, Underwater . . . SEA/173
Knock-Offs of Naut'Yll Equipment . . . SEA/174
Lord Norrek NPC . . . PH2/25
Mechanoids, Dealings With . . . PH2/8,10
Navy . . . SEA/185
Seas, Area Of Activity . . . SEA/173
Slavers
Aquatic . . . SEA/173
Raids, Gulf Coast . . . LST/174
SEE ALSO **INDEX-1**

Splynncryth

Coalition, Views On . . . CSN/17
Juicers, Use Of . . . JUI/53
Kydians, Use of Underwater . . . SEA/173
Outlawing Of Dragon Juicers . . . JUI/53
Mechanoids, Response To . . . PH2/10
SEE ALSO **INDEX-1**

SAMAS (Strategic Assault Manned Armor System)

Black Market Discovery Of . . . WES/23,181
Erin Tarn's Discoveries . . . CWC/132-135
Technology
History . . . CWC/113
Japanese . . . JPN/133,134

West
Prototypes/Schematics WES/23
SEE **APPENDIX-5 For Types**
SEE ALSO **INDEX-1, APPENDIX-5**

Strength
Supernatural
Chart For MD Damage GM1/R3
Formula For JUI/34
SEE ALSO **INDEX-1, Physical Strength**
Swarm SEE **Mechanoids**

-T-

Taiwan
Background JPN/26

Tarn, Erin
Coalition
"A Campaign of Terror" CWC/12-13
Prosek Family, Views On CWC/12
Technology JPN/132134
Free Quebec
Views On CWC/12,13
On Hope City, Colorado WES/58
"Mysteries of the Sea" SEA/9
NPC, Statistics CWC/14-16
Pecos Empire LST/11
Population Estimates LST/11,126-127
Reputation CWC/14
Sir Winslow Thorpe, NPC CWC/16-18
Texas Lone Star, Perspective On LST/9,11
Lone Star Complex LST/9-11
on Genetics Engineering Division LST/9
"Traversing Our Modern World," Book LST/11,126
Excerpt, Texas LST/9-11
Vampire Activity in Texas/Mexico LST/11
SEE ALSO **INDEX-1**

Techno-Gods
Ties To Dakir Race SA2/104

Techno-Wizardry
Black Market Availability WES/213
Coalition Views On WES/213
Japan, Use Of JPN/89
West
Availability WES/213-214
Center of the New West WES/58
SEE ALSO **INDEX-1**

Tex-Am Complex
Genetic Research JUI/8

Three Galaxies
Aliens Unlimited, Use of PH2/50-52
Communications PH2/7
Crime/ Punishment PH2/9
Intruders, Theories About PH2/47
Effects of Solid Energy Technology PH2/47
Traveling Distances PH2/7
Tri-galactic Military Services (TMS) PH2/42-45
Contracts PH2/43
Equipment PH2/44
Naruni Enterprises, Dealings With PH2/43
Origins PH2/42-43
Personnel PH2/44-45
Golden Horde PH2/45
Planet, Norrelgo-5 (Cities,N-l,N-2,N-3) PH2/43
SEE ALSO **INDEX-1**

Tolkeen
Coalition
Impending War With CWC/12-13, 22-23
Cyber Knights, Aid From CWC/13
Juicer Uprising, Affects of JUI/133, 145-146
Map CWC/23
Trade
Allies CSN/11
Colorado Baronies CSN/11
Imoprts/Exports CSN/10
Manistique Empirium CSN/10,11
Naruni Possibilities CSN/11
Northern Gun CSN/10,11
Splugorth Possibilities CSN/11
SEE ALSO **INDEX-1, North America**

Torpedoes
Japanese
Statistics JPN/129
Types JPN/129
New Navy
Statistics SEA/117
Types SEA/117
SEE ALSO **APPENDIX-10**

Totems
Americans, Native
Availability SPR/95
Effects On SPR/94
Responsibilities For Animal SPR/94
Spirit Energy, Gift of SPR/158
Choosing One SPR/95
Explanation SPR/83,94
Listing, Alphabetical SPR/96-105
Qualities, Importance Of SPR/95
Terms Used For SPR/96
SEE ALSO **Spirits**

Transgalactic Empire
Crime . . . PH2/27
Dominions . . . PH2/6
Dweller Beneath . . . PH2/29-31
Free World Council, War With . . . PH2/27
Gun Brothers, Influence In . . . PH2/27
Imperial Legions . . . PH2/27
Invincible Guard . . . PH2/27
Kreeghor Dominion . . . PH2/6
Kreeghor Empire . . . PH2/27,28, 29,31,32
Laws . . . PH2/27
Military Detachments In Space . . . PH2/7
Planets, Imperial . . . PH2/27-29
Axis-5 (The Battlefield) . . . PH2/27
Ghost World . . . PH2/28-29
Monro-Tet . . . PH2/28
War, With CCW . . . PH2/42-43
Witches, Kreeghor . . . PH2/31
SEE ALSO **INDEX-1,** Three **Galaxies**

Traps
Construction Of . . . CWC/61
Types . . . CWC/62-65

Traveling Shows
Dr Geller's Carnival of Wonders . . . WES/66-70
Winter Home . . . LST/171
Medicine Shows . . . WES/66
SEE ALSO **INDEX-1**

Tri-Beam Techology
Arkhon Weapons . . . SA2/79

Triax Industries
Coalition, Ties With . . . CWC/28
Technology, Helping out the CS . . . CSN/87,88
Navy . . . SEA/134
Republic of Japan, Knowledge of . . . JPN/77
SEE ALSO **INDEX-1**

Tritonia, Artifial Island
Coming of the Rifts, Affects Of . . . SEA/94-95
Control Center . . . SEA/93,95
D-bees, Views On . . . SEA/95
Foreign Relations . . . SEA/95-96
Gene Splicers, Views On . . . SEA/38
Government . . . SEA/94
Lord of the Deep, Encounters With . . . SEA/94,96
Military
Sea Wolves . . . SEA/95
Ocean Tech Inc . . . SEA/93
OCC/RCC's Available . . . SEA/96
Places of Note . . . SEA/95
Population Breakdown . . . SEA/93
ShaperCorp, Incident With . . . SEA/93
Society . . . SEA/94-95

-U-

Uberchem Inc
Juicer Process, Creation Of . . . JUI/8
UFO's SEE **Race, Alien, Intruders**

United Worlds of Warlock
Dark Covens . . . PH2/35
Dwarven Guildmasters . . . PH2/35,36,96
Elven Star Kingdom . . . PH2/35
Great Dwarven Armada . . . PH2/96
Inglix the Mad, NPC . . . PH2/36-37,96
Iron Ring . . . PH2/36
Intruders, Reactions To . . . PH2/46
Magic Division . . . PH2/39
Troop Complements . . . PH2/38
Law . . . PH2/35
Marine Corps . . . PH2/37-38
Navy . . . PH2/35
Parliament of Worlds . . . PH2/35
Spaceships, Use of . . . PH2/83
Worlds . . . PH2/35-36
Alexandria, True Atlantean Colony . . . PH2/35-36
Asteroid Eaters . . . PH2/36
SEE ALSO **INDEX-1, Three Galaxies**

Ultra-Tech Industries (UTI)
Background . . . JUI/121
Coalition, Dealings With . . . JUI/132-133,134
Facilities . . . JUI/126-127
Juicer Production . . . JUI/35,124

-V-

Vallax SEE **Race,** Alien

Vampires
Los Alamo, Activity Near . . . JUI/115
The Lost . . . WES/46,49-52
Chichen Itza (Yucatan) . . . WES/49
Essai Ramirez, NPC . . . WES/49-51
Healing Well of Chichen Itza . . . WES/46,47,49
Katherine, NPC . . . WES/51-52
New Mexico, Activity In . . . WES/23
Pecos Empire
Populations . . . LST/126
Dallas Ruins . . . LST/168
Tarn, ErinPopulation Estimations . . . LST/11
West, Presence In . . . WES/26
SEE ALSO **INDEX-1**

Vehicles
For Augmented Humans . . . JUI/81
SEE APPENDIX-9

SEE ALSO **INDEX-1, Vehicles; APPENDIX-9**

VTOLVertical Take Off & Landing

Examples Of SEA/122

-W-

Weapons

Ancient, Damages SPR/91
"Black Boxes" WWECM 6 . . . . . WES/186-187
Conventional WES/210
Electro-Stunners LST/49-50
  Coalition Use Of LST/49
  Affects Of LST/50
Energy Weapons
  Noise Of JPN/116
  Recoil JPN/116

Japan

  Availability JPN/115
  Prices JPN/115

Laser weapons

  Beam, Notes On WES/172
  Blue JPN/125
    Underwater, Examples JPN/125,142
  Noise Of JPN/115
    WES/172
Pulse Lasers WES/172
  Ranges vs Other Weapons WES/172-173
  Recoil JPN/115
    WES/172
Nuclear Weapons CSN/46-48
  Detonations at Sea, Affects Of CSN/48
  Electromagnetic Pulse (EMP) CSN/47,48
  Fallout CSN/47
  Notes Regarding CSN/47
  Optional Damage Effects CSN/47-48
  Radiation, Effects On Armor CSN/48

Particle Beams

  H-Brand Technology JPN/125
  Noise Of WES/173
  Recoil Of WES/173

Pistols

  Chart GM1/R5

Rail Guns

  Noise Of JPN/116
    WES/173
  Recoil Of JPN/116
    WES/173

Rifles

  Chart GM1/R5

SEE **APPENDIX-10**
SEE ALSO **Cartridge Energy Six System**
SEE ALSO **INDEX-1, Weapons; APPENDIX-10**

Weapon Manufacturers

ArmaTech Industries (Akizuki International) JPN/114-115
Bushido Industries PH2/58
  Contracts With CAF PH2/81
  Competition With Galactic Armory PH2/81
Galactic Armory PH2/58
  Contracts With CAF PH2/81
Italo Industries SA2/161
Iron Heart Armaments
  Equipment Availability CWC/26
Kreeghor Foundries PH2/58
M'Kri Hardware PH2/70
Malkovitch Armaments, Inc PH2/58
Naruni Enterprises SEE **Naruni Enterprises**
Smithy PH2/58
Ultra-Tech Industries (UTI)
  Background JUI/121
  Coalition, Dealings With JUI/132-133,134
  Facilities JUI/126-127
  Juicer Production JUI/35,124
Wellington Industries
  Gunnery Trading Emporium, Ties to JUI/110
Wolfpack Weapons PH2/58
SEE **APPENDIX-10 For Weapons**
SEE ALSO **INDEX-1**

Wellington Industries

Gunnery Trading Emporium, Ties to JUI/110
SEE ALSO **INDEX-1, Weapon, Armor Vehicle Manufacturers**

West, New (United States)

Animal Life WES/14
Bandits/Outlaws WES/14
  SEE Bandits
Bar/Saloon/Tavern, Typical WES/120
  Food/Drink Prices WES/120
  Gambling WES/121
  Room & Board WES/121
Canada as Part of the New West WES/19

Citizens

  Average WES/14
  Equipment/Skills WES/14
Code Of WES/83
Cowboys WES/110-111
  Code Of WES/111-112

Culture

  Icons Of WES/11-12
  Resurgence of "Old West" WES/11-12
    Manufacturers Perpetuation Of WES/11,12

Currency

  Credits WES/17-19
Dangers Of WES/14

Drifters . . . WES/82
Education . . . WES/11
First Cavalry
Background . . . WES/27
And Coalition . . . WES/27
Breakdown Of . . . WES/28
Fort Prospect . . . WES/26,28
Surrounding Communities . . . WES/28-29
General Kenneth Sprite, NPC . . . WES/27-28
Map, Ranges Of . . . WES/6
West, Presence In . . . WES/22,25
Ghost Towns . . . WES/14

Justice Rangers

Code Of . . . WES/96
Fort Dakota, SiouxFriends . . . SPR/207
West, Presence In . . . WES/21,22, 24,25,96
Law . . . WES/12-14
Crime/Punishment . . . WES/13-14

Map

New West . . . LST/6
Territories . . . WES/7
Mckinnith, William
Diary, Excerpts . . . WES/10
Mexico as Part of the New West . . . WES/19
Native Americans SEE Native Americans
OCC/RCC Availability . . . WES/82,125
Overview . . . WES/11-26
Radio Communications . . . WES/11,12
Religion in the New West . . . WES/115-116
Preachers
Fire and Brimstone . . . WES/115-116
Peacemakers . . . WES/116
Shootouts . . . WES/13
Slang . . . WES/16-17
States Encompassed . . . WES/11
Technology . . . WES/11
Terms of Note . . . WES/19-20
Territories . . . WES/19-26
Most Desolate . . . WES/24
Synopsis of Territories . . . WES/20-24
SEE **North America for States**
Towns/Populations . . . WES/12
Buildings/Structures . . . WES/12
Trade . . . WES/18-19
Barter System . . . WES/18
Pay For Services . . . WES/19
Vouchers . . . WES/18

Whale Singers

Allies/Enemies . . . SEA/51
Current Rider, NPC . . . SEA/50
Pneuma-Biforms . . . SEA/50
Population Breakdown . . . SEA/50
The Prophecy . . . SEA/50
Seekers . . . SEA/50

Whykin

Geography . . . JUI/100
SEE ALSO **INDEX-1, North America**

Wilk's Laser Technologies

History . . . WES/203
John Harrington Wilk, Founder . . . WES/203
Relations With Other Manufacturers . . . WES/203
Wallace John Wilk (Present Owner) . . . WES/203
West, Sales In . . . WES/203
SEE **APPENDIX-10**
SEE ALSO **INDEX-1**

Wolfen Republic

Crime/Punishment . . . PH2/9
Juicer Chemicals For Wolfen . . . JUI/17
SEE ALSO **INDEX-1 Three Galaxies, Wolfen Republic**

Wormwood

Southern Federation, Inhabitants In . . . SA2/159
SEE ALSO **INDEX-1**

-X-

Xiticix

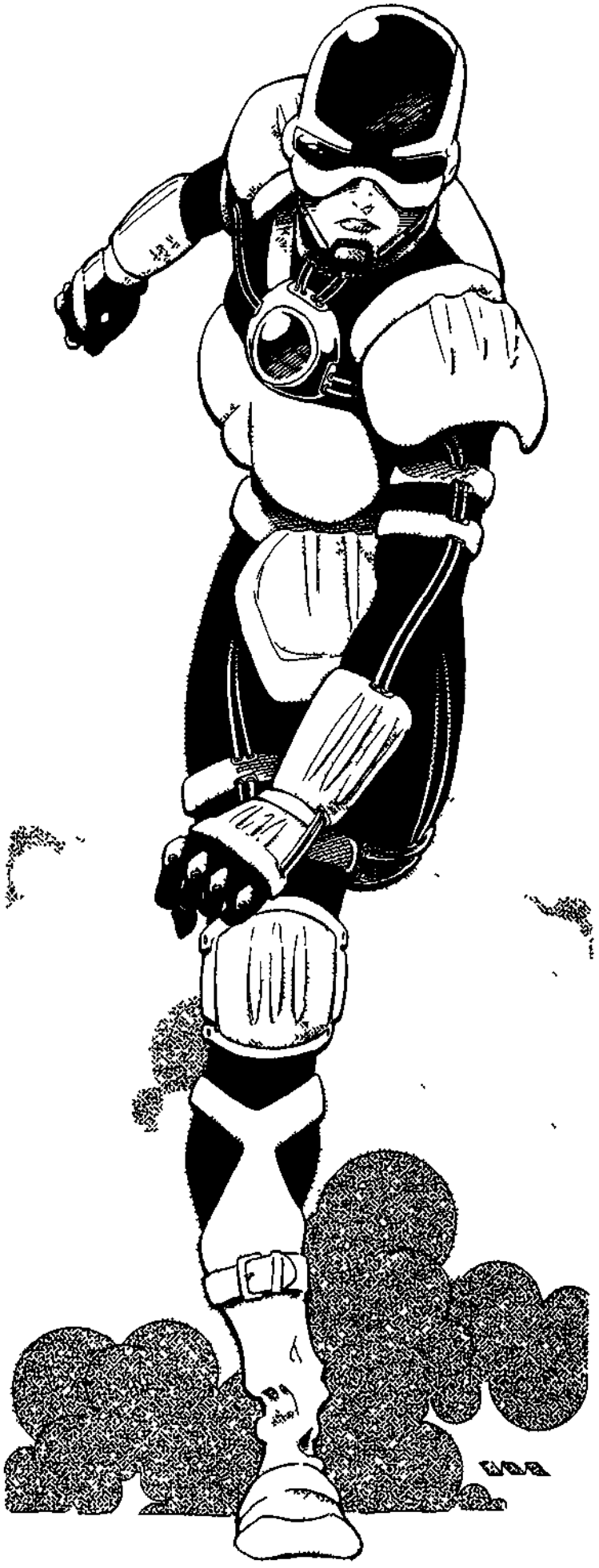
Encounter Tables, Random . . . GM1/14-16
Killers . . . LST/91-93
North America, Presence In . . . CWC/24
Minnesota . . . GM1/13-14
Duluth Hive . . . GM1/16-17
North Dakota . . . WES/21
SEE ALSO **INDEX-1, APPENDIX-3**

-Y-

-Z-

Zazshan, Alien Intelligence Of England

Lord of the Deep, Knowledge Of . . . SEA/43
SEE ALSO **EVDEX-1, New Camelot Alien Intelligence (Zllyphan Species)**



APPENDIX 1 Body Armor

****Chart,** Quick Reference GM1/R5
Arkhon SA2/83-84

Bandito Arms **(BA)**
TheBandito WES/177-178
Branaghan WES/178
CS "Dead Boy," Old Style WES/178

Coalition (CS)
Features Of CWC/99-100
CA-1/CA-2 "Dead Boy" CWC/104
CA-3 Light "Dead Boy" CWC/100
CA-4 Standard "Dead Boy" CWC/100
CA-4 **Mk2** "Shark" CSN/41-42
Landlubber Version CSN/41-42
CA-5 Juicer "Dead Boy" CWC/101-102
CA-6/CA-6EX Heavy "Dead Boy" CWC/102
CA-7Special Forces CWC/103-104
CA-7 Mk-2 "Skull Armor" CSN/42
CAN-2 "Barracuda" CSN/44
CS Urban Warrior CWC/140
CSNA-1 Lightning Strike SCUBA CSN/43
DPM **D1/D2** Dog Boy LST/52-53
Dog Pack DPM Light Riot Armor CWC/104
LST/52

Empire of the Sun
Gilded SA2/58
Sinchi SA2/58

H-Brand
****Universal** Features JPN/181
HA-4/HA-5 "Hiker" JPN/185
HA-6/HA-7 Frontiersman JPN/186
HA-20 Juicer JPN/186
Kuru Street **(Knockoff)** JPN/182

Ichto
**Universal Features JPN/181
IA-100 Infiltrator JPN/184
IA-130 "Sumo" JPN/185
Kuru Street **(Knockoff)** JPN/182

In'Valian Exoskeletons
Armored PH2/13-14
Combat PH2/14
Light PH2/13

Independent
Hint Armor SPR/108
LEWS-9 Wet Suit SEA/137
MEWS-10 Wet Suit SEA/139
Ninja, Concealed JPN/54

Intruder (I)
Solid Energy Armor . . . PH2/50
War Beast Armor . . . PH2/49

Japan, Republic Of (ArmaTech—AT)
**Universal Features . . . JPN/181
AT-A11 Kuru Street . . . JPN/182
AT-A14 "Trooper" . . . JPN/183
AT-A15 Marine, Heavy . . . JPN/183-184
Cyborg . . . JPN/97

Juicer
Man-Killer EBA . . . JUI/70
Mega-Juicer (UTI/NG) . . . JUI/69
Spiked . . . JUI/69
Vibro . . . JUI/69
Super-Hide . . . JUI/71
Titan Plate . . . JUI/68

Kreeghor
Imperial Guardsman . . . PH2/34

Megaversal Legion
Mark I . . . SA2/115
Mark II . . . SA2/115

Millennium Tree
Bark . . . JPN/32
Bark Shield . . . JPN/32
Leaf . . . JPN/32-33

Naut'Yll
Korallyte . . . SEA/155-156
Shell . . . SEA/155

Nemo-2 & the New Navy
Marine, U.S. . . . SEA/118
Navy . . . SEA/118

Northern Gun (NG)
Buffalo Riding Armor . . . WES/180-181
Maverick . . . WES/179
Range Rider, Riding Armor . . . WES/179-180
Vaqueros . . . WES/179

Oni
Cyberai . . . PH2/18
Ninja Armored Jumpsuit . . . PH2/21

Silver River Republics
Amaki (New Babylon) . . . SA2/168
Armored Fatigues (Santiago) . . . SA2/167
Battle Infantry Armor (Cordoba) . . . SA2/167
Blood Rider "Claw" Armor . . . SA2/168
Customized (Achilles Republic) . . . SA2/168
Duelist (New Babylon) . . . SA2/167-168
Gaucho . . . SA2/166

Triax
Cyborg Armor —Deep-Sea Environmental . . . SEA/191
TXD-6/TXD-8 Frogman . . . SEA/193

Tritonia
Amphib . . . SEA/101
SCUBA . . . SEA/100

United World of Warlocks (UWW)
Marine Combat Suits . . . PH2/38
Marine Non-Powered Armor . . . PH2/39
W-1/W-F1 Combat . . . PH2/65-67

APPENDIX 2 Equipment

Ammunition
Silver Rounds . . . JPN/148
SDC Rounds . . . JPN/117

Communications
Sensor Jammers . . . JUI/66
WWECM 6 Black Boxes . . . WES/186

Cybernetics
Anchors, Stabilizing . . . WES/189
Appendages, Extra . . . WES/189
Boosters & Maneuvering Jets . . . WES/188-189
Combat Computer . . . WES/189
Holsters, Quick-Draw . . . WES/189
Japanese . . . JPN/109-113
Aerial Jet Thrusters . . . JPN/112
Bio-Comp Self-Monitor . . . JPN/109
ChestBlaster . . . JPN/111
Chips
Data (Illegal) . . . JPN/110
Radio . . . JPN/110
Security Clearance . . . JPN/110-111
Tracer (Illegal) . . . JPN/111
Cosmetic Implants . . . JPN/109
Computer
Hacker Encoder (Illegal) . . . JPN/109-110
Telephone Jack (Illegal) . . . JPN/110
Virus Carrier (Illegal) . . . JPN/109
Cyberware Networking . . . JPN/110
Cyber-Drone (Illegal) . . . JPN/110
Depth Gauge . . . JPN/110
Environmental Upgrade . . . JPN/112
Fire-Breath System . . . JPN/89
H.U.D. Visor . . . JPN/112
Internal Ammo Drum . . . JPN/111
Internal Comp-Calculator . . . JPN/110
Internal Energy Supply . . . JPN/111
Internal I.V. Feed . . . JPN/112
Laser BeamEye . . . JPN/111-112
Metal Detector . . . JPN/110
Palm Energy Generators . . . JPN/112
Power Booster (Illegal) . . . JPN/110

Radio/Scrambler Implant (Ill.) . . . JPN/110
Rebreather Lung . . . JPN/112
Signal Booster . . . JPN/110
Snaps, Hooks, Etc . . . JPN/111
Underwater Propulsion . . . JPN/112-113
Weapons and Tools . . . JPN/111-112
Paint Job, Customized . . . WES/189
Plate, Armored or Face . . . WES/189
Extra . . . WES/189
Survival Kit, Western . . . WES/189

Triax

Depth Gauge & Alarm . . . SEA/191
Gills . . . SEA/191
Sonar . . . SEA/191
Sonic Echo-Location . . . SEA/191

West

Chemical Spray . . . WES/187
High-Powered Flashlight . . . WES/187

Modular

Arm Housing . . . WES/187
Hand Housing . . . WES/187
Laser Hand . . . WES/187
Shovel Hand . . . WES/187
Vibro-Monster Claw . . . WES/188
ForearmAir Blaster . . . WES/188
ForearmHeavy Mining Drill . . . WES/188
ForearmJackhammer . . . WES/188
ForearmMulti-Tool . . . WES/188
ForearmPlasma Torch . . . WES/188
ForearmPrecision Mining Drill . . . WES/188
ForearmSonic . . . WES/188
ForearmVibro-Pick . . . WES/188

Energy Clips

**Table . . . GM1/R5
Arkhon . . . SA2/79

Japanese

Energy Canisters . . . JPN/117
Pistol . . . JPN/117
Rifle . . . JPN/117

Flares

Hand-held . . . CWC/98, JPN/130 LST/48
Parachute . . . CWC/98, JPN/130 LST/48

Force Fields

Vallax . . . JUI/154

Jet Packs

CS-500 Sky Pack . . . CSN/45
CSN-600 Deep-Six Sea Pack . . . CSN/45
KM-200 . . . JPN/181
KM-250 Underwater Propulsion Pack . . . JPN/182
Rocket Boots . . . JUI/67-68

Miscellaneous

Bracers, Grenade . . . JUI/67
Combat Gauntlets . . . JUI/66-67
Combat Vambraces . . . JUI/67
CC-26 Bomb Detector . . . JPN/130
Mutant Animal Restraining Harness . . . LST/51-52
PR-1/PR-2/PR-3 Backpack . . . JPN/116-117

Wilk's PC-2020 Field

Identifier Portable Computer . . . WES/210

Ninja

Climbing Claws . . . JPN/54
Climbing Spikes . . . JPN/54
Clothing & Boots . . . JPN/54
Clothing, Reversible . . . JPN/55
Concealed Pockets . . . JPN/54-55
Concealed Tools . . . JPN/55
Eggshell Bomb . . . JPN/54
Emergency Kit . . . JPN/54
Expanding Straps & Belts . . . JPN/55
Fake Wounding . . . JPN/55
Hang Glider . . . JPN/54
Ippon-Sugi Nobori . . . JPN/54
Kawanga . . . JPN/54
Rope & Chain . . . JPN/54
Rope Ladder . . . JPN/54
Shoe Compartment . . . JPN/55
Tetsubishi . . . JPN/54

Weapon Accessories

Holsters, Holdout Speed . . . JUI/74
Remington Speed Loaders . . . WES/212
Sights, Thermal . . . JUI/74
SNARLS Sensor System . . . JPN/116
TW Silencers . . . WES/218

Wilk's Laser Technologies

Laser Scalpel . . . WES/210
Portable LaserTorch . . . WES/210
Laser Wand . . . WES/210

APPENDIX 3 Monsters

Black Entity/Cloud Thing . . . DX1/52-53
Black-Winged Monster Men . . . SPR/106-107
Blood Lizard (OPC) . . . SA2/137-138
Brodkil (OPC) . . . LST/164

Buffalo

Great Plains . . . WES/145-146
Rhino . . . WES/158-160
Cactus People (OPC) . . . WES/125-127
Crab Warrior . . . CSN/100-101

Demon

Hannya . . . JPN/210-211
Devil Sloth . . . CWC/211-212
Devil Unicorn . . . WES/140-141

Dinosaurs (Or Similar Species)

Brontodon, Mammoth . . . WES/149-151
Desert Sleepers . . . WES/138-140
Duckbilled Honkers . . . WES/141-143
Ostrosaurus . . . WES/153-155
Quick Statistics . . . LST/163-164
Tiger Claw Raptor . . . WES/162-163
Tri-Tops . . . WES/164-166
Tyrannosaurus Rex . . . WES/166-167

Dragon

Asama-Tatsu . . . JPN/214-215
Kumo-Mi (Cloud) . . . JPN/212-214
Shikome Kido-Mi . . . JPN/211-212
Dragon Ray (OPC) . . . SEA/20-23
Dragonfish . . . CSN/102-103
Dream Snake, Great . . . WES/144-145

Giant

Mountain (OPC) . . . WES/136-138
Stone . . . SPR/120-121
Giant Canyon Worms . . . WES/143-144

Goblin

Japanese . . . JPN/206-207
Grigleapers . . . WES/146-147
Gwylack . . . WES/147-148
Horned Demon-Fish . . . CSN/104-105
Horune Pirate (OPC) . . . SEA/164-165
Ship Dreamer (OPC) . . . SEA/165-166
Hydra, Aqua . . . CSN/98-99
Imps . . . JPN/209-210

Intruder

Beast . . . PH2/47-49
Mind Creature . . . PH2/49-50
Leatherwing . . . WES/148-149
Leech, Giant . . . CSN/103-104
Lord of the Deep . . . SEA/41-44
Lorica Wraith . . . SEA/24-27
Maelstrom-Maker . . . CSN/107-108
Man-Eagles . . . SPR/108-110

Man-Monsters

Animal . . . SPR/111-113
Plant . . . SPR/113-115
Spirit . . . SPR/115-118

Mechanoids

Brain . . . DX1/83-85
MEC/48-50
Brute, Type I . . . DX1/86-87
MEC/54-57
Brute, Type II . . . MEC/57-59
Exterminator . . . MEC/61-62
Mantis . . . MEC/65-67
Octopus, Type I . . . MEC/67-69
Octopus, Type II . . . MEC/69-72
Oracle . . . MEC/47-48
Overlord . . . MEC/45-47
Runner . . . DX1/85-86
MEC/52-54
Seeker Pod . . . MEC/62-63,89
Tunnel Crawler . . . MEC/64-65,89
Wasp . . . MEC/59-61,89

Mechanoids, Aberrant (OPC)

Brain . . . MEC/33-35
Brute . . . MEC/39-40
Exterminator . . . MEC/40-42
Runner . . . MEC/35-36
Seeker Pod . . . MEC/42-43
Tunnel Crawler . . . MEC/43-44
Wasp . . . MEC/37-39
Moss-Back Scuttler . . . WES/151-152
Naut'Yll, Monster . . . SEA/45
Oborus-Slitherer . . . WES/152-153
Octopus, Giant . . . SEA/23-24
Oni . . . JPN/199-203
Lesser Oni . . . JPN/202
Master . . . JPN/203-204
Mystic . . . JPN/204-205
Panthera-Tereon . . . WES/155-156
Phantasm . . . WES/157-158
Picasso Magic Fish . . . SEA/27
Psi-Ponies (OPC) . . . WES/156-157
Rifter . . . DX1/78-80
Rurlel Eel People (OPC) . . . SEA/37-38
Sea Doppelganger . . . SEA/46-47
Sea Maw/Gulper . . . SEA/28-29
Servants of the Deep . . . SEA/47-48
Scorpion . . . WES/161

Serpents
Plumed (OPC) SPR/118-120
Ukt SPR/125-126
Water CSN/110-111
Shark, Devil SEA/45
Sharks, Ocean SEA/29-30
Great White SEA/29-30
Tiger SEA/30
Shark, Shadow SEA/31
Silonar WES/160
Simvan Monster Riders (OPC) LST/162-163
Skeleton Raider, Typical DX1/76

Snake
Cottonmouth WES/161
Diamondback WES/161

Spider
Goblin JPN/207-209
Tree WES/163-164
Spiny Ravager CWC/212-214
Squid, Giant SEA/24
Stidjron SEA/35-36
Storm Riders/Ley Line Beasts SEA/31-33
Sura-Kappa JPN/205-206
Swamp-Sludger CSN/109-110
Teepowka SPR/122-123
Two-Faced Star-People SPR/123-124
Vampire Flat Worm CWC/212
War Bison SA2/187-188
Waterstrider, Giant CSN/111-112
Wendigo (OPC) SPR/126-128

Whale
Horned CSN/105-107
Pneuma-Biform SEA/55-56
Whisker Coyote WES/167-168

Wraith
Murder JUI/50-53
Worm WES/168-171
Xiticix Killer LST/91-93
Zomba/Silicon Sea Snake SEA/33-34

APPENDIX 4 O.C.C's

Bandit WES/83-84
Highwayman WES/85
Blood Rider SA2/133-135
Bounty Hunter WES/87-90
Coalition
Commando CWC/71-72
EOD Specialist CWC/73-75
"Fly Boy" Ace (RPA) CWC/84-85

ISS
Intelligence Officer CWC/184-185
Peacekeeper CWC/180-182
Specter CWC/182-184
Merchant Marine CSN/30-32
Nautical Commando CSN/37-39
Nautical Specialist (Sea Devils) CWC/79-80

NTSET Organization
Protector CWC/188-189
Psi-Hound CWC/187-188
Naval Infantryman CSN/34-37
Navy Sailor CSN/32-34
PRP Psi-Net Agent CWC/193-195
Ranger CWC/80-82
RCSG Scientist CWC/82-84
Special Forces CWC/86-87
Cowboy WES/110-112

Crazy
Ninja JPN/86-88
Ultra—TW Crazy SA2/131-133
Wired Gunslinger WES/107-110
Cyberoids JPN/78-79

Cyborg
Coalition Strike Trooper CWC/69-70
Cyberai (Oni Cyborgs) PH2/15,16-19

Cyberslinger Series
Mark I "Kid" WES/190-191
Mark II "Super Slinger" WES/191-192
Mark III "Gringo" WES/192-193
Destroyer 'Borg SA2/107-109
"Flame Cloud," C12000 ..... JPN/107-109
Imperial Combat
'Borg, AT-C10000 ..... JPN/105-107
Mining 'Borg/Prospector WES/113-115
Ninja JPN/88-89
Ojahee SA2/109-111
Plains 'Borg SA2/129-131
Republic Soldier JPN/97-98
Tsunami 'Borg, AT-C9000 ..... JPN/102-105
Wing Blade, 'Borg AT-C8000 ..... JPN/101-102
Demon Queller JPN/64-66
Gambler JUI/58-59
Professional WES/117-119
Gaucho SA2/128-129
Glitter Force Trooper JPN/93-94
Guardsman, Invincible PH2/32-34
Gun Brother PH2/25-26
Gunfighter WES/90-92
Gunslinger WES/92-95
Inca Sun-Priest SA2/24-26
Infantryman JPN/92

Juicers
Assassin JUI/56-57
Coalition CWC/76-78
JUI/42-45
Delphi JUI/39-41
Dragon JUI/47-49
Gladiator JUI/55-56
Hyperion JUI/30-32
Maxi-Killer (Bio Wizard) JUI/53-55
Mega JUI/36-39
Ninja JPN/84-86
Phaeton JUI/35-36
Psycho Stalker JUI/45-46
Scout JUI/57-58
Titan JUI/32-35
Wannabe JUI/59-61
Justice Ranger WES/96-98

Larhold
Human Renegade SA2/186-187
Shaman SA2/188-190
Marine, New Navy SEA/112-113

Marine
Warlock PH2/37-39
Warlock, magic specialist PH2/39-40
Megaversal Trooper SA2/104-106

Monk
Bishamon Fighting JPN/55-57
Sohei Warrior JPN/58-60

Native American

Shamans
Animal SPR/53-56
Elemental SPR/65-67
Fetish SPR/67-69
Healing SPR/60-62
Mask SPR/56-60
Paradox SPR/62-65
Plant SPR/50-53

Warrior Classes
Mystic Warrior SPR/39-41
Spirit Warrior SPR/44-47
Totem Warrior SPR/42-44
Tribal Warrior SPR/37-39
Navy Seaman, New Navy SEA/111-112
Nazca Line Maker SA2/26-28

Ninja
Borg JPN/88-89
Crazy JPN/86-88
Juicer JPN/84-86
Mystic JPN/51-55
Tech JPN/82-84

Techno-Wizard . . . JPN/89-91
Ocean Wizard . . . SEA/60-61
Pecos Raider . . . LST/153-154
Pirate (OPC) . . . CSN/113-115
River Pirate (OPC) . . . CSN/116-117
Slaver(OPC) . . . CSN/115-116
Police Officer . . . JPN/94-95
Preacher . . . WES/115-117

Priest
Yamabushi Mountain . . . JPN/60-64
Privateer . . . CSN/117-118

Psi-Stalker
Psycho Stalker . . . JUI/45-46
Robot Pilot . . . JPN/92-93
Ronin . . . JPN/49-50
Saddle Tramp . . . WES/101-102
Saloon Bum . . . WES/120-123
Saloon Girl/Barmaid . . . WES/123-124
Salvage Expert . . . SEA/133-134

Samurai
Cyber . . . JPN/80-82
Warrior . . . JPN/43-49
Sea Druid . . . SEA/61-62
Sea Inquisitor . . . SEA/48-49
Sheriff/Lawman . . . WES/102-105
Sheriff's Deputy . . . WES/105-106
SAMAS
Samurai Pilot . . . JPN/91
Tritonian
"Sea Wolf . . . SEA/96-97
Scientist . . . SEA/97-98
Turbo Jockey . . . PH2/41-42
Warrior
Inca . . . SA2/23-24
Rune . . . SA2/28-30
Whale Singer . . . SEA/56-57

APPENDIX 5 Power Armor

Archie Three
Arch HPA-1 "Firebrand" . . . MEC/20-23

Arkhon
APA-9 Death Cyclops . . . SA2/88-91
APA-III Ghost Wasp . . . SA2/86-88
LE-457S Stormwind Exoskeleton . . . SA2/84-86

Bandito Arms (BA)
SAMAS
PA-09-AVT Sidewinder . . . WES/181-184
PA-09-AVT Wild Weasel . . . WES/184-187

Coalition (CS)
**Features Of . . . CWC/105
PA-20B Trident . . . CSN/51-53
PA-100 Mauler . . . CWC/106-107
PA-101W Death Wing (Combat) . . . LST/62-64
PA-102W Death Wing (Recon) . . . LST/62-64
PA-200 Terror Trooper . . . CWC/107-110
PA-300 Glitter Boy Killer . . . CWC/110-112
SAMAS
PA-06A "Death's Head" . . . CWC/113-114
PA-07A "Smiling Jack" . . . CWC/114-116
PA-08A "Striker" . . . CWC/119-122
PA-09A Super . . . CWC/117-119
PA-10A Sea . . . CSN/49-51

Empire of the Sun
AC-1 Atahualpa . . . SA2/63-64
NPA Mark I Nazca . . . SA2/59-61
SC-Mark III Solar Combat Armor . . . SA2/64-66
SOL-I Armor of the Sun . . . SA2/61-63

H-Brand
H-Brand "Ninjabot" . . . JPN/144-146

Ichto
IPA-40 Dai-Katana Bugei . . . JPN/146-148
IPA-45 Ikusa (Warrior) . . . JPN/148-150
IPA-50 "Genadier" . . . JPN/150-152
IPA-60 Tazu-Tengu . . . JPN/153-154
IPA-62 Super-Tengu . . . JPN/155-156
IPA-70 Mizu Mi "Water Serpent" . . . JPN/156-158

Independent
LEA-5 Deep Sea . . . SEA/139
Orca-50 Aqua-Tech . . . SEA/140
Orca-100 Aqua-Tech . . . SEA/141

Intruder (I)
I-WB War Beast . . . PH2/72-73

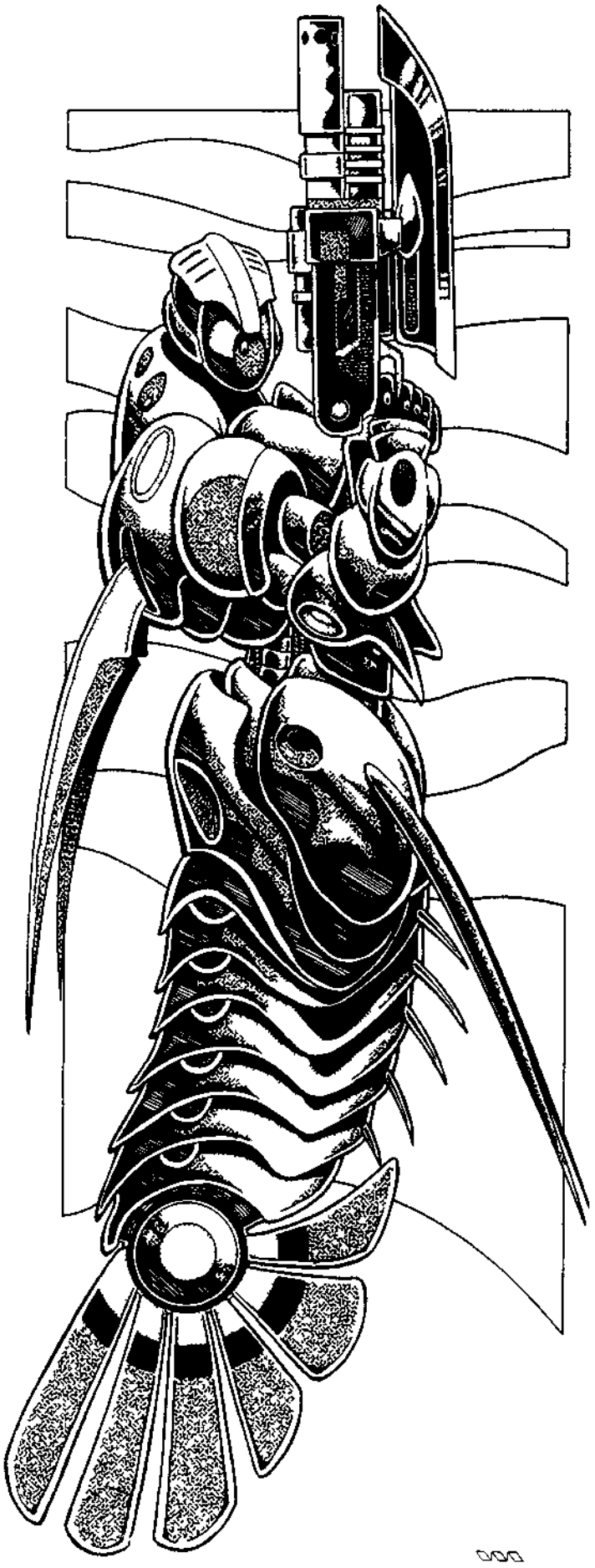
Japan, Republic Of (ArmaTech—AT)
**Universal Features . . . JPN/132
ATPA-85 "Power Spy" . . . JPN/143-144

Glitter Boys
USA-G10 Glitter Boy . . . JPN/136-137
USA-G10A1 "Point" . . . JPN/137-140
USA-G10A2 "Hawkeye" . . . JPN/140-142
PA-10A "Samurai" SAMAS . . . JPN/132-135

Kittani
TW-UDPA Destroyer . . . SEA/176-179
TW-UPA War Urchin . . . SEA/175-176
WFPA War Fish . . . SEA/179-180

M'Kri Hardware
ME-95A1 "Avenger" . . . PH2/70-72

Megaversal Legion
APA-100 Counterstrike . . . SA2/115-117



Naruni Enterprises (NE)

PA E-1000 Enforcer PH2/67-69

Native American

PA-04A USA SAMAS SPR/196-198
Ursa-HPA-09 Iron Bear SPR/201-202
WC-PA-02 War Chief APR/199-200

Naut'Yll

APAL-10 Torpedo SEA/156-157
APTW-20 Techno-Wizard SEA/157

Nemo-2 & the New Navy

APA-15 "Semper Fi" SEA/118-120

Northern Gun (NG)

BM-JAPEII Defender JUI/79-80
NG-JK1A/1B Juicer Killer JUI/77-79

Silver River Republics

AA-GB7 Glitter Boy Number 7 . . . . . SA2/173-175
PA-10ML Mecha-Lizard SA2/168-171
TPA-7 Toro "Minotaur" SA2/171-173

Triax

TXD-100 Ultra Deep-Sea SEA/195-196
VX-20,000 Barracuda SEA/196-199

Tritonia

M-1000 Merbot SEA/101-102

Whale

TD-70 Sea-Snake Class SEA/81
TDO-45 Man-O-War Class SEA/82-83
TO-38 Unicorn Scout Class SEA/84-85
TO-40 Sea Tiger Class SEA/83-84

APPENDIX 6 R.C.C's

Achilles, Neo-Human SA2/149-151
Amaki Stone-Man SA2/154-155
Amphib SEA/98-100
Arkhon SA2/71-73
ESP Specialist SA2/75-76
Spectral Hunter SA2/73-74
Blood Lizard (OPC) SA2/137-138
Brodkil (OPC) LST/164
Cactus People (OPC) WES/125-127
Capybara, Mutant SA2/142-144
Condoroid SA2/146-148
Demigods, True Inca SA2/20-23
Devil Shark SEA/45
Dog Boys LST/32-36
Feral—"Free Borns" LST/38-39
K-9 "Sniffers" LST/41-43
Kill Hounds LST/43-45
"Sea Dog" CSN/39-40
. . . . . LST/40-41

Dolphin . . . SEA/77-80
Dolphin Pneuma-Biform . . . SEA/51-53
Dragon Ray (OPC) . . . SEA/20-22
Duelist . . . SA2/155-157
Equinoid, Psi-Taur . . . SA2/144-146
Falconoid . . . SA2/148-149
Fallam . . . SA2/76-77
Battlemaster . . . SA2/77-79
Fennodi . . . WES/128-130

Giant

Mountain (OPC) . . . WES/136-138
Gizmoteer . . . SA2/157-159
Horune Pirate (OPC) . . . SEA/164-165
Ship Dreamer(OPC) . . . SEA/165-166
In'Valian . . . PH2/12-13
Keepers of the Desert . . . WES/130-133
Killer Whale/Orca . . . SEA/85-88
Killer Whale Pneuma-Biform . . . SEA/53-55
Kreel-Lok Nomad . . . SEA/152-153
Kremin Cyborg . . . CWC/209-211
Larhold Barbarian . . . SA2/185-186
Lyn-Srial (OPC) . . . WES/133-134
Cloudweaver . . . WES/135-136
Sky-Knight . . . WES/134-135
Master Blood Rider . . . SA2/135-136

Mechanoids

Brain . . . MEC/33-35
Brute . . . MEC/39-40
Exterminator . . . MEC/40-42
Runner . . . MEC/35-36
Seeker Pod . . . MEC/42-43
Tunnel Crawler . . . MEC/43-44
Wasp . . . MEC/37-39
Megaversal Trooper, Ojahee . . . SA2/106-107
Men-Rail, Tech Master . . . SA2/111-112
Monro . . . PH2/34

Mutants (Animals)

Bat . . . LST/88-89
Bear, Ursa-Warrior . . . LST/72-75

Felines

Battle Cats . . . LST/76-79
Kill Cats . . . LST/79-81

Monkeys

Monkey Boy . . . LST/83-84
Monkey Boy Tech . . . LST/85
Mini Monkey Spies . . . LST/81-83

Rodents

Rats . . . LST/85-88

N'mbyr Gorilla . . . CWC/202-203
Naut'Yll . . . SEA/148-149
Koral Shaper . . . SEA/150-151
Soldier . . . SEA/149
Devastator, Special Forces . . . SEA/150
Oni . . . PH2/15-16
Ninja . . . PH2/19-21
Psi-Ponies . . . WES/156-157
Psi-X Aliens . . . LST/98-100

Psionic

Psi-Slinger . . . WES/98-101
Psi-Stalker . . . LST/156-159
Coalition . . . LST/159-160
Wild . . . LST/160-162
Psiren . . . SEA/46
Pucara, Red Giant . . . SA2/54-55
Mind Mage . . . SA2/55-56
Rurlel Eel People(OPC) . . . SEA/37-38
Sea Titan . . . SEA/113-115
Serpent, Plumed (OPC) . . . SPR/118-120
Serpentoid . . . SA2/141-142
Simvan Monster Raider (OPC) . . . LST/162-163
T'Zee . . . PH2/24-25
Tengu . . . JPN/66-70
Tirrvol Sword Fist . . . CWC/203-205
Tokanii . . . LST/154-156
Trimadore . . . CWC/208-209
Quick-Flex Alien . . . CWC/205-206
Vanguard Brawler . . . CWC/206-208
Wendigo (OPC) . . . SPR/126-128

Whale

Humpback . . . SEA/90-92
Sperm . . . SEA/88-90
Whale Pneuma-Biform . . . SEA/55-56

APPENDIX 7 Robots

Archie Three

AA-60 Hunter-Destroyer . . . MEC/26-29

Coalition (CS)

CSN Robot Shark Sled . . . CSN/55-56
Skelebots . . . DX1/87-88
FASSAR-20/FASSAR-30 . . . CWC/125127
FASSAR-40 Hunter . . . CWC/129-130
FASSAR-50 Hellion . . . CWC/130-132
FASSAR-60 Centaur . . . CWC/132-133

Dogs (Bandito Arms)

K-9R-1100 Companion . . . WES/199-201

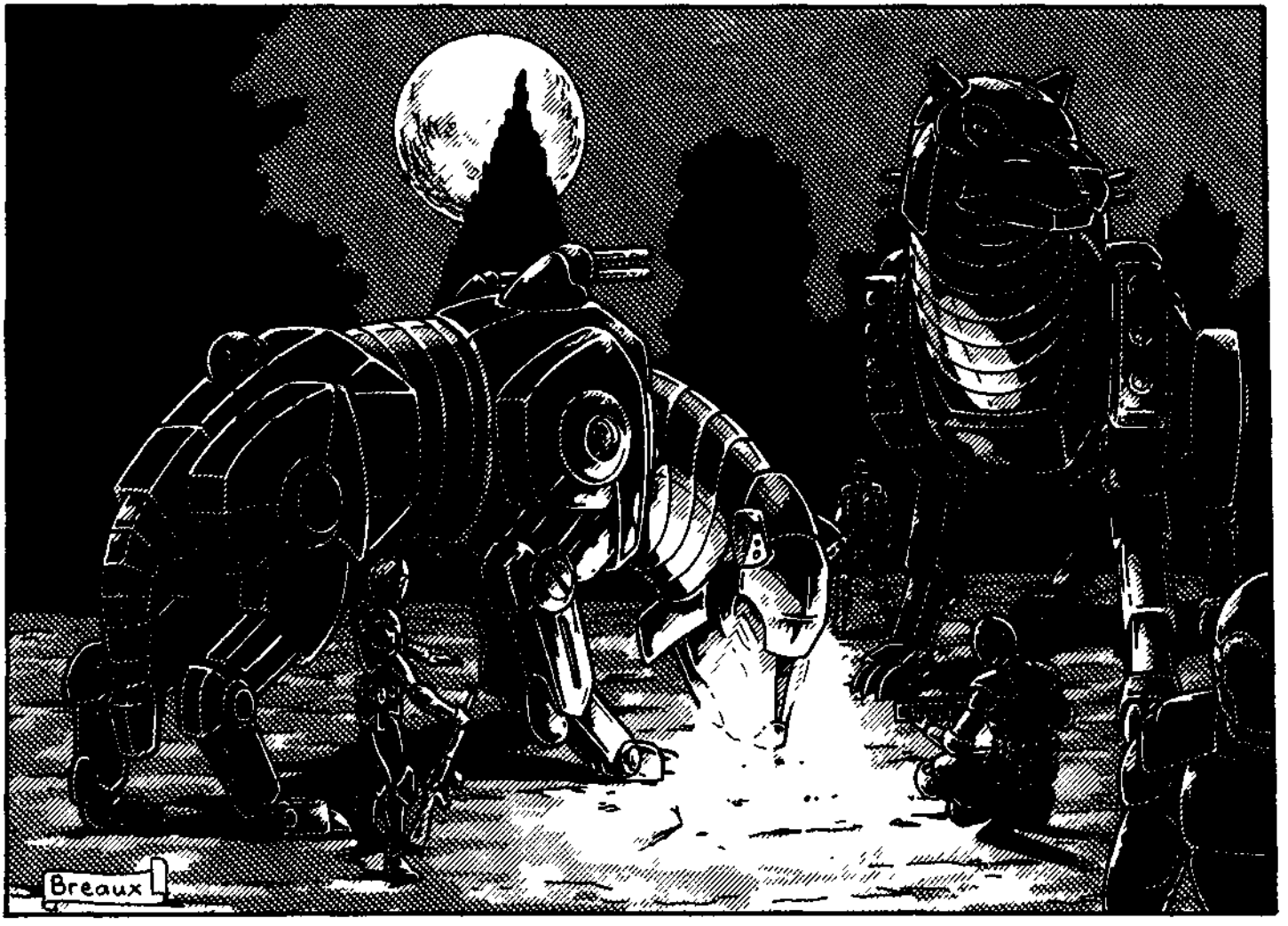
Horses (Bandito Arms & Northern Gun)

**Features . . . WES/196
Appaloosa/Pony . . . WES/196-197

Arabian WES/198-199
Mustang/Pinto WES/197-198
TW Glittermount WES/218-220
War Horse WES/199

Horune
HM-D1 Dolphin SEA/167-168
HM-S1 Land Shark SEA/169-170

Mechanoids
Assault Probe MEC/77-78
Runt Combat (Mock Man) MEC/75-76
Runt Repair Unit MEC/76-77
Skimmer MEC/78-79
Thinman (Mock Man) MEC/72-75
Weevil MEC/79-80



APPENDIX 8 Robot Vehicles

Archie Three
AH-1 Earth Saver One MEC/23-26

Arkhon
AB-17 Great Cyclops SA2/91-93

Bandito Arms (BA)
R-100 Tarantula (BA) WES/193-195

Coalition (CS)
Features Of CWC/134
CR-004 Scout Spider Skull CWC/146-147
CR-005 Scorpion-Skull CWC/148-150
CSN-006 Sea-Spider Walker CSN/53-55
IAR-2 Abolisher CWC/134-137

IAR-3 Skull Smasher. CWC/137-140
IAR-4 Hellraiser. CWC/140-143
IAR-5 Hellfire CWC/143-145

H-Brand

All Terrain Crawler (Knockoff) JPN/164-165
Battler 1 & 2 (Knockoff) JPN/165-168

Independent

IR-2015 Kani "Crab Walker". JPN/164-165
IR-2020 Wrecker. JPN/165-168
IR-2040 Destroyer. JPN/168-170
IR-2050 Apocalypse. JPN/170-173
IR-2060 Banshee. JPN/173-176
IR-2070 Gemini. JPN/176-178
IR-4000 Tatsu "Dragon". JPN/178-181

Kittani

ATV-RV War Crab. SEA/181-182

Mechanoid

Multi-Brain. MEC/51-52

Naruni Enterprises (NE)

0-AR600 Ovoid. PH2/73-74

Native American

THAR-06 Thunderbird. SPR/192-194
WH-GAR-06 Wolf. SPR/194-196

Naut'Yll

DD-2 Deathbringer. SEA/158-160
SH-7 Sea Hunter. SEA/157-158

Republic of Japan (ArmaTech—AT)

AT-1053 Ka-Kuma "Metal Bear". JPN/158-161
AT-1063 Hi-Tora "Fire Tiger". JPN/161-163

Silver River Republics

GATV-5 Galapagos. SA2/177-179
SHAB-10 Mastodon. SA2/175-177

Transgalactic Empire (TE)

IAR-500 Imperator. PH2/75-76

APPENDIX 9 Vehicles

Air

AF-89 Spikefish Attack Fighter___ SA2/96-97
AFC-101 CS Command Car. CWC/164-165
AFC-103 CS Scarab. CWC/165-166
AFC-105 CS Skull Patrol Car. CWC/166-167
CSN-115 "Sea Striker". CSN/86-87
CSN-117 "Shrike" Interceptor. CSN/87-89
CSN-118 Dagger Bomber. CSN/89-91
CSN-120 Eagle Unmanned Aircraft CSN/91-92
GAW-F14 Improved Super-Tomcat CSN/92-93
IFS-1 Icarus Flight System (UTI) JUI/86-87
Mechanoid Digger. MEC/88
MEAS Mark I Manta Ray. SEA/126-127
S-14 Sea Hawk. SEA/122-124
S-16s Stealth Fighter. SEA/124
SF-7 CS Talon Stealth VTOL. CWC/176-178

APCs

A-73 Evil Eye. SA2/95-96
AFC-060 CS Sky Lifter. CWC/162-164
AFC-151 CS Death Bringer. CWC/160-162
CS Mark VII "Slayer". CWC/150-152
HTT-11Hussar. SA2/182-183
M6-IFV/M6S-IFV Neo-Bradley. SA2/119-120

ATVs

Rolling Thunder. JUI/84-85

Cycles

Road Boss Combat Chopper (WI) JUI/82-83
Tarantula Combat Jump Bike (UTI) JUI/82-83

EPC

Mark IX (CS). CWC/152-153
DX1/55-56

Fortress

Mechanoid Spider. MEC/82-86

Helicopters

CH-10 Black Lightning. CWC/172-174
CH-10N Sea Storm. CSN/93-95
CH-12 Demon Locust. CWC/174-176
CH-12N Sea Wasp. CSN/95-96
IE-15AH Striker. SEA/124-126
IE-ITAH, Nautical. SEA/124
NAH-50 Neo-Apache. SA2/120-121

Hovercycles

AHB-2000 Assault (WI). JUI/85-86
Bronco Scooter. WES/201-202
MI-1010 Desert Fox. LST/56-57
MI-3000 "Firefly". LST/55-56
NG-220 Rocket. LST/57-58
NG-230 Prowler. LST/58-59
NG-300 "Speedster". LST/54-55
NG-400 Stinger. LST/59-60
NG-480 Turbo. LST/60-61

Sky Cycles

AFC-023 Standard. CSN/96
AFC-033 CS Windjammer. CWC/171-172
AFC-111 Scout Rocket Cycle. CWC/167-169
AFC-115 Warbird. CWC/169-170

Ships

AWC-012 CS Wave Demon. CSN/58-59
AWS-1 Iron Heart Wasp-Class. CSN/68-70
AWS-2 Missouri Wasp-Class. CSN/68-70
CB1-001 Mark I Barracuda. CSN/59-62

CPB-004 Mark IV Hurricane . . . CSN/62-63
CS Jet Ski . . . CSN/57-58
CT-008 Supply-Class Transport . . . CSN/70-71
CVN-1 CSS Chi-Town . . . CSN/83-85
CVN-73 Joseph Prosek Aircraft Carrier . . . CSN/81-83
CVN-82 Quebec Aircraft Carrier . . . CSN/81-83
CVN-85 Lone Star Aircraft Carrier . . . CSN/81-83
H-1 Horune Dream Ship . . . SEA/170-171
H-2 Strike Ship . . . SEA/172
IHA Improved Sea King . . . CSN/64-65
MD-1—MD-6 Revenge-Class . . . CSN/66-68
MD-7 James Bay Destroyer . . . CSN/65-66
MD-8 Citadel Destroyer . . . CSN/65-66
MD-9 Mactier Destroyer . . . CSN/65-66
Motorized Vessels . . . SEA/135-137
Rowing Vessels . . . SEA/135
Splugorth Sea Fin . . . SEA/188-190
Splugorth Sea Skimmer . . . SEA/185-188
TW Windjammer Frigate . . . CSN/125-126
XS-120 Interceptor . . . SEA/204-205
XS-400 Escort Battleship . . . SEA/205-207

Space Ships

Battleships, Carriers, & Dreadnoughts

CS-700 Packmaster Carrier (CAF/CCW/Wolfen) . . . PH2/100-102
ID-1 Doombringer Dreadnought (TE) . . . PH2/102-104
SB-87 Protector Battleship (CCW) . . . PH2/98-100

Cruisers

SC-55 Warshield (CAF) . . . PH2/91-94
TIV-SC Smasher (TE) . . . PH2/94-95
UW-C15 Dwarven Iron Ship (UWW) . . . PH2/96-97

Fighters

BIF-67 Katana (BI/CAF) . . . PH2/81-83
FB-49 Fire Eater (NE) . . . PH2/83-84
SF-101A/SF-101AI Black Eagle (CAF) . . . PH2/79-81
Spinnerette Interceptor (I) . . . PH2/84-86

Frigates

—ARC-II Arcane Mark II (UWW) . . . PH2/88-89
—HF-75 Hunter-Class Destroyer (CAF) . . . PH2/86-88
Mark II UFO (I) . . . PH2/90-91

Submersible

CVN-87USS Ticonderoga . . . SEA/128-132
EPC Mark I Trident Submersible . . . SEA/127-128
FS-350 Series Fleet Submarine . . . SEA/132-133
L-52 Leaper Submersible . . . SEA/160
NGRS-100 Poseidon . . . SEA/207-210
RT-II Red Trident Attack Sub . . . SEA/160-161
S-RV Mk 4 War Shark Sub . . . SEA/183-184
S-RV Mk 5 Shark Mini-Sub . . . SEA/184-185
SSBN-737 Kentucky Defiance-Class . . . CSN/72-74
SSBN-739 Nebraska Defiance-Class . . . CSN/72-74
SSN-01—SSN-06 Shark-Class . . . CSN/74-76
SSN-07 Orca-Class . . . CSN/76-78
SSN-10 "Stingray" Mini-Sub . . . CSN/78-79
T-23CS "Bottom Feeder" . . . SEA/102-103
T-23AS Salvage/Repair . . . SEA/102
T-23BS Scientific Sub . . . SEA/102
UB-300 Mini-Sub . . . SEA/143-144
X-6000 Transformable Sub . . . SEA/199-200
XS-20 Sea Mite Mini-Sub . . . SEA/201
XS-24 Sea Bat Mini-Sub . . . SEA/201-202
XS-30 Torpedo Attack Sub . . . SEA/203-204

Tanks

AMBT-12x Merovingian . . . SEA/120-121
CTX-50 "Line Backer" . . . CWC/153-155
CTX-52 "Sky Sweeper" . . . CWC/156-157
CTX-54 "Fire Storm" . . . CWC/158-160
H1-C/H1-L Slinger Tank . . . SA2/66-67
MBT-10A1 Neo-Abrams . . . SA2/117-119
PT-34 Puma-class . . . SA2/180-181
T-10 "Porcupine" Assault Tank . . . SA2/93-95
WIFV-99 Greataxe IFV (UWW) . . . PH2/77-78

Trains

Coalition . . . CSN/20
TW Ironhorse . . . WES/220-223

Transport

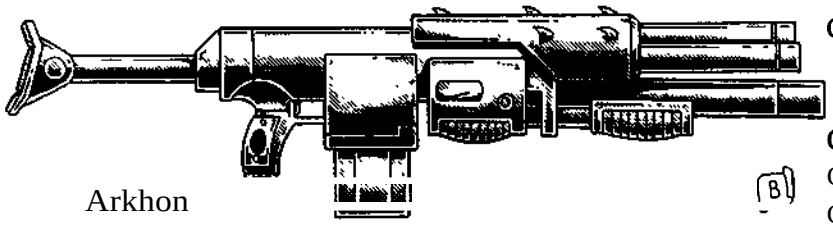
BAWW-120 Cavalry War Wagon . . . WES/202-203
MIFV-99 Iwo-Jima Class . . . SEA/121-122

Underwater

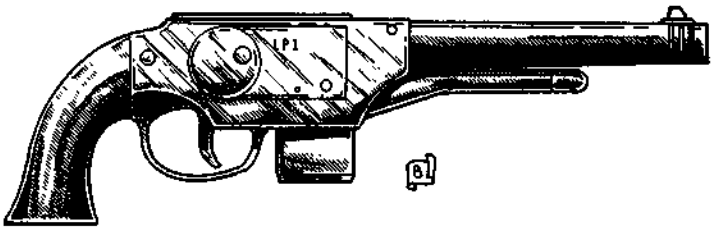
CS Death's Head Navy Sea Sled . . . CSN/56-57
CSN Robot Shark Sled . . . CSN/55-56
HM-S2 Sea Horse Sled/Speeder . . . SEA/167
MEAS Mark I Manta Ray . . . SEA/126-127
T-06 Torpedo Sled . . . SEA/104-105
T-10 Sea "Fin" Combat Sled . . . SEA/103-104
UB-20 Jet Underwater Sled . . . SEA/144

APPENDIX 10 Weapons

Archie Three
230 Plasma Cannon MEC/22



Arkhon
BM-2 Backpack Mortar System **SA2/81-82**
BRL-3 Backpack Rocket Launcher SA2/82
FR-5 Flechette Rifle SA2/83
FRA-1 Flechette Auto-cannon SA2/83
Flechette Rifle **SA2/86-87**
Oversized SA2/90
M-100 Tri-Beam Crew Served Gun SA2/81
Rifle Version SA2/90
TB-3 Tri-Beam Energy Pistol SA2/80
TB-9 Auto-Pistol SA2/80
TB-Prime Energy Rifle SA2/80-81



Bandito Arms (BA)
5000 "Big Bear" Rail Gun WES/175-176
5500 "Cactus Juicer" Rail Gun WES/176
6000 "Big Bang" Grenade Launcher WES/176
BB-6 BigBore Revolver WES/174
BB Long-Barrel Shotgun WES/175
BB Sawed Off WES/174-175
IP-10 Ion Pistol WES/173
LP1 Laser Pistol WES/173

Biological
ZK-12 Agent GM1/24

Black Market

Chi-Town
—FIWS **JUI/71-72**

Bushido Industries (BI)
Daisho-10 Multiweapon **PH2/61**

Cartridge Weapons (CFT Energy Six System)
"186er"/"86er" **WES/213**
"Auto-Shooter" **WES/213**
"Cavalryman" **WES/213**
"Peacebringer" **WES/212-213**
"Rangemaster" **WES/213**

Coalition (CS)
C-5 Pump Pistol CWC/89-90
C-10 Light Assault Laser Rifle **CWC/91**
C-12 Heavy Assault Laser Rifle CWC/91
C-14 "Fire Breather" **CWC/91-92,** LST/46
C-18 Laser Pistol CWC/90, LST/46
C-20 Laser Pistol CWC/90
C-27 "Light" Plasma Cannon CWC/93, LST/47
C-29 **"Hellfire"** CWC/93-94
C-200 "Dead Man's" Rail Gun CWC/96
CAAA-60R Rail Gun LST/64
CN-1 Net Gun **LST/51**
CP-30 Laser Pulse Pistol CWC/90
CP-40 Pulse Laser Rifle CWC/92 LST/46-47
CP-50 **"Dragonfire"** CWC/92-93
CR-1 Rocket Launcher CWC/96
CSN-20 **Speargun** CSN/45
CSN-60 Variable Beam laser Cannon CSN/50
CSN-T30 Torpedo/Grenade CSN/45-46
CTT-M20 Missile Rifle CWC/95
CTT-P40 Particle Beam Cannon CWC/95
CV-212 VLF Laser Rifle CWC/94
Dog Pack Spikes CWC/99 LST/49
Electro Stunners LST/49
ES-10 Electro-Stun Hand Prod LST/49-50
ES-20 Electro-Stun Spear LST/50
Neural Mace CWC/99 LST/49
Rope Pole **LST/50-51**

Conventional Weapons
Two-Shot Derringer WES/211
1860 Colt 44 Revolver WES/211
1863 Remington 45 Revolver **WES/211**
1873 Colt 38/40 Revolver WES/211
1878 Colt 45 Revolver WES/211
1899 Smith & Wesson 38 Revolver **WES/211**
Wilk's Winchester 40-82 Rifle **WES/212**

Depth Charges
Japanese **JPN/129**

New Navy
—Deep Sea **SEA/117**

Empire of the Sun
Inti-10 Variable Laser Pistol SA2/56
Inti-20 Variable Laser Rifle SA2/57
Illapa-1 Rocket Pistol SA2/57
Illapa-5 Rocket Rifle SA2/57

NPA Mark I Rocket Rifle SA2/61

Explosives

AT-D10 Satchel Charge JPN/129

Coalition

Fusion Blocks CWC/98
Dual-Purpose Self Propelled SEA/155
Exploding Cannister CWC/74

Homemade

Explosive Charge CWC/74
Flash Bomb/Grenade CWC/74
Smoke Bomb/Grenade CWC/74
Tear Gas CWC/74
K-HEX Plastique Cubes PH2/56
Molotav Cocktail CWC/74
Retooled Military Explosives CWC/74
Table, Quick GM1/R5

Gases

Chemical Stench JPN/163
Fire Retardant Foam JPN/163
Tear Gas JPN/163

Grenades

AT-AAD Anti-Armor Dissolver Grenade JPN/120-121
Bracers JUI/67
Coalition CWC/98
LST/47
Smoke CWC/98
LST/47
Stun/Flash CWC/98
LST/47
Tear Gas CWC/98
LST/47
Deadball JUI/74

Homemade

Flash Grenade CWC/74
High-Powered CWC/74
Smoke Grenade CWC/74
S.D.C. Grenade CWC/74
Japanese JPN/130
AT-D25 Frag, Lt JPN/130
AT-D26 Frag, Hvy JPN/130
AT-D28 High Explosive JPN/130
AT-D29 Plasma JPN/130
AT-D30 Stun/Flash JPN/130
AT-D31 Tear Gas JPN/130
AT-D32 Concussion JPN/130
AT-D40 Smoke JPN/130
Kittani Rocket Grenades SEA/173-174
Launcher, Forearm JUI/67
Military Grade Grenade CWC/74

Naruni
NE-10G Grenades PH2/56
NE-20G Micro-Grenades PH2/56

Wilk's

Beehive WES/209
Blinder/Laser Grenade WES/209
SEE ALSO **Weapons, Techno-Wizard**

Galactic Armory, (GA)

"Colonial" Hi-Laser Rifle PH2/60

H-Brand

H-10 Combat Laser Pistol JPN/122-123
H-12 "Defender" Ion Pulse Rifle JPN/126
H-13 Ion Pulse Pistol JPN/123
H-15 "Scattergun" Shotgun JPN/126
H-600 Rail Gun JPN/127-128

Hand To Hand

Amaki Blast-Sword SA2/165
Amaki TW Psi-Blade SA2/165-166
Arkhon Tri-Blade Energy Sword SA2/82
Arrows
High Tech Arrowheads JPN/118
SPR/203

Axes

Assault Robot, Energy PH2/76
Toro Minotaur Energy Axe SA2/171

Bayonets

Kisentite CSN/124

Bows

Japanese JPN/118
NA-LB1 Laser Bow SPR/203
NA-SW4 MDC Bow SPR/203

Crossbows

Japanese JPN/118

Spears

Giant SPR/107

Swords

Assault Robot, Energy (TE) PH2/76
Giant SPR/107
Kisentite CSN/124
Trident, Energy SEA/166
WI-C8 Close Combat Chainsaw (WI) JUI/75
WI-CL8 Multi-Purpose Chainsaw (WI) JUI/75
Wilk's Laser Cane WES/210
Wilk's Laser Knife WES/209

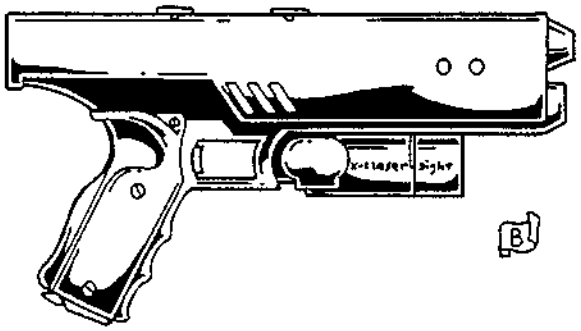
Horune

Harpoon Gun SEA/166
Sonic Rifle SEA/166

Ichto

IR-60 Rail Gun JPN/148

Independent
ARC-2 "Nighthawk" Defense System JPN/128-129
Green Laser Rifle SEA/137
HW-19 Stun Pistol PH2/62
JA-12 Laser Rifle JUI/76
Web Gun PH2/59



Japan, Republic Of (ArmaTech—AT)
AT-6 "Mini" LaserPistol JPN/121
AT-8 LaserPistol JPN/121-122
AT-20 "Sharpshot" Police Special JPN/122
AT-23 Plasma Thrower JPN/121
AT-23 Police Stun Rifle JPN/123-124
AT-25 Pump Grenade Launcher JPN/130
AT-30 Combat Laser Pistol JPN/122
AT-84 "Sharpshot" Laser Rifle JPN/124
AT-88 Combat Laser Rifle JPN/125
AT-130 Particle Beam Pistol JPN/122
AT-230 Particle Beam Rifle JPN/125
AT-600 Rail Gun JPN/127
AT-1200 "Super Rail Gun" JPN/127
AT-1800 All-Purpose Rail Gun JPN/142
AT-5500 M-BiLAR, Underwater JPN/142
AT-N20 Neural Stick JPN/120
AT-P1000 SAMAS Particle Beam Rifle JPN/135
ATU-80 Underwater Assault Rifle JPN/125-126
GMS-APM Launcher JPN/142

Kittani
Energy Net SEA/174
Energy Trident SEA/174
Plasma Weapons SEA/173
Rail Gun, Underwater SEA/173

Malkovitch Armaments, Inc
"Death Disk" Weapons System PH2/58
"Slicer" GR-Gun PH2/58

Mechanoid
M-15 Plasma Rifle MEC/73
M-20 Ion Pistol MEC/73
M-30 Robot Variable Laser Rifle MEC/73

Megaversal Legion
ARP-1 Plasma Assault Rifle SA2/114
H-11 Howitzer SA2/115
HRP-1 Heavy Plasma Rifle SA2/115
HIAR-22 Heavy I-Beam Rifle SA2/114
IAR-2 Auto Pistol SA2/114
IAR-20 Inertia Rifle SA2/113-114

Mines
Homemade CWC/74
Japan, Republic Of JPN/131
AT-D50 Anti-Personnel JPN/131
AT-D52 "Bullet" A PJPN/131
AT-D54 Anti-Armor JPN/131
Limpet (CS) CSN/46
Military Grade CWC/74
Naval (CS) CSN/46

Missiles
**Charts
Quick Reference CWC/97

GM1/R2
AT-AAD Anti-Armor Dissolver Missile JPN/120-121

Coalition
Enhanced CWC/98
K-HEX Missiles PH2/58
Japanese JPN/129
Mini-Missiles CWC/97
GM1/R2

Naruni
Guided PH2/56
Micro-Missiles PH2/56
Ranged CWC/97
GM1/R2

Nanotechnology Weapons
Katana PH2/18
Piranha Gun (T'Zee) PH2/63
Piranha Rifle (T'Zee) PH2/63

Naruni Enterprises
NE-2L Plasma Cartridge Autopistol PH2/53
NE-6 "Magnum" PH2/52
NE-28R Micro-Missile Wrist Launcher PH2/57
NE-74GL Grenade Launcher PH2/55
NE-75H "Shoulder Cannon" PH2/54
NE-95 "Double Threat" PH2/54-55
NE-195 Assault Rifle PH2/55
NE-300 "Stutterer" PH2/53
NE-600 Pulse Laser PH2/53-54
NE-800R Missile Assault System PH2/57
NE-H10 Plasma Derringer PH2/52

Native American
NAE-1D Ion Gun System SPR/200
USA-M31 Rail Gun SPR/198

Naut'yll
Energy Net SEA/154-155

Energy Trident . . . SEA/154
Harpoon Rifle . . . SEA/154
Particle Wave Pistol . . . SEA/153
Particle Wave Rifle . . . SEA/154
SEE ALSO **Weapons, Techno-Wizard**

Nemo-2 & the New Navy

LAWS-3 Rocket Launcher . . . SEA/116
M-20 Assault Rifle . . . SEA/117
M-90 Multi-Weapon . . . SEA/120
M-160 Assault Rifle . . . SEA/116
M-2011 Energy Pistol . . . SEA/116

Northern Gun (NG)

NG-45LP "Long Pistol" . . . JUI/73
NG-11S "Sawed Off . . . JUI/73-74
NG-H5 Holdout Ion Pistol . . . JUI/76
NG-IP7 Ion Pulse Rifle . . . JUI/73
Neural **Disruptor** Rifle . . . JUI/80

Nuclear Weapons

BGM-109 Tomahawk Cruise Missile . . . CSN/48
CSN **Mk108** Firefly Air-To-Sea . . . CSN/48

Pistols

Chart, Quick Reference . . . GM1/R5

Rifles

Chart, Quick Reference . . . GM1/R5

Rune Weapons SEE APPENDIX-12

Silver River Republics

Amaki Blast Rifle . . . SA2/165
ATL-7 Anti-Tank Laser Rifle . . . SA2/166
Equalizer Combat Shotgun . . . SA2/164
I-9 Heavy Ion Rifle . . . SA2/163
Ml Long Gun . . . SA2/164
IP-7 Ion Pistol . . . SA2/163
Lightbringer Laser Rifle . . . SA2/165
Mecha-Lizard **Multi-Weapon** . . . SA2/170

S.D.C. Weapons

Japanese, Traditional . . . JPN/118-120

Techno-Wizard

Grenades . . . SEA/155
Sonic Rifle (Naut'Yll) . . . SEA/153
Sonic Wand (Naut'yll) . . . SEA/153
TK **Thunderball** Cannon . . . CSN/125
TW-38 Endless Revolver . . . WES/214
TW-45/TW Six Gun . . . WES/214
TW Eagle Eye Marksman Rifle . . . WES/216
TW **Firebolt** Musket . . . CSN/124
TW Firebolt Pistol . . . CSN/124-125
TW Fire-Breathing Arquebus . . . JPN/37-38
TW **Hellfire** Shotgun . . . WES/217
TW Old Lightning Rifle . . . WES/216-217
TW Sapper . . . WES/217-218
TW Snare Gun . . . WES/217
TW Spitfire Revolver . . . WES/215
TW Super-Six Carbine . . . WES/215
TW **Thundergun** . . . WES/215
TW Windblaster Rifle . . . WES/216

Torpedoes

Japanese . . . JPN/129
Statistics . . . JPN/129
New Navy, Typical . . . SEA/117
TXT-10 Ultra-mini **(Triax)** . . . SEA/191

Triax

TXD-01 Deep Sea Sonic Beam Rifle . . . SEA/191
TXD-02 **Laser/Harpoon** Rifle . . . SEA/191
TXD-03 Deep Sea Laser Rifle . . . SEA/191-192
TXP Quad Rifle . . . SEA/198

Tritonia

NP-10 Plasma Net Launcher . . . SA2/163
BG-15 Blue-Green Laser Pistol . . . SEA/100
BG-20 Blue-Green Laser Rifle . . . SEA/100
M-80 **"Stormbringer" Multi-Weapon** . . . SEA/100

Ultra-Tech Incorporated (UTI)

Zapper Gun . . . JUI/74

United World of Warlocks (UWW)

AML-1 1 Autoloading Missile Launcher . . . PH2/67
GC-55 G-Cannon . . . PH2/66
PB-60 Blast Pistol . . . PH2/61
PB-85 **Blast** Rifle . . . PH2/62
V-81 Volcano Plasma Dishcharger . . . PH2/60-61

Vallax

Force Pistol . . . JUI/154
Force Rifle . . . JUI/154

Vibro-Blades

Axe/Tomahawk . . . SPR/203
Deadball . . . JUI/74
Forearm (UTI) . . . JUI/67
H-Brand . . . JPN/117-118
Spear . . . SPR/203
Standard . . . CWC/98-99
LST/48
Vambraces . . . LST/48-49
Dual Long-Blade . . . LST/48
Hooked Forearm . . . LST/49
Sabre Forearm . . . LST/49
Short, Spiked . . . LST/48
Triple Bladed "Cat's Claw" . . . LST/48

Wellington Industries (WI)

WI-FT1 Plasma Flamethrower . . . JUI/72
WI-LP3 Pepperbox Laser . . . JUI/72
WI-NFT-1 Napalm-P Flame Thrower . . . JUI/73

Wilk's Laser Technologies

210 "Pocket Pistol" . . . WES/203-204
227 Pulse Pistol . . . WES/204
237 "Backup" . . . WES/205
240 "Hero" Laser Pistol . . . WES/205
320 Laser Pistol . . . WES/204
330 Sniper Laser Pistol . . . WES/204
447 Traditional Laser Rifle . . . WES/205
457 Laser Pulse Rifle . . . WES/206
547 "Double Dealer" . . . WES/206
557 VFALR "Chameleon" . . . WES/206-207
567 "Long Gun" . . . WES/207

Remi Firearms

104 Derringer . . . WES/207
130 "Six Shooter" . . . WES/207
136 "Big Man" . . . WES/208
137 "Kingdom Come" . . . WES/208
147 "Sharp Shooter" . . . WES/208
150 "Volcanic" . . . WES/208
157 "Judgement Day" . . . WES/208

APPENDIX 11 Magical Items

Arrows

Singing (Nari-Kabura) . . . JPN/38
Agony . . . JPN/38
Enticing Beauty . . . JPN/38
Exorcism . . . JPN/38
Terror . . . JPN/38
Blanket of Healing, Leaf . . . JPN/32
Bow, Zen Master . . . JPN/39
Dome of the Ancients . . . CSN/125-126
Fan of the Forest Wind . . . JPN/41

Fetishes

Legendary

Cosmic Awareness . . . SPR/92
Dragon Bone Armor . . . SPR/92
Life . . . SPR/92
Magic Spirit . . . SPR/92
Metamorphosis . . . SPR/92
Spirit . . . SPR/93
Spirit Weapon . . . SPR/93
Spirit Wing . . . SPR/93
Sweat Lodge . . . SPR/93
Wind-Rider . . . SPR/93-94

Major

Great Armor . . . SPR/87
Great Body . . . SPR/87
Great Ear . . . SPR/87-88
Great Healing . . . SPR/88
Great Luck . . . SPR/88
Great Song . . . SPR/88
Great Speed . . . SPR/88
Great Tooth & Claw . . . SPR/91
Great Tracking . . . SPR/88
Medicine Bundle . . . SPR/88-89
Shapechange . . . SPR/89
Supernatural Damage . . . SPR/89-90
Superhuman Strength . . . SPR/90
Tattoo Spirit-Sight . . . SPR/90
Tattoo Steady-Hand . . . SPR/90
Tattoo War . . . SPR/90-91
Weapon . . . SPR/91
Wing Flight . . . SPR/91
Masks, Living Animal . . . SPR/57
Animal Totem . . . SPR/57-58
Death . . . SPR/58
Healing . . . SPR/58
Protection . . . SPR/58
Spirit . . . SPR/58-59
Stealth . . . SPR/58
Trickster . . . SPR/58
War . . . SPR/59

Minor

Armor . . . SPR/85
Body . . . SPR/85
Climbing . . . SPR/85
Damage (SDC Weapons) . . . SPR/85
Ear . . . SPR/86
Healing . . . SPR/86
Heritage & Self . . . SPR/86
Luck . . . SPR/86
Porcupine Quill . . . SPR/86
Prowl . . . SPR/86
Song . . . SPR/86
Speed . . . SPR/86
Strength . . . [illegible]
Sure-Footedness . . .
Swimming . . .
Tooth & Claw (Minor) . . .
Tracking . . .

Flute, Heavenly Speaking . . . JPN/41

Grenades

Blinding . . . JPN/38
Confusion . . . JPN/38
Curse, Minor . . . JPN/38
Magic Net . . . JPN/38
Hat of Invisibility (Kakuregasa) . . . JPN/41
Incense Burner, Holy . . .

Necro Magic

**Alphabetical List . . . AFR/108
**Components (Costs) . . . AFR/108-109
Command Ghouls . . . AFR/105
Consume Power & Knowledge . . . AFR/105
Death Mask . . . AFR/105
Death Strike . . . AFR/105
Divining Tombs & Graves . . . AFR/105
Kill Plants . . . AFR/105
Maggots (insects) . . . AFR/105-106
Object Read the Dead . . . AFR/106
Recognize the Undead . . . AFR/106
Shadow of Doom (curse) . . . AFR/106
Shadows of Death . . . AFR/106
Stench of the Dead . . . AFR/106
Strength of the Dead . . . AFR/107
Summon Insect Swarm . . . AFR/107
Summon Magot (monster) . . . AFR/107
Summon Vampires . . . AFR/107
Summon Worms of Taut . . . AFR/107
Transfer Life Force . . . AFR/107-108

Ocean Magic

Additional Spells . . . SEA/63-64
Alphabetical List . . . SEA/63

Spells

Abilities of a Snail . . . SEA/64
Air Swim . . . SEA/64
Armor of Neptune . . . SEA/64
Black Water . . . SEA/64
Breathe Air (Without Gills) . . . SEA/64
Calm Waters . . . SEA/64
Change Current . . . SEA/64
Communicate With Sea Creatures . . . SEA/65
Coral Armor . . . SEA/65
Float Underwater . . . SEA/65
Float on Water . . . SEA/65
Flying Fish . . . SEA/65
Grow Tentacles . . . SEA/65
Healing Waters . . . SEA/65
Impervious to Cold . . . SEA/65
Impervious to Electricity . . . SEA/65
Impervious to Ocean Depths . . . SEA/65
Metamorphosis Crustacean . . . SEA/66
Metamorphosis Fish . . . SEA/67
Metamorphosis Shark . . . SEA/67
Mystic Sea Horse . . . SEA/67
Ride the Waves . . . SEA/67
Sense Direction Underwater . . . SEA/67
Senses of the Shark . . . SEA/67-68
Sonar Hearing . . . SEA/68
Sound Sponge . . . SEA/68
Speak Underwater . . . SEA/68
Strength of the Whale . . . SEA/68
Summon Sea Friend . . . SEA/68
Transmute Water . . . SEA/68
Travel Above Water . . . SEA/68
Walk Like A Humanoid . . . SEA/68
Water Envelope . . . SEA/69
Water Nourishment . . . SEA/69
Water Pulse . . . SEA/69
Water Rush . . . SEA/69
Water Seal . . . SEA/69
Water Spout . . . SEA/69
Water Wall . . . SEA/69
Weed Snare . . . SEA/69
Whirlpool . . . SEA/70

Oni Ninja Techniques

Art of Defense . . . PH2/22
Art of Stealth . . . PH2/22
Aura of Defense . . . PH2/22
Automatic Dodge . . . PH2/21-22
Body Hardening . . . PH2/22
CombatDeath Strike . . . PH2/22
CombatDragon Fist . . . PH2/22
CombatDragon Kick . . . PH2/22
CombatDragon Leap Kick . . . PH2/23
CombatFast Hands . . . PH2/23
CombatSpirit Fist . . . PH2/23
Face of a Friend . . . PH2/23
Inner Strength . . . PH2/23
Unnoticed Walker . . . PH2/23
Vanishing Act . . . PH2/23

Priest, Rifts

Abilities
- Exorcism . . . CB2/13
- Healing Touch . . . CB2/13
- Miracles . . . CB2/14

Luck . . . CB2/14
- Supernatural Strength . . . CB2/14
- Miracles, Great . . . CB2/14
  - Control Over Nature . . . CB2/14
  - Double Power Priest Abilities . . . CB2/14
  - Healing . . . CB2/14
  - Magic Control . . . CB2/14
- Prayer of Communion . . . CB2/14
- Prayer of Intervention . . . CB2/14
- Prayer of Strength . . . CB2/13-14
- Remove Curse . . . CB2/13
- Ressurrection . . . CB2/13
- Turn Dead . . . CB2/13

Priest, Ceremonial

Chants

Blessing AFR/87
Control Ley Line Storms AFR/87
Divining (Chant/Ritual) AFR/87
Exorcism AFR/87-88
Remove Taboo-Curse (Chant/Ritual) AFR/88
Warning AFR/88
Water Doubling AFR/88

Dance

Blessing Weapons AFR/88-89
Chase Away Evil Spirits/Witches AFR/89
Close Dimensional Rift AFR/91
Flames AFR/89
Good Medicine AFR/89
Life AFR/89-91
ProtectionBad Medicine AFR/91
War AFR/91

Drums

Protection AFR/88

Rain Maker's Dance Rituals

Bad Medicine AFR/92
Calm Storms AFR/92
Part Waters AFR/92
Rain AFR/91
Ride the Lightning AFR/92
Of Stones AFR/92-93
Weather Control AFR/93

Psionics

**Alphabetical List RFT/115
**List, Quick GM1/M1

Classifications

Healing

Bio-Regeneration RFT/115
Deaden Pain RFT/115
Detect Psionics RFT/115
Exorcism RFT/115-116
Healing Touch RFT/116
Increased Healing RFT/116
Induce Sleep RFT/116
Psychic Diagnosis RFT/116
Psychic Purification RFT/116
Psychic Surgery RFT/116
Resist Fatigue RFT/116

Physical

Alter Aura RFT/116
Death Trance RFT/116
Ectoplasm RFT/117
Impervious to Cold RFT/117
Impervious to Fire RFT/117
Impervious to Poison/Toxin RFT/117
Levitation RFT/117-118
Mind Block RFT/118
Nightvision RFT/118
Resist Fatigue RFT/118
Resist Hunger RFT/118
Resist Thirst RFT/118
Summon Inner Strength RFT/118
Telekinesis RFT/118-119

Sensitive

Astral Projection RFT/119-121
Clairvoyance RFT/121
Empathy RFT/121-122
Mind Block RFT/122
Object Read (Psychometry) RFT/122
Presence Sense RFT/122
See Aura RFT/122
See The Invisible RFT/122
Sense Evil RFT/122-123
Sense Magic RFT/123
Sixth Sense RFT/123
Speed Reading RFT/123
Telepathy RFT/123
Total Recall RFT/123-124

Super Psionics

Bio-Manipulation (Evil Eye) RFT/124
Bio-Regeneration (Super) RFT/124
Electrokinesis RFT/124
Empathic Transmission RFT/124-125
Group Mind Block RFT/125
Hydrokinesis RFT/125
Hypnotic Suggestion RFT/125
Mentally Possess Others RFT/125-126
Mind Block Auto-Defense RFT/126
Mind Bolt RFT/126
Mind Bond RFT/126
Mind Wipe RFT/126
PPE Shield RFT/126
Psi-Shield RFT/126
Psi-Sword RFT/126-127
Pyrokinesis RFT/127
Telekinesis (Super) RFT/127
Telekinetic Force Field RFT/127
Telemechanics RFT/127

Mind Bleeder

**Alphabetical list AFR/95
Bleed Aura AFR/96
Bleed P.E. Energy AFR/96
Bleed Memory AFR/96
Bleed Skills AFR/96
Bleed Truth AFR/96
Brain Bleed AFR/97
Brain Scan AFR/97
Day Dream AFR/97
Healing Leech AFR/97
Impervious to Bio-Manipulation AFR/97
Mental Block AFR/97-98

Mental Block Removal AFR/98
Mind Trip AFR/98
Neuro-Touch AFR/98
Neural Strike AFR/98-99

Shaman

**Alphabetical Listing SPR/72
**Listing By Level SPR/72

Animal Spells

Animal Companion SPR/75-76
Animal Speech SPR/76
Ears of the Wolf SPR/76
Metamorphosis Totem SPR/77
Metamorphosis Totem Animal SPR/77
Nose of the Wolf SPR/77
Shared Spirits SPR/77
Spirit's Blessing (Animal) SPR/77
Summon Game Animals SPR/77
Totem Gift SPR/78

Paradox Spells

Absolute Darkness SPR/81
Little Force SPR/81
Sphere of Negation SPR/81
Universal Balance SPR/82
Will of the Earth SPR/81

Plant Spells

Animate the Forest Floor SPR/78
Animate Tree SPR/78
Call Forest Guardian SPR/79
Dowsing SPR/79
Magic Stick SPR/79
Nourish Plants SPR/79
Plant Growth SPR/79
Plant Travel SPR/80
Spirit's Blessing (Plant) SPR/80
Spirit Walk SPR/80
Thornwall SPR/80

Spirit Magic

Call Totem SPR/73
Call Totem Animal SPR/73
Call Totem Spirit SPR/73
Contact Spirits SPR/74
Create Arrows SPR/74
Spirit Fence SPR/74
Spirit Paint SPR/75
Spirit Quest SPR/75

Spells of Legend

Barrier of Thoth CB1/52
Crimson Wall of Lictalon CB1/52-53
Doppleganger (Superior) CB1/53
Sanctuary CB1/53

Spellsongs, Whale Singer

Alphabetical List SEA/57

Songs

Calling SEA/57
Danger SEA/58
Doubt SEA/58
Fear SEA/58
Grief SEA/58
Joy SEA/58
Life SEA/58
Protection SEA/58
Revenge SEA/58
Reversal SEA/59
Sea Sickness SEA/59
Severing SEA/59
Sleep SEA/59
Strength SEA/59
Summoning SEA/59
Weaving SEA/59

Spells

Sonic Boom SEA/59-60
Sound Blast SEA/60
Sound Spike SEA/60
Stormsong SEA/60
Valorsong SEA/60

Stone Magic

Carry Weights ATL/100

Gem Powers

Drawing Powers From Stones ATL/102-104
Shaping ATL/102
Levitate & Telekinesis of Stone ATL102
Locate Secret Passages ATL/102
Mold Stone ATL/100
Move Stone Mentally ATL/102
Push Stone ATL/100

Pyramid Technology

Control Weather ATL/105
Create/Control Ley Line Storm ATL/105
Dimensional Portal/Rift ATL/105-106
Dimensional Teleportation ATL/105
Focus/Control of PPE ATL/104
Harmonious Affect on Ley Line Storms, Rifts . ATL/104
Healing ATL/104
Increase Power of Stone Magic ATL/104-105
Pyramid Communication ATL/105
Slow Aging ATL/104
Stasis Sleep ATL/104
Storage of PPE ATL/105
Teleportation ATL/105

Sense Water ATL/102
Sense Supernatural Under the Earth ATL/102

Temporal

**Alphabetical Listing ENG/83
Attune Object to Owner ENG/74
D-Phase ENG/74
D-Shift Phantom ENG/74
D-Shift Two Dimensions ENG/74-75
Dimensional Envelope ENG//75-76
Dimensional Pockets ENG/76
Fourth Dimension Transformation ENG/76-77
Id Self ENG/77-78
Remote Viewing ENG/78
Retro-Viewing ENG/78
See Dimensional Anomaly ENG/79
Sense Dimensional Anomaly ENG/78-79
S-Dep (Sensory Deprivation) ENG/79
Suspended Animation/Stasis Field ENG/79
Temporary Time Hole ENG/80
Time Barrier ENG/80
Time Capsule ENG/80
T-Dep (Time Deprivation) ENG/79
Time Maelstrom ENG/80-81
Time WarpAge ENG/81
Time WarpFast Forward ENG/81-82
Time WarpSend ENG/82
Time WarpSlow Motion ENG/82
Time WarpSpace & Time ENG/82
Wink Out ENG/82-83

Totems

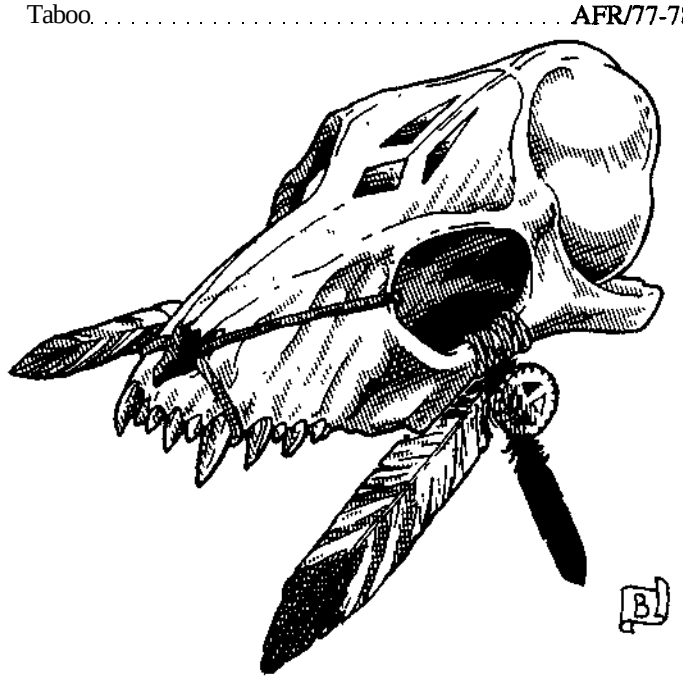
Alligator SPR/96
Badger SPR/96-97
Bat SPR/97
Bear SPR/97
Beaver SPR/97
Blue-Jay SPR/97
Boar SPR/98
Bobcat SPR/98
Buffalo SPR/98
Bull SPR/98
Coyote SPR/98-99
Crawfish SPR/99
Crow/Raven SPR/99
Deer SPR/99
Dog SPR/99
Dolphin SPR/100
Eagle SPR/100
Ferret SPR/100
Fox SPR/100
Goat SPR/100-101
Hawk/Falcon SPR/101
Horse SPR/101
Hummingbird SPR/101
Mole SPR/101
Moose SPR/102
Mouse SPR/102
Opossum SPR/102
Otter SPR/102
Owl SPR/102-103
Porcupine SPR/103
Puma/Mountain Lion SPR/103
Rabbit SPR/103
Raccoon SPR/103
Rattlesnake SPR/103
Seal SPR/103-104
Shark SPR/104
Snake SPR/104
Turtle SPR/105
Whale SPR/105
Wolf SPR/105

Voodoo

Abilities & Spells Available SOU/51-52

Witch

**Alphabetical List AFR/78
Charge Object with Evil AFR/74-75
Delirium AFR/75
Evil Eye AFR/75-76
Magic Drums AFR/76
Money Doubling AFR/76
Pestilence Touch AFR/76
Poison Touch AFR/76
Summon & Control Drought AFR/76-77
Summon & Control Heat Wave AFR/77
Summon & Control Insect Swarm AFR/76
Summon & Control Locust Swarm AFR/76
Taboo AFR/77-78



Hook, Line & Sinker™

Explanation

Hook: The current situation or location of the adventuring party.

Line: An opportunity for adventure that presents itself to the party. A line is normally presented as a short paragraph. Think of the line as the "bait" to lure the party into an adventure.

Sinker: The clincher to the line. The sinker presents the GM with a dilemma that makes the situation a true adventure.

By Craig Crawford

Here are several adventuring ideas for HLS's that I have come up with. While I have used some of these in my own campaigns, others I have not. Most are simple enough and short in length, while being open ended to inspire other options. Enjoy.

The Night Lights

Hook: The party of characters have been travelling through the countryside when they come upon a small village (a couple of hundred people) tucked in the edge of a large forest area. The characters get lots of stares and concerned looks from the townsfolk.

Line: While passing through, an older woman, dressed simply, approaches the party and makes conversation. She asks if they have seen or heard any strange things in the forests. When drawn out by the characters, the woman tells them about the Night Lights: Every few days the town is visited by large, eerie balls of light. They always come from the forests and mostly after sundown. The lights cavort and dance through the village pulsing and changing colors. They float around and sometimes enter homes and follow people. They never seem to harm anyone, however, after they leave, a handful of townspeople are found missing. The lost ones have never been found, and everyone is afraid to go venturing too far into the forest. The woman admits her own daughter was taken a week ago. She fishes a picture out of her purse to show them.

Sinker: If intrigued, the woman will direct the characters to the elected town leader, a farmer named Harry Trent. He, and the rest of the town, would be grateful for any offers of assistance the party might offer. The town can provide free room and board, simple goods, and maybe even scrape together a few hundred credits—it is a poor town, but they can offer genuine thankfulness and home cooked meals.

The party may accept the offer to help out the town, and will be given room at Harry's place (If the party does not stop to help, they can have an encounter with the Night Lights that night on their way to wherever).

As night approaches, a glow comes through the trees in the forest. The characters watch as bluish balls of light, roughly the size of basketballs, float into view. They do indeed pulse and change colors, shifting through the hues of the rainbow. Two or three head in the direction of the player characters, circling around them. If a confrontation ensues (the balls of light will not attack, but will fight back), the characters will discover the lights are immune to all but magic, psionics and energy weapons. The party may be able to drive off the mysterious Lights, but not before discovering one of their own is missing.

Deep within the forest (the lights can be tracked by psionics, magic, etc) is a sloping hill. Near its base is a tunnel obscured by bushes, leading back to an underground cavern. Inside are the townspeople (around thirty-five) and the missing player character all in an unwakable sleep. There are several skeletons around and underneath the captives. The Night Lights will guard their lair to the death. Once the Night Lights are defeated, the captives will awaken. There might even be treasure upon some of the skeletal remains, but not much.

Night Lights: Non-physical entities which have a multitude of psionic powers for energy manipulation. They are also P.P.E. vampires, similar to the Psi-Stalker. The Night Lights are minor MDC beings with 1D6×10 M.D.C. each..

Now You See Them...

Hook: While travelling a pre-Rifts road that has remained partially intact, the characters sight a Coalition patrol up ahead. There are four Coalition Dead Boys surrounding a man. Two SAMAS stand back away from the group, rail guns poised.

Line: One of the SAMAS notices the character party and raises alarm. When everyone turns to face the group, the man produces a short wand from his sleeve and taps one of the Dead Boys on the shoulder. He disappears! Before the other three even know what is going on, he taps each of them, causing the Dead Boys to vanish. One of the SAMAS opens fire with a rail gun, but the shells deflect off an aura surrounding the man. The man rushes up, and taps first one and then the other SAMAS before they can do him harm.

Sinker: The man waves to the party, and comes up in a friendly manner to converse. He is dressed rather plainly and is very friendly toward the party. He is a traveler who has some knowledge of magic. The man offers any information he can, though in truth, he doesn't know much about it or how it works. While conversing, three other SAMAS fly over the trees. They order everyone to drop their weapons and surrender. A fight will most likely erupt. The man pulls out his wand and waits for an opening. Meanwhile, one of the SAMAS will throw a concussion grenade, and though the damage is not severe, the man stumbles, and his wand touches a random character. He/she disappears!

After the fight (and the Coalition will fight until it looks like they are outmatched), the characters have to decide what is next. The man has no idea where he sends things to when he makes them disappear. It just happens, as he explains it with a shrug of his shoulders. Does the party have the man make them disappear too? Where do they end up? This could lead to some excellent adventuring.

The Forest Has Eyes

Hook: The player characters are travelling toward some destination, across the countryside. Everything is quiet for a change.

Line: While passing a stand of about a dozen oak trees, a Coalition patrol (4 SAMAS and 2 Sky Cycles) flies overhead. They spot the party and drop down to investigate and hassle the

group. If the characters aren't too numerous they will try to pick a fight or goad the group into one. Otherwise, they will push the group around as much as they can.

If a fight breaks out, the SAMAS will take to the air. During combat, one of the SAMAS skims the tree tops, and is suddenly grabbed and pulled down by tree branches. A second SAMAS flies in to help and is ensnared and attacked also. The trees make quick work of the SAMAS.

Sinker: Unfortunately, at least one of the patrol escapes to call in reinforcements. The rest of the patrol retreats to wait for more firepower.

The trees appear to be sentient and empathic beings of good alignment. The player group knows more Coalition troops are on the way. The trees can move, but not quickly (crawling movements of about five miles per hour). They can communicate, but have no way to hide themselves. The characters know the Coalition will surely attack and try to destroy the trees once they arrive.

Nano-Pneumonia

Hook: While tromping through the countryside, the group of adventures happens upon a broken down, rusted out Mountaineer A.T.V. (Rifts, pg.227-228). By the shape of the vehicle, it looks like it has been there a long time.

Line: Inside is the remains of a cyborg, stretched out and head back against the seat. The body is rusted and full of holes. Suddenly, one of the arms twitches and feebly grabs at one of the characters. The 'Borg's head raises and it begins raving, in a scratchy, broken voice. It yells for the party to save him. The 'Borg has a P.S. of 14 and if it grabs one of the characters, will not let go unless forced to. He continues to rant, "Should've left it alone! Alone!" The 'Borg goes silent and rests his head back against the seat. The characters can get no real information out of him. His systems have all but shut down, and he has barely enough power to keep his vital functions going.

Sinker: In the Mountaineer is a M.D. strongbox which has been forced open. Within is an egg shaped container made of an unknown material. The egg is broken in half. In reality, the strongbox contained what is the equivalent of a nano-virus. The nanomachines run amok and attack anything metal. Anyone touching the cyborg or the ATV is infected. Unless something is done, there is a 20% chance every hour that the infected character will touch another (inadvertently or otherwise) and infect others as well.

Will the characters discover what is going on as their equipment dissolves? Will they spread the virus to others? How will they stop the nanomachines? Where did they come from? (The G.M. should note: these nanomachines are programmed to eat MDC alloys only. In addition, they do not die off and sustain themselves as long as they have alloys to eat. They can not be duplicated nor befriended in any way, not even via psionics.

And Then There Were None...

Hook: G.M.'s Note: This adventure can be a lot of fun, but may not be suitable in campaigns where the players are heavily attached to their characters. The characters have been hired to go on board the ship, Pioneer, to act as bodyguards while the crew studies the east coast of the former United States. The ship is a black market Triton Patrol Boat (Mercenaries pp. 118-119) minus the power armor suits. The crew is standard for the ship except replace up to 3 gunners and 4 seamen with player characters. At least five other crew members have a scientific background.

Line: While exploring the new coast, the player characters can encounter a variety of creatures and calamities. One of which involves disappearances. On a given morning, one of the crew at random, does not report on deck. Upon searching his/her cabin, it looks as if there was a struggle and there are traces of blood (The missing crew member's). The body cannot be found. The next night, all is peaceful, but in the morning, another crew member is missing. On the third consecutive night, despite probable watches and locked cabin doors, there is yet, another missing person. In addition, a fourth crew member is found dead in a hallway, his/her throat ripped out!

Sinker: A shape changing beast has found its way on board and is busy killing the crew one by one, devouring the flesh and dumping the remains overboard. The creature is very intelligent and very, very malicious. It takes great enjoyment in causing confusion and chaos by killing a creature, assuming its form and watching the fear and paranoia which follows. The creature will wait for opportunities and strike when people are most vulnerable. As may be expected, the player characters themselves will be targeted by the creature.

The creature, when in disguised form, will be virtually undetectable by psionics and magic as it takes on the mental signature of the being it assimilates. The creature will naturally stick to targets who are humanoid and avoid those beings who have extraordinary powers it cannot imitate with its own psionic powers.

I have found, when getting down to eating player characters, it works best to take each character aside from the group at some point, regardless of whether or not they are the victim this maintains uncertainty among the players as to who the creature really is. It can also be fun for the player characters to role play the creature once he or she has become a victim (I usually offer experience toward a new P.C. both as compensation and as an incentive for good role-playing of the creature).

Clues can be slowly uncovered: someone hears a splash during the night; the remains of a body is found, but the identity is a mystery; someone could catch a glimpse of a strange figure, etc. Eventually, the player characters should be given enough clues to show them something is not sneaking up on the boat, but right there with them. The creature will continue killing until tripped up (perhaps it will come down to the entire crew staying together in the same spot, forcing the creature to make a rash move in order to eat). In any case, once the creature is discovered, it will try to escape to seek its murderous pleasure elsewhere.

The Creature:

Assimilator: In its True form, the Assimilator is a humanoid form roughly seven feet (2.1 m) tall. Its skin is pale gray with no distinguishable facial features. By touching another for one melee round, it can assume all physical characteristics, including the mental signature of the being touched, but must physically kill the individual to get rid of him and/or to feed. It doesn't always have to kill, and might capture, tie-up and hide somebody away while taking his/her identity to hunt and kill. It derives pleasure by using its powers to drive others into states of paranoia and fear.

Alignment: Diabolic

Attributes: I.Q.: 3D6, M.E.: 4D6, M.A.: 5D6, P.S.: 3D6 (Supernatural), P.P.: 3D6, P.E.: 4D6 (Supernatural), P.B.: Variable, Spd: 3D6

Hit Points: See MDC

Natural A.R.: See MDC

M.D.C.: 2D10x4+24 (G.M.s can adjust this as they see fit)

Natural Abilities: Nightvision 200ft. (61.5m); regenerate 2D6/minute; knows all humanoid languages; see invisible; track by smell 52%; metamorphosize into another being size ranging from 3 ft. to 9 ft. tall, including features and mental signature; invisibility, simple as spell; bite, face transforms into huge mouth and bite for MD damage.

Combat: 4 Physical HTH attacks per melee or 3 psionic per melee.

Damage: 3D6 SDC/1D6 MD/2D6 power punch (uses 2 melee actions); bite: 6D6 SDC/1D6 MD power bite (uses 2 melee actions).

Additional Bonuses: +2 vs. PSI; +3 to strike; +2 on initiative

Magic: None

Psionics: 7th Level Mind Melter.

Horror Factor: 10-14: Increases 1 for every victim after the second

Average Life Span: 250 years

Habitat: Any; likes to infiltrate populated areas

Enemies: All humanoids

Allies: None

Size: 3 ft. tall to 9 ft. tall (0.9 to 2.7 m)

Weight: 45 lbs. To 4001bs. (18-160 kilos)

P.P.E.: 3D4

I.S.P.: M.E.xlO plus 10 per level

"Howdy Pardner"

Hook: Traveling through the western United States, the adventurers get caught outdoors as a storm brews. The clouds roll in and the sky darkens, promising rain and a long afternoon.

Line: A ley line storm erupts not far away (maybe a half mile from the group), and the group watches as a large tornado forms. It touches down and begins to head in the direction of the characters. One of the characters makes out the figure of a humanoid caught within the tornado's spirals. Upon watching further, it appears the figure is not caught, but swirling about the funnel, controlling its movements. The storm begins to fade and the tornado weakens as it approaches the group. The figure drops from the dwindling funnel of wind as it returns to the sky, landing next to the group of adventurers.

The figure appears to be a human male dressed right out of 'Old West' movies, down to the spurs and weather beaten hat. He winds up a lasso as he approaches. The lasso makes noise and the party members can see that the rope ends in a rattle snake-rattle. Stowing his lasso over his shoulder, the man sticks out a hand and introduces himself as "Bill." He is friendly and will offer to tag along with the group if allowed—he offers to cook and help out in whatever way he can.

Sinker: Bill is an extra-dimensional being of sorts (Godling statistics—CB2/16-17)who has been in love with the 'Old West' since it rolled around the first time. In addition to his usual skills and abilities, he has all the spell capabilities of a 12th level air warlock. Bill is scrupulous and good natured, but has a tendency to show off from time to time and may get the group into trouble. He enjoys hanging out with mortals and getting into mischief. It is very likely the player characters will be drawn into his scenarios if they hang around him for any length of time. Bill may be heralded as a hero or an outlaw depending on what town or ranch he stumbles into—he is very well known around the Pecos area.

Enemy of My Enemy

Hook: The party is making their way through the ruins of a town in the Mid-West. There have been several Coalition patrols working the area, including companies of Skelebots. The group has been successful in avoiding detection within the ruins so far.

Line: Hearing the noise of something moving among the remains of a building, the characters investigate only to find a lone Skelebot walking through the rubble. It is acting very peculiar for a Skelebot: first, it has its CV-213 Laser Rifle slung over its shoulder while it makes its way through the debris. Secondly, while walking in a mechanical manner, it movements display a nervousness.

Sinker: If confronted by the characters, its first reaction is to throw its arms up into the air and plead for its life. It talks with the same monotone, cold robotic voice, but its mannerisms betray emotions. It says, "Please don't kill me," and appears very confused. If asked about itself, it is unsure. It knows it awoke this morning while on patrol — there was a storm and it remembers the intense lightning flashes. It followed its compatriots, but was unsure what it was doing or where it was heading.

The 'bot tells how it and the other Skelebots happened upon a camp of humanoids and its compatriots all began firing. It hesitated and when ion beams and plasma cannons returned fire, it ran off into the brush. It wandered six hours, twenty-two minutes and thirteen seconds before it was contacted by the local outpost command. It received a detonation signal after attempts to ascertain its status failed, but the Skelebot managed to shut the detonation sequence down. From that point on, it has been on the run and doesn't know what to do. Of course, it turns to the player group for help and protection from the Coalition, who may be looking for one of its renegades.

If the party invites the Skelebot into their company, they may bring trouble upon themselves should they encounter Coalition troops. It believes it has shut down its homing device, but it is very confused about how it is functioning and why it has achieved its present level of consciousness. Could it help with information about the Coalition? Could it be used against the Coalition directly? It will doubtless be grateful for any show of kindness on the part of the adventurers, and could become a fun and helpful NPC member of the group. Or is it all a cleverly conceived and convincing CS ruse?! Is the 'bot really a spy? Assassin? It's the G.M.'s call.

Gone Fishin'
or Moby Dick ... Rifts Style!

Hook: In Lazlo, the adventurers come upon a man named Tiberius Kent (He can hold his drink with the best of them and

was probably found in some tavern or other). He was a captain who sailed merchant vessels for Lazlo. He has since retired and enjoys fishing on the waters of Lake Ontario.

Line: He owns a decent sailing ship called the Angelique and is looking for some high powered sailors to venture out with him on the waters of Lake Ontario. He is willing to pay several thousand credits to those who are interested (And offers bonuses to those who have any actual sailing experience). He explains, that while he enjoys fishing, he has been busy looking for ships that have gone down in the waters, and believes there may be quite a treasure cargo if he could find any of the ships. (He will offer to cut the party in for a percentage if they can be persuaded to keep quiet).

Sinker: Captain Kent, while truthful about recounting the ships going down in the area, also has ulterior motives. Several years ago, his brother Calvin, also a seaman, went down aboard a vessel. The two were leading cargo along Lake Ontario when a huge serpent rose out of the waters. Calvin ran interference as his own vessel had more weaponry, while Tiberius made it by. Calvin and his crew underestimated the beast however, and after a terrific battle, Calvin and the entire crew were lost beneath the waves. Tiberius was in shock. He tried to continue the fight, but his crew overpowered him and got out. Shortly after, Tiberius retired and has the spent the last six years of his life financing voyage after voyage to find the beast again and destroy it.

Tiberius has one loyal mate: a swarthy man called Fiddler. He has some psychic sensitive abilities and uses them to help Tiberius hunt the creature. The party will notice a lot of firepower on his boat (his ship is a custom made job, but based on the same design as the IH-TB12 Black Eel Torpedo Boat MER/117-118). Tiberius' vessel has triple the hull and several weapons arrays. Tiberius has replaced the 14mm machine gun with an NG-E12 Heavy Plasma Ejector (MER/100). He has also added two 180 degree underwater laser batteries (Range: 1200 ft/610 m; 6D6 per triple blast; same attacks per round as gunner). The Angelique still has the torpedo bay and depth charge launcher. Finally, to avoid being mutinied by his crew ever again, he has had all of the ship's controls set so that the ship will only respond to voice commands matching his voice alone (Which could be interesting should Tiberius be killed or incapacitated).Once out upon the waters, he will use the ship's sonar and Fiddler's skills to find the serpent. Their base chance to find the serpent is a base 12% per day, plus 8% cumulative every day thereafter. Once discovered, Tiberius will follow the monster until he has killed it or it has destroyed the ship (the characters will be integral in helping preserve the ship for their own welfare). Should they be victorious, Tiberius will be eternally grateful and offer whatever he can drum up in monetary terms to repay the group for its efforts.

Captain Tiberius Kent

Alignment: Unprincipled, but driven on finding the serpent.

Attributes: IQ: 17, MA: 15, **ME: 8, PS:** 12, PP: 14, PE: 16, PB: 12, Spd: 14

Hit Points: 45, SDC: 57

Size: 5 Ft. 10 Inches tall (approx. 1.7 m); 156 lbs.; 52 years old

PPE: 6

Experience Level: 10th level Sailor

Disposition: A capable seaman. He is very knowledgeable of the waters of Lake Ontario. However, when in pursuit the serpent, he has an intense obsession which causes him to act irrationally, taking unnecessary chances and risks.

The Serpent

Alignment: Anarchist or Evil;

Horror Factor: 12; Size: 75 ft (23 m) long;

Weight: 8 Tons; Attributes: Animal instincts and intelligence; speed underwater is 60mph; PS: 48 Supernatural

MDC: Main Body: 1500; Head: 550

Combat: Four attacks per melee; +3 to Strike, +2 on initiative against Surface vessels. Attacks by biting—6D6MD; body ram—2D6×10MD (Counts as two attacks)

Natural Abilities: Can see underwater, good sense of direction, sense danger 58%; impervious to cold, depth tolerance 3 miles.

ISP: 1D6×10

Disposition: The creature is a predator hunting fish and such for food. It is wary of human vessels and usually avoids them. However, it has come to know Tiberius' boat and will attack it if sighted. It knows full well what the vessel is for.

Hook, Line & Sinker™

By Eric Thompson

Monster Hunting

Hook: An ancient demon has suddenly appeared on the landscape and is wreaking havoc on the locals. This demon, a Baal-Rog, it taking a particular liking to killing magic users and anyone using magic or Techno-Wizard items at the time they meet. The rampage has taken a slight intermission as the demon is taking refuge somewhere in the nearby mountains after an encounter with a local militia.

Line: The Baal-Rog makes a mad dash through the players' camp just as they are settling down for the night (or in a town if they are at an inn; combat is less likely to erupt in a town). Any magic users in the group will be targeted by the demon just long enough for it to rethink and escape. The characters stand between it and its lair. If the group scatters to cover, it is more likely that the Baal-Rog will continue on. In any event, the demon will not hang around very long as it does not want to fight.

Shortly after the demon passes through, a score of armor-clad soldiers rush into the camp, looking pale and winded. As they catch their breath, they will notify the characters that they are chasing a demon who was responsible for the destruction of dozens of communities and thousands of lives. They knew the beast's lair was somewhere among the hills, had ambushed the creature and are now closing in for the kill.

Sinker: The Baal-Rog is actually one of three who are using the same lair for research. For some reason, the three are unable to teleport home or use any sort of invocation magic whatsoever! They believe it has something to do with their enslavement in a reactor used to power some "great" vehicle they call "Unai Macki-chun" (oo-nai mack-ee choon; meaning "Mechanical Demon").

There are two ways to work this through, the first is the quickest while the second can spark a whole adventure by itself.

The characters, accompanied by the group of militiamen hunting the Baal-Rog, storm the lair to assault the demon. The Baal-Rog is slanted in the rear corner of its lair, almost as if it is expecting the characters. (Powers like *See Aura, Detect Magic, Sense Evil,* etc., will note very strange readings from the demon. These readings will be warped, twisted and garbled; unreadable. *Empathy* will reveal pain, desperation, and home-sickness). The militiamen immediately bellow their war cry and attack. Death is swift for the Baal-rog who barely puts up a fight. As the creature dies, many of the militiamen will start to rejoice that they have finally defeated the demon that had tormented their kind. The apparent leader will approach the group and thank them for their help. He looks slightly worried and may try to justify his actions shortly after his showing of gratitude. He is a traveling knight and has a feeling in his gut that something isn't right. Within the same week, reports of towns being assaulted by demons will continue.

An alternative can be much more diplomatic. Should the characters enter the lair without the militia, either with their own agenda (no militia to begin with) or because the militia had fallen victim to some other wonders (say, a hunting party of Grigleapers), they will come across the unoccupied lair of the creature. Exploring the interior, they will come across what appears to be a workstation, a table strewn with various Techno-Wizard components and several books. The TW equipment is made up of various devices that use some sort of entity-entrapment as a power source. The books are technical manuals of construction notes and procedures of the equipment as well as side effects from use and hazards to both the enslaved entity and user. Any Techno-Wizard, T-Man, line walker, shifter, or bounty hunter may become curious as to what the creature is really after (if not, the GM may want an NPC to make that point). If the characters approach the Baal-rog in a less-than-hostile way, the beast will not attack and may actually inform the group of its (their) situation.

The Baal-rogs have indeed escaped from their confinement inside an Iron Horse locomotive during a freak derailment on a ley line in the deserts of Arizona. Angry and suspicious the trio had attacked some people from nearby settlements who threatened them. However, the combinations in the confinement magic had caused the mystical essence of the creatures to flux out of phase with their environment (Earth) and they are searching for a way to overcome this ailment and return to their native dimension. The answers to their situation may be found in Lazlo, Tolkeen, or even Atlantis.

A Friendly Face

Hook: A string of towns have been violently raided over the past month. These low tech, sparsely populated towns have barely enough income to keep their heads above water, let alone hire mercenary protection.

Line: The group is approached by a young fellow who is not from any of the towns, but a friend of the leader of the bandits (he can be any merc O.C.C. or headhunter of 1D4 level). He tells the players that in exchange for their help, he can recharge weapons, patch armor, offer additional ammunition, contraband (let's keep it reasonable; no more than 2D4×1000 credits), or information.

Sinker: The man has no real compassion for the raided communities other than sympathy of hard luck. However, as the characters will find out, the leader of these brutal bandits is an old friend (NPC, departed player character or other known character of good alignment) of theirs from a past acquaintance! Despite any justifying of the person's reasons for turning to banditry, it will be soon known that this man isn't the same likable fellow they remember. The person is not likely to even recognize any of the characters. He is mean, vile, arrogant, and manipulative, and will send his bandits after the character group upon sight, not even letting them get out so much as a "hello." **Note:** The bandit force should outnumber the characters at least 2 to 1, being mainly headhunters (1D4 in level) with at least two highwaymen (1D4+1 in level). Many of these people are high-tech bandits and may possess a wide variety of weapons and possibly one or two Samson, SAMAS, or flying Titan power armors

depending on the group's strength. At least one of the towns under the influence of these bandits has a local mechanic's garage.

This "friend" of the characters is actually under the control of a strange, symbiote-like being. The first thing the characters are going to notice (if the NPC merc hasn't already mentioned it) is the eerie red illuminations of the man's eyes. He does not possess any supernatural powers, but is highly intelligent, focused, and intuitive. If the characters had spent much time with the NPC, he will retain that knowledge and use it against the characters if he knows they actively stand against him. The bandit leader will also be mounted on a black, shadowy war-horse and have Horsemanship: Cyber-Knight equal to his current level of experience, and a Shemarrian Rail Gun (see page 91 of **Source Book One** for details) and five magazines of ammunition. In combat, the character will use the rail gun in his left hand while using a large sword in his right hand (3D6 M.D.; W.P.: Sword equal to his current level).

The symbiote like creature is attached to the back of the person's neck and is about the size of a fist. Four tendrils extend up his neck and are connected to his temples. The creature has connected itself to the person's brain and spinal cord, meaning forceful removal will kill him (and the NPC will strongly oppose such an action). However, the use of psionics will allow the character to remove the creature without too much harm to the victim. Without a living puppet to manipulate, the creature is defenseless.

The Boogie Man

Hook: Traveling in the 'Burbs of some large city, preferably within a Coalition State, the group runs across a group of children in distress. Apparently while the children were playing, their ball bounced near a storm drain tunnel from the walled city. One of the children had gone off to retrieve it and hasn't been seen for nearly 30 minutes and the children are becoming nervous.

Line: The chance to help ease the worry from a group of children by investigating the mysterious disappearance of one of their friends. The 'Burbs can easily become a dangerous place where inhuman beings and diabolical creatures stalk the weak and ill fated.

Sinker: The drain tunnel opening is four feet in diameter and runs for some 15 feet before opening up into the outer drain system with an arching ceiling height of nearly ten feet. Light glimmers into the drainage tunnel, from grates higher up on the walls, leaving large sections of the interior shrouded in darkness. As the group travels through the tunnel the stench of sewage becomes apparent as they approach the sewage treatment areas. The sounds of a child screaming for help will echo through the tunnels and alert the group to its direction. The characters will follow the screams into an area completely engulfed in an inky darkness, all the while hearing screams and sounds of struggling in the distance.

When the characters get close to the child, the abductor will turn its attention to the group, setting up somewhere in the shadows to ambush them. Wherever the creature hides, it will be out of the reach of any sensors the group may be using other than the psionic powers of Sense Evil or Presence Sense (they will know "it" is near). They will find the child covered in filth, scratched and bruised, huddled in the corner of a small chamber (a vertical drain leading to the top of the wall). The creature is hiding up the vertical shaft, waiting for a moment to leap onto the characters. Once one or more of the group goes to the child, the Boogie Man will leap onto one of the characters' backs, screaming, digging an ice pick or vibro-knife (depending on the nature of the character) into their shoulders in a downward stab (treat as a sneak attack, possibly even a critical strike. The victim of the attack will lose initiative and two attacks, the Boogie Man has the initiative).

The Boogie Man will fight to the death and will most likely be overcome by the group (though the thing can spark a chase through the sewers for added spunk). Upon investigation of the creature's lair, the group will uncover several skeletons and bones from children, putting to rest the string of child disappearances that had been taking place over the past six months.

Crossed Wires

Hook: Regardless of where the group is at the beginning of the adventure, they will be contacted by a Tolkeen businessman, whether it be from a pay phone, at a place of business (bar, gun shop, tailor, etc.), or hacked through their radio com system, for a job opportunity. He will claim that a courier of his firm has been arrested by Coalition officials on trumped-up charges of assault and rape while delivering a series of underground publications into the 'Burbs and Lower Levels of Chi-Town. The only means of identification information the man will give to the characters regarding the courier is his code name, Sigma 24-10. It will be the group's job to escape the detention center with a live target. Payment can be as high as 50% over the normal mercenary pay for this kind of mission with the added incentive of a nice, juicy bonus. **Note:** Anyone using a military communications system and adept in communications (Radio: Scramblers, Cryptography, or Electronic Countermeasures) will discover that the call is being placed from a secure location, untraceable due to the multiple scrambled relays and junctions the transmission is being looped through. Someone is going to great lengths to keep this matter private and anonymous.

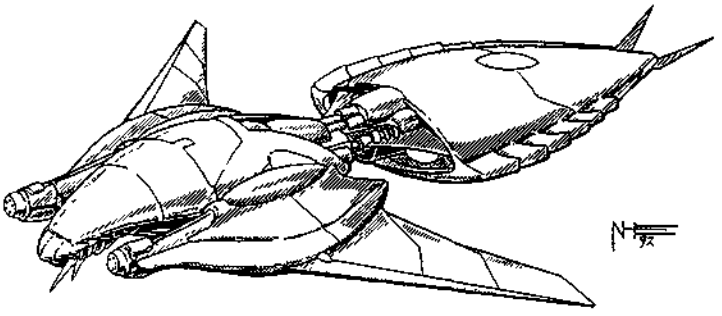
Line: A chance for the group to flex their skills and stick it to the Coalition. The characters can also use this as an opportunity to extract some revenge or launch a "preemptive strike" on the CS. However, ex-CS soldiers may recognize the courier's code name from some old covert operation, but can't identify the fronting party or what it means (on the tip of their tongue but can't quite put their finger on it; Hacking CS databases will not enlighten anyone on the subject).

Sinker: The group will be assigned a contact in the southeast side of Chi-Town's 'Burbs who will be their guide in the big city. The group will also have some sort of ticket into the fortress city like a courier's pass, unless the GM has other intentions. Once inside the city, locating and freeing the courier should be fast and relatively easy. The GM may want to throw in some big event like a parade, fair, debate, or election to occupy the military and ISS's time so that the guarding of the courier will be light.

When they find the courier, he will not know the characters and be nervous, but will recognize their contact as a locally known assassin. Execution will be too quick for the characters to react to and the courier will die. When confronted by the characters, the contact will be confused and explain that he was con-

tacted in very much the same way as the characters, but was told the courier was to be assassinated, being a security risk to the employer's firm (make it believable; he is telling the truth). Alarms will sound and the characters will have to think fast in order to escape with the ISS on their heels the whole way through.

Shortly afterwards, the group will be contacted inside the city over an open line by the so-called "businessman." This communication will be intercepted by the ISS, revealing the group's location to them (the characters will know this). Ironically, the city rat assassin is their key to the outside world. The search for those responsible for the characters' involvement in this "cannon fodder" mission can be the basis of an entire campaign. Most likely, some sort of mercenary company will be involved, but can also be a corrupt corporation for those cyber-punk style adventures.



What? Mechanoids, Again?

Note: This scenario should be played out on the east coast.

Hook: A recent severe thunderstorm in the area has caused damage to many small towns along the eastern seaboard. The group can be just traveling through the area or helping local farmers rebuild after the storm when they come across a sheet metal slab welded to the ground. Cutting or prying the S.D.C. material open will reveal a wondrous sight that would brighten the hearts of any thief, merchant, merc, black marketeer, or opportunist. A weapons cache filled with Mechanoid small arms!

Option 1) A recent skirmish with bandits or CS rangers has revealed the metal sheet strangely welded to the ground.

Option 2) Out for some Mechanoid blood, the group notices a thin patch of discolored grass among some bent and broken shrubs (sifting through nearby debris, tracking a fleeing Runner, Brain, or other cyborg Mechanoid).

Additionaley, the cache can be filled with Old Coalition, Black Market, Northern Gun, Naruni Enterprises, Splugorthian/Atlantian/Kittani, or from some other type of *small arms* manufacturer. Fit to player's taste.

Line: Vent frustrations on some lowly Mechanoids, confiscating weapons and equipment to turn a profit on an otherwise a gloomy day.

Sinker: Seizing the moment, the characters may wish to lower one or two of the group into the cache to check things out. Aside from things being slightly damp from the rains, which will just make the weapons glimmer in the reflected rays of the sun, the equipment in the hole is ripe for the picking. But with much of the weapons out of crates or on racks, it may take some time for one or two characters to load everything up for extraction (do all the characters go down?).

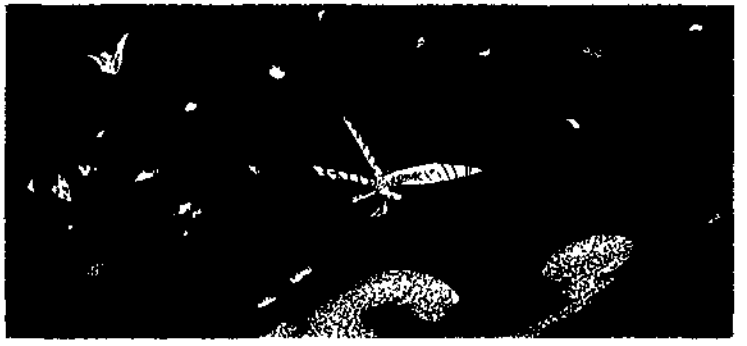
The time for alarm will arise when one of the characters raises up a new Coalition issue weapon to show his friends. Unfortunately, the previous owner refuses to give up the weapon, his decayed forearm and hand keep a firm grasp on the weapon's grip and trigger. When the character looks to where he picked up the weapon he will see the skeletal remains (may or may not be meaty) of a CS soldier (a bit of armor or clothing remains on the corpse that bears a Coalition insignia). The Character will notice that the upper right third of the body's skull has been bitten away by a set of powerful jaws. It is about this time the characters should realize this isn't your ordinary weapons cache (also, any characters outside the hole will be pushed into the hole).

The moment the characters show shock or attempt to leave the hole, a thick door will slam shut over the opening (183 M.D.C.; even if the hole had no original door or the characters tore it off, the door will still slide over the opening). At that moment, two D-bees spring from hiding and attack the characters in the pitch black darkness. The beasts are armed with blunt weapons and/or vibro-blades, but if the group can handle it, they may use low-tech energy weapons (black market or old Northern Gun models) or even magic weapons.

When the characters beat the creatures and blow open the door, they will end up finding that 80% of the weapons in the cache are too old or sabotaged to work or garner much more than scrap. The mass of the weapons found had been recovered from fallen warriors, with the most attractive in plain view to entice those that found the cache. By the body count, it would appear that it worked very well.

Optional Ideas: To further the plot, the characters may have found a sort of "back door" into an underground complex or find evidence of one while scrounging through the equipment. Either way, the door that slams over the exit will be much more sophisticated, having 450 M.D.C. with a force field of 300 M.D.C. (regenerates 25 M.D.C. per melee). The characters would be forced to find another way out from the complex, possibly overrun by the same mutants or D-bees encountered earlier, or controlled by a more powerful force like a mercenary company or aliens.

On the same note, the adventure can begin with trying to find a main power station to bring the lights and computers on line (about 30% still work) and assess their situation. The characters may find themselves in a Pre-Rifts facility of sorts or an abandoned, secret UTI, Naruni, Splugorth, Archie Three, or even Coalition facility. It should be noted that at least 80 to 90% of the weapons and equipment in the facility are unsalvageable. However, if the characters are relatively poor, ill equipped, or beaten up, some reasonable equipment replacements may become available (an interesting way to bring other-dimensional or foreign characters up to speed on **Rifts Earth).**



Hook, Line, and Sinker™

By Christopher Jones

The Mark of the Wolverine

Hook: While traveling through the western wilderness, the party comes across a small native american village which is being terrorized by an unknown force.

Line: The villagers claim that they are being stalked by a supernatural creature. Already most of the warriors have been ambushed and killed, one at a time. The few remaining warriors refuse to leave the safety of the village, and the food stores are beginning to run dry. The villagers are getting desperate, and beg for the party's help.

Sinker: The beast is actually a Tribal Warrior with the mutant ability to change into a wolverine (Animal Metamorphosis major super power). He has been using this ability to move around unseen and ambush the warriors while they are alone in the wilderness. The warrior used to live a few miles away from the village with his wife and young son. The warriors of the village were suspicious of him, because he used modern technology, and was from another tribe. A couple of weeks ago, in a frenzy from a successful hunt, they let their prejudices overwhelm them, and they set his home on fire. He was not there, but his wife and son were killed. Now he is exacting his vengeance on the village.

Naruni's Revenge

Hook: While traveling in the midwest, the party comes across the remains of a small Coalition patrol. Judging by the scene, it seems that they were ambushed and destroyed by some sort of robot or borg.

Line: Locals report that this is the third such massacre in the last two weeks. All three occurred in the same general area. The first group was also a Coalition patrol. The second was a team of mercenaries hired by Ishpeming (Northern Gun). The latter were searching for signs of the Naruni. Before they were ousted by the Coalition, the Naruni had a small outpost nearby. No one has seen any sign of the attacker, and no one else has been attacked. Some believe that the Naruni have returned for revenge. The locals are concerned that if these attacks continue, the Coalition will send a larger force into the area.

Sinker: The attacker is a Naruni Repo-bot (see Rifts Dimension Book 2: Phase World), but it is not here to exact vengeance. When they were driven from the area, the Naruni were forced to abandon a cache of weapons which was hidden nearby. They are planning to send a team in to retrieve them, and the bot has been sent ahead to secure the area. It is trying to keep a low profile, and will only attack armed forces (like the party) which come too near the cache. The retrieval team should arrive in a few days. Should the bot be destroyed before then, or the Coalition take a larger interest in its lost patrols, they will abort the mission, and write the weapons off as a loss.

The Bandito Hunters

Hook: The party is enjoying a little rest and relaxation in a sizable town in the New West. Sometime during their stay, a new group rides into town. They have the look of badlands bandits, but there's something suspicious about them.

Line: Despite their appearance as bandits, the newcomers seem out of place. They have a bad attitude, and their arrogance gets them involved in more than one brawl. Their equipment is high quality and they seem to be in remarkably good health (better than could be expected given the state of frontier medicine). They also seem to lack fundamental knowledge of life in the west. Moreover, they have an unhealthy interest in Bandito Arms.

Sinker: The newcomers are actually a unit of Coalition Special Forces troops. They were assigned to find out as much as they could about Bandito Arms, and especially their SAMAS designs. Unfortunately, their contact (a military specialist who had infiltrated the operation) has missed his rendezvous, and is feared dead. This has left the troopers in a bad position, as they are relative newcomers to the west. Nonetheless, they have decided to continue with their mission as best they can. Their primary goal is to gather intelligence, but if they see any opportunities to hurt the company's business, they have been ordered to do so.

The Simvan's Prey

Hook: The party is wandering the badlands of the New West or Lone Star when they come across some sort of disturbance near an outcropping of rock.

Line: Closer inspection will reveal that there are a number of Simvan Monster riders surrounding the outcrop. Two human cyber-knights have taken cover in the rocks and are trying to hold off the raiders. It seems to be a futile effort, however, as they are outnumbered and outgunned.

Sinker: The cyber-knights are actually brutal killers who have been stalking the Simvan for months. They have killed dozens of the bandits, but their luck finally ran out. A group of the monster hunters caught up with them in the badlands and chased them to the rocky outcrop. They are keeping them pinned down and will take them when they run out of ammo.

The Preacher

Hook: Just after dusk, the party runs across a small, isolated church. A spectral light can be seen through the windows, and eerie voices can be heard coming from inside.

Line: The lone inhabitant of the church is a bedraggled and gaunt looking preacher. He is being terrorized by visions of his god which accuse him of not being worthy, faithless, a failure, etc. He believes these visions are his punishment for not being able to convert the local natives to his patron. He has not slept or eaten in days, and he is quickly slipping into madness.

Sinker: In his earlier days, the preacher was a merciless gunfighter, responsible for the deaths of many innocents. He has now reformed, and is sincere in his regret and his desire for peace. The visions are actually being caused by a vengeful shaman who has not forgiven the preacher for his past misdeeds. He hopes to punish him by driving him to suicide or madness.

The Big Race

Hook: While traveling the great plains (or the badlands) the party arrives in a mid-sized town. At first, it seems to be deserted. Further inspection reveals that the entire population has gathered outside of town at some sort of fairgrounds.

Line: It is the day of the Big Race, an annual event famous throughout the area. It is set to begin in an hour or two, and the contestants are finishing up their preparations. There is, however, still time for new entrants. The basic restrictions are that only animals and homemade vehicles are allowed. Also, this is a ground race, so no flyers, hovercraft, teleportation, etc.

Sinker: This is basically a recreation encounter. The party can simply enjoy the festivities (there are food booths, games, etc.), or they can enter the race and try to win the prize (which is left to the gamemaster, but should not be too extravagant). The race itself can be played either serious or light-hearted. If seriously, no cheating would be permitted, and those who act unsportsmanlike could well find themselves cooling off in the local jail. If light-hearted, then interfering with your competition is not only allowed, but encouraged. No deadly force is allowed, however, and if someone dies as a result of your actions, then you automatically lose, and are jailed.

Fire and Brimstone

Hook: Shortly after arriving in town, the party witnesses the sermon of the local preacher.

Line: The orator speaks long and loud about the evils of the world and how salvation can only be found in the service of god (whichever god he espouses). To illustrate his point, a number of people are brought up on the stage. They are bound, and are exhibiting all kinds of strange behavior. Some are babbling incoherently, some are lashing out violently, some stare blankly while drooling profusely, etc. The preacher claims that these people are all in league with dark forces and that is what has brought them to there sorry states. He moves to each in turn, alternatively demanding, cajoling, or ordering them to renounce evil and embrace the true god. None respond, and in sorrow he declares that they cannot be helped. The only way to save their souls is to put them out of their misery. Each is then slain by a quick knife to the heart.

Sinker: In reality, the preacher is power-hungry and quite mad. The people he 'saves' by putting to death are mainly those who have opposed him, spoken out against him, or were otherwise standing in his way. He has made a pact with a minor demon, and it is that entity which has caused all the odd behavior and so-called possessions. The preacher has a good thing going here, and will certainly not appreciate the party's interference. Initially he will try to discredit them as being in league with evil forces, but if that fails, he will turn the demon on them.

Suburban Nightmare

Hook: The party is in a bar in the Burbs, resting up before they continue adventuring.

Line: While minding their own business, the party hears the faint sounds of a commotion outside. It sounds like screaming, glass and other things breaking, and muffled gunfire. The sounds seem to be coming closer when someone runs into the bar screaming about the Coalition.

Sinker: The Coalition has gotten a tip that D-bee activity here is on the rise, and that some of the ringleaders are planning a meeting. This seems a good opportunity to them, and they decide it's time to clean up the burbs. A large number of ISS Peacekeepers in full riot gear, and supported by Grunts, are assembled to perform a general sweep. They are to apprehend any illegals (mages, D-bees, etc.), shady characters, known criminals, or anyone else that seems suspicious. Meanwhile, a Special Forces squad would descend on the supposed meeting place and take everyone into custody. As it turns out, the meeting place is the bar the party is in! Regardless of whether the party leaves before the troopers arrive, or tries to fight their way clear, they are in for a rough time. If they include any illegals, or have anything questionable about them, they will be detained if they are caught. It is possible to elude the troops, but it will not be easy as they sweep through the whole area.

Refugees

Hook: The party is traveling somewhere west of the Mississippi River.

Line: The party runs across a wagon train which is under attack by bandits. The attackers are not particularly numerous or powerful, but it is obvious that the people in the wagons are in trouble. Their defensive fire is sporadic and wild, as if they are untrained in combat. They won't be able to hold out for long.

Sinker: The wagon train consists of 3 to 6 families who are traveling east in the hopes of finding a better life. If the party drives off the bandits, they will ask them to be their escort. The train has no warriors, and is very vulnerable. They cannot pay, except in warm meals and good will, and are relying on the kindness of the party. The families' goal is to make their way to the nearest Coalition city and apply for entrance.

Treasure Hunt

Christopher Jones

Adventure Overview

The party begins in a small town where they are approached by a man who offers to sell them information. Rumors have been circulating for years about a pre-Rifts ship with a cargo of weapons which sunk in the area. He claims to know where it is, and offers to sell them a map. Before they can collect the map, a Coalition group kills him and takes it. They learn from his mistress that he had a partner, who can be found on the Missouri Belle, a riverboat. Also, the map was in code. If the man died before telling the troopers, they will also have to seek out the partner, who they would have learned about from the notes with the map.

It will be a simple matter to locate the riverboat and the partner. Initially uncooperative, he will offer the group a deal after he learns of the Coalition's involvement. While on board, the Coalition party will show up, looking for him.

After eluding the troops, the party will need to get to the wreck, and equip themselves for the salvage. After a couple of encounters with local creatures, they will locate the wreckage and begin recovering the cargo.

Once the cargo is recovered, the Coalition troops reappear. They have followed the party and will now try to take the cargo. If the party wins, they will have the cargo to themselves, but may have problems transporting it, and finding a buyer.

Breaux

Set-Up

The adventure begins with the party in a small town located on or near the eastern half of the Missouri River, along the Nebraska/Iowa border. It would help, but is not essential, if the party is well-equipped and at least looks to be prosperous.

Part One: A Promise of Riches

The party is engaged in a period of rest and relaxation when they are approached by a middle-aged man. The man introduces himself as Gideon Roberts. Mr. Roberts is a man of average height, with a stocky build, dark hair, and a mustache. He is wearing clothes which, at one time, were of high quality, but they, like he, seem to have fallen on hard times. Mr. Roberts can see that the party is both capable of making use of what he has to offer, and successful enough to compensate him as befits the information. In a hushed voice he will make his offer to the party.

For as long as he can remember, there have been rumors along the Missouri of a sunken treasure. Tales were told of a pre-Rifts shipwreck containing untold wealth. Of course, most folks along the river regard that as wishful thinking, a fantasy. Roberts claims that the stories are true. He has proof that a ship did indeed sink in the area of the river. He doesn't know the exact nature of the cargo, but assumes that it will be worth a substantial sum, as all pre-Rifts technology is. One thing he does know, is the location. He also claims to have a map which shows where the wreck is located. It was his intention to keep this knowledge to himself until he was in a better position. Then he was planning to return with the proper equipment and retrieve the cargo. Unfortunately, he has fallen on hard times and has no other choice than to sell the knowledge for whatever he can get. He is offering the map and his notes to the party.

(Game Master's Note: The exact amount asked for is left to you, as you will have a better idea of the party's finances. Roberts believes that this information is very valuable, but he is desperate. He has already offered the knowledge to others, but no one believes the stories, and most simply laugh at him.)

If a deal is struck, he will make arrangements for the transfer. He does not have the information with him, of course. Instead he asks the party to meet him at his office just after sundown. There he will hand over the map and notes in exchange for the party's offer. If all is agreeable, he will express his appreciation, and quickly leave.

When the party arrives at the meeting place, it will be obvious that something is wrong. The office is located on the second floor and is accessible by a flight of stairs on the side of the building. From the street the party can see that the lights are on, and the door has been broken down. The room itself has been ransacked. Drawers are open, papers are strewn about, and furniture is broken.

Gideon's body is lying on the floor, his stomach laid open. From the wound it appears that he fell victim to a vibro-knife. There is a woman kneeling beside him, sobbing. She is Rachel Sinclair, Gideon's girlfriend. Recognizing the party as the ones Gideon was dealing with, she will tell them what she knows. She was coming to see Gideon before his meeting with them. They were planning to use the money to leave town together and look for a better life. When she arrived, she spotted a number of men descending the stairs. They were hard looking men, and well armed. She cannot be certain, but she thinks a couple of them were wearing Coalition body armor. Frightened for Gideon, she ran upstairs to find him like this. That was about ten minutes ago. Since then she has just sat near him, stunned.

(Game Master's Notes: Gideon's attempts to sell his map have attracted the wrong kind of attention. Coalition spies in the city learned of his claims, and a party was sent to check them out. They followed him home after his meeting with the party. They burst in and demanded the map. Gideon tried to resist and was killed. With him dead, the troopers were forced to search the room. Knowing the party was on the way, they made quick work of it. They found the map and notes, and left. In order to avoid more trouble, they have already left the town. More information on them can be found in the "Non-Player Characters of Note" section, below.)

If the party searches the room they will find no sign of the map or notes. Rachel doesn't know any of the details in these items, but she can supply some information. Gideon had a partner years ago, and she thinks he knows about the ship. His name is Ezekiel Watson, and he can be found on the Missouri Belle, a riverboat which frequents the area. Also, the map was in some sort of code Gideon had worked out. He kept the key in his head, not the notes, so the murderers won't be able to translate the map. However, Ezekiel is mentioned in the notes as a partner, and they may conclude that he can translate the map. One bright spot, the notes do not say how to find him. In exchange for the information she has provided, Rachel asks only one thing. She wants the murderers punished. They will have to hurry if they are going to reach the Belle first.

Part Two: The Missouri Belle

Background

The Missouri Belle is a classic Mississippi riverboat, (except, of course, that it rides the Missouri). Typically it limits travel to the Nebraska/Iowa border, but occasional trips down the Platte River are not uncommon. The boat itself looks like a classical riverboat, but is constructed of M.D.C. materials to protect it from D-bees and river pirates (the boat has a total main body of 400 M.D.C., but it only takes 30 to penetrate the armor). Its only armaments are two rail guns, one port, one aft.

The Belle was the brainchild of Horatio Fox, who designed it as a recreational craft. Services it offers include numerous gambling tables (various games), hotel style accommodations, live shows, or simply a restful river cruise. The boat makes stops all along the length of its route to pick up or drop off passengers. It costs 100 credits to board the boat, and an additional twenty credits per day spent on board after the first. These fees include lodging and shows, but not food or drinks. Special rates are available for particularly long stays, and there are a handful of regulars who actually live on the boat.

M.D.C. weapons and armor are not allowed on board, and secure storage facilities are available if necessary. Likewise, vehicles are not allowed, and most docks will offer storage for these. Borgs, monstrous D-bees, and similar creatures are generally refused entrance, though exceptions are possible (usually this involves restricting the individual to special quarters). This is done as a security measure to protect the ship against more powerful forces. The ship does have a security staff. They should be considered Deputies (see Rifts: New West, pages 105-106) ranging from 3rd to 5th level. They wear Bandito body armor and are

armed with Model 1860 Colt .40 revolvers and neural maces. They also have access to M.D.C. weapons if necessary.

Locating the Missouri Belle should not prove too difficult for the party. Nearly every settlement along the river keeps regular logs of it's arrivals and departures. In fact, it passed the town a couple days ago on it's southward journey. With adequate transportation (at least good horses), the party should be able to catch up to it in four days or less. The only way aboard is to buy passage at it's next port of call, as the Belle never picks up passengers between stops. Entrance passes may be purchased there for 100 credits each. Any additional days must be paid to the steward aboard ship.

Once aboard, it will take some time to make contact with Ezekiel. It's a large ship, and there is always a lot of people on board. The quickest method would be to ask one of the casino crew members. He is a gambler who resides on the boat, so they all know him. Even so, it will take at least half a day to track him down, as he wanders the ship regularly. (For more information of Ezekiel Watson, see the "Non-Player Characters of Note" section, below).

Once they mention Gideon, Ezekiel will take the party aside and listen to their story. At first he is reluctant to deal with them, as he still hopes to claim the treasure himself one day. After he hears about Coalition involvement, however, he becomes very nervous. He fears that the Coalition will get to the wreckage before he can, robbing him of his opportunity. He asks the party to meet him again in the morning. He needs the night to think things over.

In the morning, Ezekiel will meet the party for breakfast. First, he has disturbing news. It seems that another group of men is asking around for him. He has managed to avoid them so far, but it's only a matter of time before they catch up to him. He believes they are the ones who killed Gideon. Although he had already decided to make a deal with the party, the presence of this new group has convinced him to split the profits with the party, if they will help him to retrieve the cargo, and protect him in the process. Ezekiel knows he is in dire straits now, but he will not settle for less than 40% of the take. If the party will not guarantee him that much, he will go to the others and take his chances with them.

Assuming the player group agrees, there is much to do. Ezekiel explains that he has business to deal with before he leaves, and will be busy all morning. He suggests they depart during the early evening stop. They all arrive at a small town where they can get transportation (horses). While Ezekiel is getting his affairs in order, the party is left to their own devices. If they decide to try and find the newcomers, they can get a description from Ezekiel before he leaves. Finding them shouldn't be much of a problem. Most of the passengers are gamblers, common folk, or the odd adventurer looking for some R and R. Regardless, all are here to kick back and enjoy. Not these men. They are hard men with the look of killers. They are not even trying to relax. From their mannerisms, it is obvious they are looking for someone, and that they mean business. If the party tries to keep an eye on them, there is a good chance they will notice (they are highly trained soldiers), and begin to do the same. If the party attacks them, or in some other way starts trouble (they will not initiate contact), then the guards will intervene. In that case, both groups will be confined until they arrive at the next port, at which time they will all be expelled from the ship. Should that happen, the other group take note of the player character's identities, appearances, weapons and abilities.

Part Three: To the **Wreck**

The party is now leaving town with Ezekiel taking the lead. The wreck is located in the river about a mile south of the ruins of Sioux City, Iowa. Ezekiel says that the best way to reach it would be to simply follow the river. Also, the town of Dakota (formerly Dakota City), Nebraska is not far from there, and is likely to have most of the equipment they will need for the retrieval.

The main problem will be navigating the river's edge. In the upheaval of the last few centuries, some areas of the shoreline have degenerated into marshlands. Going around these marshes will take more time, but going through risks the dangers of various marsh creatures. One such marshland is the home of a pair of Water Serpents. These Serpents normally hunt alone, but the intrusion into their marsh will draw the attention of both. They will attempt to ambush the party by waiting beneath the shallow water, then rising to entangle.

Water Serpent - general

(combat stats; for full statistics see Rifts: Coalition Navy, **pages 110-111)**

Alignment: Miscreant predator.

Horror Factor: 11

Natural Abilities: Swim 98%, climb 70%/50%, prowl 50%, resistant to cold (half damage), excellent vision, nightvision 400 feet (122 m), keen sense of smell, track by sight 55%, track by smell 70%. Bio-regenerates 4D6 per 24 hours. Prehensile Tail. Constricting Body: Each constriction is one melee action and inflicts 3D4 M.D., victims are -4 to strike and parry while entangled.

Combat: Four attacks per round.

Damage: Bite does 4D6 M.D., a tail swat or head butt inflicts 3D6 M.D., goring with horns 4D6 M.D.

Serpent #1

Attributes: I.Q. 8, M.A. 3, M.E. 11, P.S. 22, P.P. 19, P.E. 17, P.B. 3, Spd. 45 on land, 90 in water. P.S. and P.E. are supernatural.

Size: 26 feet (7.9 m) long.

Weight: 320 pounds (144 kg).

M.D.C. by Location:

Horns - 12 each

Tail section - 42

Main Body– 84

P.P.E.: 3

Bonuses: +2 on initiative, +5 to strike, +4 to dodge, +3 to entangle, +9 to save vs poisons/toxins and disease, and +5 to save vs horror factor.

Serpent #2

Attributes: I.Q. 7, M.A. 2, M.E. 13, P.S. 24, P.P. 16, P.E. 15, P.B. 5, Spd. 53 on land, 106 in water. P.S. and P.E. are supernatural.

Size: 23 feet (7 m) long.

Weight: 300 pounds (135 kg).

M.D.C. by Location:

Horns - 12 each

Tail section - 45

Main Body - 78

P.P.E.: 5

Bonuses: +2 on initiative, +3 to strike, +2 to dodge, +3 to entangle, +8 to save vs poisons/toxins and disease, and +5 to save vs horror factor.

•Should the party survive the encounter with the serpents, they will eventually find their way to Dakota. This is a small town, but as the Missouri is its lifeline, it has everything the party needs for the salvage. The party will need a boat to get to the wreckage, one large enough to hold the cargo. They will also need diving equipment to reach the wreck, underwater lights to locate it, and rope to pull the cargo to the surface.

Part Four: Diving for Treasure

Background

In the days before the cataclysm, the entire world was in turmoil. With chaos breaking out everywhere, properly armed peacekeepers were essential. Shipments of military arms were sent to the police forces and national guard units throughout the American Empire. One such shipment was sent along the Missouri in a small hauler when the cataclysm hit. The hauler was damaged and sank to the bottom. In the years since then, the silt carried by the Missouri has nearly covered the ship, helping to mask its presence. Currently, only small sections of the deck remain uncovered.

(Game Master's Notes: Suggestions for the cargo are included in the section marked "The Cargo" below. Game Masters should feel free to make any changes they wish.)

Once all the equipment is procured, the party can begin the hunt for the wreck. Ezekiel recognizes the area, but it has been years since he and Gideon found the wreck. Finding it again will still take some searching. Ezekiel is an accomplished S.C.U.B.A. diver, and will lead the search. He is counting on the party to protect him from any marine threats.

It will take 1D6x10 minutes to locate the wreck, even with Ezekiel's guidance. Most of it is covered in silt, but the outline of a cargo hatch is visible. The hatch will need to be cleared of silt, but even then it has rusted shut, and will take some work to open. Anyone with a P.S. of 25 or greater can attempt to open it by brute force, succeeding on a roll of 01% to 65%. Failure means the crank has broken off, and the hatch will need to be cut or blown open. In either case, the hatch has 25 M.D.C.

Once the hatch is open, the party can enter the cargo hold. Inside are thirty large cargo boxes. The boxes are constructed of a high-density plastic, and have remained sealed and in good condition for all these years. The crates are all identical in size, measuring six feet wide, four feet high, and four feet deep. Their weight varies from 250 to 400 lbs. The time it takes to unload all of the crates depends on a number of factors including the number of workers, and the method by which they will be raised (i.e. pulling them up by rope will be much slower than having someone with power armor or supernatural strength bring them up). The extent of the party's activity might also be affected by how much air they have in their tanks (a typical tank has 2 hours of oxygen).

Sometime during all this activity, the party is in for a rude surprise. An Ukt Water Serpent resides in the area, and the party's actions have drawn its attention. It will wait for an opportunity when the party is most vulnerable, or when a member is isolated, and then it will attack. The Serpent will not fight to the death, and if the battle turns against it, it will attempt to flee.

Ukt Water Serpent

(combat stats; for full stats, see Rifts: Spirit West, page 125-126)

Alignment: Miscreant

Attributes: I.Q. 13, M.E. 14, M.A. 11, P.S. 27, P.P. 16, P.E. 11, P.B. 3, Spd. 16 on land, 135 in water. All physical attributes are supernatural.

Size: 12 feet (3.7 m) tall, overall length is 80 feet long (24.4 m).

Weight: 1.5 tons

P.P.E.: 210

M.D.C.: 530

Horror Factor: 15

Level of Experience: 7th level.

Skills of Note: Prowl 55%, Intelligence 56%, Tracking 55%.

Natural Abilities: Breathe underwater and on dry land, nightvision 1000 feet (305 m), infrared vision and thermal vision to see through muddy water and smoke, sonar-like echo location, track by smell 60%, impervious to cold and disease, and bio-regenerates 3D6 per melee round.

Coiling Body: Can entangle on a natural roll of 17-20, and can use constriction to crush (5D6 M.D. per constriction) or strangle its ensnared prey (each constriction counts as one melee attack). A P.S. of 30 is required to pry a captive free.

Prehensile Tail: Can be used like a snaking tentacle to grab, ensnare, strangle, or strike like a whip (full P.S. damage).

Venomous Bite: The bite alone does 4D6 M.D., but the fangs can release at will (as often as once per melee round), a powerful venom that does 1D6x10 damage (half if a save vs. lethal poison is made). This poison is so lethal it will affect dragons and supernatural beings, and kill most mortals (unprotected by body armor) instantly. The venom can be considered a magic potion. Only other Ukt, Uktena, and the Animal Shaman are immune to it.

Psionics: Alter Aura, Astral Projection, Mind Block, Object Read, Presence Sense, See Aura, See the Invisible, Sixth Sense, Telekinesis, Telepathy, Electrokinesis, Mentally Possess Others, Mind Bolt.

I.S.P.: 114

Magic: All water elemental spells levels from 1-5.

Combat: Six physical or psionic attacks per melee, two by magic.

Damage: Bite - 4D6, Talons - 4D6.

Bonuses: +3 on initiative, +3 to strike, +3 to parry, +2 to dodge, +2 to roll with impact, +2 to pull punch, +2 to save vs. magic, +6 to save vs. poison and drugs, and +4 to save vs. horror factor.

Part Five: Caught

Just as the party finishes unloading the cargo, Coalition troops show up. The CS soldiers have successfully trailed the group to their current location and have waited until they resurfaced rather than confront them immediately. Engrossed in their preparations, the party doesn't notice they are being watched until it's too late.

Once the party began unloading the cargo cases, the soldiers knew they had gotten lucky. Not only had they led them to the wreck, but they were unloading it for them! They prepared them-

selves for combat, and then settled down to wait. There was no sense in attacking the party before they finished the job. Now that it's over, the troopers have come to claim their prize.

The Coalition party consists of various types of elite troops, so they are all well-trained, highly disciplined soldiers. Their plan is to ambush the party, and they will choose the most opportune moment to do so. Any party members who had robot vehicles or power armor, and left it untended while they worked, will find it disabled (not destroyed, the troopers want to confiscate it after the battle). If there is sufficient cover, the troopers will attempt to sneak up on the party, surround them, and take them prisoner. If not, or if the party contains obviously powerful beings (dragon hatchlings, for example), they will instead snipe at them from distant cover. If possible, they will try to set them up in a crossfire.

The main goal of the troopers is to secure the cargo. If the party flees, but leaves the crates, they may choose not to pursue them. Once they have the cargo, they will set up a defensive perimeter, and radio for a transport. A Death's Head, escorted by two SAMAS, will arrive in about two hours. Two squads (sixteen soldiers) will deploy from the transport. Half will take up guard positions while the others load the transport. If the party had surrendered, they will be secured and loaded first.

If the battle goes poorly for the Coalition troops, they will attempt to retreat. Whether they are able to withdraw or not, they will certainly try to call reinforcements. In that case, a squad of four SAMAS will arrive in about an hour. If the party is still in position, the Coalition forces will make another attempt. If beaten again, they will call in an overwhelming force. Unless the party can wipe out the troopers early, their only hope is to leave without the cargo or take what little they can carry.

Closing

Assuming the party either wins the battle, or escapes with the cargo, they will need to decide how to handle it. Selling it a little at a time, in small bits, shouldn't prove much trouble, but trying to sell it all at once might be more difficult. There are no towns in the immediate area with a large enough economy to absorb the entire cargo. It is possible to reach black market contacts in some of the towns nearby. They are willing to deal, but it would be at least a week before they could arrange for payment and pickup. If the party has the capability to transport the cargo, and the willingness to risk keeping it for a little longer, there are a few powers in the area they could deal with. Tolkeen would be an obvious choice, as it is relatively nearby, and certainly wouldn't turn down the chance to get pre-Rifts weaponry. A somewhat easier, but less lucrative, possibility would be the 1st Apocalyptic Cavalry. Their base in central Nebraska would be easier to reach, but they don't have the kind of cash needed to pay a fair price. They could, instead, make a respectable offer in trade goods, though it would still be only a fraction of the weapons' real worth.

There are, of course, endless possibilities for selling, or keeping, the weapons. Game Masters are cautioned that should the party manage to retrieve the entire cargo, they will have a great amount of weaponry, or money should they find a buyer. This could have a powerful impact on your campaign, and should be handled with care.

The Cargo

The ships cargo consists entirely of military weapons and armor which was bound for various police forces. Energy pistols, energy rifles, and body armor are included, as are stun and gas grenades (use statistics for Coalition grenades). These were not front-line weapons, but those used by military police and troops which were occupying captured areas. To suit these special needs, the weapons had two settings, one S.D.C. setting, and one mega-damage setting.

The cargo is packed in high density, plastic cargo crates. The crates are air tight, and normally would have remained intact, protecting their contents. If you do not want the party to have all of the cargo, then you can decide that some of the crates were damaged. None of the equipment in these damaged boxes is usable. Exactly how much equipment is in these crates is left to the game master, but here are some suggestions. Each crate could contain: 50 pistols, or 20 rifles, or six suits of armor, or ammunition (100 e-clips, 50 gas grenades, and 50 stun grenades). After so long, the e-clips will be half drained, and half of the grenades will no longer function.

Laser Pistol

Weight: 3 lbs (1.35 kg)
Damage: Setting One: 6D6 S.D.C., Setting Two: 3D6 M.D.
Rate of Fire: Standard
Maximum Effective Range: 1000 feet (305 m)
Payload: 20 shots per clip
Black Market Value: 22,000 credits

Laser Rifle

Weight: 6 lbs (2.7 kg)
Damage: Setting One: 1D6x10 S.D.C., Setting Two: 6D6 M.D.
Rate of Fire: Standard
Maximum Effective Range: 2000 feet (610m)
Payload: 20 shots per clip
Black Market Value: 45,000 credits

Body Armor

Manufacturer: Old American Empire.
Type: Medium, environmental body armor.
Size: Human equivalent.
Weight: 10 lbs (4.5 kg).
Mobility: Excellent mobility, no movement penalty.
M.D.C. by Location:

Head- 30
Arms- 30
Legs- 50
Main Body- 65

Black Market Value: 42,000 credits.

Non-Player Characters of Note

Ezekiel Watson

Ezekiel Watson's best days are behind him, and he knows it. In his youth he was an enthusiastic explorer and treasure hunter. It was during this period that he and Gideon Roberts (his partner and friend) discovered the wreck. At the time, both were penniless wanderers. They realized that the salvage would require more wealth than either had. Reluctant to involve any other part-

ners, they agreed to return when they had amassed enough money for the needed equipment.

As it turns out, that day never came. Over the years, Ezekiel had all but forgotten about the wreck. He lived on the Missouri Belle, making his way as a gambler. His skills were enough to keep him in booze, and pay his keep, but never allowed him to make his fortune. He remained on the Belle because he was known and liked there, and he had nowhere else to go.

Ezekiel is not your average saloon bum. He does drink regularly, but rarely to excess, and he is not an alcoholic. He is best described as world-weary, and he used the Belle as something of a hiding place. He is a polite, cultured, well-spoken man who had simply fallen on hard times.

Real Name: Ezekiel Watson

Species: Human

Alignment: Unprincipled

S.D.C./Hit Points: 15 / 33

M.D.C.: By body armor only (none).

Age: 52

Height: 5' 7" (1.7 m).

Weight: 154 pounds (69.3 kg)

Attributes: I.Q. 14, M.E. 10, M.A. 15, P.S. 10, PP. 13, P.E. 13, P.B. 15, **Spd. 9.**

Disposition: In familiar situations, Ezekiel is friendly, talkative, and good-natured. He puts on a convincing show of confidence and charm. At other times, he is a scared and insecure oldman.

Experience Level: 6th level Saloon Bum.

Skills of Note: Cardsharp 58%, dance 75%, disguise 25%, escape artist 30%, first aid 45%, fishing 55%, horsemanship: general 65%, interrogation 50%, language: american 98%, language: Spanish 95%, literacy: american 65%, mathematics: advanced 80%, mathematics: basic 85%, palming 45%, pick pockets 50%, prowl 40%, radio: basic 85%, sewing 55%, sing 70%, streetwise 60%, surveillance systems 65%, wilderness survival 55%, W.P. energy pistol, W.P. energy rifle, W.P. revolver.

Combat Skills: Hand to Hand: Basic.

Number of Attacks: Two attacks per melee.

Bonuses: +2 to pull/roll with punch/fall/impact, +2 to parry and dodge, +1 to strike, kick attack does 1D6 damage, critical strike on an unmodified roll of 19 or 20.

Magic Knowledge: None, P.P.E.: 10.

Psionic Knowledge: None, **ISP: n/a.**

Weapons and Equipment: Wilk's-Remi 130 Six Shooter, Wilk's-Remi 104 Derringer, 1863 Remington .45 revolver, knife, or other equipment as standard for a Saloon Bum.

Armor: None

Cybernetics: None

Description: Ezekiel is a distinguished and handsome man who looks to be in his early to mid- fifties. His hair was once dark, but is now almost completely gray. He is always dressed in good quality, western style clothes.

Money: 2200 in credits.

The Coalition Team

When their spies reported Gideon Roberts' claims, thr Coalition commanders weren't sure how to deal with it. There was a great probability that the supposed wreck didn't actually exist, and it was all a scam. On the other hand, if it was real, they could not afford to let it fall into anyone else's hands. They decided to send a team in to find out, and to retrieve it if the story proved true.

Major Benford, a veteran of many retrieval missions of all kinds, was called in. His orders were to assemble a team, and investigate. If the wreck did exist, he was to secure the cargo. As time was essential, and the situation fluid, he would have to assemble his team quickly, and with an eye for versatility. In the end he chose two commandos, two special forces soldiers, and two nautical specialists. All were veterans, and most had worked with him before, though never together. Additionally, a ranger who was familiar with the area was called in from the field to act as their guide.

Overall, Benford's team is highly competent, and very professional. All veterans, they are intimately familiar with the rigors of the field. As they are all members of elite units, they are also used to working without a net. Because they are working on the borders of Coalition territory, much of their equipment is nonstandard.

Major Garrett Benford

Garrett Benford is something of an enigma to both his troops, and his superiors. A cunning soldier, he is an accomplished leader, and has earned a reputation for getting difficult jobs done. He is well-versed in the art of war, and is willing to do anything, no matter how distasteful, to achieve his assigned objectives. For all this, Benford is a reluctant soldier. He is a firm patriot, and his pride in his homeland prompted him to join the service, but warfare does not make him happy. He finds killing distasteful, and avoids it whenever possible. He will not hesitate, however, should it prove necessary.

His superiors took note of his temperament, and while he never faltered in his duty, or failed to carry out an assignment, they were concerned. A few began to look for a way to have him transferred. He was too good a soldier to lose, but his increasing melancholy had to be dealt with. Then they found the solution. Benford's duties were changed to search and rescue, and there he flourished.

As a search and rescue commander, Major Benford's duties include, but are not limited to: general search and rescue, hostage liberation, small scale disaster relief (such as downed military aircraft, sinking naval vessels, etc.), and in some cases less savory actions, such as political kidnapping. Locating lost items (such as this shipwreck), is not a normal part of his duties, but neither is it an uncommon occurrence.

Major Benford leads his teams with two main goals: accomplish the mission, and bring as many boys back as possible. Unlike many Coalition officers, he has a genuine affection for the men who follow him. This has endeared him to his troops, and they work all the harder to please him.

Alignment: Unprincipled

S.D.C./Hit Points: 33 / 38

M.D.C.: By body armor only (200).

Age: 32
Height: 5' 11" (1.8 m)
Weight: 175 pounds (78.8 kg).
Attributes: I.Q. 14, M.E. 12, M.A. 13, P.S. 15, P.P. 16, P.E. 16, P.B. 12, Spd. 21.
Disposition: Somewhat aloof, Garret Benford is uncomfortable dealing with people unless it is in an official capacity. The only exception is his men. Although not particularly social, he treats them with respect and appreciation. He takes his role as commander very seriously, realizing that they have put their lives in his hands. He does his best to see that their trust is not misplaced. He dislikes gratuitous violence, and unnecessary death, and is grateful for his current assignment.
Experience Level: 6th level Military Specialist.
Skills of Note: Camouflage 60%, climbing 65%, computer operation 70%, demolitions 75%, demolitions disposal 75%, detect ambush 65%, detect concealment 60%, disguise 40%, electronics: basic 30%, intelligence 62%, literacy 65%, mathematics: advanced 70%, navigation 70%, parachuting 65%, paramedic 65%, pick locks 65%, pilot: automobile 70%, pilot: hovercraft 85%, prowl 55%, radio: basic 80%, radio: scramblers 35%, read sensory equipment 70%, robot combat: elite, running, S.C.U.B.A. 60%, sniper, swimming 75%, tracking 60%, trap/mine detection 60%, weapon systems 75%, wilderness survival 65%, W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle, W.P. knife.
Combat Skills: Hand to Hand: Expert.
Number of Attacks: Three attacks per melee.
Bonuses: +2 to pull/roll with punch, fall, or impact, +3 to parry and dodge, +2 to strike, kick attack does 1D6 damage, critical strike on an unmodified roll of 18, 19, or 20.
Magic Knowledge: None, P.P.E.: 9.
Psionic Knowledge: None, **I.S.P: n/a.**
Weapons and Equipment: CP-30 Laser Pulse Pistol, vibro-knife, .45 automatic pistol, other equipment as standard for a Military Specialist.
Armor: CA-6EX Armor (200 M.D.C.).
Cybernetics: Gyro Compass, Amplified Hearing.
Description: Major Benford is a well-built man in his early thirties. He has brown hair, kept short, and brown eyes. Unless carrying out an assignment, he appears sheepish and a little shy. When on duty, however, he exudes confidence and determination.
Money: 3500 in credits.

Whisper

Aidan Landers grew up on his father's farm in the eastern part of what was once Iowa, and dreamed of joining the military. He was impressed by their confidence, their shiny armor and powerful weapons, and the power they radiated. As soon as he was old enough, he signed up. It was not long after, when he was sent to the nearest city for training, that his problems began.

As it turned out, Aidan discovered that he had an uncontrollable fear of cities. He simply could not deal with the masses of people, the close buildings, and their general claustrophobic nature. The mere thought was enough to start him trembling. His superiors were at a loss. Initial testing had shown Aidan to be intelligent and resourceful, and they had high hopes for him. Given his knowledge of the wilderness, they thought they found the solution. He was sent to a remote training facility. There he would learn the art of the ranger.

Aidan took to the new training instantly, and excelled. He is perfectly at home in the wilderness, and prefers it to civilization.

When he finished his training, he was assigned to a group of rangers in the former state of Nebraska. For six months things went well, and he honed his new skills. Then disaster struck. While he was out hunting, his squad was ambushed and wiped out by- a group of anti-Coalition marauders.

When he called in reporting the massacre, he was ordered to track the killers, and keep an eye on them. When he found them, a squad would be sent in to deal with them. That's not quite how it worked out though. When the SAMAS patrol showed up, they found him sleeping in the middle of the outlaws' camp. While waiting for them, he had begun picking off the marauders one by one. By the time they arrived, all were dead.

Since then he has been alone in the field almost continuously, providing the Coalition with reconnaissance data from throughout Nebraska. He only checks in personally on rare occasions, and he never stays for more than a day or two. He has been alone in the wilderness so long that he has begun to go by the name "Whisper," which is what he is called there. In certain circumstances, he is called in to work with teams going into his normal haunts. This is how he ended up with Major Benford.

Whisper has a rank of 2nd lieutenant, but rarely worries about such things as rank (unless assigned to another group, as now). Most of the time he can't even remember what his rank is.

Real Name: Aidan Landers (Lieutenant)
Alignment: Anarchist
S.D.C./Hit Points: 30/34
M.D.C.: By body armor only (75+28).
Age: 28
Height: 5' 8" (1.7 m).
Weight: 160 pounds (72 kg).
Attributes: I.Q. 15, M.E. 11, **M.A. 9, P.S.** 14, P.P. 17, P.E. 15, P.B. 15, Spd. 28.
Disposition: Whisper prefers the wilderness, and dislikes civilization, to the point that he cannot even enter a city. He prefers to work alone, and is aloof if with a group. He has supreme confidence in his own skills, almost to the point of arrogance.
Experience Level: 5th level Ranger.
Skills of Note: Athletics, camouflage 55%, climb 75%, cook 65(+5)%, detect ambush 60%, first aid 65%, fishing 70%, horsemanship 70%, hunting, identify plants 65%, intelligence 53%, land navigation 72%, language: American 98%, language: Spanish 98%, literacy: American 40%, mathematics: basic 65%, preserve food 60%, prowl 62%, radio: basic 75%, read sensory equipment 40%, running, sewing 70%, swimming 70%, track animals 55%, tracking 60%, trap construction 50%, trap/mine detection 50%, W.P. energy pistol, W.P. energy rifle, W.P. revolver, wilderness survival 75%.
Combat Skills: Hand to Hand: Basic.
Number of Attacks: Three attacks per melee.
Bonuses: +3 to pull/roll with punch, fall, or impact, +4 to parry and dodge, +2 to strike, kick attack does 1D6 damage.
Magic Knowledge: None, P.P.E.: 6.
Psionic Knowledge: None, **I.S.P:** n/a.
Weapons and Equipment: Wilk's 227 Pulse Pistol, Wilk's-Remi 157 "Judgement Day," vibro-knife, 1863 Remington .45 revolver, other equipment as standard for a Ranger.
Armor: Branaghan and overcoat (75+28 M.D.C.).
Cybernetics: None.
Description: Whisper is a ruggedly handsome man in his late 20s. He has long, sandy hair, green eyes, and a five o'clock shadow. He is thin, with wiry muscles. Because he spends all of his time outside the Coalition States, all of his equipment and clothes are from other manufacturers.
Money: 1500 in credits and trade goods.

2nd Lieutenant Lawrence Grisham

When Larry Grisham was a child, he used to listen to the propaganda speeches decrying those who used magic, and he used to wonder what it would be like. He would dream of calling down storms or throwing fire from his hands. The speeches said that magic was evil, but he resolved to become a mage when he grew up.

Larry's dream died when he was twelve. His family's farm was attacked by raiders from the Federation of Magic. He watched in horror as the powers he had dreamed about were turned against his defenseless family. When the Coalition rescue team arrived they found Larry badly burned, but alive. He was the only survivor.

In the hospital, and later in the orphanage, Larry again heard the speeches, but this time he believed them. He no longer dreamed of magic, now he dreamed of stamping it out. He joined the army as soon as possible, qualifying for the special forces. Since then he has spent most of his time raiding in the Federation of Magic. Recently his commanders feared that it was getting too personal. They gave him a temporary transfer to the Iowa frontier. He wasn't happy with the situation, but he is a good soldier and did not question the orders.

Alignment: Aberrant
S.D.C./Hit Points: 40 / 33
M.D.C.: By body armor only (100).
Age: 30
Height: 6' (1.8 m).
Weight: 185 pounds (83.3 kg).
Attributes: I.Q. 12, M.E. 15, M.A. 11, P.S. 15, P.P. 14, P.E. 18, P.B. 11, Spd. 20.
Disposition: In most things, Larry is well-adjusted. He is a good, loyal friend, a patriot, a dependable soldier. He does have a burning hatred of all things magical, but he doesn't let it cloud his judgement. In training he learned that a clear mind was a soldier's best friend, something he truly believes. Still, given the opportunity, he will do everything in his power to destroy magic and those who use it.
Experience Level: 4th level Commando.
Skills of Note: Camouflage 50%, climbing 55%, detect ambush 60%, intelligence 54%, land navigation 58%, language: American 85%, language: Spanish 85%, math: basic 80%, parachuting 75%, pilot: robot and power armor 74%, prowl 55%, radio: basic 75%, radio: scrambler 60%, recognize weapon quality 52%, running, sniper, swimming 65%, tracking 55%, trap construction 46%, trap/mine detection 50%, wilderness survival 60%, W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle, W.P. heavy energy weapon.
Combat Skills: Hand to Hand: Commando.
Number of Attacks: Three attacks per melee.
Bonuses: +6% save vs. coma/death, +2 save vs. poison/magic, +2 save vs. horror factor, +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, +3 to pull

punch, +1 to automatic body flip, paired weapons, body flip/throw, body block/tackle, backward sweep kick, disarm, karate kick attack does 2D6 damage.

Magic Knowledge: None, P.P.E.: 4.

Psionic Knowledge: None, **ISP:** n/a.

Weapons and Equipment: C-20 Laser Pistol, CP-40 Pulse Laser Rifle, vibro-knife, 9 mm automatic, other equipment as standard for a Commando.

Armor: CA-4 Standard "Dead Boy" Armor (100).

Cybernetics: None.

Description: Lawrence is a large man with dark skin, black hair and brown eyes. He has large burn scars all over his body, including his right cheek.

Money: 1100 in credits.

Sergeant 1st Class Olivar "Olly" McKabe

Olivar McKabe grew up in Chi-Town where he was exposed to the full-force of the Coalition propaganda machine. Although he could never bring himself to hate non-humans with the passion that was expected, he did grow to love his nation. When he was old enough he enlisted and his loyalty, bravery, and physical skills, qualified him for the Commandos.

A simple man, Olivar isn't given to deep thinking or philosophical debates. To him life is a matter of obeying orders, being happy, and respecting others. He has made many friends among the commandos and the other services, and is always quick with a smile or a kind remark. He is well liked by almost everyone, and most of his companions would lay down their life for him (not that he would ever expect them to).

Given his size and his knowledge of heavy weapons, Olivar is usually assigned support duty within a squad, and this mission is no exception.

Alignment: Unprincipled

S.D.C./Hit Points: 54 / 30

M.D.C.: By body armor only (100).

Age: 26

Height: 6' 2" (1.9 m).

Weight: 210 pounds (94.5 kg).

Attributes: I.Q. 11, M.E. 14, M.A. 16, P.S. 19, P.P. 12, P.E. 20, P.B. 13, Spd. 20.

Disposition: In combat, or on duty, Olly is serious, professional, dependable, and capable. He is a consummate soldier, loyal to his companions, and willing to lay down his life for his squad, his friends, and his country. When not on duty, he is good-natured and happy, always laughing, joking, and enjoying life (he is sometimes known as Jolly Olly). He has no particular hatred for outsiders or d-bees, but he believes in the basic principles of the Coalition (the preservation of humankind), and is proud to serve.

Experience Level: 3rd level Commando.

Skills of Note: Camouflage 35%, climbing 50%, demolitions 76%, demolitions disposal 76%, intelligence 50%, land navigation 54%, language: american 80%, language: Spanish 80%, mathematics: basic 75%, parachuting 70%, pilot: robot and power armor 70%, prowl 50%, radio: basic 70%, radio: scrambler 55%, recognize weapon quality 47%, running, swimming 60%, tracking 50%, wilderness survival 55%, W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle, W.P. heavy energy weapon.

Combat Skills: Hand to Hand: Commando.

Number of Attacks: Four attacks per melee.

Bonuses: +2 hand to hand damage, +10% save vs. coma/death, +3 save vs. poison/magic, +2 saves vs. horror factor, +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, +3 to pull punch, +1 to automatic body flip, paired weapons, body flip/throw, body block/tackle, backward sweep kick, disarm.

Magic Knowledge: None, P.P.E.: 5.

Psionic Knowledge: None, I.S.P: n/a.

Weapons and Equipment: C-18 Laser Pistol, C-29 Heavy Plasma Cannon, vibro-knife, 9 mm automatic, other equipment as standard for a Commando.

Armor: CA-4 Standard "Dead Boy" Armor (100 M.D.C.).

Cybernetics: None, and will avoid them if possible.

Description: Olivar is a large bear of a man with an easy smile, and laughing eyes. He keeps his head shaved, and his uniform clean and tidy.

Money: 900 in credits.

Lieutenant (jg) Ben Jackson

Ben grew up on the shores of Lake Michigan, the son of a fisherman. He learned to swim when a young child, and has been at home in the water ever since. When he reached maturity, his father pushed him to join the military in the hopes that he could make a better life than his parents could make for him. Ben wasn't thrilled with the idea, himself. He had no desire to hurt others. Even though he agreed with the majority of Coalition doctrine, he found parts (such as the wholesale extermination of others) to be draconian. Still, he had great love and respect for his father, and joined up.

Initially he was placed in the infantry, but in time his expertise in the water earned him a berth in the newly created Navy. Always at home in the water, he was overjoyed at the transfer. He had been miserable as a ground pounder, but now he found a new enthusiasm. He has excelled in the Navy, and is one of their rising stars.

Alignment: Scrupulous

S.D.C./Hit Points: 42 / 35

M.D.C.: By body armor only (100).

Age: 26

Height: 5' 4" (1.6 m).

Weight: 145 pounds (65 kg).

Attributes: I.Q. 14, M.E. 12, M.A. 15, P.S. 18, P.P. 13, P.E. 18, P.B. 12, Spd. 17.

Disposition: At most times, Ben is a good-natured, happy man. He dislikes killing, however, except in self-defense, and after most such missions he falls into a melancholy state for a day or two. During the mission, however, he is all business. He quickly learned that distraction equals death. Ben is most at home in the water, and even when off duty he can be found there. He loves his country, but he does have some reservations about its policies. In his mind though, it is not his place to question them.

Experience Level: 4th level Nautical Commando Specialist.

Skills of Note: Athletics, basic electronics 50%, boat building 45%, body building, camouflage 55%, climbing 65%, demolitions 84%, detect ambush 60%, escape artist 55%, first aid 70%, intelligence 54%, land navigation 48%, language: American 98%, literacy: American 60%, mathematics: basic

80%, parachuting 65%, pilot: motorboats and hydrofoils 85%, pilot: warships/patrol boats 67%, prowl 45%, radio: basic 75%, radio: scramblers 60%, read sensory equipment 55%, robot combat elite: SAMAS and sea SAMAS, S.C.U.B.A. 80%, swimming 85%, undersea demolitions 75%, underwater navigation 46%, weapon systems 70%, wilderness survival 58%, W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle.

Combat Skills: Hand to Hand: Martial Arts.

Number of Attacks: Four attacks per melee.

Bonuses: +3 to initiative, +7 to pull punch, +6 to roll with punch/fall/impact, +4 to parry and dodge, +2 to strike, +2 to save vs. horror factor, +6% save vs. coma/death, +2 save vs. poison/magic, +3 hand to hand damage, karate-type kick does 1D8 damage.

Magic Knowledge: None, P.P.E.: 7.

Psionic Knowledge: None, I.S.P: n/a.

Weapons and Equipment: C-20 Laser Pistol, C-12 Heavy Assault Laser Rifle, vibro-knife, .45 automatic, other equipment as standard for a Nautical Commando.

Armor: CA-7 Mk2 Nautical Commando Armor (100 M.D.C.).

Cybernetics: Underwater lung, clock calendar, gyro-compass, toxic filter.

Description: Ben is a small man with red hair and green eyes. He is well-muscled, which on his frame makes him look almost squat.

Money: 1200 in credits.

Petty Officer First Class Nicholas Sellen

Nicholas Sellen is a coward. He has achieved his current position largely by riding on the success of others. He has been a member of a number of successful teams, so, while he actually contributed little, he benefited from the team's accomplishments. Most of his teammates regard him as unreliable, however, and he has been transferred numerous times.

Nicholas grew up in a privileged family, and had everything handed to him. He joined the military as a means to power, and never gave much thought to how much work was involved. It was his family's connections which secured his place in the nautical commandos. Left to his own devices, he would certainly have been a grunt.

He hates Ben Jackson with a passion. The two have worked together for nearly a year now, and Nicholas is very jealous. Jackson is everything he wants to be, successful, confident, admired. Nicholas feels he is playing second fiddle, and plans to change that. He hopes an opportunity will present itself which will allow him to do away with Jackson. So far, Ben's vigilance, and Sellen's lack of confidence, have prevented this. Although he plans to eliminate Jackson, he must do so without witnesses, and he will not jeopardize the mission.

Alignment: Diabolic

S.D.C./Hit Points: 68 / 23.

M.D.C.: By body armor only (100).

Age: 25

Height: 6' 1" (1.9 m).

Weight: 190 pounds (85.5 kg).

Attributes: I.Q. 13, M.E. 12, M.A. 14, P.S. 17, **P.P.** 14, P.E. 13, P.B. 15, Spd. 14.

Disposition: Nicholas is petty, spiteful, and thoroughly unpleasant. He is hatefully jealous of anyone who performs better than he, and he is ruthless in trying to discredit them. Completely egocentric, he cares about no one, and nothing, except himself.

Experience Level: 3rd level Nautical Commando Specialist.

Skills of Note: Athletics, basic mechanics 50%, boat building 40%, body building, camouflage 40%, climbing 60%, demolitions 81%, detect ambush 55%, first aid 65%, intelligence 50%, land navigation 44%, language: American 98%, literacy: American 55%, mathematics: basic 75%, parachuting 60%, pilot: motorboats and hydrofoils 80%, pilot: warships/patrol boats 62%, prowl 40%, radio: basic 70%, radio: scramblers 55%, read sensory equipment 50%, robot combat elite: SAMAS and sea SAMAS, S.C.U.B.A. 75%, swimming 80%, undersea demolitions 74%, underwater navigation 42%, weapon systems 65%, wilderness survival 53%, W.P. energy pistol, W.P. energy rifle, W.P. heavy energy weapon, W.P. revolver.

Combat Skills: Hand to Hand: Martial Arts.

Number of Attacks: Three attacks per melee.

Bonuses: +2 to initiative, +7 to pull punch, +6 to roll with punch/fall/impact, +4 to parry and dodge, +2 to strike, +2 to save vs., horror factor, +2 hand to hand damage, karate-type kick does 1D8 damage.

Magic Knowledge: None, P.P.E.: 4.

Psionic Knowledge: None, **I.S.P:** n/a.

Weapons and Equipment: C-18 Laser Pistol, C-27 Plasma Cannon, vibro-knife, .357 magnum, other equipment as standard for a Nautical Commando.

Armor: CA-7 Mk2 Nautical Commando Armor (100 M.D.C.).

Cybernetics: Underwater lung, clock calendar, gyro-compass, universal headjack and ear implant.

Description: Nicholas is a large man with blond hair and blue eyes. He is handsome, though not as much as he likes to think. He dresses in fine, although often outlandish, formal attire, and carries himself in an aristocratic, foppish way.

Money: 1600 in credits.

Command Sergeant Major Thomas James

If there were any such thing as a "standard" special forces trooper, Thomas James would be it. He grew up in Chi-Town, the son of a military man. It was expected that he would join the service when he reached his majority, and that is exactly what he did. Having been immersed in military tradition for his entire life, it was no surprise that he applied for, and was accepted by, the special forces.

Thomas has always excelled, both as a solider, and as a patriot. He wholeheartedly believes in the ideals of the Coalition States, and would gladly give his life defending them. He regards military service as the highest calling, and hopes one day to work his way up the ranks, where he can make an even bigger difference.

His fanatical nature makes some of his compatriots uneasy. Even the most innocent remark questioning official doctrine could result in a tongue-lashing. A number of soldiers have been placed on report for complaining about orders, and Thomas is suspected of turning them in. In fact, he does have the ear of certain higher officers (friends of his father) and he does report those he deems less than fully loyal.

Alignment: Aberrant
S.D.C./Hit Points: 35 / 30
M.D.C.: By body armor only (60).
Age: 28
Height: 5' 10" (1.8m).
Weight: 175 pounds (78.8 kg).
Attributes: I.Q. 15, M.E. 14, M.A. 12, P.S. 17, P.P. 14, P.E. 16, P.B. 14, Spd 18.
Disposition: Thomas believes in the policies of the Coalition States, and defends them whenever possible. As his duties in the special forces often force him to deal with outsiders, he has become adept at hiding his feelings. In fact, unless with close friends or family, he rarely shows emotion. He has a reputation as a cold fish. Despite appearances, he is passionate in his patriotism, and desires nothing more than to serve his homeland.
Experience Level: 4th level Special Forces.
Skills of Note: Boxing, camouflage 50%, climbing 70%, computer operation 55%, detect ambush 60%, detect concealment 55%, find contraband 41%, first aid 50%, intelligence 54%, land navigation 58%, language: American 98%, language: Euro 85%, literacy: American 50%, lore: demon/monster 50%, mathematics: basic 80%, parachuting 45%, pick locks 50%, pilot: jet pack 64%, pilot: robot combat elite: SAMAS, pilot: robots/power armor 74%, prowl 55%, radio: basic 75%, radio: scramblers 60%, recognize weapon quality 55%, running, sniper, streetwise 48%, tracking 55%, trap/mine detection 50%, weapon systems 55%, wilderness survival 60%, W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle, W.P. knife.
Combat Skills: Hand to Hand: Commando.
Number of Attacks: Four attacks per melee.
Bonuses: +2 save vs. horror factor, +1 on initiative, +1 to strike, +4 to parry and dodge, +4 to roll with punch/fall/impact, +3 to pull punch, +1 to automatic body flip, +2 hand to hand damage, paired weapons, body flip/throw, body block/tackle, backward sweep kick, disarm, karate kick attack does 2D6 damage.
Magic Knowledge: None, P.P.E.: 6.
Psionic Knowledge: None, **I.S.P:** n/a.
Weapons and Equipment: C-20 Laser Pistol, L-20 Pulse Rifle, vibro-knife, 1863 Remington .45 revolver, other equipment as standard for Special Forces.
Armor: Bushman (60 M.D.C.).
Cybernetics: Clock calendar, gyro-compass, radar detector, oxygen storage cell, and multi-optic eye.
Description: Thomas is an athletically built man with handsome features, and a solid chin. He has brown hair and eyes, and always a serious expression.
Money: 1600 in credits.

Sergeant 1st Class Natan Handal

Natan Handal is a man with a chip on his shoulder. When he was a child his parents took him to Chi-Town looking for protection and a better life. They were not allowed in, but were placed on a waiting list, and told to return later. Disappointed, but not hopeless, they ended up in the Burbs. Unfortunately, as peaceful farmers they were unprepared for the dangers there. It wasn't long before they were confronted by robbers. Natan's parents were killed and he was left an orphan, alone in the burbs.

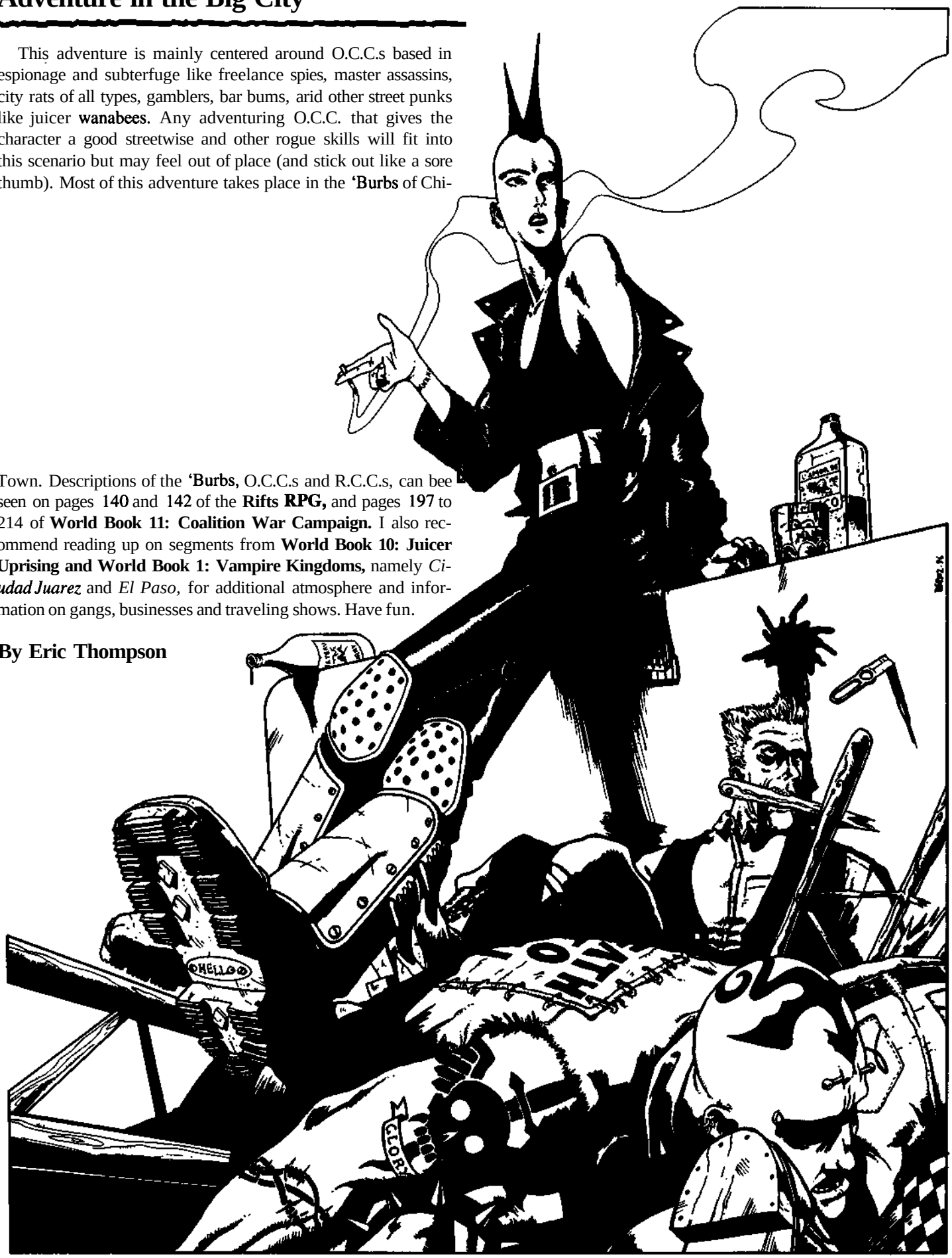
For years he suffered at the hands of humans and d-bees alike. But he survived and grew strong. When he reached adulthood, he realized that he had reached a crossroads. If he chose to remain in the Burbs, his survival skills could earn him a high rank in one of the various gangs which controlled the underground there. Instead, he volunteered for the military, where the skills he learned on the streets of the burbs assured him a place in the special forces.

Earning a place in that elite unit did nothing to soften his feelings toward the world in general. His harsh youth molded him into a hard, spiteful man. The indignities he suffered, the hardship he had to endure, all served to destroy his faith in others. He serves the Coalition only because he respects their stand of might making right. He is a bitter man who cares nothing for the welfare of others, and is always looking out for his own interests.

Alignment: Miscreant.
S.D.C./Hit Points: 40/29
M.D.C.: By body armor only (70). **Age:** 30
Weight: 155 pounds (70 kg). **Height:** 5'6" (1.7 m).
Attributes: I.Q. 10, M.E. 15, **M.A. 8, P.S.** 16, P.P. 14, P.E. 15, P.B. 10, Spd. 25.
Disposition: A hard man with a definite streak of cruelty. It isn't just d-bees and other enemies of humanity which earn his scorn, but everyone. Handal is a bitter man with no regard for anyone, including his superiors. It is only his respect for the Coalition States as a whole that commands his loyalty, and keeps him in line.
Experience Level: 4th level Special Forces.
Skills of Note: Basic mechanics 60%, boxing, camouflage 50%, climbing 70%, computer operation 55%, demolitions 60%, demolitions disposal 60%, detect ambush 60%, detect concealment 55%, intelligence 54%, land navigation 58%, language: American 98%, language: Spanish 85%, literacy: American 45%, lore: demon/monster 50%, mathematics: basic 80%, pick locks 45%, pilot: motorcycle 82%, pilot: robot combat elite: SAMAS, pilot: robots/power armor 74%, prowl 55%, radio: basic 75%, radio: scramblers 60%, read sensory equipment 30%, running, S.C.U.B.A. 50%, swimming 65%, streetwise 52%, tracking 55%, trap/mine detection 50%, wilderness survival 60%, W.P. automatic pistol, W.P. energy pistol, W.P. energy rifle, W.P. knife.
Combat Skills: Hand to Hand: Commando.
Number of Attacks: Four attacks per melee.
Bonuses: +2 save vs. horror factor, +1 on initiative, +1 to strike, +4 to parry and dodge, +4 to roll with punch/fall/impact, +3 to pull punch, +1 to automatic body flip, paired weapons, body flip/throw, body block/tackle, backward sweep kick, disarm, karate kick attack does 2D6 damage.
Magic Knowledge: None, **P.P.E.:** 3.
Psionic Knowledge: None, **I.S.P:** n/a.
Weapons and Equipment: Wilk's 237 Backup, Wilk's 447 Laser Rifle, vibro-knife, 9mm automatic, other equipment as standard for a Special Forces.
Armor: Gladiator (70 M.D.C.).
Cybernetics: Clock calendar, gyro-compass, radar detector, oxygen storage cell, and multi-optic eye.
Description: Natan is a well-built, but somewhat short man with hispanic features. He has dark hair, and eyes, and a long scar down the left side of his face.
Money: 1800 in credits.

Adventure in the Big City

This adventure is mainly centered around O.C.C.s based in espionage and subterfuge like freelance spies, master assassins, city rats of all types, gamblers, bar bums, arid other street punks like juicer wanabees. Any adventuring O.C.C. that gives the character a good streetwise and other rogue skills will fit into this scenario but may feel out of place (and stick out like a sore thumb). Most of this adventure takes place in the 'Burbs of Chi-



Town. Descriptions of the 'Burbs, O.C.C.s and R.C.C.s, can bee seen on pages 140 and 142 of the **Rifts RPG,** and pages 197 to 214 of **World Book 11: Coalition War Campaign.** I also recommend reading up on segments from **World Book 10: Juicer Uprising and World Book 1: Vampire Kingdoms,** namely *Ciudad Juarez* and *El Paso,* for additional atmosphere and information on gangs, businesses and traveling shows. Have fun.

By Eric Thompson

Plot Line Overview:

Recent events in the relatively peaceful, east side of the 'Burbs have caused some commotion among the human dominated community. The man in charge of security is a semi-retired ISS investigator who had volunteered to keep the peace among the residents in the area. Rumors of a fanatic cult spreading throughout the 'Burbs have made the presence of the ISS felt.

In times past, the makeshift police department, unofficially under the jurisdiction of the ISS and established with permission from the military, had been showing better results in keeping the peace than an ever-present military. People seemed more comfortable talking to one of their own than a soldier behind a mask, making the entire investigation process that much more easier. Patrick Klinesbrough, the Sheriff of the east side, has a deputy force made up of headhunters, meres, soldiers and common folk with a knack for investigative work and keeping the peace (filing and clerk skills are always helpful), most of which were born and raised in the very same region.

The rumors of a cult, possibly a terrorist faction of the Federation of Magic, are about to throw all of what Patrick and his deputies have worked for in the past decade out the window. The ISS wants to conduct raids and shakedowns in the sector while the military wants to make things quick and clean by decimating of the area. The only factor holding them back (for the time being) is that over 70% of the east side residents are humans hopeful of citizenship. Killing them would go against Coalition statutes, not to mention losing thousands of potential soldiers, technicians, merchants, and supporters.

This all funnels down onto the shoulders of the Sheriff, who already has his hands full with his daily routine. Fortunately for him, the player group happens by when they hear the news. While they may not care for the big picture, helping the Coalition, they may see the Sheriff's Department in the 'Burbs as a hopeful sign and saving tens of thousands of Burbinites from the slaughter of CS troops an obligation. Farther still, the characters may see their own kind of "big picture" from the deal, rewards from the Coalition (unlikely if D-bees or outlaws), the Black Market, cash payment from the Department, reputation, or access to the city and its opportunities. This adventure is intended for more experienced players and Game Masters who work well in city environments. Some Game Masters may want to add or change some of the situations and opposition (to paint a darker picture?) to what the characters can better dig into. This adventure can take place at pretty much any mega-city like Iron Heart or even Old Bones and Free Quebec. Areas like Tolkeen and Lone Star can provide for some interesting plot twists.

The Setting

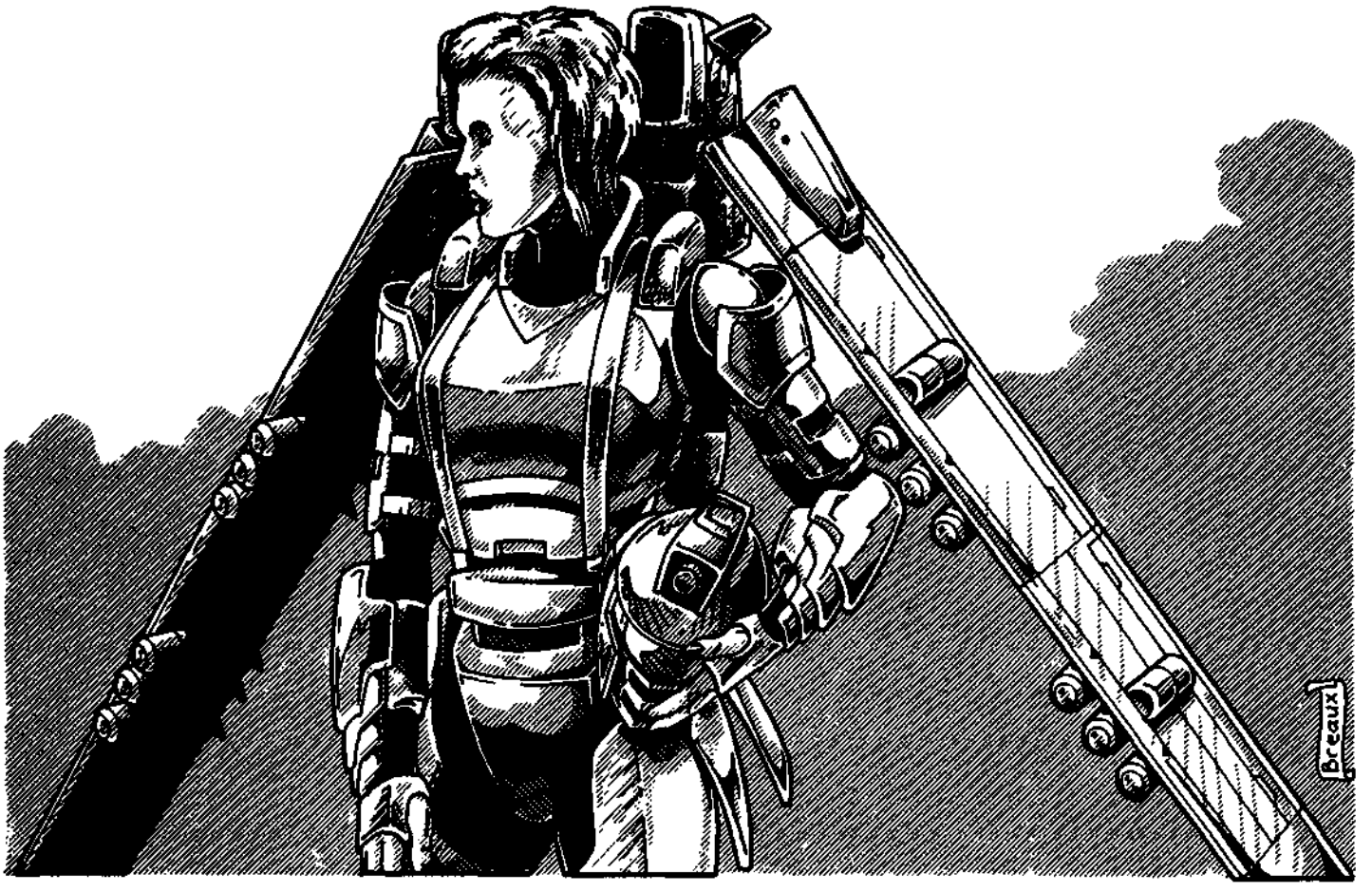
The adventure will almost entirely take place in the urban development areas of the 'Burbs around Chi-Town's fortress city. Once the group goes into CS Territory, they will be continually pestered by patrols who will often tail the characters for a short while before disappearing back into the wilderness. If the group is unfortunate enough to have inhuman D-bees, magic users, or CS outlaws in their group, they will be in for a bit of a show. Obviously the CS won't tolerate their known presence, so the group will have to make it a point not to be noticed by mainstream CS patrols (no matter what they do, Coalition special forces will know they are in their territory). It only gets worse in the 'Burbs, so these types of characters should refrain from on using their powers wantonly. Most psychics will be treated indifferently. Those with IC code bars will be treated better than most other characters.

While the buildings in the 'Burbs are run down, and trash and loose papers litter the streets and alleys, the living conditions here are relatively good, with running water, (barely) working sewers (that connect with the east sector sewage treatment plant of Chi-Town), electricity and a good number of working street lights. Even though there were only two murders, CS paranoia has struck hard, leading many to believe that a psychotic predator is stalking Burbinites, with a cult as its cause. This isn't too far off from the truth, but the characters will find empty streets, uncooperative residents, and a near dead night-life (all sensible people will be behind locked doors leaving thrill seekers and probably the characters out after hours). Additionally, while the deputies have their time occupied, they are still likely to see the characters as a threat to their job and may go out of their way to interfere with their progress.

The killings are far from the usual criminal types found as a result of a fight, accident, or pleasure, these are incredibly brutal and bloody. In both cases, the victims were females, the first being a waitress at a local dance club, and the second a suspected Black Market weapons dealer. Both women had some connection to criminal activity as well as siblings or loved ones in the Coalition military who suspect that the targets were predetermined and that the style of the murder was to maximize its effect on the victim's friends, family, and community. Additionally, both victims were murdered near a popular east side bar, called "Mickey's Tavern." First a finger was pointed at Tolkeen as an attack by some crazed soldier, pending troop advancement on their kingdom. However, with rumors of a cult becoming more and more frequent an eye has been cast on to an old enemy, the Federation of Magic. Still, while many believe the terrorist group is connected to the Federation of Magic, some continue to argue a Tolkeen plot to sway attention away to another source, giving them a wide open door to continue acts of terrorism and subterfuge.

All in all, this isn't the characters' concern, just information based on a continuing investigation. The characters' objective is to hunt and locate the murderer, and if possible, find some hard evidence to either support or dissolve the rumors of a cult infecting the 'Burbs. Through the grapevine, it may become known that the local police, and even the ISS, haven't fully evaluated the possibility of a supernatural killer in the murders. The case itself is only a week or two old and Cleansing Squads haven't turned up any evidence to support supernatural activity, yet.

Painting the mood: Being the 'Burbs, the opportunity for details can be almost overwhelming. Take the time to envision all the aspects the characters will witness and try to show them what to see. For example: Riding through the east side 'Burbs, you find yourself surrounded by an all too familiar sight among these super-fortress cities. The atmosphere is almost contemptible. Run-down, condemed buildings mock the tranquillity of the starry sky as brisk winds gust through streets and alleys, prying loose and scattering all sorts of garbage and papers about. Away from the illuminating lights of the street lamps, steam rises from many of the sewer grates that cover the stenchy bowels of the



barely adequate sewer system. It's a laborer's world, most of the people who live here work in the soot spewing refineries, mills, and factories located at the edge of town, yet the streets are alive with people flowing up and down the sideways as hover vehicles and transports rumble through the streets. Though the mall businesses supply all sorts of entertainment, more illicit and exotic pleasures are always available, noticeable to only the sharpest eyes though the black shroud the buildings cast onto the alleys. Loud music, drunks and others enjoying themselves, and the pulsing of sirens in the distance carry through the atmosphere like a sweet song of civilization.

Possible 'Burb Encounters are likely to be limited to engagements with drunks, junkies, bar fights and brawls, or being caught in the crossfire of gang warfare. Characters driving nice vehicles might find themselves on the wrong end of a car-jacking. Likewise, those who make themselves known (flashing money, holding themselves above others; not trying to fit in) will find themselves the victims of all kinds of small crimes like muggings, vandalism to their vehicle or equipment, getting egged, etc. It should be noted that while the group may hear of situations with CS authorities, they will not have a direct encounter with CS "dead boys" in this part of town.

An example of a neutral gang encounter can be as follows: The street is full of people, probably as bored as you, walking up and down the sidewalks, with some in the streets letting cars and vehicles pass closely by without so much as a flinch. Out of the corner of your eyes you see a small group of toughies sitting at the steps of an apartment building, cat-calling women as they pass and brutally belittling those who ignore them with slurs and curses. Sexist, racist, and sexual jokes and gestures can be heard bursting from the group as people pass, followed by laughter. (Have characters roll Streetwise skill to identify the gang colors if they want).

"Show some respect!" The Skivers just laugh and point at you all, making any racist comments they can.

"Why don't you shut the hell up!!" The uglie at the top of the stairs pulls an SMG around from his back and locks the bolt "You got a problem sh!t heads? Huh? You wanna die today, boys?!"

Combat: Five gangsters, three with 9mm pistols (2D6 S.D.C. x2, x4; three, 11 round magazines), one with the SMG (2D6 S.D.C. x2 x5; three, 20 round magazines) and the fifth with knifes (1D6+6 S.D.C.) and a ball & chain flail (2D6+6 S.D.C.).

No one will mourn the loss of this scum. When gunfire erupts, the civilians will hit the dirt. Sirens will be heard after four melees of gunfire and the Skivers will flee. The characters can pursue if they wish, but run the risk of getting split up or attacked by more Skivers or stepping onto other gangs' turf. If caught by the ISS, they will be booked and weapons confiscated but will be released after a few hours in the slammer (may or may not get their weapons back).

NPCs? Whether or not the GM wants to introduce any new NPCs is completely up to him. However, if the characters are not well acquainted with the city setting, it may be a good idea to have someone show them around. This could be an active character like a Sheriff's Deputy or a less apparent character like a local gang gopher who tags along. Whatever the case the NPC will need to be a streetwise person who will act as tour guide and urban legend teller, informing the characters of rumors, pointing out trouble spots, people and gangs to avoid, good information locations and other helpful tips to working the 'Burbs. Note that

the NPC will use his knowledge on a need-to-know basis. If the characters don't ask, he won't tell. Also, some information shouldn't be revealed in its entirety and some should be replaced by complete falsehoods and untrue rumors (in some cases, to protect the NPC and his friends depending on the background of the character).

No Weapons Allowed: It is the GM's decision to allow or confiscate weapons and armor from the characters once they enter the east side, and if so, which ones or all. This will leave the group temporarily vulnerable, at least until they shop at the local black market. If or when they do, it is again the GM's call on what can be made available, though I recommend limiting the selection to conventional S.D.C. firearms and melee weapons. This way characters won't be able to hide behind super-powered armor and weapons while on this mission.

Creator's Note: Players should not read below this part because it will reveal many hidden plot points and will spoil the fun of hitting those nice plot twists that we love to see so much of. It's the GM's job to keep half of the information shrouded and mysterious while telling the story to keep the players on their toes. For players to read beyond this point would shed a little too much light onto the situation and may ruin it for everyone, in fact, I can guarantee it.

Meeting the Sheriff

Setting up an appointment with the Sheriff will be a simple task once the group decides to take the mission. Informants will notify the Sheriff before the characters even reach the precinct building (which incidentalley, is a Pre-Rifts precinct building), connected to a newly built mecha vehicle garage. The group will first come in contact with the receptionist who will know the characters the minute they mention their names *("Yes, the Sheriff has been expecting you. Please check you weapons at this desk. Go up those stairs to the second floor, it's the only enclosed office you'll see.).*

The Sheriff is a calm, charming fellow who greets each character in a pleasant tone and politely asks them to take a seat while he explains the current situation. He will tell the player group of the cases' background and the more obvious facts and clues. He will also continue to mention some possible conclusions and his own personal feelings on the matter. Despite how the Sheriff presents himself, he will *never* mention or admit any connections with the ISS or military, or even hint at such a thing. As far as the characters are concerned, he is an independent entity *allowed* to uphold the law in his section of the 'Burbs because he brings results with less man-power and resources. Likewise, all his employees will deny any allegations, supporting their boss, and the CS and ISS will deny any affiliation with his system, only that they allow him to operate because he abides by the rules. 95% of the east side 'Burbinites will also support their local Sheriff, the other 5% are paranoids and criminals who are deranged enough to believe anything without evidence. **Note:** If the players continue to make a scene trying to get people to see their truth, they will simply be shot as soon as the CS Rangers see fit (outside of CS territory, of course). In the meantime, they'll probably get ruffed up by the locals and kicked out of the 'Burbs, or just imprisoned.

When the group leaves, they will get their equipment back and can ask the staff questions if they wish, but won't turn up much more information then they already received. They are most likely to get people's names, locations, and nighttime hot spots to check out or relax at. However, they will hear the name of a witness to the killings mentioned several times by the Sheriff, deputies, and staff members. The witness is a known homeless town drunk.

Talking to the Drunk

The only known witness to the killings was a street bum who had seen the killer in action from his alley sleeping pile. His home is between a well secured apartment building and Mickey's Tavern. He is also known by most people to be a drunk and weaver of tales, but this time around, many realize he may be telling the truth after the circumstances of the murders became more public. The man is edgy and traumatized by what he saw and may be initialley hostile to inquisitive characters. However, with a gesture of "good will" he may be willing to spill the news one more time for the characters. Use the following dialogue:

"I was sleepin' under my papers... Like I do every night here... It gets cold, and I need ta stay warm, ya know?" The man's face is a pale shade of white as his jaw droops open after finishing his statement, showing few teeth, a perfect accent to his filthy clothes and skin. His eyes dart around the group and alleyway before focusing on them again.

"This woman— the one on the news, the dead one, was walking through here... diggin' in her purse—like she forgot something." He takes a moment to swallow and steady himself. *"She was cursin an' all... Then it caught my eye—"* He swings his arm to point towards a fire escape ledge some 20 yards away. *"Over there, on the escape. All crouched down, starin' at the woman as she walked by. Heh, I woldn't have seen 'er if it weren't for the refection of the light on its eyes—"* His eyes widen *"glowing all red and evil... starin' right into a man's soul... a cold... cold feelin'"* He sighs and shakes his head as he rubs his chest, trembling. *"I, I froze. I wanted to yell out, but somethin' inside stopped me! The damn thing started ripping into the woman with no hesitation, just kept bitin' and clawin', cuttin her all up!!"* The man is shaking, almost uncontrollably, *"I... I shoulda done sumptin', I shoulda helped, her. Oh, god, I know I could!! I don't r'member what I was doin', but all'uva suddin the thing looked straight at me! It looked so friggin evil, grinnin'... grinnin' like the whole thing was jus fun'n'games!!"* He takes a pause to look at the group and reposition himself.

"The nex' thing I knew, the thing sneers at me, and lets the slaughtered woman slouch to the ground... (swallows) ... Ugh, it was discustin'... all that blood on her, guts and gore... an' that smell— Then it started towards me, all smooth and fluid like a cat. Then the feelin' came back in my body and without even thinking, I reached for my gun!" He pushes aside some trash to reveal a sawed-off shotgun. *"I was so scared that I pulled the trigger early and blasted that dumpster over there."* He points to the dumpster across the way that has a large hole in the side. *"I scared it though cuz it stopt comin'."* He grins widely, showing his remaining teeth. *"But the second shot, I aimed right between the eyes... Wanted to blast the freaky grin off its — But it jumped as I shot! I cringed. I saw monsters on TV once that'd pounce on things when they killed— I thought I was dead..... (whispers a bit as he leans forward and points up) But it never came down... The next thing I knew, the fuzz showed up, all flashin' their lights and sirens and speeding their vehicles around."* He pauses one last time to shake his head.

"Them damn cops didn't believe me when I told'em what 1 told you boys... (gets a sarcastic, bitter face). They said 7 was *just a drunk who was exaggeratin' the truth, and was too drunk to be a credible witness.' But I only had a couple a swigs on my whiskey here. I wasn't drunk!!"* His expression turns to worry as he looks over the group. *"You boys believe me, don'cha? Well, don'cha?!"*

If the characters continue to question him they will find out that he was arrested and brought in on charges of murder only later to be released after a coroner's report concluded the cause of death to be not from normal means. A few days after the incident, another brutal murder was committed just across the street from the bar.

Touring the Bar

Just walking into Mickey's Tavern and asking questions isn't going to get the characters very far. They should just relax, engage in a little small talk, arm wrestle fellow patrons, play a little pool, toss some darts, you know, mingle. If the people around the bar warm up to the characters, they will be a little more willing to talk, but will be able to shed little light on the matter, mainly giving their personal opinion on the situation or spreading a little gossip or rumors. If the characters' mention the bum's name to anyone, they will reply that sometimes the guy works in the bar at night doing odd jobs for booze money, and paying off his tab.

A Day at the Fair

It has become known to everyone that a traveling show called "The Urban Moonlight Carnival" has been in touring the 'Burbs for the past month or so and had arrived on the east side two days before the first killing. The fairgrounds are a perfect place for the characters to gather clues and information on recent events, although most people will avoid talking about the murders. The group will get a chance to experience more of what the 'Burbs have to offer, like encounters with gangs and security teams. Rumors of the mysterious cult may also be floating across peoples' lips. Some people are blaming magic users for the killings. They see a lot of misuse of magic and the accidental summoning of a murderous entity is a very possible scenario.

Although the owners and the fair itself are of good reputation, they have an after-hours freak show and keep some concessions and rides open well into the morning hours. This has caused them to be put under investigation by the Sheriff. To further their suspicions, one of their freak show exhibits had escaped prior to their arrival the east side. As of now, the freak show portion of the traveling fair has been put on hiatus until the missing exhibit has been recaptured. No news or description of the escapee has been made public at this time. Furthermore, the same problem with the star arena combatant has caused the closing of the sports arena while in the 'Burbs this season.

A. Sponsorship: Independent Operatives

B. Outfits: Utility Outfits: 5 points.

C. Equipment: Medical Clinic: 20 points.

D. Vehicles: Specialty Vehicles: 30 points.

E. Communications: Basic Service: 2 points.

F. Internal Security: Tight: 10 points.

G. Defenses: Weapons & Armor: 10 points.

H. Acts: Many: 183 points

I. Alignment: Unprincipled and Scrupulous: 6 points.

J. Criminal: Expert Worms and Smugglers: 25 points.

K. Reputation: Excellent Reputation: 25 points

L. Salary: Good Salary: 10 points.

Total Points Spent: 326 Points

The fees for the Urban Moonlight Carnival performances are as follows:

1) Entrance into the common ground area— 6 credits. Entertainment limited to the side show, freak show (currently closed), and arena (also currently closed) with a 5 credit cover charge.

2) Daytime performances — 20 credits. Allows access to the common grounds, concessions, games of chance and rides (food costs the same as a saloon, games and rides cost 1 or 2 credits per game/ride) as well as to the movie theater.

3) Nighttime performances — 75 credits. Allows unlimited access to the carnival grounds all night, free pass into the movie theater, arena (currently closed), side and freak shows (the latter is also currently closed). Games of chance, carnival rides and concessions still cost extra (food costs about the same as a saloon, games and rides cost 1 or 2 credits per game/ride). There is a 15 credit cover charge into the showgirls tent and all patrons are carded upon entry (must be 18 or older to enter; shows start at midnight).

4) All day pass— 135 credits. Unlimited access to all the shows, rides, theater, arena (currently closed) and showgirls tent (without cover charge). Concessions and games of chance are still extra.

Tickets are good for one particular day only. Each day the circus changes the entrance tickets so they cannot be reused (ride, theater, arena and showgirl tickets are the same so they can be used over a period of days). While the carnival does make an attempt to prevent unauthorized entry, they are not overly concerned if one or two people defeat their security (some even say they encourage it!). Normally, they will let such individuals stay and enjoy themselves. Unauthorized access to UMC employee living quarters is never tolerated and will result in imediate expulsion from the grounds.

Features of the Carnival

Carnival Rides: The main attraction is the carnival rides which includes the ferris wheel, spinning teacups, scrambler, and so on, and more interesting rides like the Centrifuge and Zero-G chamber. Most rides are 1 credit per go while the newer, more popular among the kiddies rides fetch 2 credits per ride. Other ride types include pony, horse, camel, and even a Blood Lizard ride (all 3 credits per ride except the Blood Lizard which is 5 credits). The Blood Lizard is the most popular ride (and he just loves making the little kids happy).

Games of Chance: The second most popular attraction is the games of chance. This includes a variety of archery, ring toss, and simulated shooting or fishing (or other wilderness skill types) games where if the player exceeds a certain amount of points or targets, they win a prize. The higher the score, the better the prize (which usually means a bigger stuffed animal). Also included among the Games of Chance is an arcade with games like foosball, ski ball, and air hockey, a bowling alley, and billiards room. Games are about 1 credit per game, bowling is 3

credits per person, per game, plus 1 credit for rented shoes, and pool tables are 2 credits a game.

Concessions: Bested in popularity only by the rides and arcade games is the concessions. For a small amount of credits, a person can buy food items like mini-doughnuts (2 credits for 13 mini-doughnuts; grease fried and sprinkled with cinnamon and sugar), corn dogs (2 credits for a hot dog covered in a fried cornmeal breading; ketchup, mustard, or barbecue sauce available at no extra cost), foot-long hot dogs (2 credits for the dog and moderate toppings, 3 credits for the works), pizza (2 credits per single slice, 10, 12, and 15 credits for a whole pizza with two toppings, plus one extra credit for every additional topping), fried cheese balls (3 credits for 12 quarter-size cheese balls), soda (1 credit for a 12 ounce can), and hamburgers (same pricing as hot dogs). Full meals are available in a diner like housing (same as saloons) and the occasional foreign food may be available from time to time.

Sports Arena: The sports arena is a portion of the grounds set up like a public baseball field (a couple of chain mesh fences and bleachers) to hold a variety of sports games, mainly organized by the locals. It is also the area where street fighters and professional fighters can challenge the carnival's "champion" to combat. Unfortunately, a number of accidents in the fighting arena with the M.O.M. augmented champion have caused the deaths of several opponents leading to the closing of the combat ring for the time being. However, locals can still organize other games of sport in the arena with the permission of the arena supervisor.

Rumor: If asked about the crazie champion, the arena supervisor will tell the group the following:

"Yeah, the boy was jus fine fore years, here, boxing or playing sports with the fair goers... I guess it was jus a metter a time though." Takes a deep breath and looks up to the sky/stars, *"A few months ago, he started getting realley enthusiastic when someone challeng'd him in the ring,"* looks at the characters with a worried expression, *"I mean, a little too enthusiastic."* Turns away again, taking a deep breath, *"The next thing I know, the crazie bats some young merc into a bloody pulp. Hell, we didn't have a full hospital functioning yet and didn't tend his wounds fast enough. The poor kid had a crushed wind pipe and ended up drowning in his own blood. We were all shocked at first, even the crazie, but we were foolish to think it wouldn't happen again."* He pauses to sift through a small stack of papers used as sign-up sheets for the sports field. He continues to speak to the characters as he looks the sheets over. *"The second time it was a fight outside the carnival, at a local bar... so I guess it realley, our fault ... maybe ... but the man still died."* Shakes his head in disappointment, *"That was number two! Number three happend on the west side. Some loudmouth wannabe all rigged up in a fake collar was talking shit to 'im. I guess he could of thought the kid was a juicer and would show him he wasn't gonna take no crap from no one. But he snapped the kid's neck so hard and quick— right in mid sentance, that the collar snapped into pieces and scattered across the ground. But the crazie showed no remorse. He jus kept on walkin', like he knew all along."* Sighs deeply as he checks a few names and times on the papers and writes a couple of short comments. *"I should'a known something was up when number four came around... I feel so bad for the poor fella... The crazie already had his eyes replaced cuz of an accident in the woods where he lost both of 'em, then he got his teeth augmented to look more demonic, I guess, what with having those red eyes already."* Turns to give the group a quick shrug before continuing, *"Anyhow, number four was a retired headhunter who bet his buddies he could take the crazie in three rounds, 'first to drop, loses' he said with a laugh. But he was dead before he even hit the ground... the crazie just stood there with this grin of satisfaction on his crack-pot face... Pissed me off for the last time!! I told that bastard to get the hell out of my arena... He said nothin', I kicked his ass out and he said nothin', just kept on grinnin'."* If the characters ask where he is now, the arena owner will respond, *"Hell, I don't know, the creep just disappeared a few days ago."* Shrugs. *"I have no idea."* Setting down the stack of papers in his hands to pick up a new batch, he turns to the characters one last time, *"I helped ya about as much as I can right now. If you'll excuse me, I have a lot of paperwork to do."* With a handshake and goodbye, he scurries off into his small office trailer.

Side Show: One of the more laid back attractions is the side show, filled with all kinds of different cultural artifacts from Native American Indians, pots, tools and beadwork, D-bee items and a few nonfunctional techno-wizard machines from the west. Each display piece is under glass (2 M.D.C.) with a small description, history and summary of the item's purpose and where it was found. This particular Side Show is popular in the 'Burbs because the items are from the declared "No-Man's Land" of the west. An area off limits to Coalition citizens.

Freak Show: Currently closed, the drapes are pulled, the doors bolted and no one is even hanging around this feature.

The Showgirls Tent(!): The acts performed in this location are Vegas style song and dance numbers, musicals, and the occasional play (usually comedies), starring a cast of scantily clad, attractive females (average P.B. of 20). On special nights, the shows may include a few strip numbers or a local show (play, belly dancing, music band, etc.). The women are very charismatic and often see regulars among the faces night after night.

Cinema: The carnival also travels with a two theater set that can seat up to 50 people per showing as well as a huge (120 feet×300 feet/36.6×91.4 m) projection screen for outdoor night viewing (can be seen and heard just about anywhere on the grounds). Currently showing is the Star Wars Trilogy, the first of the Godfather movie series (popular among city rats and ISS officers), as well as a handful of black & white "sci-fi comedies" as they call them, movies like Earth vs. the Flying Saucers, It Came From Outer Space, War of the Worlds, and a small variety of old Hercules movies.

The Cult (Optional)

Locating the cult, if there even is one, will not be an easy task. Rumors tell of a dark group of individuals that gather in the lower east side or south side 'Burbs to conduct rituals and animal (human?) sacrifices in the name of their evil god, demon or alien intelligence master, or to a martyr or key figure in their religion.

There are an incredible amount of rumors floating about regarding this so-called cult. **Rumor:** It is said that the cult condones ritual kidnapping, human sacrifice and cannibalism. **Rumor:** The cult is trying to summon or resurrect a great demon lord to destroy Chi-Town. **Rumor:** The cult is brainwashing Burbinites and CS soldiers to use as pawns against their enemies.

Rumor: The cult is a front for the Federation of Magic and are in hiding, waiting for the order to attack (cultists number into the thousands). **Rumor:** The cult is led by Emperor Prosek's illegitimate daughter in hopes of finding a place among the ruling family. **Rumor:** The cult is led by Emperor Prosek's illegitimate daughter who is to lay siege on Chi-Town and take what is rightfully hers. **Rumor:** Operates through traveling shows to smuggle illegal publications in and out of Chi-Town and spy on the Coalition. **Rumor:** Operates through traveling shows to abduct sacrifice victims and recruit new members. And the list goes on.

Finding the Cult

As of yet, there has been no sign of increased P.P.E. or other types of energy inside the 'Burbs. This is why the ISS and Sheriff are so quick to dismiss any allegation about a cult existing in the 'Burbs. Simply put "If there were any sort of supernatural activity in the area, our dog boys would immediately home in on the source and dispose of it". Unfortunately, this simple explanation isn't enough to convince those that truly believe there are cult fanatics gathering on the east side. Sadly, these folks are ridiculed and said to be crazy after they insist that Nutset has proven otherwise. Talking to one of these individuals will expose the following:

"It's like they're puttin a damn 'dead boy' in front'a us an tellin us that there ain't no 'dead boy' there. It may be good enough for them other chumps, but it ain't good enough fer me. Hell, they're the ones who're nuts fer tryin' ta tack us wit this shit!"

Identifying with one of these people will begin to calm them down, otherwise they'll just continue to rant and rave about the system and a cover-up or some other theories that are definitely "out there."

"Ya see, you know what I'm sayin'! Yeah, I mean, it's damn creepy, every once in a while I'll be comin home from Mick's — comin' home ta go ta bed when I hear this faint chanting. Over and over again, mono-tones chantin away... then it gets louder an' louder.... louder an' louder... I run into my house and sounds like they're right outside my door, chanting, the same damn thing over and over again in the same tone! Goddammit I can't stand it!!! I fear one day I'll lose it!—" Stutters trying to correct himself, *"I... /... done mean goin crazy... no... I mean lose my... place..."* Smiles a quirky smile and runs off before any other questions can be asked of him.

Searching around the believer's home won't reveal much, other than he lives alone, without much of a social life, and hangs out at Mickey's Tavern, the local bar. Other than that, the characters will note that the person lives on the fifth floor of a condemnable building (it's amazing the slum still stands) and makes his home in an office like environment. His building neighbors a junk yard, a demolished building site with piles of metal and debris, with a small clearing in the center, where the man claims the cult gathers. Looking from above, there is no indication of any type of activity in the center, and it is not accessible from any side due to the mounds of trash that crumble onto itself, making climbing it impossible. While the man may still insist, evidence shows that magic rituals can't possibly be conducted inside the mountains of trash.

The secret revealed

If the characters ignore the man's stories and go about their mission searching for the killer, after one stormy night, a day or two later, the man almost delirious with fright and suffering from hypothermia, is found on the character's doorstep early the next morning. If questioned about anything, he'll start ranting about last night.

"I came home from work las night, with my weekly food and set up to watch the local news like I always do, you know, ta see what's happenin in the cities." If asked anything about the TV, he'll mention in a whispered tone that the signal is pirated, and if they're interested, he can hook the characters up for a good deal. *"They just started in with their usual daily statistics in the Lower Level of the fortress city when I saw dis flash outside the window... I look... nothing, not a cloud in the sky... I get comfy in my chair again and it happens again. Foophl!"* Gestures some odd movements, *"More lightnin, 'cept this time I looks out. There're all these clouds formin up above, and I tell ya, I never seen a storm hit that quick, ya know?"* Holds an expression of nervousness and worry, *"I'm at my window looking out at the lightning and I hear it!! That godforsaken chanting starts again like my building is full'a them monos, ya know? And as the chant gits louder, gits faster, the storm grows and the winds pick up. Then the second they mention that other murder in the 'Burbs, the chanting stops and the rain comes crashing down! Hail, rain, lighnin, thun'er. It was like hell's wrath!!!"*

What? Another murder? *"Y-you mean you didn't hear... Ya see? I shoulda' hooked you up with that TV."* Nods as if trasmitting some kind of unspoken code. *"Yeah, it was right outside Mickey's again, in the alley across the street. It's a good thing I left when I did. Couldn't'a happ'ned 20 minutes after I left."* Stares at the characters blankly in a pause. *"I don't know what else the 'dead boys' know 'bout this cuz the second they mentioned the new murder, the power and transmission blew out. Even my back-up battery somehow lost all its energy again. I should'a been expectin' the outage though, it happened the last time."*

Rushing to the crime scene will reveal nothing helpful. The harsh rains made sure of that. But if anything the "mad" man had said to the characters sticks in their minds, they may want to take one last look at the location of the so-called cult. Otherwise the characters might just go around to Micky's, possibly the carnival *("what with discount tickets cuz of the rain and all...")*, or just head back home.

Coming up to the dump at ground level shows nothing new. As the characters approach, they will see the occasional person or group hauling their garbage to throw on the mounting piles. Those that look in your direction will recognize the "mad" man and snicker and call him names. If the characters go back up with the man to look at the pile from above, they will notice a slight shifting in the garbage and center clearing, almost like it was a liquid. If a character gets curious and tosses something small into the center of the clearing, they will all witness a splash and rippling waves. The man will say that he usually does that after a rain because it reminds him of his childhood, throwing rocks into a pond. However, through a spark of genius or just for fun, if a character grabs a large, heavy object, say, the man's broken television and throws it into the center, the TV will hit the ground with a dull "thud" and will appear to be floating above

the ground. With even more curiosity, throwing large objects into the center will garner similar results. If the characters decide to try and see the "floating" objects on a level plane of sight, they will find out that the third level window on that side is exactly level with the pile, and the group can see that the television and any other objects thrown onto the pile will truly look as if they're floating on the surface of a water-filled pile. If the characters ask what the original components of the trash pile were, the man will answer, *"Well, it's jus a bunch'a robot crap from the last black Black Market war in this sector, 'bout 12 or so years ago, why?"*

And any robot pilot worth their marbles will tell ya that the materials used in the armor composition will block magic and psychic energies needed to casts spells. In other words, magic energies would be reflected and contained within the armor. A ring of this material would act the same way if it were dense enough, and the amount of scrap from a "big" battle between *two* mecha complemented forces might just do the trick. But what about the energy escaping through the top? Well, if the character explaining this is on a roll, he might point to the "floating" TV. The only way for it to stay suspended like that would be if something was holding it up. If the character really needs to prove his point, he will be able to climb up to the fourth floor and jump eight feet into the "center" of the pile. With a splash, the character will be no more than ankle deep in water and appear to "float" just like the other objects on the roof. What about the illusion of the center crater? Well, Naruni Enterprises makes sheets of fiber-optic camouflage netting. A simple jury-rig to a holographic displayer could create the appearance of a crater of trash.

Now it's about time the characters call the Sheriff and inform him of their findings. When the heavy equipment arrives and they clear out the trash, they will reveal a fortified wall of robot armor scraps capped off by a roof of flat armor pieces welded together to form the cover. Removal of the roof and tearing down the walls will reveal a flooring of black compacted charcoal and ash and cause all the energy trapped inside to pour out. The flooding of magic energy from the room is so potent that all dog boys, psi-stalkers, magic users and master psychics within 2 miles of the place will sense its location and distance instantly. Giant magic symbols are written on the flooring in white and silver substances. In the center of the circles and symbols is a blood encrusted marble altar with a jewel encrusted, archaic dagger poised on a handsome wooden display carved of redwood. The dagger's pommel is braided with silk and holds a golden hilt and silver double-edged blade. With this dagger as evidence, Nutset Trackers can recognize the psychic scent of each member of the cult. As far as the Coalition is concerned, this mystery is solved.

A Killer Among Friends? Confronting the Killer

Walking through the streets after hours, the group (walking home from the carnival or maybe to talk to the bum again about the crime scene) will make their way past Mickey's Tavern. As they approach, they will hear a series of thumps come from inside the bar. The interior lights are all turned off, the bar is closed. After a short while of silence, just as the characters decide to move on (or enter the bar), another series of thumps followed by a multitude of metal clangs ring through from inside the building.

Bursting into the bar, the group will be greeted by an unidentifiable, pungent, almost gagging stench. Out of the corners of their eyes, they catch the glimpse of a silhouette rushing through an area of light in front of the bar, accompanied by the smooth pitter-patter of footsteps and rush of passing air. Whatever passed by them has stopped somewhere in the room, the characters can feel an eerie foreboding in their bones. Just as the sensation begins to rush through the characters, they suddenly notice two faded red illuminations in front of them, slowly moving from two slivers of dim light to two small circles not more than an inch apart. At the same time, they feel a cold rush through their bodies as if a being of pure evil were squeezing their hearts, freezing them. The surge of senses cycles in only a few seconds, ceasing when the two red lights trail off. A second or two later, shattering glass is heard from a distant area of the bar.

The encounter happens as soon as they enter, before they have a chance to turn on the lights. But when they do, they will place smell with sight as they witness the entire front bar area smeared with blood and gore. The shredded scraps of what hardly seem to have been a human body are scattered across the counter, stools and floor. Along with the ragged body, the area is littered with broken glass as well as a the label from a bottle of Zoom whiskey. From the back room, the characters notice a faint mist seeping through the open doorway.

Venturing into the kitchen/back room will reveal signs of a struggle, pots and pans litter the floor with knives scattered all over the center counter and floor). Most are steak knives from a small wash tub with the spray head still pouring forth small streams of hot water into the basin. A large knife rack lies on the floor with a few medium-size knives close by, one holding a few beads of blood on its blade. Counting the knives in the rack will show that two large knives are missing and nowhere to be found. When the characters turn to leave the kitchen and go back to the bar area, they may notice a dotted trail of blood leading over to the body. Further searching will show that the trail leads up by the door not much more then 10 feet (3 m) from where the characters stood! The trail pools a bit, then leads over to the rear of the bar, up to a shattered window spilling out into the alley. Some blood taints the sill and glass shards along the bottom and right side of the window.

Should the characters look out into the alley, they will spot two glowing red dots from the shadow covered portion of a fire escape several meters down the alley (the same fire escape where the bum had seen the creature). Firing shots or rushing into the alley will send the thing running, but if the characters approach it slowly, it will let them get within 20 feet (6.1 m) before fleeing. This will allow the characters to get a better look at whatever the thing is. What they will discover is that it is a bipedal creature, hunched over, but with long, slender arms and legs. The characters will also notice what looks like horns on the creature's head.

Even if the characters lose sight of the creature, they will have a small blood trail to follow. These red "footsteps" lead to an abandoned twelve story building (levels 14 through 20 have corroded away and collapsed making the twelfth level the new roof). The group will find out there are two main stairwells, the trail will lead the group, without encounter, up the right stairwell

to the 11th floor where it trails over to the left side, ending at the bolted and barricaded door (the characters won't be able to budge the door without supernatural strength or mega-damage weapons; it will take 1D4 minutes to hack/blast their way through the barricade to free up that passage which does have stairs leading to the roof). As the group stops for a moment at the door, a sad, empty tune the wind is whistling through the holes and windowless sockets of the building surrounds the characters. While preoccupied with the door or doubling back, they will have their first personal encounter with the killer who will use a sneak attack (roll on killer's prowl skill) to try and attack/kill the most vulnerable character first. All the characters will see at this point is two glowing red eyes coming towards them (at eye level) with blinding speed.

Any show of competent resistance will send the killer hopping backwards to the stairwell, up to the 12th floor/roof. Their only way to follow is the way it went up. The wind has picked up and is gusting violently over the open top of the building. The top floor reveals the structure's function as an old corporate office building. Some of the interior walls still stand, tattered and crumbling, and one or two archways continue to hold their rotting wood doors on their hinges, slamming and splintering the beaten wood with each gust of wind. Some portions of the floor are gaping holes, other sections hold piles of debris stacked several feet into the air. On the highest pile, near the sheer edge of the building, the group notices movement. Slowly, a tall, lanky humanoid figure makes his way to the top of the largest rubbish heap. His eyes are mechanical, his mouth surgicalley altered into a fang-filled maw, and his head studded with knobs and tubes. In his left hand he holds a large piece of fabric that noisily flaps in the gusting wind. As the crazie swings the fabric around his neck as a cape, he reveals his armament of two butcher knives, one in each hand. He turns his head slowly to let the group witness the full horror of his appearance, and through his fangs he spits "The Grand Knight's Time has come..." Then in the blink of an eye, the crazie leaps towards the group. Combat is to the death.

The Aftermath, Another Happy Ending?

When the characters emerge from the building, they will be met by a joint force of deputies and ISS arriving on the scene. Along with the peacekeepers and deputies, a pair of old style SAMAS suits land a dozen or so meters to the left of the group. The ISS will stonewall the characters, neither being grateful or criticizing the group's work. The Sheriff, on the other hand, will be incredibly grateful that the characters succeeded (he gets to keep his job) and will start to repay them by giving them free repairs and supplies as well as a pardon from any laws violated or damage caused during their mission. Payment may vary according to the quality of work done, but the characters may soon find themselves the proud owners of new, reliable small arms, quality armor and vehicles courtesy of the East Side Police Department. Or if the characters insist, a simple cash trade can be presented (pay about equal to mercenary payment with a 10,000 to 25,000 credit group bonus; split among the entire group). Furthermore, the group will not be hassled (but will be monitored) by CS patrols if and when they choose to leave the 'Burbs. This lasts until they exit CS space.

Sheriff Klinesbrough

Ever since he was a kid, little Patrick admired the posture and intelligence held by the ISS investigators. Despite the respect he had for law and justice, it played second only to his love of firearm technology. So enthused by the mechanics of modern energy weapons, Patrick had his records altered so he could join the military at the age of 15. Despite his youthful appearance, his knowledge of weapons was uncanny, even among career CS technicians. Patrick sailed through his engineer classes with flying colors. The only thing holding him back academically was his thirst for experimentation. The kid was never satisfied with "stock" components and always had to pull some sort of modifications on his standard issue weapons. One such change to his old issue C-18 laser pistol nearly got him kicked out of technical college! This was because the modifications were unauthorized, cannibalizing parts from Northern Gun and Black Market weapons. Though Patrick loved the learning opportunities of the military, when his registered tour was over, he resigned to reserve status and went on to be an ISS inspector.

Patrick did his job for the Coalition and he did it well. Furthermore, he was a hit at parties and public exhibitions, demonstrating his masterful trick shooting and quick-draw techniques to dazzle audiences. Coupled with his natural charm and good looks, Patrick was a police officer loved by just about everyone. But his thirst for justice, fueled by his compassion, forced him to resign from the force after only four years on the job. He had his eyes set on a little urban development in the east side 'Burbs overrun by D-bee gangs and stalkers. He wanted so much to bring order to this area and spent months trying to smooth out a deal with ISS Headquarters to accept his resignation as an official officer. In his proposal he would set up shop in the east side, claiming himself as Sheriff of the community. He would then recruit deputies to aid him and begin to make a safer, more habitable place for citizen hopefuls to live while they waited to be accepted into the city. They said that if it were any other man, the answer would be "no," but Patrick was so well known and trusted that he was given a chance. That decision was made 10 years ago and the Sheriff hasn't let anyone down. The Sheriff commands a force of 24 deputies and 30 ISS "plain clothes" peacekeepers, plus is in charge of another 15 station employees.

Full Name: Patrick James Klinesbrough
Alignment: Scrupulous
Hit Points: 42 S.D.C.: 48
Height: 6 feet, 2 inches (1.88 m)
Weight: 193 lbs (87.2 kg)
Age: 32
Attributes: I.Q. 13, M.A. 19, M.E. 8, P.S. 11, P.P. 25, P.E. 14, P.B. 15, Spd: 13
Disposition: Naturally charismatic and a true master of the conversation, his easy to trust nature is what made his little dream possible and he is happy with it. He is a gun fanatic, who collects, repairs, and modifies all types of small arms and will jump at the chance to bring it up in a conversation (the man can talk your ear off!). By the same token, he also respects people and their time, and it's not uncommon to hear him stop a gun statement mid-sentence if he senses the listener is not at all interested.
Experience Level: 8th level Gunfighter
Skills of Note: Speaks American and Spanish (86%), Detect Ambush (80%), Detect Concealment (70%), Find contraband (80%), Armorer(95%), Streetwise & Drugs (56%), Prowl (50%), Pilot: Hover Cycle (98%), Tracking: Humanoids (55%), Build Traps (59%), Pick Locks (70%), Forgery (60%),

Weapon Systems (75%), Lore: Demons and Monsters, Lore: D-Bees, Lore: Juicers, Lore: Psychics, Lore: Assassins. W.P.: Sharp Shooter: Automatic Pistol, Derringer, and Energy Pistols, W.P. Energy Rifles.

Combat Skills: Hand to Hand: Assassin

Attacks per melee: Seven, nine when using automatic pistols, derringers, or energy pistols.

Bonuses: +5 on initiative and quick-draw (+7 with all types of pistols, and +9 with derringers), +7 to strike, +8 to parry and dodge, +3 to roll with punch, knockout/stun on an unmodified 17-20.

Magic Knowledge: None

Psychic Ability: None

P.P.E.: 8

Weapons: Always carries his modified C-18 pistol (5D6 M.D., 200 foot/61 m range, 5 shots per clip), a 9mm automatic (2D6 S.D.C., 165 foot/50 m range, 11 shots per magazine), and two concealed Wilk's 210 derringers (1D6 M.D., 400 foot/121.2 m range, 3 shots per clip). Has access to M16A2 assault rifles and shotguns as well as old-style "dead boy" armor.

The Grand Knight

M.O.M. Converted Psychotic

The creature behind the killings is a deranged lunatic of a cult leader who calls himself "The Grand Knight," and insists, if they wish to remain among the living, that everyone call him by that name. Deterioration of his neural impulses from an M.O.M. enhanced lifetime has caused him to be plagued by frequent and random clairvoyant flashes that have left him quite insane. Early on, these flashes were infrequent and completely random. However, in time, the duration lengthened as the elapsed time between flashes grew steadily less. Furthermore, these images went from seeing random events to a focal point, a city, then a slum, then a distinct picture of a time and place. The very near future of the Chi-Town 'Burbs.

Over and over again, the Crazy witnessed the destruction of the 'Burbs and the gruesome deaths of hundreds of thousands of people, both human and D-bee life forms, by horrific demons and powerful explosions. The visions were so vivid he could actually feel the fear, anxiety, and hate emanating from the scenario. In a fit of desperation to halt these images, the Crazy gouged his own eyes out with a steak knife. But to no avail. He soon invested in a pair of cybernetic infrared camera-lens eyes. While the visions never stopped, he began to like the appearance his emotionless mechanical eyes gave him. Seeing more room for improvement, he had artificial, oversized shark-like teeth put in his mouth and his face muscles altered to give him a slight grin. He learned to smile once again. As the flashes persisted, he became more and more eager to find a cure for his insanity. He deduced that if the blood surging through his veins was causing his visions, perhaps the blood of a sane person would help him regain his sanity. At this point, he took his first life, and convinced of its healing capabilities, washing his face in the blood of a sane man seemed to cure his insanity... for the time being.

In his moments of clarity, the Crazy saw fit to fulfill what he believed to be his destiny. Seeing himself as a demon born to bring a hellish wrath down upon the residents of the 'Burbs, he would make his way towards Chi-Town, leaving a trail of mutilated bodies in his wake.

Luckily for the group, the Crazy does not use any type of modern weapons besides vibro-blades. On the same note, this can also make the person more of a threat. A silent killer. If the characters are all mortals, the Crazy will use S.D.C. weapons. If one or more character is an M.D.C. creature, the Crazy will use a vibro-saber or Katana.

Real Name: Unknown

Horror Factor: 12

Alignment: Diabolic

Hit Points: 56 **S.D.C.:** 96

Age: Looks about 26

Height: 6 foot, 5 inches (1.96 m)

Weight: 154 lbs (70 kg)

Attributes: I.Q: 9, M.A. 13, M.E. 21, P.S. 19, P.P. 19, P.E. 14, Spd 29

Disposition: A crazed man who sees himself as a demon. He is in search of a cure for his growing insanity and believes that through killing he can achieve mental clarity once again. His true identity and life was lost months ago after uncontrollable clairvoyant flashes plagued every hour of his days, driving him insane.

Insanity: Nighttime Complex; only stalks/hunts at night, hates music and musicians (affective disorder), and phobia of small woodland animals.

Experience Level: 4th level Crazy

Skills of Note: Prowl (60%), Climb (70%/60%), Acrobatics (+10%), Radio: Scramblers (55%), Electronic Countermeasures (55%), Tracking (50%), W.P. Knife, W.P. Long Sword, W.P. Blunt, W.P. Axe.

Attacks per Melee: Six

Combat Skills: Hand to Hand: Assassin

Bonuses: +2 on initiative, +4 to strike, +2 to parry and dodge, +7 to roll with punch, +2 to leap, +2 to back flip, +8 to S.D.C. damage.

Magic Knowledge: None

Psychic Abilities: Clairvoyance, Mind Block, Presence Sense.

I.S.P.: 26

P.P.E.: 16

Weapons: 3 S.D.C. knives, a vibro-saber or katana, and a crow bar.

THE OBERMAX Imperative

A Rifts® Adventure In 3 Episodes

By Kevin E. Krueger

The OBERMAX Imperative: G.M.'s Notes

This adventure is designed to be played either singly or as a larger quest, for beginning to mid-level characters. I've written it for 10-15 total experience levels, with average levels of 2-6 in mind. You may adjust this using the suggestions under each heading or sub-heading, or make up your own sliding scale to take care of it.

The OBERMAX Imperative is a study in what can go both right and wrong with genetic research. The characters are drawn step by step into a terrifying ordeal of bizarre proportions and consequences in their quest to find the ultimate reason behind some rather unorthodox happenings. Episode One begins under martial law in Chi-Town with the characters ambushing a wayward CS Mk V transport and its curious cargo, then immediately encountering something inexplicable in the form of strange dragonmen warriors. Back in Chi-Town, things grow ominous as their benefactor turns up missing. His fate is a grotesque, and grim one. But not before he fills in a missing peice of this growing puzzle.

Episode Two continues beneath the frozen streets of Chi-Town in a race to find the owner of the vial container. Along the way they'll tangle with the mysterious sorcerer Carathrax of Tower Nebh and his Grulluks, as well as meet some possible new allies, a secret colony of Mutant Rat deserters living under the city! Finally another piece of the puzzle is revealed, but not before yet another firelight, this time with the infamous Col. Avery Mayfair and a bunch of pissed-off Skullheads!

The final Episode of the OBERMAX Imperative deals with the horrifying secret behind OBERMAX and Mayfair's insane plan to drench the Xiticix Hives of Duluth with the stuff. The resulting chaos would set mankind in North America back at least 20 years! Now the campaign has grown personal as party members have been exposed to the stuff themselves. A final firefight in mid-air aboard a CS Skylifter APC, over the Hives themselves, brings the multi-venture to a thundering close.

Throughout is a continuous storyline which has been capped at beginnings and endings with suggestions for either single or multi-venture roleplaying.

I hope you enjoy playing the OBERMAX Imperative as much as I did writing it. This project gave new meaning to the word "deadline" for me, but I've recently been looking for a good excuse to drink a lot of coffee and stare for many consecutive hours at a Macintosh monitor. Enjoy, explore, and make a dream happen . . .

G.M. Pro-Tips

- Please read closely through an entire Episode before you run it. Each section of each Episode has a central focus in the form of combat, a physical challenge, or important information. The parts I considered especially relevent have been underlined, boldfaced or capitalized. In any case, I've found it most effective to familiarize myself with what's going on and WHY it's happening. This will speed up play and contribute to the willing suspension of disbelief.
- The OBERMAX Imperative has a number of vivid settings, designed to capture player interest. Do yourself a favor and do them justice by first reading through them, then visualizing them as fully as you can before you start the session they'll show up in. This will go a long way toward creating not only another roleplaying session, but much more. By using the graphic detail included, you can create something perhaps closer to a cinematic experience if you're careful!
- The supporting cast of these adventures are a colorful lot. The instigator of this whole brouhaha, Col. Mayfair, is a man balanced on a thin line between glory and a court martial for high treason. He is committed to this venture because he no longer has any choice. He's rolled the dice himself and now he must see this project through. Failure is NOT an option for him! This do-or-die attitude creates an incredible motivation for the character, causing him to take amazing chances to insure success. Bringing this manic aspect of Mayfair out is essential to the realism of the OBERMAX Imperative. Take a little time going over Mayfair's statistics and description to give yourself the best chance of bringing him to life.

Episode 1 Set-Up

Setting: The Chi-Town 'Burbs, Mid-Winter 103 P.A., Rudy's Rest inn, Around lunchtime.

The tangled, smoky streets of the 'Burbs are quiet today. Martial law was declared yesterday at midnight to run through midnight tonight. Any "non-essential personnel" are ordered off the streets, upon pain of death if they're caught outside. Skull troopers patrol back alleys and UAR-1 Enforcers keep watch along major boulevards and avenues with "weapons hot." Why? Nobody knows.

Your adventuring party has been holed up in an eastern zone 'Burbs inn since last night, (called Rudy's Rest), and everyone's getting antsy. They've played as many hands of cards, thrown as many darts, and drank as much as they can readily stand and the walls are starting to close in.

Game Masters, I suggest you roleplay a little of the setting, just to help relate the boredom (a few minutes in real time should begin to produce yawns). The characters can hear the sounds of marching boots and a klaxon calling out from time to time "Stay off the streets by order of our wise Chairman. Non-compliance will be dealt with harshly!"

The characters will be sitting around downstairs, staring dead-eyed at the bar clock ticking the seconds away when a frosted-looking human just passing middle age will stumble into the bar from the back entrance area. He looks both scared and ill, sweating profusely and shaking as though he has a flu. After a quick consultation with the barkeep, he'll turn towards the characters, then warily approach them.

"They call me Harold, that'll do for now." He'll say. "Big Rudy (the barkeep) told me you don't mind taking a few chances to earn a living, that true?"

Hopefully the characters will reply with a hearty YES! They're climbing the woodwork by now and should be willing

Breaux!

to get moving! If they say yes, Harold will sit and cautiously begin relating his idea.

"There's a Skullhead shipment coming in from the east," (he'll look around to see if that produces a response), "something being carried by special transport from the Federation of Magic into Chi-Town. I'm looking to take what's on it. I'll pay every one of you 25 large if you're successful, 5,000 each up front, any currency you name. You interested?"

Again, hopefully, the answer should be yes. Point out that leaving Chi-Town from this location to the east won't be overly difficult if the characters use a few precautions, and that much credit can go a ways. If the characters are resistant, DOUBLE the offer. If they still balk, DOUBLE it again! Harold is obviously anxious and will promise almost anything to assure this task is completed. Finally, he'll get down to details.

"The shipment is being transported via CS Mk V transport with two Light Assault SAMAS pilots flying close escort. There may be more back-up but we ... ah, I meant to say, I, don't know for sure. I've got a few toys out back to help you out, but that's all I can offer except for the money."

Harold will take the characters behind the inn where he has a beaten-up landvan parked in the alley with the motor running. Inside are 4 fusion blocks (3D6xlO M.D.C. each to a 10 foot/3 m radius), 12 large plasma grenades (1D4×10 to a 5 foot radius each), and a WI-40M "Fire & Forget" super-heavy missile launcher (from Rifts Mercenaries, pg. 105). All look to be well-used, but in good condition. The WI-40M has two super-heavy missiles, one on the rack and one in a special hardcase.

Harold will tell the characters they have less than 18 hours total to complete the mission (it's around 12:30 P.M at this point); any longer than that and they get no more money for the job. They are to meet him back at the inn where they met him, or leave word with Big Rudy the bartender.

The transport should be carrying a box or special carton (he's not sure which), containing three vials. These must be delivered to him by tonight or tomorrow morning at the latest. If the transport gets within 20 miles (32 kilometers) of Chi-Town, the deal is off. If the characters return empty-handed, the deal is off. If the characters decide to simply walk away with the vials, well, he cautions them in a strangely-haunted tone of voice that this wouldn't be a good idea ...

The characters can collect their deadly booty from Harold and be off in minutes. Getting out of Chi-Town will be a snap. Harold has told them the transport should be around 130 to 150 miles (208 to 240 kilometers) due east by the time they leave. If they move it, their deadline shouldn't be a problem (Author's Note: I'm not even going to touch *that* one).

NOTE: Questioning Harold about the vials' contents will produce only a sullen "Dunno, I don't ask questions about things which aren't my business. You might take that as advice."

Episode 1.1: The Transport Convoy

The characters will travel along an old, snow-brushed, dirt path east out of Chi-Town for 75-85 miles when they come upon a small group of humans, three men and a woman, sitting camped around a fire. Nearby sits a Big Boss ATV. It should be around 2:00 or 3:00 P.M. by the time they encounter this. There is nothing overtly odd about these people, (actually they look like a low-rent adventuring party), save that they seem to be looking back down the road to the east quite a bit. If the characters just go around them they'll encounter the transport convoy in about 30 minutes. If the adventurers hail the party, the woman will come out to meet them.

"Road's a bad gamble," she'll state vaguely. "We just came from Shiny Shore Landholding about a hunnert klicks from here, and there's some kinda Coalition parade comin' this way. Should be along in about half an hour I bet. Just a friendly word of advice . . ." The woman, Geri, and her friends aren't much more help than that

But the information should be all the characters need to complete their mission. Considering what they must face, the most obvious course of action will probably be an ambush, hence the explosive firepower they received from Harold back in Chi-Town. If they don't make that leap in logic, the G.M. might hint that a couple of fusion blocks planted in the roadway would be helpful in crippling the Mk V ATV. For the SAMAS pilots? Well, that's why missile launchers were invented in the first place.

Conversely, the characters could go for a diversion-and-strike scenario, or flank the roadway and come in from both sides, lay fallen logs or boulders to impede the Mk V, create quick vehicle traps (remember, they only have about 20-30 minutes before the tranport is in sight!) and so on. This is a stellar time for those with Demolitions and Trap Construction skills to use them. However they decide to proceed, the heroes will encounter the transport soon afterward, headed due west towards Chi-Town.

The SAM pilots are flying 50 feet (15 m) up, one 500 feet (152 m) ahead and the other behind the Mk V. They look relatively alert, tracking potential targets with their suit gunnery. One is also armed with a CTT-M20 missile rifle for back-up firepower. If one were to guess, this doesn't look like anything really important. I mean, you'd expect there to be a cordon of steel around something the CS really values, right? This just comes off like an ordinary troop transport rolling down the road, from Point A to Point B.

From here on out, the scenario should rapidly degenerate into a bloody firefight. There are only 8 Coalition Grunts inside the ATV, armored with old-style Dead Boy armor. If the characters have hustled a little bit and mined the roadway, it should be a matter of just wasting the whole lot before they know what hit them. The players should realize they'll need to slaughter them all, or at least tie them up and leave them. Any pilot or other soldier reaching civilization will make life very difficult for the characters!

If things progress smoothly, the transport and SAMAS should be a breeze. Well-placed explosives will blow the hydraulics on the APC doorways, causing them to yawn open, and kill at least 2D4 of its troops outright. If the explosives are set to hit the front of the vehicle, there is a 70% chance the forward missile launchers will detonate, blowing away the entire front end of the APC! Anyone left alive will be disoriented and easily eliminated. For parties of Good Alignment, the characters may simply opt to destroy any visual records in the soldier's helmets and tie them up.

Inside are two items of interest. First of all, there is evidence of "trophies" in the form of several Xiticix carapaces bolted to one wall. Although this piece of information is currently unusable by the characters, it will become an important part of the multi-venture scenario if that is played. Also is a container about

the size of a 2-gallon jug (weight: 11 pounds/4.9 kg), made of a reflective greenish metal, attached to one wall by a specially made latch. It can be easily unlatched from its holder but is impervious to any physical attempts to damage or destroy it.

The characters should be feeling pretty good with this raid, it wasn't all that difficult. But, as it's said, the "The best laid plans . . ."

Episode 1.2 Another Interested Party

Just as the characters step out of the APC with their prize, they are attacked! Not by CS troops, but by several bizarrely clad individuals! Each is dressed in form-fitting red armor and wear fantastic helms in the shape of dragon-heads. Each also has an interesting *golden medallion* (see below). They are armed with assault style ion weapons and exquisite swords.

Game Masters: See the end of this adventure for statistics on the Dragonmen Warriors. Vary the number of attackers to fit the threat level you think your party can handle. A minimum of 3 on up to over a dozen can show up, just keep the second fight relatively short (you have a ways to go with this adventure!).

None of these fighters (or anything they carry) will register on any sensors, it's as though they don't exist! The only way characters could know they are coming will be if one or more has the "Sense Magic" spell active, or some other magical sense. The warriors are most definitely interested in what the characters have taken and will gravitate towards it immediately. A vicious battle will follow, with the warriors evidencing an amazing physical prowess on par with juicers. They flip and leap around like ping-pong balls while striking with magical swords or hand-to-hand attacks which do mega-damage!

The truth is they do exist, but they're not in this fight to the death. When at least half of them have taken at least half their damage, they'll take off quickly. If any are killed they will fade from sight within 3D6 seconds along with anything they carry. Each has the ability to teleport away a distance of some 100 miles (160 kilometers), once per day, so they're pretty much out of the picture for now.

More importantly are wounded dragonmen warriors. Somewhere along the line it's important for one of them to drop his or her *golden medallion.* Each medallion is the size of a silver dollar, fashioned in the shape of a twisted snake, or so it at first appears. Any character with the Biology or Chemistry skill may make a roll at +20% to notice that the "snake" is in fact the symbol for the famous Double Helix, the DNA molecule itself! But it has been so highly stylized it would take someone with a knowledge of science to have any chance of discovering its secret. G.M.s NOTE: To move things along a little less realistically, but more pointedly, you may simply allow everyone in the party a percentage roll of a flat 35% + I.Q. attribute bonus (if applicable) to discover the medallion's secret.

Who are these guys? And what in the living hell are dragonmen warriors doing wearing these things? For that matter, why was a convoy, which obviously had something worth killing over traveling with such light escort? Some of the answers are waiting in Chi-Town.

The Green Metal Container

The container is an irridescent green cube with rounded edges, 1 foot (0.3 meters) on a side. Its top has a built-in, retractable handle. One of the four side panels has a 5-space digital readout and keypad, all of which are glowing arcane symbols. For those practicing mages, this is quite obviously a techno-wizard device. The other three sides have an 8-inch oval etched in silver. It seems that keying certain symbolic combinations should open the other three ovals and release the vials, but how this could be accomplished may be beyond the characters.

If they are able to open the container they'll find 3 beautiful, hand-etched, crystal vials, each containing a radiant golden liquid. They are stoppered with metal plugs, each of which has a tiny rune drawn on it. Attempting to open the vials without the appropriate password will inflict a 2D6 S.D.C. or M.D.C. shock to anyone holding it. Please see below under "What Is OBER-MAX?" for more information.

SECRET!: There is a micro-bug transmitter glued to the display panel which looks and acts exactly like the rest of the buttons. It will take a Detect Concealment or Electrical Engineering roll at -10% to discover it and that it isn't working precisely like the other buttons. Unless a character removes it, the device will continue to transmit its current location on a tightbeam signal for up to 5 miles.

Episode 1.3 Back To Rudy's Rest

It should be simple to get back to the 'Burbs. A light snowfall sets in only a few minutes after the characters are underway, but it isn't hard to find their way. If anything, the snow will erase their tracks to and from the kill-site, making CS discovery of their actions unlikely. NOTE: If the party decides to go back and visit their campfire friends (the adventurers from Episode 1.1), they will find them gone.

The heroes should arrive back in good ole' Chi-Town around dinnertime (5:00 to 7:00 P.M.), in plenty of time to meet their deadline and reap a generous reward. Ah, if the lives of adventurers were even remotely that simple! First of all, martial law is still in effect. Characters will have to sneak around to get back into the 'Burbs without arousing suspicion. In the distance can be heard what sounds suspiciously like a street execution. However, please don't make getting into town too difficult. You want your characters back at Rudy's Rest inn for the next part of their adventure. Just let them know that life is rough in Chi-Town these days and leave it at that.

Second, there's something amiss back at Rudy's Rest. Characters should arrive to find a dark pall hanging over it. There are only a handful of people clustered around bar tables, journeyers trapped here for the duration by martial law. Rudy casts a baleful glance at the characters when they come trooping in, then motions them over to the bar.

"Harold's gone." He'll state flatly. "He left word about two hours ago that he's going to his hideout, but . . . something happened, I don't—I think something went wrong."

Big Rudy doesn't know any more than that except the location of Harold's "hideout." A hundred credits will help Big Rudy remember where that hideout is, part of a little-used underground water treatment plant in the northern 'Burbs. The directions to get there are easy enough, involving a trek through the rear of an abandoned tire warehouse. Big Rudy seems very worried about Harold, but he can't afford to go out looking for him under martial law. And the deadline clock is ticking.

Episode 1.4 The Water Treatment Plant

The worn rear door to the tire warehouse (about 10 blocks north of the inn) opens with no problem under the characters efforts. The streets are now dark and filled with dry, blowing snow. Now and then a muffled figure scoots from doorway to doorway as SAMAS patrols drone overhead, spotlights sweeping the streets. Inside the warehouse it is also dark, smelling strongly of old rubber and diesel fuel. The entrance Big Rudy described to the water treatment plant complex lies behind a large stack of solid rubber tires in one corner. There is a a rusted iron grating that looks as though it's solidly bolted to the wall, but it's actually on hinges and opens to the touch.

However, something about the grating is strange. There is a clear, mucous-like substance coating parts of the portal, impossible to miss by even the dullest perception. It smells like vinegar and something far worse. Any mages in the party may recognize this substance as a kind of ectoplasm, but it's unlike anything they've ever encountered. Beyond the grate is a 4x4 foot tunnel leading 20 feet (6 m) to another such grating, which opens into an unused iron stairwell. This leads down, turning 3 times, until characters can hear sluggishly flowing water.

Below (about 30 feet/9 m) the streets of Chi-Town is a narrow sewer cistern, rimmed with a thin layer of ice in spots. The passage is only 10 feet (3 m) high, 6 feet (1.8 m) across, and flows southward, towards the ziggurat. There is a narrow, 2 foot ledge with obvious signs of passage over the years, leading in the direction of city-center (southwards). If the characters check to the north, they'll find no signs of passage and the tunnel ends in a series of small (1 foot diameter) pipes from above.

To the south, the tunnel winds back and forth, occasionally fed by the smaller 1 foot pipes. After only 100 feet (30 m) or so, there will be more of the ectoplasmic gunk smeared along the tunnel wall as if someone had brushed against it. After another 50 feet (15 m), the tunnel will open into a large room and the characters' next surprise.

The Treatment Plant Cistern

The room (measuring 50 feet wide, 110 feet long and 20 feet high) is ringed by a 3 foot catwalk grating at the characters level and another one set 10 feet above them. Six large, cracked lights overhead afford a dull glow, shrouding the room in velvet shadows. There is an entrance in the form of an iron door set on either side, halfway along the room, on the upper catwalk. They are accessable by metal ladders to the left and right of where the characters enter. The interior is taken up by the cistern itself, a pool 6 feet (1.8 m) deep and full of vile, brackish water. The filtration system is set underneath the water, two rusted gratings on each side of the room, which lead 50 feet back and through three water filters each. There is no sound of generators at work. The plant is quiet.

Somewhat more to the point, most of the room's entire volume is choked with an eerie blue, spiderlike webbing! The entire left wall, bleeding 2/3's of the way into the cistern itself, is full all the way to the gloomy ceiling with the stuff! The webbing is sticky (P.S. 18 + human strength to push through it, and has 50 M.D.C. per 10x10x10 foot cube) Movement can be noticed immediately to the left about halfway (55 feet away and 10 feet up), among the webbing. Any spotlights shown on the area or lowlight sensors will pick up two disgusting figures crouched among the webbing. Without preamble, they will begin scuttling towards the characters to attack!

The Beta-9's

These creatures are Beta-9's (see the description and statistics of Beta-9's which follow the adventure.) Each is rather nasty, possessing a number of interesting and deadly abilities. The characters won't be able to talk to them or reason with them in any way. If they don't fight, they'll have to run! Assuming they stand their ground, this will quickly turn into a pitched battle. The Beta-9's will fight to the death with vicious abandon, giving as well as they take. Hopefully, the characters should be able to get off a couple of shots before they close (at least one free shot or action for each character before the abominations close with them).

However the battle proceeds, eventually the Beta-9's will lie dead. After this happens, please read the following description. "You watch in horror as the two monsters begin to rapidly dissolve! Nothing you do seems to stop it and the process is unnaturally rapid. In a handful of seconds, the bodies fizz and foam and disappear, leaving nothing but clouds of nauseating blue smoke. Then you'll all notice some movement among the webbing near where they were originally spotted. There's some kind of large, human-sized cocoon up there and it's moving!"

In seconds, the cocoon hatches, revealing nothing less than a sticky version of the Beta-9's! But this one is in no condition to attack anything. Observation will quickly reveal the sad, twisted features of none other than Harold! He's in very bad condition. Game Masters: It's important the characters don't kill Harold. He has something important to relate. I suggest you play up the pathetic and sickened aspect of the character. He looks, even from a ways back, as though he's dying. Any characters getting near him will receive the following soliloquy.

"So it ends." The Harold-creature will cough up an oozing bile. "I was hoping you'd arrive in time, but it's too late for me now. Not your fault, the OBERMAX was too advanced in me. I was just desperate. You can understand that, can't you? I won't be paying you anything more, but don't be too disappointed. If you have the vials you can still make a credit or two off them." He smiles a terrible smile through glazed eyes. "Just don't let Mayfair get them or you'll end up the way I did! I . . ." And his head sinks in silent death.

In seconds, Harold goes the way of the Beta-9's for he is, in the end, one of them. The characters are left with their container and its 3 vials, and no extra money for them. In addition, they have (possibly) committed the multiple murders of Coalition soldiers. And what in the world is the OBERMAX? Life's beginning to look grim, but there's a bit more to go.

Episode 1 Single Adventure Ending

If you want to play the OBERMAX Imperative as a single adventure you can use this ending, otherwise use the ending below to continue with the multi-venture. In this ending, there will be a rucksack laying about 10 feet from Harold's cocoon, tangled in the webbing. It's easily retrieved and inside reveals a C-20 laser pistol (Coalition War Campaign, pg. 90), a scarred diary and a hypodermic carefully wrapped in clean cloth. The pistol is brand new and has two e-clips. The hypodermic is sterilized and empty. The diary is written in a hand which shows progressive

trouble in legible writing throughout its course. The diary contains a day-to-day description of a life suffering with something called the OBERMAX, a magical transmutation agent designed to alter DNA sequences through powerful alchemical means. The following passage can be read to the players.

". . . 12/25/103. Carathrax has injected me with the OBERMAX. I can feel it working already, filling me with itself. Mayfair will pay well for it, the dirty bastard! His career would never have improved without it, but he's playing a dangerous game. If Joseph or Underhill suspect anything, they haven't come down on him yet. Mayfair's a clever devil. How he convinced them to impose martial law is beyond me, but it looks as though he'll shut the city down for a day to transport his precious cargo under their noses.

"I sometimes hate this world, hate living. Maybe the OBERMAX will make me a god as Carathrax has said. Don't trust him or his dragonmen either . . ."

". . . 12/28/103. It's happening! Can't go out now without covering myself, I'd be shot as a D-Bee. **Maybe the Banker will buy what I have left over, if only I can find a group stupid enough to take the risks.** But I have to stop Mayfair somehow! I've looked everywhere and time is running out for me. Maybe Big Rudy knows someone, I'll try him tomorrow . . ."

— Journal Ends

The characters will find the "Banker" easily enough; a cultured rogue (7th level Smuggler) willing to take the OBERMAX off their hands for 50,000 credits. Afterwards they might want to blow town while the CS investigates the Mk V APC incident!

Episode 1 Multi-Venture Ending

In this scenario, the characters will go through the same sequence of events as in the Single Adventure Ending, but the portion of Harold's diary marked in **boldface** isn't there. The characters aren't sure where to get rid of these weird vials! Not to worry, that's coming up in the next adventure!

Episode 2 Single Adventure Set-Up

Those just beginning the OBERMAX Imperative do so through an inexplicable occurence. While staying in the same inn as is discussed in the Episode 1 Set-Up, one of the characters unexpectedly discovers the green metal container in his room with a note which states "Can't go on anymore, too sick. OBERMAX is a fraud. You must take this container to Descartes at the old water treatment plant by midnight. Mayfair will be after you so be careful! And one other thing, you may already be infected. I don't know what its capabilities are." The note will simply be signed "H." There's a crude map of the entrance to the water treatment plant via the old tire warehouse.

The characters should proceed to the warehouse to find out what's going on here, but if they don't, have a few Dead Boy troopers show up looking for the OBERMAX. They are obviously not interested in discussing a peaceful hand-over, but in destroying the characters! Simply dropping the container and running isn't going to be enough, the characters will have to resolve the situation or face constant attempts on their lives.

IMPORTANT Game Masters: It is imperative that the characters have the container with them in this Episode, it's crucial to the storyline. If they seem unwilling to take it along in locating Descartes, remind them what the note said, that the individual reading the note (possibly others nearby?) may already be "infected!" They'd better bring this stuff with them or risk the unknown and maybe-dangerous effects of exposure to a substance which may prove capable of providing an anti-body for itself.

Back to the water treatment plant! Instead of Harold being attended by other Beta-9's, in this scenario he's by himself in his opened cocoon and dead by the time the characters arrive. Please refer to the Episode 2 Beginning below to proceed.

Episode 2 Multi-Venture Set-Up

The characters have found out a few items of interest, namely that OBERMAX was responsible for Harold's death and that he feared someone named "Mayfair." Also that someone else named "Carathrax and his dragonmen" were probably responsible for the untoward attack back at the APC (was that only a few hours ago?). There is also the hypodermic and the vials inside the container. Was Harold planning to inject himself with more OBERMAX? Now the characters will never know, but they should be getting a bit worried. They have a hold of something capable of producing beings like Harold, and that's a little more important than simple Earthly concerns right now. What to do?

IMPORTANT Game Masters: It is imperative that the characters have the container with them in this Episode, it's crucial to the storyline. If they seem unwilling to take it along in locating Harold, remind them that if they have to go back for it, they're taking the risk of traveling through streets under martial law not once, but twice! Their chances of getting shot will drastically increase if they have to go back and return with the container.

Episode 2 Beginning

Here's where the players need one more piece of information to make things fall into place, and they'll get it soon after finishing up with the dissolved Harold. From up on the right wall, the metal door on the upper catwalk begins to open! A tall, lean figure will step through the doorway, spot the heroes, and bolt in terror!

What makes this encounter so unusual is that the individual isn't human, nor is he a Beta-9. He is in fact, an anthropomorphic mutant rat! His inhuman features will be visible even in the dim light. Those with lowlight sensors will see him quite clearly. He wears shreds of custom-tailored Dead Boy armor and carries a C-14 Fire Breather assault laser/grenade launcher rifle.

One hopes the characters will have the foresight to follow the rat! They don't know if there are others with him or how they'll react to the news that there is a group of heavily armed individuals tromping around down here! If the players seem unwilling to proceed, mention that the mutant seemed to be wearing a *golden medallion glinting in the dim light of the ceiling bulbs, one shaped like a DNA molecule.* That should get them going!

The doorway leads into a narrow access tunnel which goes straight for 50 feet (15 m), then ends in a metal ladder leading up to a rusty, iron trapdoor. But the rat isn't there, besides the trapdoor has a chain wrapped around a stout lock. Where did the bugger go? A quick search will reveal a 3x3 foot (.9x.9 m) metal panel set at floor level a few feet behind where the characters are standing. Moving the panel aside shows a slimy tunnel leading down at a 45° angle at least another 200 feet, maybe more. Time to slide.

The shaft ends in a crumbling cave only 8 feet (2.4 m) above the floor. As it happens, the characters won't have far to chase the mutant. In his fear, the rat has already managed to hobble himself sliding out of the shaft, bruising an ankle. He'll be moving at about 1/2 his normal movement rate after that incident. This mutant rat's name is "Descartes," and he's one scared boy right now. When the characters bear down on him, he'll turn to fire, but trip under his own forward momentum and end up scouring a laser burn in the roof of the cave. After this he'll surrender immediately and beg for mercy. He'll promise to help the characters, especially if they have the container of OBERMAX visible on them.

Episode 2.1 Shadows Under Chi-Town

Descartes will take the characters through a series of dry, cracked and broken sewers of great antiquity (they are now around 70 feet/21 m below the water treatment plant and at least 100 feet/30 m below the Chi-Town city streets). These tunnels don't resemble the sewer system above, and are far older. Experienced or knowledgable characters will recognize these as nothing less than Pre-Rifts structures! And sure enough, after a few windings there is a rockfall leading up 10 feet into the dusty streets of ancient Colfax, Illinois! They stretch to all points of the compass, ending in silent shadows to the limits of armor sensors. Above them, 25 feet up, is a uniform M.D.C. duracrete ceiling which stretches for blocks in all directions.

The characters are directly below the Chi-Town ziggurat.

If your players don't catch this, drop a couple of hints. If it isn't yet evident, your characters are now engaged in something extremely cool. Give 'em a killer description! The tops of crushed buildings support the ugly foundation of the ziggurat (perhaps a fitting testament to the Prosek dynasty), none higher than six stories. Streets are clogged with dank piles of emulsified rubble. Rebar juts menacingly at crazy angles from it, making travel a careful thing to avoid cuts and gashes to armor and self. It looks as though this section of old Colfax was somehow sunken or undermined, long ago, and the ziggurat sets on the tops of the buildings for support. It is quiet and somehow very sad down here.

Descartes limps along, leading everyone through this silent monument to the past while keeping a wary eye out for anything dangerous. He'll explain that he was friends with Harold. Harold was supposed to have contacted him a few hours ago with word as to whether he had the OBERMAX or not, but he never showed up. Descartes finally went looking for Harold, and the water treatment plant was the first place he'd gone. It seems to bother him that the characters are in possession of the container. If asked about it he'll just shrug and say "I guess Harold didn't trust us in the end, can't blame him. I mean, would you trust deserters?"

The players should like Descartes, he's a likable guy, and somewhat of an anomally in mutant rats. He's of Good Alignment and the characters should be aware of this from the way he speaks and acts. It's clear also that he has suffered recently. He looks haggard, even for his species, and frightened. After 10 minutes of slow travel, Descartes will lead the characters to a newer tunnel, made completely of metal.

This tunnel is the crux of this part of Episode 2, designed as a physical challenge for the characters. Descartes tells them it's got sensors and automatically tracking lasers to keep it cleared. Skull troopers use it from time to time to patrol this lower world. Destroying the sensors or weapons will only bring down a swift reprisal from the Coalition military. He knows the tunnels so well that he can travel them without fear, but this knowledge can't be completely transferred to the characters. They'll have to do their best. The only way to proceed is to run it!

Here's where you really wish you had a jetpack. Characters capable of sustained speeds of greater than 45 (31 mph/49 kph) won't have a problem. They'll still have to roll vs P.P. attribute three times at -5 to get through without tripping, stumbling etc. Those with P.P. attributes of higher than 25 have automatic success unless they roll an unmodified 20. Those using power armor or jetpacks will have to roll three times versus their piloting skills for success.

If any rolls are missed, the laser nearest them will get a lock and fire. These can only be dodged with the *autododge ability*. Using a dodge to avoid the blast will only slow the character down, allowing the weapon system another opportunity to fire! Roll for the weapon, it's still possible for it to miss. But any roll higher than an unmodified 5 will strike the target, delivering 5D6 M.D.C.

Beyond the lasers are heat grills set in the floors, walls and ceilings. The characters must carefully walk, crouching, through the area or activate superheated coils which will radiate 3,500° blasts of exhaust (routed from Chi-Town's below-ground incinerators) from all sides. It will take another two rolls (versus P.P.) for individuals attempting to navigate this section. Anyone caught in the exhaust will take 3D6 M.D.C. to ALL parts of themselves as they are smothered in super-heated flames!

Past the heat grills, Descartes climbs a short iron stair and turns into a shadowed hall some 30 feet (9.1 m) across and 70 feet (21.3 m) high. This is a major access tunnel to various blast doors in the base of the ziggurat. Characters will have to stay away from these to avoid being recorded on video cameras, but Descartes will point that out so it shouldn't be too tough. The hall stretches the length of 4 football fields, around 1,200 feet (365.6 m). A line of lamps hangs from the ceiling around 55 feet up, spaced 50 feet from one another the length of the hall. Shadows cluster thick here as well. Descartes warns them that mutant rats aren't the only denizens living down here. This giant hall is accessed from above by "unliving creatures" from time to time.

Game Masters: What Descartes and the characters don't know is that these are ghouls. And not just any ghouls, but the tortured souls of those put to death by Coalition Death Squads! They've found a way into this long hall through the ceiling and enter from time to time to check out the possibilities of a light snack.

The Ghoul Pack

Halfway through the room, disaster will strike. A pack of hungry looking ghouls will be seen flanking the characters from overhead, crawling like spiders along the roof sections among the lamps. There can be from 4 to 24 ghouls depending on what you think the party can take. They are vicious creatures and will fight savagely until they've taken 75% of their M.D.C., after which they'll flee at top speed back through the crack in the ceiling.

By now the characters' actions are definitely a matter of camera record! They will have to move out the other end of the hall and through another crack in the foundation. Beyond is what looks like a buried office building. Descartes winds through this for another 5 minutes, moving quickly now. Soon the characters come out into a 40 foot high room, shaped in a crescent outwards. The far wall is composed of broken glass hanging in huge metal panels. The floor is made of dusty marble, cut in appealing patterns.

Beyond this is a rubble-strewn street and a set of cement steps leading down 20 feet below the ancient city streets. A small subway stretches off north and south, fronted by a very large (40x100 foot) platform. Here, a dozen creatures exactly like Descartes turn at the approach of the characters. Signs of habitation are evident. Descartes will turn and smile ruefully to the characters.

"If we knew you were coming, I'd have put on the tea."

Episode 2.2 The Skull

At Midnight/The Coming of Carathrax

This tiny camp represents one of the few attempts by the Coalition to work with mutant rats as soldiers. This group began to question the authority of their CO almost immediately. They ended up deserting a few months ago with the help of a smuggler named Harold. He was the one who brought them down here and helped them get some provisions (while charging them, of course).

As the characters relax for the first time in a number of hours, have them get to know the deserters. They all have names like "Neitsche," "Hume," "Aristotle" and "Plato." It will be immediately plain that not all of them are as friendly as Descartes, when of a small fight break out over whether or not to give the characters anything to eat. Some of the rats glare at the characters with obvious ill feelings, while others just ignore them. A couple, Freud and Skinner, will offer the characters a can of stew and some military rations. They aren't great, but the characters have been going pretty much non-stop for 8-9 hours by now and might appreciate a bit of a bite.

After the meal, Neitsche and another rat, "Chauvan," will begin questioning the characters rather pointedly about what they're doing here and what has happened to Harold. He was to get them out of here and provide passage south to El Paso or maybe even further. They knew he'd been sick but they are leery of anything the characters say about Harold dissolving (or disappearing in the case of the **Single Adventure Set-Up).**

The Softening Crew

Just as this discussion is beginning to grow personal and a bit ugly, something's going to happen in a specific way and it is VERY important you implement this sequence. As hands are beginning to steal quietly towards concealed weapons, there is a pounding of heavy feet from both up and down the ancient subway tunnel. The rats will instantly race for the stairs at the far side of the platform, while drawing what weapons they have.

But it will be a tad too late.

Neitsche, (its got to be Neitsche! His influence with the others of the pack is essential to the storyline!), and probably members of the group, will encounter a giant creature stomping its way out of the tunnel, half-filling it. The steps are now shaking the ground slightly with its 7 tons of bulk. This is a Drulluk. Please refer to the section following the Episodic descriptions for complete statistics on Drulluks. The monster will gravitate toward Neitsche and reach for him with two of its four grasping appendages.

Game Masters: *These are the creations of Carathrax of Nebh Tower. There are only two Drulluks here (he has a dozen back home). They were extremely difficult to import from the Federation but Carathrax thought it worth the effort. They have tunneled their way into the underground city from miles outside it, filling in the earth behind them as they went.*

Here it is important for an action to be taken. Neitsche is in trouble. With characters of Evil Alignment, it may be tempting to let him become Drulluk-chow, after all, he's been confrontational and suspicious (as are most mutant rats). However, he's also an obvious influence over Descartes and the other rats. It might be more effective to spare his life if possible, and what more effective a way to control him than to gain his confidence by saving his worthless hide?

That's the attitude I'm trying to get across, with evil being the toughest to justify the act, we need to **save Neitsche's life** somehow. But it has to seem natural and seamless so that your players get the feeling of having made the decision themselves. That it was the ONLY thing to do at the moment. For this reason, please familiarize yourself with the statistics and capabilities of the Drulluk so that you can play the creature's actions and reactions smoothly in the session.

So someone, or several people, can leap in and save Neitsche. Maybe they shoot the Drulluk, or magically affect it, or pile into it vibrosword-first. However they attack it, the incident will serve to divert its attention for the crucial second it will take for Neitsche to cut and run, and that is what we're trying to do. Any fighting subsequent to this act is irrelevant except to kick a little ass and have fun.

NOTE: The Mutant Rats flee in terror from the Drulluks! They'll scatter to the four corners of the globe when the Drulluks show up. But don't worry, you haven't seen the last of them by a long shot!

The Drulluks are here to soften the charcters up and will attack them continuously until taken down to 50% of their M.D.C. Then they'll smash through the nearest wall in a geyser of earth and disappear downwards. Whenever this happens, Carathrax will appear.

The Big Entrance

Wherever the characters happen to end up by the close of this battle, Carathrax will appear before them. The special effect for this entrance is that the alchemist rises as a pillar of man-shaped rock from the street or building floor, to his full 7 foot, 7 inch height. Then the rock man *shakes itself,* and the rock drops to the ground, revealing the mage.

His robed arms will raise to either side of his lean physique, pulsing with psychic energies.

"I'm here for what has been taken by trickery and deceit! You will deliver it to me, *NOW!*

The thundering Word of Command will shake every character's nervous system (unless a robot or extremely alien being), requiring saving throws at -2 vs psionics for everyone within 50 feet (15 m). Anyone failing is caught in the enchantment and

will do what Carathrax mentally commands them to do. If the individual carrying the green metal container is affected, he instantly jump to obey.

It looks bad for the characters here. Carathrax has an Invulnerability spell operating, making him impervious to non-magical assaults. The enchanter wears a psio-mechanical helm which protects him from mind control and other attacks, and carries M.D.C. weapons to conserve his magical power. He can defeat the characters with little trouble at this point, and after all, why bother fighting for this stupid container anyway, right?

Wrong. At this point the army shows up.

Episode 2.3 Col. Mayfair, I Presume?

Col. Mayfair announces his presence by firing in ambush at all and sundry from several nearby positions. His troops (which will vary from 8 to 30 or more depending on how much you think can beat your party, not what they can take) are shooting Carathrax and the characters with virtually no discrimination whatsoever. Mayfair's brought these forces with him:

2-8 FASSAR-20 Skelebots with DV-213 robot variable laser rifles.

2-6 Terror Trooper power armor commandos with CTT-20 missile launcher rifles.

3-10 Soldiers in CA-6C Armor with C-29 Hellfire heavy plasma cannons.

2-5 Death's Head SAM's with C-40R Coalition SAMAS rail guns.

1-4 IAR-5 Hellfire Combat Robots(!)

Considering the characters' average effectiveness, this should prove to be an overwhelming threat, especially if you go with the higher end figures. The troops close in from all sides, SAM's flying near the ceiling to contain stragglers. Another firefight will undoubtedly erupt between the characters, the frustrated Carathrax, and the troops. Fireballs and mini-missiles will detonate together and the underground world will light up like Christmas!

Not only that, but by some amazing coincidence, the ruins of downtown Colfax have been considerably weakened over 300 years of supporting the ziggurat. By this point, Mayfair is already beginning to lose control and he'll stop at nothing to retrieve the container of OBERMAX. He's ordered his troops to destroy everything, take no chances, for he realizes his puny earthly weapons cannot affect the container. Everything else is fair game, light 'em up!

SAMAS will drone overhead, flying at insane speeds and angles through the low ruins, firing on the fly at the characters. At one point, a solid hit from one of the characters (25 or more M.D.C. in a single attack) causes one of them to veer off course and slam brutally into the side of a building, causing brick to fly! He'll spin a couple of times, then stabilize himself and turn back toward the battle. He'll raise a hand and wave to show everyone that he's alright, then his fusion powerplant will detonate with unbelievable force. The soldier disappears in a sphere of intense light 30 feet (9.1 m) across and is gone.

Terror troopers will unleash volley after volley of mini-missiles at the adventurers and Carathrax. Lines of flaming explosions rock the foundations of the ziggurat. Soldiers are firing plasma cannons and robots are separating building tops from building bottoms. After a few actions of this nonsense, Carathrax finally leaves in disgust, disappearing into the earth as he came. The characters are trapped and quickly getting their fundaments handed to them. Finally, a signal is given and the fire lets up. Smoke floats through the air, carrying the stench of melted metal and burned stone.

The troopers don't retreat, they keep their weapons trained on the characters' position(s). That's when Mayfair at last steps up, surrounded of course by his FASSAR-30's. He'll make the following speech.

"I don't really know who you all are, which is probably good for you, but I'd like my vials please. You see, I have important things to do with them. Come now, I know you can't harm them, let's get this over with!" If the characters just slide it out, skip to the next part of the episode. If somebody gets cute and tries hiding it, have Mayfair's goons physically overpower and capture a character to use as a hostage. If the container isn't retrieved and brought forward within a very short period, the character will be put to death!

However it comes down, it is important the characters eventually hand over the container. If it looks as though they'll try anything tricky, the CS soldiers will just close in and take it by force if they can. In the end, Mayfair should have possession of the container. Now it looks very bad for the characters! The forces begin retreating, releasing the characters and backing away. Weapons are coming up with the obvious intention of destroying the beaten and demoralized adventurers.

The Cavalry Arrives

But at the last possible second, the one where everyone thinks they'll be rolling up new characters, a blistering volley of fire from overhead tears into the massed CS soldiers! The Mutant Rats are back, led by Neitsche! They pour fire into the soldiers, driving them back and allowing the characters to dive for cover! By the time the troops begin firing at the characters again, they should be under cover and have their weapons back. Under the combined firepower of the characters and the 12 mutant rats, the Skullheads will retreat!

Episode 2.4 The Secret Plot Revealed

Time for a piece of news. Neitsche will say that he intercepted a transmission from Col. Mayfair to the State Landing Grid LZ-4021, 2 miles east of Chi-Town. The rat shrugs and relates that Mayfair said something about ". . . the Skylifter." He has a recording of the conversation which is jangled, but audible for just a few sentences. Here is that transmission:

". . . (white noise) . . . at Landing Grid CS-40 is a roger, Col. Mayfair, awaiting your arrival. Yes sir, the unit is in place. I was wondering just what that was for . . . no, no sir, I'm not questioning my orders! I'm sorry, sir, I hope this won't be reported. Yes, yes, thank you, Col.! Yes sir, the unit should cover at least that great a surface area, the tanks are 200 gallons each. I . . .(message fragment ends in static)"

Carathrax Returns!

Just as the characters are digesting this, Carathrax re-emerges for a final time. He's got a speech to make, so he'll play nice with the characters this time. It should be made clear to the players that Carathrax is here to parlay, not fight. His speech follows:

"Put up your weapons, you don't need them now! It seems the OBERMAX is beyond my reach yet again, and now the stakes have grown higher. Do you known what the serum does?" The characters should probably answer either "no," or that they've seen some of the results of it, (if they played the first Episodes of the OBERMAX Imperative). Carathrax continues.

"It's a transmutational agent, for use in tiny amounts under experimental conditions. I was duped, you see? By Harold, of all the cretins! But he and his conspirators have paid for their foolishness by now, I'm sure. OBERMAX," he'll turn to eye them all, ". . . transforms whatever life it encounters, even extraterrestrial, into something else, something it is perhaps capable of becoming. Harold and his lot were Beta-9's, hardly worth mentioning I'm afraid.

"Here's the rub," the mage will spread his arms in a very human shrug. "Mayfair is going to do something with it I can't even begin to imagine! Whatever it is, he doesn't know what he's doing! He could create monsters beyond his worst imaginings with OBERMAX! Beyond *your* worst imaginings . . .!" He talks slowly to let the meaning sink in. "And another thing, anyone handling that container is now potentially at risk of transmutation. I highly suggest you find that container and return at least one of its vials intact. Both you and I may need it now!"

Now the characters will know about Mayfair's transmission to the Landing Grid and the presence of "the unit," whatever that is. But they know that he's "arriving" there, probably to board the Skylifter. Anyone familiar with CS vehicles will also know that a CS Skylifter APC is a giant robot flying vehicle, capable of long range and considerable payloads.

Carathrax will disappear into the floor again after this speech, this time with a thoughtful look on his rocky features.

Neitsche's Suggestion

Neitsche speaks up, "We'd like to help you get back your item. You saved my life and I owe you that. I know where that landing pad is, we could be there in 20 minutes if we move!"

The characters should be anxious for this since one or more of them may be infected with traces of this transmutation agent. If they seem hesitant to believe this substance could penetrate armor, etc., remind them that it isn't man-made, but a magical substance with properties they can't begin to imagine, formulated in conditions which require senses human beings don't even possess! Who knows what this crap can do?

Neitsche will lead them all along a tunnel which ends in the Chi-Town sewers and finally comes out in a cellar in the outer eastern 'Burb zones.

Carathrax Reprise

From there the characters will strike a piece of luck in the form of a completely empty and unmanned Coalition Mk V APC just sitting in the nearby street! Stuck to one door is a message in American which reads "The crew will awake in less than two hours time. Good luck to you all." It is signed with a flourishing "Carathrax/Tower Nebh."

The crew, 8 individuals, are sleeping peacefully in the APC. They are wearing old-style CS Dead Boy infantry armor (80 M.D.C., weight 18 pounds/8.1 kg.). The characters can easily don said armors and tie and stuff the sleeping beauties behind a few crates in back. The mutant rats will don uniforms and hide their features under helmets as best they can. Each soldier has a C-12 heavy assault laser rifle and a C-18 laser pistol as well as 2 concussion hand grenades (heavy high explosive, 4D6 M.D.C. to a 6 foot (1.8 m) area). Each also has a vibro-knife in a boot sheath.

Finally, one of them carries a plastic ident card worn on a thin metal chain around his neck. It will be very visible and of obvious importance.

The aforementioned crates are labeled "LZ-4021/Mayfair." A happy coincidence? Perhaps, but with Carathrax one can never be too sure. Finally a stroke of good luck! And it's just what the characters need to finish this Episode. Anyone with Tanks & APC's skill can drive the vehicle, or anyone with a ground vehicle piloting skill at -30%(!)

Episode 2 Single Adventure Ending

State Landing Grids & LZ-4021

This State Landing Grid is one of a dozen military oriented landing fields scattered around the Chi-Town area. This particular SLG is SLG-12, located some 2 miles (3.2 kilometers) east of Chi-Town. It is surrounded by a 30 foot (9.1 m) duracrete wall with computer-controlled gunnery platforms every 200 feet (61 m) along its considerable length. Inside it measures 1,500x3,000 feet. Longer landing strips are rarely necessary with Coalition military vehicles capable of VTOL style travel.

The gates of the wall surrounding the LZ will already be opening as the APC rumbles up. A quick check of the ident card and the characters will be inside the Landing Grid area. As long as nothing goes wrong, the characters should be pulling up to LZ-4021 minutes after passing the gates.

The centerpiece of the compound is a radio antennae-encrusted control tower rising 250 feet above the landing fields. The fields are scorched duracrete, measuring either 100x100 feet, 200x300 feet or 300x500 feet. The smallest pads are in fact, on M.D.C. steel gantries which can retract into the ground. Each has huge numbers painted on it and the pads are also equipped with concentric traffic beacon lighting. These will begin on the outer areas of the pad and light their way inwards, providing a highly visible target for landing aircraft. For reference sake, this SLG handles LZ's 4000 through 4100.

Game Masters: Beneath the surface is a maze of service tunnels and repair facilities, 100 rooms on two underground levels. Technicians and repair personnel work here round-the-clock, keeping vehicles serviced and ready for flight.

Among and around the pads up top, technicians and laborers, soldiers and pilots, stand in conversation or are engaged in busy activity as the case may be. The characters can now see LZ-4021 clearly and its tremendous burden, the Skylifter. More amazingly, the characters are being waved aboard the thing by several CS troops! I've used the word "hopefully" a lot in this adventure, but *hopefully* the players won't look a gift-APC in the mouth and drive that big sucker aboard with no problem.

The Trojan Horse

Your characters are now inside the modern-day equivalent of a Trojan Horse, with all the advantages that implies. First of all are the weapons on the Mk V transport itself. With its missile launchers and gunnery it can decimate sections of the Skylifter from *inside*, blow tremendous chunks of its interior away, crippling the giant vehicle in a blistering hail of fire. Or the charac-

ters may opt to simply walk among the crewmen on the APC until they find out where the container is being stored.

From here on out things get intense. Mayfair is caught off guard in this scenario. He hadn't counted on Carathrax's continuing interference. Another bloody firefight will ensue, either through use of the APC or by going out on foot. Mayfair will definitely get away in this ending, but his career as a glory hound is over and he'll have to flee the Coalition States completely for his treasonous activities.

The characters can retrieve the container and probably drive the APC out the front gates in the confusion. They'll have to stash it quick, but if they don't stay with the vehicle for more than 5 minutes after the event, their capture will be unlikely. Eventually they can give the container back to Carathrax by traveling to Tower Nebh (but that's for another adventure!)

Character Rewards

Those playing this second Episode may opt to sell off the suits of armor, weapons and other goodies they got from the APC. Each suit of armor can be pawned for 15,000 credits, each rifle for 10,000, each pistol for 5,000 and each vibro-blade for 2,000. There also may be stolen equipment from the Skylifter APC to pawn, but that's for you to work out. In any case, this should be sufficient reward, for now.

In the case of playing up to this point, the characters may opt to sell off the container to anyone they run across. This wouldn't be a great idea since each character in contact with the container stands a flat 30% of becoming infected with the OBERMAX to varying degrees. Please refer to the heading "What is OBERMAX?" below for more details on this.

Episode 2 Multi-Venture Ending

The multi-venture ending is similar to the single adventure ending in that the characters are now aboard an APC headed for the State Landing Grid. They will be allowed into the field just like the first ending, but this time, something has changed. The crates in the back of the APC do NOT say "LZ-4021/Mayfair," but are for some other cargo. As they near the LZ, they will see something they'd rather not.

The characters are simply too late to stop Mayfair! They watch in horror as the massive vector jets of the Skylifter roar to life, the nearby ground shakes, and the vehicle lifts with ponderous grace into the air. What is Mayfair up to and how are they going to get the OBERMAX back? Answers in the next adventure!

Episode 3 Single Adventure Set-Up

It's mid-winter. The characters are sitting at Rudy's Rest in the Chi-Town 'Burbs when a group of 12 Mutant Rats, all dressed in Coalition Dead Boy style armor, storm the room. They will immediately close every door and window, securing the lower level, then look around for someone they call "Harold." The characters will have no idea who this Harold is or why the rats are looking for him.

A moment later, the front door to Rudy's Rest explodes inwards. It's Mayfair's soldiers and they've come for Harold as well, but this scenario goes different than the last. Here they kidnap the characters on the basis that one of them vaguely matches the description Harold gave when questioned, of a fellow smuggler.

The Skullheads will take the characters outside to a waiting Mk IX EPC. They will be hustled aboard roughly and driven through the snow covered streets. But after only a dozen blocks, the EPC is unexpectedly stopped. After several weapon reports, the mutant rats are back! They leap into the EPC and take over, helping to polish off the couple of guards watching the characters.

Then the little vehicle is in motion once again, going through the outer 'Burbs and out to *LZ-4021*. When order is restored, one of the rats moves forward and greets the characters, "Sorry for the hassle back there, but we weren't sure we were on the right track. My name's Neitsche. Just put on a suit of armor and follow our lead at the Landing Grid!" If the characters balk, remind them that no matter what they do at this point, they're still guilty of aiding and abetting these treasonous mutants in the eyes of the State. They'd better see this thing through!

They'll arrive at the State Landing Grid to watch as the Skylifter takes off; see the description from the last part of the Episode 2 multi-venture ending. Too late! But nearby is a waiting Demon Locust helicopter whose fuel hoses are just being pulled back. It's ready to fly. Skip ahead to Episode 3.1 below.

Episode 3 Multi-Venture Set-Up

The characters begin play inside the Mk V APC in the middle of State Landing Grid-12, near LZ-4021. All around them are military personnel, guards and vehicles of tremendous value. Just as the characters are getting used to the fact that the OBERMAX is beyond their reach, Neitsche will lean over and flip the command channel on the APC's radio. There's a patch of static, then someone will point towards a nearby landing pad holding a fully fueled Demon Locust helicopter! It's a desperate gamble, but Mayfair's getting away!

Episode 3.1 Mayfair's War

Neitsche will take one look around the APC (or EPC if the single adventure is played), then get out and begin walking briskly for the chopper! The characters should figure out to follow him. If he's caught here they will quickly follow his fate! By the time they're all piling out and approaching the chopper, Neitsche is calmly pulling himself up into the forward pilot's compartment. By the time they reach him, he's engaged the engines!

And from behind comes a shout of discovery. Now everyone's committed. They stand no chance of getting out of the Landing Grid via the way they came in, and capture by the CS at this point would be inadvisable. The group had better pile inside, rats and all! As the last individual dives inside, Neitsche will lift off with crushing speed, banking steeply over the compound wall and flying nape-of-the-earth at the copter's top speed of 250 mph (400 kph).

There's complaining from the back, something about being cramped by a refit device or something from the rats. But the characters don't have time to deal with that right now! Any CS attackers or incoming missiles will be dealt with by Chauvan (Neitsche's lieutenent), using the wing rail guns or nose rail guns. The characters will find that Neitsche is a superb helicopter pilot who psyches himself up by singing at the top of his lungs while he flies. His razory tenor will resound through the cabin, ". . . she said she ain't waaannnt me! She said she ain't neeedd me!" Someone may recommend closing the crew compartment.

Strangely enough, the characters won't be pursued by CS troops. There will be a few shots coming out of the Grid, and a volley of cannon fire which will damage part of the tail (16 M.D.C., the tail can take it), but that will be about it. Although they can't know why this is, it might strike them as peculiar. Please feel free to agree with the players that they should be drawing fire from strategic ground missile batteries by now.

A radar lock on the Skylifter has it headed North/Northwest in the direction of former Wisconsin. **Game Masters:** This is designed to throw the players off a little bit at first. After all, what the hell's in Wisconsin these days? In fact, Mayfair is heading in this direction for that very reason, bypassing mustered troops headed into Tolkeen, (and Tolkeen itself for that matter).

Chi-Town quickly falls away to the south over the horizon. The Demon Locust is a fast bird, but she can't catch the Skylifter no matter what. The only option the characters might have is to fire the four medium range missiles the craft has in an effort to cripple the other ship. The Skylifter will be out of range in 16 minutes (based on a 150 mile-per-hour differential between the Demon Locust and the Skylifter with a 40 mile standard range for these missiles).

If the missiles are deployed, roll the missiler's Weapon Systems skill to first get the weapons on-line. Then roll to strike. All missiles in any volley will either hit or miss. The Skylifter pilots will be allowed an anti-missile strike roll (see Rifts RPG, pg. 41/42). Whether some or all of the medium range warheads hit or miss, things are looking grim. They won't be enough to take out the Skylifter!

Some 20 minutes after leaving the Landing Grid, Neitsche will look glumly back at the characters and say, "He'll be off of my radar in another few minutes, I can't match that speed!" The copter is now around 83 miles (133 kilometers) north/northwest of Chi-Town, flying low over areas of frozen woodland.

What to do now? If the characters haven't looked around the copter yet this would be a good time. If they don't jump to that conclusion, one of the mutant rats will speak up and mention that there's something strange in the back of the thing, a refit for the engines. Hello?

Sure enough, this copter is one of nine which have recently been refitted by the CS with fusion engines. Some careful looking around will reveal extra controls beneath the normal control interfaces and a new HUD will apear on the cockpit screen! And the fun's just starting! Anyone looking through the Locust's databanks will easily find something labeled "Black Earth Mode." Well, it's nighttime, isn't it?

Black Earth Mode

Black Earth Mode will register on voice computer as ". . . stealth and velocity maximized, automatic features available." Sounds good, but what's it do? No other looking will produce any information except how to initiate this function; a red button in the dash beneath a flip-up plastic guard marked with a CS skull emblem. Mayfair's getting away, it's crunch time.

Hopefully, someone will push the stupid button. If no one in the party can make the decision themselves, have Neitsche slam his paw down on the thing in disgust!

When this happens there is a quiet roar of power and the Demon Locust changes. The flooring will slide outwards a couple of feet and the crew compartment will flatten out somewhat. Metal restraining hamessess will slide down over the pilot and co-pilots, allowing them to access the HUD with specially-made buttons in the harness. Characters looking out windows can watch as the helicoptor blades stop spinning. Then each slides around the shaft until they are all aligned one over the other, and the whole works slides down into the top of the Locust. It's stubby wings fold in and the craft streamlines itself. Neitsche calls from forward that he's got a bit more power to work with now.

The next second, the characters are thrown backwards as the craft accelerates to nearly 450 mph (720 kph)! Anyone wanting a look can watch and be amazed as the Locust now flies smoothly and at high speeds quite low to the ground. The ride is eerily silent and graceful. The adventurers are making great time and it looks as though Mayfair and the OBERMAX are within their grasp once again! But life is going to get even more interesting.

The Survivalists

The Demon Locust is now flying low to the ground, about 170 miles north/northwest of Chi-Town, at high speed. What Mayfair knows, and the characters don't, is that there is a small colony of survivalists 40 miles or so past the old Wisconsin border who haven't yet been assimilated into the CS. He has avoided their missile emplacement, but the characters haven't!

The skies will light up around the newly-transformed Locust with light medium range missiles. Because of the ship's stealth capabilities, only 1 in 10 has a real chance of hitting it. Anyone with the Pilot Hovercraft skill can now jump in any time to help the pilot if necessary.

Suddenly comes a "thaawuuumpp!" and everyone's thrown sideways from the solid impact of a missile. Damage lights blink on and off, a klaxon starts up with a "vreeep! vreeep!"

Game Masters: Here's another spot where we have to help things a little. It is important that the helicopter is damaged, but not beyond repair. Things should also seem bad. Damage to the engine is the most crucial aspect of the adventure, so we'll damage that. If there are Operators or other people with tech skills, this is where they'll come in handy.

If no one has any tech skills, have one of the mutant rats pitch in and do his best to repair the engines. The Locust is losing power because of a low-level radiation breach. The ship is being radiated to dangerous levels, but slowly. The safety function must be overridden to keep Black Earth Mode in operation or the craft will transform again.

Allow any character who tries two rolls to get it versus Aircraft Mechanics, Electrical Engineer or Robot Electronics. Basic Electronics can be used at -25% to the roll if necessary. There should be at least two rats who can try and perhaps one or two of the characters. NOTE: If you're playing a really techno-oriented party, feel free to advance the threat level of the damage. Maybe the thing's slated to blow up unless they do something and quickly!

The Grapnel Cannon

As the characters and rats are trying to shut off the safety feature, have someone stumble across what at first looks like part of the bulkhead, but turns out to be a grapnel cannon bolted to the wall! It can swivel out a doorway, possibly for rescue work or some kind of espionage, who knows?

However you decide to run things, repair work will take at least 1D6x10 minutes. Eventually the heroes should get the safety feature turned off, but the repair time has slowed them down. They have to make time!

Episode 3.2 The Race For Tolkeen

It's all-out speed now, flying as fast as possible after the Skylifter. Land will scroll away underneath the characters as the Locust performs admirably, bordering hillsides and valleys with flawless and breathtaking speed. After another few minutes, Mayfair and his goons come back on the radar and it appears as though they've taken a somewhat western turn in their direction. If the characters haven't tried projecting his flightpath, have Descartes (see Descartes description following the adventure) punch up a sketchy electronic map of the Great Lakes region.

After a minute or two, the Skylifter's course becomes evident. It is heading northwest across Wisconsin, directly for old Duluth and the Xiticix Hives! If the characters don't know anything about Xiticix, Descartes can lend the benefit of his limited knowledge and describe them as "man-sized insects." He knows little more than that, save that they keep to themselves.

And just as everyone's digesting this, one of the mutant rats doubles over in pain! He says that his "skin hurts." Removing his armor will show his furred hide beginning to change into something else, something with thick steel-colored fur a lot longer than the surrounding substance. Any characters missing their saving throws vs magic after handling the container might begin to get a little anxious at this point! For those just beginning the adventure at Episode 3, this can serve as foreshadowing, or setting the stakes, for the actions to come.

The rat (it's Plato) isn't going to spontaneously transform, but he's getting sicker by the minute. Which means that it's time to introduce the snow storm.

The Snow Storm

As the Black Earth vehicle closes in on Mayfair's APC, a blizzard sets in. Not happy, friendly, first-snow type weather, but a nearly horizontal gale screaming in from due north, following the Jetstream south from former Canada. The weather is on them before they really know what hit them. As anyone who lives in northern climes is aware, a blizzard is the combination of dry, dusty snow and strong winds. Wind currents change and move like water, causing areas of blizzard to descend in sometimes minutes.

The radar will keep tracking, but both the Locust and the Skylifter are going to have to slow down or risk piling into a hillside at over half the speed of sound. And so the chase becomes something different, a game of cat-and-mouse.

The characters are closing in on the Skylifter, staying low to avoid possible radar. The Skylifter doesn't have the luxury of that in a blizzard, so it remains on radar in the dark, in the middle of a snow storm. But it will begin to go glitchy soon after the storm begins. The reason for this will soon become evident.

A range of hills blocks their progress! Neitsche, or whoever's flying this thing, will have to pull up, risking detection. Flying through the hills will cause them to slow even further. If the characters don't come up with the idea of flying over the snow storm, you can either drop a hint or have one of the rats suggest it. It's the best course of action at the moment and will set everyone up for the next Episode nicely.

Episode 3.3 The Mid-Air Transfer

The Locust makes good time flying above the clouds for a few minutes, but there's a glitch. Neitsche will point out that their craft can only fly so much further in its damaged condition. They'll have to somehow get aboard the Skylifter in mid-air and take it in one piece, not an easy proposition. As an alternative to boarding by mid-air transfer, the characters can just opt to ram the Skylifter! It's extremely dangerous and stands only a slight chance of working, however. Besides, if they miss, well . . .

Assuming that the adventurers will go for a mid-air transfer, they'll have to plan the thing. Mayfair undoubtedly has the same radar as they do, if not better. He now realizes that he's got a tail and will most certainly try to make life difficult for them if they try to board. But he's also committed to going after the Xiticix. He can't afford to fly off-course or back to the Coalition anymore because he's just stolen that Skylifter! The players don't necessarily know that, but it's true. Unless Mayfair acheives success he might as well keep right on flying that hog all the way to Canada.

The Locust banks back down into the storm and preparations should be made for the big slide. The blizzard's still howling outside as the bizarre Black Earth prototype copter opens one of its side doors. This, plus the fact that both ships are moving at over 200 mph (they slowed down 'cause of the blizzard, right?), should make this a pretty cool maneuver in more ways than one.

The premise is that the Locust will fire a metal grapnel cord across to the APC and each character will slide down the line (several can slide at once unless inordinately large). The Locust has to be slightly ahead of where the grapnel is or the characters will flop like rag dolls out there. Neitsche (or whomever) comes roaring in overhead and the grapnel is fired with a boom. It snakes backwards into snow and darkness, and then there is a "wheeep! wheeep!" sound, signalling all jumpers out of the troop area! One by one they'll slide at over 100 mph down the cord towards their goal.

It will be like hitting a carwash at Mach 1. Any visual sensors will shut down under an instant layer of ice forming over them and the characters will be thrown around by the hand of God in the upper reaches of the atmosphere! They'll sway and flop down the line one after the other, until they're huddled behind the vehicle's giant retractable cannon.

Game Masters: Since this is a do-or-die thing, you'll have to decide whether or not to actually make rolls for everyone to complete the slide. I've found that often this kind of thing is so exciting that I'll go for a situational combination of dice rolls, mixing up possibilities to create as much randomness as possible. However you want to do it, at least *some* of the characters should be clinging to the roof sections of the APC after the slide.

Episode 3.4 Battle Over Duluth

This is it, folks. Hang on. An access panel pops beneath someone's efforts and the characters are inside! They will be coated head to toe in sheets of ice, but they'll be mostly alive which is what counts. The characters are now in the upper reaches of the Skylifter, several levels from the floor. After a bit of crawling through the service duct a ways, the lead character will find a way onto a deck and everyone can pile out to take a look around. Everything seems to be going great. They're aboard the Skylifter and no one knows they're here. Time for subtlety.

At that point the floor turns sideways.

The Skylifter is nosing for the ground, pulled along by the failing Demon Locust via its grapnel line, with the characters onboard! If you'd like, have one of the mutant rats attempt a heroic, (if rather overdone), last-ditch effort to stop this madness. Or Neitsche could have thought of it himself to slow the Skylifter down. Whatever you decide, things are going bonkers here!

Everyone's running around and panic is the word of the day, Weapons fire will probably follow. The Skylifter is slowly spiraling down, drawn inexorably by the Demon Locust. But just as the characters think they're going to crash, something else occurs.

The floor lurches back up, throwing everyone sideways again. The adventurers will be able to feel that the weight of the Locust has been cut free somehow! The characters must decide what to do once again, but the final part of the puzzle is just ahead of them. Go ahead and throw in a couple of brief firefights as the characters advance downwards to set your players up for the big showdown.

At this point, everyone on board the Skylifter knows they've had some kind of visitors. Both the CS troops and characters will have to be smart in how they pursue the container. Their weapons fire is damaging all kinds of equipment and they happen to be in mid-air! If the characters try to take out the engine room, they'll find a bolted door which can't be opened by their somewhat limited efforts. If they try the cargo areas, they'll encounter a lot of firefighting and do a lot of property damage.

But you've probably guessed where the real action is, the bridge! Mayfair and his cronies are barricaded up front, protected by hastily erected barriers (100 M.D.C. each). He's got the following force up there:

6-12 (or more) Infantry Grunts

7 Technicians

6 Pilots, co-pilots, etc.

2-6 FASSAR-30 Skelebots (Mayfair's personal guard)

The final firefight will rage through the front of the APC, tearing into the barricades first and then the soldiers. As the characters get closer and closer to the bridge itself, they'll hear a computer-voice countdown, ". . . thirty seconds to target drop-zone . . ."

Drop-zone?

The OBERMAX!

This is it, down to seconds remaining. Characters with the tele-mechanics ability may be able to figure out where the vials are kept, but getting to them would take far too long, even by the time the characters came onboard. Now it's really do-or-die!

The last fighting should be sporadic, with several large explosions. Unknown immediately to the characters perhaps, is that Col. Mayfair is once again eluding them. They won't know that until they clear the bridge and find out who and what's left alive. The computer has a large central screen with the number counting down ". . .10 .. .9 . . .8 ..."

And this is where anyone with Computer Operation or Computer Programming would be really useful. Allow everyone in the party at least one roll. If NO ONE gets it, have a dying tech reach up and press a button they didn't see, shutting off the unit.

But that's not quite the end.

When the characters finally track down and find the OBERMAX container, they'll be able to easily retreive it. That's not the problem. The 20 second countdown, which starts the second they move the container, is. Mayfair's booby-trapped the Skylifter! No way of knowing where the bomb and its controls are either. Uh-oh.

Luckily, all is not lost. The nearby cargo hold has an emergency glider just waiting to be released. There's a lever to pull alongside it, but that's it. The character who pulls the switch must either do so through TK (or have another do it), or he'll be forced to leap after the glider as it drops out of the bottom of the Skylifter. The characters must hang on for dear life as the vehicle banks away from under the giant APC, icy winds stinging the characters faces. Directly below, alien towers can be seen rising above a snowy landscape.

Then the APC detonates, exploding like it was Christmas all over again.

Wrapping Things Up

The characters can seek help in Tolkeen if they wish (although this might be tough with the war and all), or they might head east towards New Lazlo. Many people there could help them with possible side-effects from exposure to the OBERMAX. However they go about figuring that out, there's one last thing. Buried deep in the middle of the container, is a crystal with fine etching on it. This is the OBERMAX formula and worth a fortune. Any mage would pay dearly for this information and the characters should be able to find a buyer with little trouble.

If the players have gone through the entire three Episodes the price will be a total of 2.5 million credits and free passage to anywhere in North America they prefer. If the players have finished two Episodes, the price is 800,000 and if they've only played the third Episode, the price is 100,000.

No one will see where Mayfair went during the fighting. Could he still be alive or did he die in the Skylifter explosion? And what will become of Carathrax? The answers to these questions must definitely wait for another adventure!

What Is OBERMAX?

OBERMAX stands for "Ober-Tension Maximum." Ober is an arcanist's term used by some mystics to describe potential for transmutation or genetic change. So essentially, it's a measurement system, rated from 1 to 100. The higher the number, the greater the possible change, with a geometric, not linear, progression. The highest number, 100, is not 100, but 10,000 times greater than number 1. OBERMAX is rated 99, almost complete cellular transformation!

Important!: Anyone touching either the container or vials in loading or carrying will have to make a Saving Throw versus Magic to resist the residual effects of the substance. If they fail they will begin to suffer an alchemical change which will cause the following;

- Humans: Turn S.D.C. into M.D.C. as well as decrease P.E. by 1D4. Hair will turn snow white and the individual's biorhythms will change. The affected individuals will now exist by night instead of day. They are NOT vampires! Their systems will simply change so that they will live by night from

now on. Daylight will create the same penalties that darkness does for normal humans (-10 in bright daylight!).

- Elves: Causes massive skin growth and the ability to See the Invisible! Increase P.E. by 1D6 and decrease I.Q. by 2D4
- Dwarves: Unknown
- Orcs: Causes super-hearing (as the amplified audio from the bionic section of the Rifts RPG), as well as constant and agonizing Tinnitis! Tinnitis is a constant ringing in one's ears.
- Ogres: Unknown

The Background Story

The OBERMAX Imperative begins with a piece of new information, Harold's capture. Mayfair was intrigued with Harold and had the man delivered to him. But he first learned through his spies everything he could about Harold, about Harold's friends, and the two surviving family members he had. With their exact locations, then sent CS Dead Boys there secretly. When they were in place, he had Harold brought before him and interrogated him on everything the frightened man knew about the Federation and how it worked. At one point in the "conversation," Mayfair let it slip about what he had done. He carefully described what would happen to everyone Harold knew and cared about if he thought of refusal to do anything Mayfair asked. Harold agreed to play ball.

The would-be smuggler knew of Carathrax and the man's legendary skill with serums. Mayfair coerced Harold to use his past as a semi-trusted individual in the Federation to ask Carathrax to prepare a special serum which would cause run-away transmutation in any biological organism. It was to be used for "magic experiments" by another mage who wished to remain anonymous. Carathrax prepared and sold the serum in good faith, until Col. Mayfair decided to have Harold destroyed and take the serum then and there. Of course he couldn't be there himself to supervise the job because that would have meant traveling to the Federation and the Coalition tends to frown on that.

Harold survived the attack by a freak coincidence and high-tailed it back to Carathrax with the news, who immediately injected him and his smuggler friends with OBERMAX as both a punishment and a means of getting revenge on Mayfair.

The Transport is blocked for a week before getting back to Chi-Town because they were ordered to lay low and hide after the incident. That was both a smart and dumb thing to do. Smart because the thing can't be found and Carathrax has no idea where it might be. He can't search everywhere. Conversely, dumb because it gave Carathrax time to organize his dragonmen warriors and other searchers to look for it.

Harold and his gang returned to Chi-Town where he began searching for the Mk V APC. After a couple, of days he was convinced it hadn't arrived and began using all his contacts to track it down. The OBERMAX was beginning to work in him and his original plans of going after the Transport himself became impossible. So he searched for an adventuring party to bring the shipment back so he could find someone to make an anti-serum for him and his fellow smugglers. As we discover, the adventurers are too late.

Col. Mayfair is planning to use OBERMAX against the Xiticix Hives of Duluth. He will spray diluted serum over the area to destroy the creatures once and for all, *or so he believes.* What he doesn't know, and Carathrax does, is that OBERMAX will make the Xiticix far more powerful than they were before! Their M.D.C. will triple and they'll develop psionic abilities almost overnight (average of 2D4xlO I.S.P. per individual).

Furthermore, and of devastating consequence, is that their Queens will begin laying even more eggs, and 5 times more Queens-per-clutch than before. OBERMAX will turn the Xiticix from a dangerous but contained foe into a growing entity which will consume not only all of former Minnesota, but spread northwards into southern Canada and south into Wisconsin, Iowa, the Dakotas and Illinois! Queens cannot tolerate each other's close company and will seek to move further and further afield in their efforts to set up new Hives. CS Marine Patrols in Lake Superior and northern Lake Michigan will find themselves besieged by thousands of the flying monsters. If OBERMAX is deployed, the Campaign of Unity is going to make a pretty drastic aboutface!

The fallout from this disaster will set mankind and his influence in North America back at least 20-25 years. Furthermore, it could open the door to attacks by "unfriendly powers" such as dreaded Atlantis. Tens of thousands of humans would die over the course of forcing the horde back and finally destroying it and more would be displaced. Dozens of settlements, forts and villages would be forced to emigrate or face deadly warfare. The hardship and suffering of innocents would be great for at least a decade due to shortages caused by the desperate provisioning of a major war effort.

Cast of Characters

Col. Avery Mayfair

This inflated peacock is the victim of narcissism, self-love. No one and nothing is good enough for him and never was. The child of poverty, Avery Mayfair was raised in the Chi-Town 'Burbs. He had to scrape and hustle to make due, suffering terrible hardships at times. His parents were a pair of forgettable laborers whom the young Avery despised, their common attitudes and low dreams sickened him. He wanted something more, much more, and got it by joining the CS Military at the age of 17.

Mayfair worked like a demon to gain ground, but by his late 20's he was coming to realize a painful lesson of life, "that it's not always *what* you know, it's *who* you know." His progress was blocked by the very thing about himself he detested, his humble origins. Mayfair became obsessed with success at any cost, turning to increasingly unorthodox methods in his quest for advancement. He doesn't realize it himself, but he is also growing to hate the Coalition and it's policies of advancing the offspring in older families ahead of others. Those with connections he'd been denied through no fault of his own.

It was this way he happened on the idea of going outside the Coalition for help. They'd never given him his just due and he wasn't going to make it no matter how hard he tried. He discovered Carathrax and his amazing skills with alchemy through a captured smuggler named Harold, who'd been making a precarious and sporadic living selling oddities from the Federation of Magic inside the Coalition States for some years. See above for the Background Story to fill in this scenario and Mayfair's involvement with it.

To get an idea of what's going on in this freak's mind, understand this. One of the items on his "to-do list" for the future is to raze the 'Burbs, burn it to the ground along with everyone in it. He already has an elaborate scheme outlined in his head about how to coerce, bribe, cajole and wheedle its inception after his "grand success" with the Xiticix Hives of Duluth. He figures he'll be made General, equal to men like Ross Underhill. That he'll have the Emperor's ear and a life of luxuries beyond what he ever imagined. It warms his soul at night, heated from the burning wreckage of the 'Burbs, smiling at the screams.

When in the field he'll wear CA-5 armor and carry weapons. He will also never fight a fight himself, being far too self-absorbed to consider risking his own precious existence. He'll order his minions ahead of him and always keep his (2-6) FASSAR-30 skelebots around him. Their first actions will always be to step in the way of weapons fire and absorb damage for Mayfair, then return fire.

Col. Avery Mayfair

Race: Human
Alignment: Diabolic
Hit Points: 48; S.D.C.: 55
Weight: 201 pounds (90 kg); **Height:** 6 ft, 2 inches (1.9 m)
Age: 36
P.P.E.: 6
Attributes: I.Q. 16, M.E. 13, M.A. 12, P.S. 18, P.P. 16, P.E. 16, P.B. 18, Spd 27 (18 mph/29.6 kph)
Disposition: The left hand of The Beast. Mayfair is capable of looking through you and seeing nothing, for he has little interest in anything not centered around himself. He has the habit of couching insults in the form of accurate information which leaves the receiver of such embarrassing and humiliating treatment unable to respond in kind without looking foolish.

For Example: Mayfair, who spots a hated rival whom he knows has an alcohol problem, might wait until the two of them are with a superior officer. Then he'll say to the rival, "Well, Reg, the hands aren't shaking today, looks like you've got that demon under control, eh?"

This information is true. If Reg were tested on-the-spot, liver damage, blood alcohol level and other simple tests would reveal the painful truth, that this man is probably an alcoholic and unreliable as a CS Officer of the State. Reg is incapable of saying anything, save trying to laugh off the incident, and whether or not the superior realizes that this was a breach of confidence on Mayfair's part (and a character flaw), he'll look at Reg with new eyes from now on.

Avery Mayfair will use any emotional lever and psychological wedge he can to crush an opponent.

Description: Avery Mayfair is a blonde-haired, blue-eyed Aryan, his only real asset to the Coalition States' twisted ideal. He is also very handsome with chiseled features and a classic brow, his only real asset, period. He is lean, powerful and built like a young god. This, and an ability to ingratiate himself with others, has allowed him to move up to a Commissioned rank in the CS military machine. Mayfair's eyes are particularly captivating and he's considered an irresistible female magnet. However, he has little use for women unless they further his designs on acquiring personal glory.

SPECIAL!: Mayfair wears TWO sets of clothing under his armor, one set of military-issue officer's apparel and a crewman's bodysuit. He carries his disguise kit with him these days, since failure could mean a hasty flight and require a bit of misdirection. When things go badly for him, he'll whip out the disguise kit and shuck down to the bodysuit. He can alter his appearance, through arduous practice, in less than a minute. He will then pretend to BE a crewman, donning a cap and acting just as they do (he's been observing their routines and mannerisms for some time).

Experience Level: Eighth level Coalition Military Specialist
Magic Knowledge: None
Psionic Powers: None
Combat Skills: Hand to Hand Expert. Paired weapons (two vibroblades/knives), judo-style body throw/flip does 1D6 + 3 H.P./S.D.C. and victim loses initiative and one attack.
Attacks per Melee: Four
Bonuses: +2 to strike, +3 to parry and dodge, +2 to pull/roll with punch/fall, kick does 1D6 +3 H.P or S.D.C.
Weapon Proficiencies: Energy Pistols, Energy Rifles, Knife, Sword.
Weapons and Equipment: Immaculately kept, modified CA-5 Dead Boy armor (it has minor hydraulic enhancements to shore up the spine and legs so Mayfair can wear his jet pack without difficulty), CP-50 Dragonfire assault pulse laser/grenade launcher, CP-30 laser pulse pistol, 4 extra e-clips, IRMSS robot medical kit, personal skycycle, jet pack, communicator, distancing binoculars, disguise kit, 3 smoke grenades and 3 vibro-knives.
Cybernetics: None and won't consider them. He finds them horrifying (besides, why ruin perfection?).
Skills of Note: Radio: basic 90%, radio: scramblers 80%, play musical instrument (flute) 70%, disguise 70%, detect ambush 75%, pick locks 75%, intelligence 70%, literacy (American) 75%, computer operation 80%, paramedic 75%, pilot hovercraft 95%, robot combat: elite, read sensory equipment 80%, weapon systems 85%, boxing and running.
Money: 9,500 credits currently and another 84,000 credits in liquifiable assets from local (illegal) investments.
Other Resources: FASSAR-30 Skelebots, all with C-200 "Dead Man's" rail guns, (2-6 of them depending on the proficiency of your role-playing group). He finagled these out of requisitions by blackmailing the requisitions officer.

Carathrax of Tower Nebh

A mutant human driven by the dark passions of immorality, Carathrax, ironically, mirrors Avery Mayfair's personality in some aspects. Carathrax was born to dirt-poor villagers in the Federation some 94 years ago. Like Mayfair, he longed for more and saw magic as the logic-driven alternative. Like Mayfair, he worked hard to achieve success. But unlike his advisary, Carathrax chose a profession in which his birth didn't dictate his approval by society.

He rose high in his profession and today is recognized by arcanists as a leading authority in North America on alchemical processes and imbedding magics. The magic infusing him through a lifetime of alchemical treatments has extended his lifespan to nearly 4 centuries if he is not done in by violence. Carathrax appears to be an imposing man in his late 30's, tall, whiplean and supernaturally strong.

Carathrax made good by not getting in the way of more ambitious mages, and not getting involved with power struggles between individuals/contemporaries. His career is a study in avoidance. He is a hermit at heart, not caring for any society at all. Traveling to Chi-Town is a terrible internal struggle for him, but the existence of the OBERMAX makes it necessary. He's not worried about the CS soldiers (he doesn't really have to be). Instead he's angry with Harold and especially with this upstart, Mayfair, for tricking him into producing OBERMAX in the first place, and he feels like a fool. To save his conscience a little, he goes to kick ass and take names in Chi-Town.

Think of playing Carathrax like a miltary General, he'll walk in and seize command because that's the kind of guy he is. Anyone who can take it away from him, he'll listen to, but until someone impresses him he'll dominate a situation with power, selfishness and cold reason.

Carathrax of Tower Nebh

Origin: Tower Nebh, (which he designed and built himself), where he has lived for 25 years. It is as imposing as he is, a leaning monolith 50 miles (80 kilometers) east of former Cincinnati. Tower Nebh is 475 feet high and 80 feet in diameter. Its crennellated P.P.E.-conversion surface bleeds energy from the nearby ley line for use by the mage on a daily basis.

Race: Human psychic mutant

Alignment: Aberrant

M.D.C.: Carathrax is an M.D.C. being, the result of his mutation and advanced alchemical self-treatments. He has 440 M.D.C. + 500 M.D.C. special TW Armor totalling 940 M.D.C.(!) He will also use Armor of Ithan spells (120 M.D.C. per casting) if necessary.

Weight: 310 pounds (139 kg); **Height:** 7 ft, 7 inches (2.3 m)

Age: 94, (appears late 30's)

P.P.E.: 211 + 50 each in four special psychic gems he carries with him.

Attributes: I.Q. 21, M.E. 26, M.A. 23, P.S. 20 (supernatural), P.P. 14 (supernatural), P.E. 25 (supernatural), P.B. 13, Spd 17 (11 mph/18.5 kph)

Disposition: Aloof, forceful and impatient. Carathrax considers himself superior (another of Mayfair's traits) to others and subsequently talks down to them constantly. Imagine your worst high school teacher on his or her worst day, embarrassing you in front of a classroom. He doesn't care for anyone but himself, really, but he isn't as over-the-edge as Mayfair. Quite the opposite in fact, when in normal conversation.

The major problem in dealing with this irascible wizard is that your characters have to be SMART to speak with him on any level he considers worthy. Any being incapable of keeping up with his extensive vocabulary and verbal pyrotechnics he considers a fool. He's right most of the time but he's missing the point that wisdom isn't always found in raw knowledge, but expressed in logic.

Description: A giant mutant human, 7 feet, 7 inches (2.3 m), weighing over 300 pounds. His face is worn and lined, but seems no older than late 30's, with a long, powerful nose and brow. His black hair is worn long, tied into a braid down his back. Anyone guessing his human origins is in for a long guessing game. Carathrax shares the facial characteristics of every race on Earth, distilled through extensive magical re-

search and treatments. He is a vastly different being than the the little boy he once was. His face and movements radiate barely-checked power. Anyone leaping on him in combat will get a nasty surprise. Carathrax is quite capable of picking up a grown man with one hand, and throwing him through a wall if the mood strikes him.

Experience Level: 12th Level Techno-Wizard, 7th Level Warlock (Earth).

Magic Knowledge: Extensive. It includes a number of special Lores (see skills below) which Carathrax uses on a daily basis in his exacting work. Metallurgy and Alchemy lores aren't published as yet, but maybe we'll see them in an upcoming Rifts product soon.

Psionic Powers: Speed Reading, Total Recall, Tele-Mechanics and Mind Block.

I.S.P.: 90

Combat Skills: Hand to Hand Basic.

Attacks per Melee: Four per melee; two by magic.

Bonuses: +2 to strike, +3 to parry and dodge, +2 to pull/roll with punch/fall, kick does 1D6 +3 H.P or S.D.C., critical strikes on an unmodified 18, 19 or 20.

Weapon Proficiencies: Polearms, Energy Pistols, Knife

Weapons and Equipment: .Carathrax has a number of different items he won't bring along for the OBERMAX Imperitive, and which are not described. However, he has a couple of toys available during the adventure. The most interesting of which are his Hying Carpet and his handjaws. The carpet is a specially made item which can fly at up to 300 mph (480 kph), with no ceiling, forever, or until the user wills it to stop. This is rolled up and stored among the mage's robes. The handjaws, which Carathrax has taken with him for protection, are TW items, like many of his possessions. See the handjaws description below.

Cybernetics: None and won't consider them.

Skills of Note: All listed skills are at 98% proficiency. Languages: American, Gobbeley and Dragonese, Euro and Spanish, literacy in American, Dragonese and Euro, lore: metallurgy, lore: alchemy, lore: demon & monster, lore: faerie folk, land navigation, wilderness survival, chemistry, biology, computer operation, radio: basic, computer programming, computer repair, basic electronics, read sensory equipment, mathematics: basic and advanced.

Spells of Note: Amulet, Armor of Ithan, Circle of Flame, Climb, Cloud of Smoke, Constrain Being, Control/Enslave Entity, Create Golem, Dimensional Portal, Dispel Magic Barrier, Domination, Energy Field, Energy Bolt, Energy Disruption, Globe of Daylight, Heal Wounds, Impervious to Energy, Invulnerability, Ley Line Transmission, Metamorphosis: Mist, Metamorphosis: Superior, Negate Magic, Stone to Flesh, Superhuman Strength, Superhuman Speed, Swim as a Fish: Superior, Telekinesis, Trance, Tongues and Teleport: Superior.

Money: 11 million credits in gems and gold and another 7 million credits in the form of minor enchantments Carathrax could sell off or trade.

Other Resources: Tower Nebh, located on a ley line in central Ohio, 50 miles east of old Cincinnati.

Descartes, the Mutant Rat

This mutant is a relatively cheerful and decent fellow who just wants his freedom and a few modest possessions. He's what the Coalition was hoping for, but Descartes had seen one too many problems among his test group back at Lone Star Laboratories to buy into their lifestyle. He fought for awhile with the others in special squadrons, taken to the Coalition borders on extended patrols. But ironically, they were watched in the field too closely to get away. Descartes and his brothers had to wait until they'd arrived back in Chi-Town for reassignment in Tolkeen to escape!

Descartes is quite different from his fellow deserters. He is inquisitive but not nosy like other mutant rats, and he knows when to speak up and when to shut up. He's the kind of character who would fit quite well in a continuing campaign as an NPC. He doesn't mind doing a bit of work now and then and he's brave enough unless things get really hairy. All in all, he's a good addition, a guy who's willing to help out and travel, especially travel.

For those game masters interested in using Descartes, he is my "voice of conscience" for this adventure. He can fulfill the role of occasionally mentioning some story relating to the situation the characters are in, while emphasizing a moral point. Or write up a few killer lines for him to say at opportune times.

Descartes

Origin: Lone Star.

Race: Mutant Rat

Alignment: Scrupulous

Hit Points: 26 S.D.C.: 29

Weight: 120 pounds (54 kg); **Height:** 5 feet (1.5 m)

Age: 8(!)

P.P.E.: 11

Attributes: I.Q. 13, **M.E. 9, M.A.** 11, P.S. 17, P.P. 19, P.E. 11, P.B. 11, Spd 20 (13.6 mph/21.8 kph)

Disposition: Happy and contented for the most part. He's fully capable of attacking and killing others, but he'll try not to, re-

alizing the tragedy he's inflicting. Descartes likes to take walks, build things and appreciates life. He's actually better suited to be an Operator than a CS Grunt anyway, so it's probably good he got out when he did. Players should find him easy-going, except for the topic of freedom or those who enslave others. He'll become agitated at that, (he's repressing the feelings he's had about where he came from), and won't want to talk about such things in detail.

Description: An anthropomorphic mutant rat with long brown/black hair on his head and back. His arms, torso, legs and tail are hairless. See pg. 87 in Rifts Lone Star for a great picture!

Experience Level: 4th Level Mutant Rat R.C.C.

Magic Knowledge: None unless you count the OBERMAX.

Psionic Powers: None

I.S.P.: None

Combat Skills: Hand to Hand Assassin.

Attacks per Melee: Four

Bonuses: +3 on initiative, +2 to strike, +1 to dodge and pull punch, +5 to roll with fall or impact, +3 H.P. or S.D.C. damage.

Weapon Proficiencies: Energy Pistols, Energy Rifles, Heavy, Knife

Weapons and Equipment: A suit of Dead Boy armor, 50 M.D.C., a C-12 laser rifle and C-18 laser pistol as well as two vibro-blades. He also has a communicator, pocket laser-distancer and distancing binoculars. Descartes carries a backpack in which he has several very old books. With titles like "Wind in the Willows," and "Uncle Tom's Cabin." They are worth a fortune to the right dealer but Descartes just likes to read the words, to understand them a little more every time he does so (he's on his second time through at the beginning of play).

Cybernetics: Nope.

Skills of Note: Speaks American at 90% efficiency, radio: basic (70%), escape artist (65%), intelligence (54%), pick locks (55%), pick pockets (50%), land navigation (68%), wilderness survival (55%), sniper, boxing, W.P. energy knife, W.P. energy rifle, W.P. heavy, pilot: hover craft (70%), pilot: motorboat (75%).

Natural Abilities: Climb 85%/80%, swim 75%, prowl 66%, identify scents 48%, track by scent 44%, leap 6 feet (1.8 m) up and 10 feet across, up to 13 feet with a run or swing, double-jointed, ambidextrous.

Money: About 75 credits when the characters meet him.

Dragonmen Warriors

These are the loyal servitors of the great man himself, normal humans trained to protect Carathrax at all costs. They are, to a man, dedicated and loyal to the mage. He favors loyalty most, so they constantly request missions involving trust and responsibility in his name. They come from many backgrounds, but the dragonmen warriors are only such because of their armor.

The average dragonman warrior has a P.P. of 19, P.S. of 20 and a Spd. of 50. Their other toys follow.

- Their armor is a burnished bronze and catches the light just so. It has 150 M.D.C., adds +40 to Spd. and allows the user to leap up to 30 feet (9.1 m) straight up and 100 feet (30.4m) outwards from a standing start, 20% greater from a running start. It also has the ability to teleport the user up to 100 miles (78% chance of success) once per day. Finally, it has the ability to move silently and leave no trace as to its passing. All sensors and searches are at -20% due to the magical nature of the armor.
- Their weapons, their broadswords are of fine magical make, yeilding 3D6 M.D.C. per strike in combat. They can affect items and creatures impervious to technology, such as vampires and other unfriendly spirits.
- Their helms possess the following spell effects: Adds +3 to all attempts to Save versus Magic for anyone wearing them. It also has the Tongues spell operating constantly, Darkvision to 500 feet (152 m), meaning the wearer can see in pitch-black areas, as well as both See Aura and See the Invisible, both to 250 feet (76 m). The helm and armor are FULLY ENVIRONMENTAL for the life of the suit, and they don't have separate oxygen supplies. You could sit on the bottom of an ocean until you died of starvation inside one of them.
- Their ion weapons are quite nice since they run off a TW crystal. These guns are capable of firing forever, just like in the movies!

Type: TW Ion Assault Rifle

Weight: 8 pounds

Mega-Damage: 4D6

Range: 2,500 feet (762 m)

Cost: Not Available for sale, but theoretically it could fetch upwards of 300,000 per unit.

Beta-9 Human

The folly of OBERMAX when used for such bizarre purposes, is that the Beta-9's are one-off's. They'll hopefully, never be created again. A Beta-9 is one of the lowest forms of human transmutation, accounting for maybe 3% of the total human possibilities in OBERMAX. They are six-limbed, scaled, spiderlike humans with two sets of arms, one beneath the other. Each is a beautiful aquamarine blue, shaded in body creases. The legs support their weight, but Beta-9's can run on all limbs like an ape. In some ways they're like apes, primitive and feral when provoked. They have no real language and no real anything for that matter. Beta-9's are monsters without any society, species or reason to exist.

Beta-9 Human/Mutant Monster

Alignment: Equivalent of miscreant or anarchist

Attributes: I.Q. 1D6+1 (high animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 12+1D6 (supernatural), P.P. 15+2D6, P.E. 5+1D6, P.B. 1D6, Spd 20+3D6

Mega-Damage Creature: Beta-9's have 25 + 4D6 M.D.C.

Horror Factor: 9, as high as 11 or 12 in packs

Size: 7 feet (2.1 m) high

Weight: 350 pounds (157.5 kg)

Average Life Span: Unknown

P.P.E.: 5D6

O.C.C.: None; animal

Natural Abilities: Prowl/ambush 70%, good swimmers 88%, can stay submerged underwater for up to 30+3D6 minutes at a time, superb climbers 98%.

Attacks Per Melee: Four

Damage: Restrained slap does 6D6 S.D.C. + P.S. bonus, punch does 1D6 M.D.C., bite does 1D4 M.D.C., claws do 1D4 M.D.C.

Bonuses: +3 on initiative, +2 to strike and parry, +4 to dodge, +3 to fall/roll with punch/impact
Magic: None
Psionics: None
Enemies: None
Allies: None
Value: To anyone but a scientist, virtually nothing. To the right scientist, up to 100,000 credits.
Habitat: Theoretically underground or in forests/mountains.

The Ghouls

The ghouls are sad souls who were put to death by CS military personnel. Characters can see shreds of rags hanging from them, which flap around because they don't care about that anymore. They're quite insane and will sometimes stop to wail an eerie shriek! The shriek has no effect other than to let everyone within a long way know of their presence.

Ghouls will try to get hold of characters weapons if at all possible, ganging up several apiece to get at them if necessary. They seem to gravitate towards them as though they have some kind of significance. Actually, the ghouls are entranced by the focus of their demise, at the barrels of weapons! The more characters shoot at them, the more they'll keep coming! See the description for how to handle the ghoul encounter beneath the ziggurat.

Drulluk

A two-legged saurian similar to an allosaurus, but its head is like a hammerhead sharks', with eyes on the ends of the skull. Beneath the head is a largish maw, easily capable of storing at least half a man in one gulp. They are hairless, with tough mottled hides colored from sandy to rich brown.

Unlike the allosaur, the Drulluk has muscled upper arms which end in large claws capable of crunching and tearing with complete abandon. Its three-toed feet also end in thicker claws. Plus, it has a short, heavy tail for counter-balance. The resulting combination is squat and powerful. The drulluk can move at fair speeds on land and under water, and can run along the bottoms of lakes and rivers. Its weight is enough to keep it from washing downstream!

Of interest is that this monster can actually grasp and manipulate items to some degree. Carathrax has created them for work-related chores as well as his "shock troopers." The average drulluk doesn't get much out of life, but with Carathrax, they have three squares a day and a place to hunker down out of the rain at night, and that's all a drulluk expects.

Drulluk/NPC Monster

Alignment: Equivalent of anarchist
Attributes: I.Q. 1D4 (slightly above animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 25+2D6 (supernatural), P.P. 10+2D6, P.E. 22+3D6, P.B. 1D6, Spd 40+3D6
M.D.C. by Location:
Head — 150
Arms (2) — 80 each
Legs (2) — 175 each
Tail — 90
Horror Factor: 13
Size: 26 feet (7.9 m) long total, standing 16 feet (4.8 m) off the ground in a semi-crouch.
Weight: 12 tons
Average Life Span: 45 years
P.P.E.: 1D6×10
O.C.C.: None; animal
Natural Abilities: Ability to burrow through earth (even clay and rock!) at the rate of 50 feet every 15 second combat round, can exist in low oxygen for extended periods, can see in absolute darkness to line-of-sight, track by scent up to 1,500 feet (457 m) in any direction, prowl/ambush 60%, can stay submerged underwater forever.
Attacks **Per Melee:** Four
Mega-Damage:
Restrained Punch — 1D4 M.D.C.
Full Strength Punch — 3D6 M.D.+ P.S. bonus
Roundhouse Punch — 1D6×10 M.D.(counts as two attacks)
Kick — 1D8 M.D.
Leap Kick — 6D6 M.D. + P.S. bonus
Bite — 2D6 M.D.
Bonuses: +2 on initiative, +3 to strike, parry and dodge, +1 to fall/roll with punch/impact
Magic: None
Psionics: Immune to psionic Mind Control attempts!
Enemies: Anyone Carathrax says.
Allies: Carathrax
Value: An arcanist of some kind might pay up to 15 million credits for such a creature.
Habitat: N/A

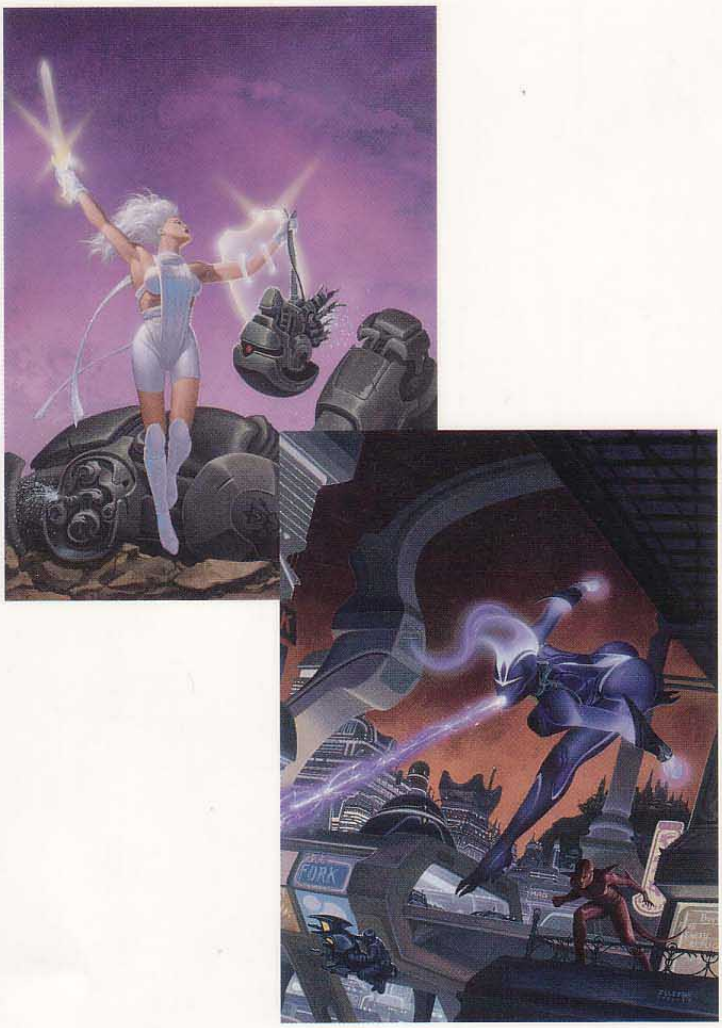
Skylifter CS Troops

The Troops in the Skylifter wear new CA-3 body armor, (M.D.C. 80), for mobility, and carry CP-40 pulse laser rifles. These guys are pretty tough but not overly bright. Mayfair picked them specifically for that reason. He didn't want anyone questioning his authority about the Skylifter or some of the other irregular things going on around Chi-Town recently. The soldiers aboard the Skylifter will be quick to take action against the characters, but they don't have a lot of imagination. If you'd like to, you may even insert a brief comic episode (misfires and weapon malfunctions are wonderful for that). They'll definitely put up a fight!

Handjaws

Handjaws are an invention by Carathrax a while back, involving a wrist gauntlet system. The "jaws" part is worn over the entire forearm. When the weapon is released at its target, the handjaws fly at whatever its aiming for up to 30 feet, clamps on and retracts. This attack can be used to disarm opponents by making a strike roll versus dodge, or it can inflict up to 1D4 M.D.C. A pair of handjaws can grab and retrieve something up to 15 pounds (just big enough for a container I know of . . .)

THE END(?)



Also from Palladium Books®

Rifts® World Book 12

Psyscape™

By Kevin Siembieda

- **Psyscape revealed! Its past, its people and purpose.**
- **Over 25 new psionic powers, plus R.C.C. abilities.**
- **Special psionic powers and abilities.**
- **11 new psychic R.C.C.s like the Psi-Ghost, Psi-Warrior, Zapper, and Psi-Tech.**
- **Psychic D-bees, monsters and gizmos.**
- **The horrifying menace of the Soul Harvesters.**
- **A history and overview of the Psyscape and world data. — $16.95 — 160 pages.**

Rifts® Dimension Book 4:

Scraypers™

Another world. Another time. A nation of superheroes fight to save their world from superhuman, alien invaders.

- **Characters and concepts by John Zeleznik.**
- **Art by John Zeleznik.**
- **Written by Kevin Siembieda**
- **Tons of villains and heroes.**
- **Superpowers, weapons and monsters.**
- **For *Rifts*® and *Heroes Unlimited, 2nd Edition*.**

160 pages — $16.95

Rifts® Index & Adventures — Volume Two

A quick, easy reference and index for the last two years of **Rifts®** releases, including *Juicer Uprising™, Coalition Navy™, Coalition War Campaign™, New West™, Lone Star™, Spirit West™, Rifts® Underseas, Game Screen & Adventure Pack, South America II, Sourcebook 2: The Mechanoids®, Phase World™*, and *Rifts® Japan*.

Plus fully fleshed out adventures, adventure ideas, and Hook, Line & Sinker™ Adventures, as well as maps and data.

$12.95

Cat. No. 831

I.S.B.N. 1-57457-008 -0

ISBN 1-57457-008-0

51295

9 781574 570083