

Palladium Books® Presents:

Coalition Navy™

Rifts® Sourcebook 4

By Patrick Nowak



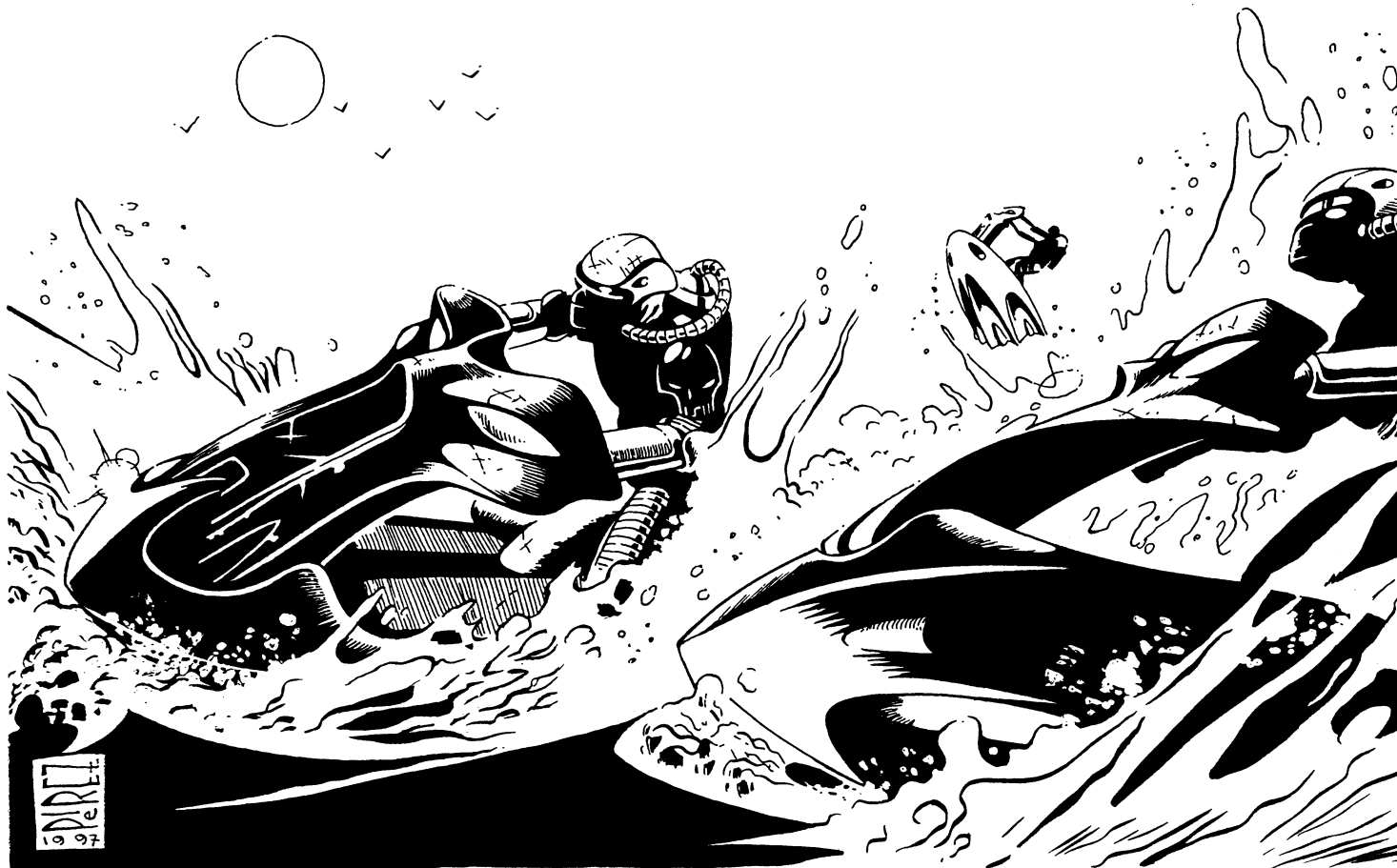
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Dedicated to Dr. Barry Gough of Wilfred Laurier University whose courses on naval history and technology inspired this book.

Credit must also go to those before me who took the first tentative steps towards the creation of the Coalition Navy.

— *Patrick Nowak, 1997*

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Rifts® Sourcebook 4:

Coalition Navy

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Special Thanks to Pat on an excellent writing job and thoughtful development of the Coalition Navy. To Ramon and Wayne for some kicking artwork. The guys at Drunken Style Studio who really came through on their ship designs, and “Big Daddy” John Zeleznik for a hell of a great cover and cool underwater designs (just wait till you see his work in *Scrapers*). And to Maryann, Steve, Alex, Wayne Smith, Jim and all the Palladium troops for hunkering down into the trenches and getting this baby to press.

— Kevin Siembieda, 1997

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Introduction

Welcome to **Rifts® Sourcebook 4: The Coalition Navy**. As the title would suggest, this is a book that describes the rise of the Coalition States as a growing power and its new Navy. This includes background details, important NPCs, character classes, ships, subs, and equipment descriptions our players would expect.

The Coalition Navy is the largest Naval Force in the Americas, one of the great powers in the world – only Atlantis, NGR and the mysterious New Navy (described in **Rifts® Underseas**) are currently superior to the CS, and within the next five years, the CS Navy should surpass all but Atlantis. Consequently, much of the space in this book is devoted specifically to the CS Navy and its war machines. This book should bring the added dimension of Naval operations to the current conflict/setting of North America centered around the Coalition's campaigns of expansion as announced in Emperor Prosek's speech, "Campaign of Unity" (see **Rifts® Coalition War Campaign™**). The growth of the CS Navy gives the Coalition States added mobility and power in this and any military campaign. The Great Lakes system is home to several forces other than the Coalition States. Almost all of the major powers described in the **Rifts® RPG** have a direct outlet to the Great Lakes, including the *Federation of Magic*, *Lazlo*, *New Lazlo*, *Tolkeen*, *Northern Gun*, *Manistique Imperium* and even the *Xiticix*. Also, the kingdoms of Whykin, Kingsdale and Fort El Dorado, among others, are connected to the lakes by the Mississippi River and other tributaries.

It is my belief that the closing paragraph of the introduction in **Rifts® Underseas** applies to this book also. To paraphrase: "I'm proud of *The Coalition Navy Sourcebook*, and hope you get as much enjoyment playing it as I did writing it."

— Patrick Nowak, 1997

Some Words from Siembieda

Pat has an excellent feel for military settings and material and did a great job fleshing out and developing the Coalition Navy. This book further illustrates the Coalition States' growing military and political supremacy over the region, and is a perfect companion to *Coalition War Campaign™* and other books dealing with North America.

I added a few odds and ends, like the Trident power and sea sleds (inspired by John Zeleznik's cover painting), a couple of monsters and made sure Pat kept things in line with my plans for the CS and North America in general. Pat's only disappointment was that I removed about one third of his original manuscript with material on places and equipment from Northern Gun, Manistique, Iron Heart and others due to space and time considerations (we do *try* to get books out on time), but you can count on seeing this material in future books.

Let the saga continue ...

— Kevin Siembieda, 1997

Some Background

A Matter of Commerce

The lifeblood of any nation whether in the distant past or the futuristic age of Rifts is trade and commerce. To survive and prosper, a State needs some form of industry, whether it's farming, mining, or the manufacturing of robots and electronics. Surplus goods are then exchanged with trading partners to secure those commodities that cannot be produced locally within the State, or to bolster its own supplies and/or resources. This is commerce in its simplest form, without which a nation withers and dies. Military force alone cannot sustain a nation, it is merely ancillary to commerce and exists to protect the assets of the nation — which includes the populace, land holdings, resources and settlements, as well as safeguarding its interests abroad.

For two states or groups to engage in commercial dealings, they need more than just goods to exchange, they require a secure route of transit to move the goods. A secure route for commerce in post-apocalyptic North America often means one over water.

Players and G.M.s shouldn't forget that the landscape of North America has changed drastically since the Great Cataclysm. Nature has reclaimed most of the continent in the three hundred years since the Coming of the Rifts. Areas that were once cities have reverted to their previous state as forest or swampland. The bridges, highways and rail lines that once spanned the continent have fallen into disrepair or disappeared altogether. Besides, even if enough of the old (or new) highway systems were intact to link various kingdoms, too many other dangers lurk in shadows just beyond these ribbons of concrete.

Most independent kingdoms in Rifts North America are small and separated by vast areas of wilderness terrain. This is, even for the mighty Coalition States, an acute problem since its five States are divided by hundreds of miles of untamed territory. These vast tracts of wilderness are the hunting grounds for D-bees, roaming bands of high-tech bandits, monsters, animal predators and enemies galore. Anywhere there are people to prey upon or something worth stealing, some dark force will try to do so. The likelihood of a merchant convoy surviving completely intact is slight, making overland travel too risky for sustained commercial exchange, even among the Coalition States.

Fortunately for the States of the Midwest, there is the alternative of the Great Lakes and connecting river systems that have remained virtually unchanged since the Great Cataclysm. In fact, some are bigger, deeper, or faster of current, but most occupy the same locations and run the same general length and direction. Long before roads or rail lines were constructed across North America, these served as natural arteries to move people and goods — first by canoe and later by great ships. Once again the myriad of lakes and rivers are the main highways for commerce and transportation. Most of the major political powers in North America have an outlet to the Great Lakes or Mississippi from which they operate a flotilla of merchant vessels and light warships. Even deep in the hinterlands, the smaller river systems and portages are the site of renewed activity by wilderness

scouts, nomadic hunters, tribes and adventurers who use canoes or small flat-bottom barges for travel, just like the *coureurs de bois* of old! In addition to the accessibility of water routes, waterborne commerce has the added advantages of moving a greater volume of goods per shipment at considerable less expense than transport by air or land.

Travel on the Great Lakes and rivers is not by any means free of danger. In addition to storms, powerful currents, and the normal dangers of water travel, the inland waters of North America have their fair share of monsters and pirates. Still, many believe these dangers are fewer in number than the vile hosts who inhabit dry land, and they can often be out run or out gunned by fast, high-tech ships (or magical equivalents). In any case, this is why Navies come into existence: to protect merchant ships and to secure national interests on the water. The Coalition States have had a strong presence on these inland waters for decades, but have only recently formed the CS Navy as an official “branch” of the Military, and are just beginning to expand their presence and knowledge to the high seas.

The Great Lakes

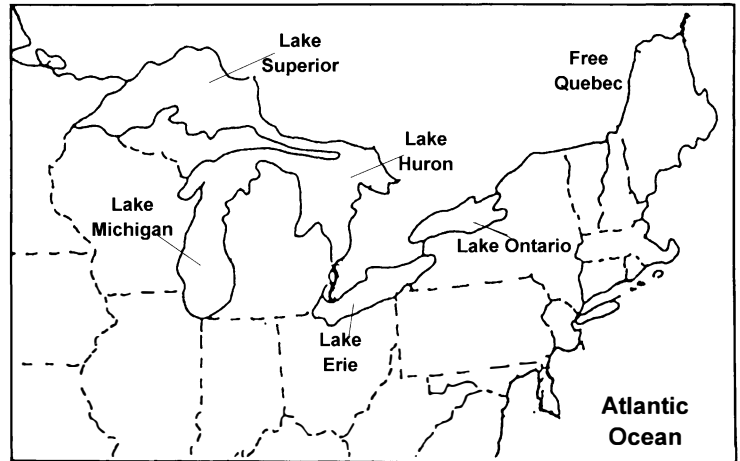
The eastern border area of the United States and Canada is dominated by the Great Lakes. The five lakes — *Superior*, *Huron*, *Michigan*, *Erie* and *Ontario* — with their drainage basin, cover an area of 296,139 square miles (767,000 km), which is larger than Texas, Manitoba or France! Inside the boundaries of this basin is a mix of terrain that changes from forested wilderness in the region surrounding *Lake Superior*, to the farms and orchards on the shores of *Lakes Erie* and *Ontario*. All of the major North American States described in this sourcebook have some portion of their territory in this basin, with the exceptions of Tolkeen and CS Lone Star.

Of the drainage basin region, the lakes themselves comprise 32% of the area, which is over 90,000 square miles. From the outlet of *Lake Ontario* to the tip of *Lake Superior*, they measure 1200 miles (1920 km). All told, the Great Lakes hold a staggering 67 trillion gallons of water — enough to cover the North American continent with one meter (about 3 feet) of water. This is one fifth of the Earth’s fresh water. On its own, *Lake Superior* is the largest body of fresh water in the world and covers more area than the state of Maine. Even the smallest of the lakes, *Ontario*, is itself larger than the state of New Jersey.

All the Great Lakes drain through the *St. Lawrence Seaway* to the Atlantic Ocean. Thanks to a series of sixteen locks rebuilt since the Great Cataclysm, mainly by the Coalition, it is possible for ships to navigate the entire 2342 miles (3747 km) from the *Atlantic Ocean* to *Duluth, Minnesota* at the furthest point of *Lake Superior*. These locks can actually handle more traffic than the Panama Canal but, like the latter, cannot manage the largest ships, such as the Aircraft and Super-Carriers. Any such massive vessels will find themselves constrained to the Great Lakes where they were launched. The Great Lakes are as big as many inland seas and can accommodate large vessels, but these ships cannot pass through the shallower and narrower locks and straits.

It takes just as much caution, knowledge and skill to negotiate the Great Lakes as any ocean. The 8000 miles (12,800 km) of shoreline is not all sandy beaches, marshy river outlets and orchards. There are also rocky headlands and steep bluffs. A mis-

calculation, especially at night, could send a ship crashing into the rocks with lethal results or run aground on a sand bar. There are other natural hazards on the lakes, including storms, heavy fogs, winter deep freeze and shifting sand bars that make life difficult for Great Lakes shipping. Still, the Great Lakes, if treated with the proper respect and consideration, are the safest and best route of transportation available to that region, and is its single greatest resource.



Some Quick Lake Statistics

- **Lake Superior:** Measures 350 miles (560 km) in length, has a breadth of 160 miles (256 km), covers an area of 31,800 square miles (82,362 km), has a depth of 1333 feet (406 m), and is elevated 610 feet (183 m) above sea level.
- **Lake Huron:** Measures 206 miles (330 km) in length, has a breadth of 183 miles (293 km), covers an area of 23,010 square miles (59,595 km), has a depth of 750 feet (229 m), and is elevated 587 feet (176 m) above sea level.
- **Lake Michigan:** Measures 307 miles (491 km) in length, has a breadth of 118 miles (189 km), covers an area of 22,400 square miles (58,016 km), has a depth of 923 feet (281 m), and is elevated 587 feet (176 m) above sea level.
- **Lake Erie:** Measures 241 miles (386 km) in length, has a breadth of 57 miles (91 km), covers an area of 9,910 square miles (25,667 km), has a depth of 210 feet (64 m), and is elevated 578 feet (174 m) above sea level.
- **Lake Ontario:** Measures 193 miles (309 km) in length, has a breadth of 53 miles (85 km), covers an area of 7,550 square miles (19,555 km), has a depth of 802 feet (244 m), and is elevated 247 feet (74 m) above sea level.

The Mississippi River

Next to the Great Lakes system, the most important water highway in North America is the *Mississippi River*. Its source is *Lake Itasca* in the north of Minnesota, which is 1,670 feet (501 m) above sea level. From Itasca, the Mississippi runs in a winding course south 2,348 miles (3757 km) to the *Gulf of Mexico*.

At the narrowest point, the river is 300 feet (91.5 m) across and over a mile (1.6 km) at the widest. On its path south, the river branches into many tributaries, including the *Iowa*, *Des Moines*, *Rock*, *Illinois*, *Ohio*, *Mernac*, and *Missouri* rivers.

The *Mississippi-Missouri* river system is, in fact, the third longest in the world at 3710 miles (5936 km); the enlarged post-Rifts Amazon and the Nile are first and second respectively.

The Mississippi is, like the Great Lakes, a major inland artery that links together a vast expanse of territory. Not counting its many tributaries, the river passes through or borders on 10 States of the pre-Rifts American Empire. It cuts directly through the heart of *Tolkeen*, right past the capital, and divides the *Iowa* and *Illinois* portions of *CS Chi-Town*. The river passes alongside *CS Missouri* and the *Nebraska Territory*, as well as past the kingdoms of *Whykin* and *Fort El Dorado*. The Ohio River arm of the system even extends into the Ohio Valley where the *Federation of Magic* is rumored to be found. Additionally, the Mississippi borders on the former US territories of *Wisconsin*, *Kentucky*, *Tennessee*, *Mississippi* and *Louisiana* before emptying into the Gulf of Mexico.

Despite the continual use of the river as a highway for commerce barges, it remains a place of tranquil beauty, recreation, fishing and also a place of magic. Hundreds of ley lines crisscross the river and there are even a few major nexus points nearby. The **Devil's Gate** in *East Saint Louis* is, of course, the best known nexus, but it is an aberration in that it is a continually opened Rift that mars both the beauty and reputation of the Mississippi. Most of the ley lines on the river are harmless and rarely, if ever, erupt into dimensional gateways. Normally, their only effect is to set the Mississippi aglow at night in a beautiful shade of pale blue. This, combined with the abundance of woodland vegetation and animals, attracts dozens of water sprites and other faerie folk, the overwhelming majority of whom are harmless. Unfortunately, it also attracts demons and other supernatural horrors, as well as dragons, practitioners of magic and those who would prey upon such beings, like Psi-Stalkers.

The Economy of the Great Lakes Region

A score of kingdoms, large and small, share the Great Lakes as a source of fresh water, food, and means to move trade goods. This doesn't even include the tiny clans, tribes, and independent trappers, hunters, fishermen, farmers, bandits and pirates who also use the water, or the land near the lakes, as a means of survival or place to live. The lakes are awash daily with dozens of ships based from these communities, including nationally-owned freighters and independent merchantmen, to fishing boats, canoes, pleasure craft, and magic vessels. The lion's share of the traffic and goods moved on the Great Lakes, however, belongs to the six great economic powers of the region. These powers are the **Coalition States**, **Lazlo**, **Northern Gun**, **Manistique Imperium**, **Tolkeen**, and **New Lazlo**, in that order. While the other smaller kingdoms and communities are actively involved in trade, none of them, singularly, or in combination, can compete with the six great powers.

The patterns of trade observed by the Great Lakes states are fairly simplistic. For the most part, these patterns follow an east-west axis anchored between the manufacturing kingdoms of Upper Michigan in the west (i.e. Northern Gun and Manistique), and in the east by the two Lazlos. Products do move north-south, mainly on the Mississippi, to such places as El Paso, Whykin, Kingsdale and Fort El Dorado but the bulk stays within the borders of the Great Lakes basin.

With the exception of the Coalition States, all of the kingdoms in the Great Lakes region trade with each other to some extent. The Coalition States seldom trades with "outsiders" (and typically people who are considered enemies), thus the States typically trade among themselves, and sometimes raid "enemy" vessels and ships suspected of piracy, subversion and transporting contraband for sale in the States (as one might suspect, these cargos are utilized by the CS authorities; magic items are typically destroyed). The recent alliance with Ishpeming (Northern Gun) and the Manistique Imperium have opened those ports to the CS, although Coalition merchant vessels seldom travel to them. The northern kingdoms send their vessels to the CS.

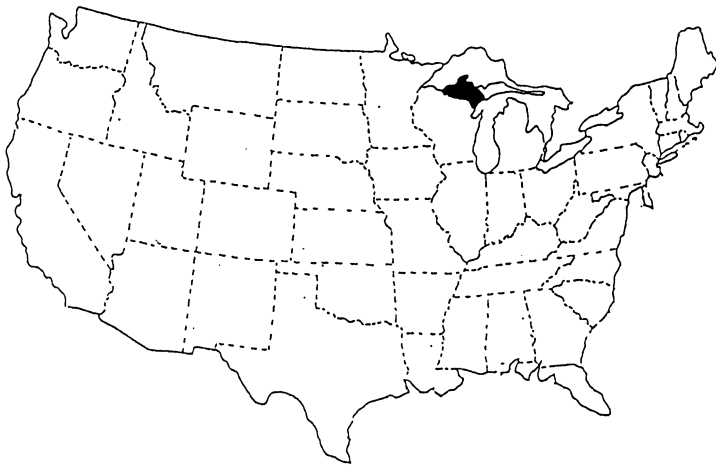
The six great powers who dominate trade also represent the main trade and distribution centers, but some of the smaller port cities are just as busy. Generally speaking, five of the six powers, again with the CS as the exception, advocate free trade and freedom of navigation on the Great Lakes, and attempt to steer clear of conflict. There is competition and even fierce rivalry, especially among the smaller kingdoms, but this rarely escalates into violence. When conflicts have erupted in the past, they have been limited in scale and duration, and waged primarily by pirates or privateers.

The Six Powers

A complete and detailed description of the trade situation in the Great Lakes region would be a laborious task that would eat up important space better used for other topics. Instead, the lesser kingdoms have been left out and what follows is a bare-bones breakdown of trade among the great powers:



Lazlo, situated on the shore of Lake Ontario, is both an agricultural and manufacturing center, as well as an educational and cultural one. It is on good terms with most kingdoms and communities throughout the region and has trade dealings with five of the six powers, with the CS the only exception. Exports from Lazlo are varied and include light manufactured goods like tools and vehicle components, clothing/fashion, magic supplies and components, Techno-Wizardry items, chemicals, computers and software, published materials (on paper and disk; they produce lots of books and educational materials, including several books by Erin Tarn), music CDs, and agricultural products like corn, dairy goods, and fruits. Imports consist mainly of key raw materials (iron, timber, etc.) from Tolkeen and Manistique, and also heavy manufactured goods like vehicles, machinery and armaments provided by both Northern Gun and the Manistique Imperium.

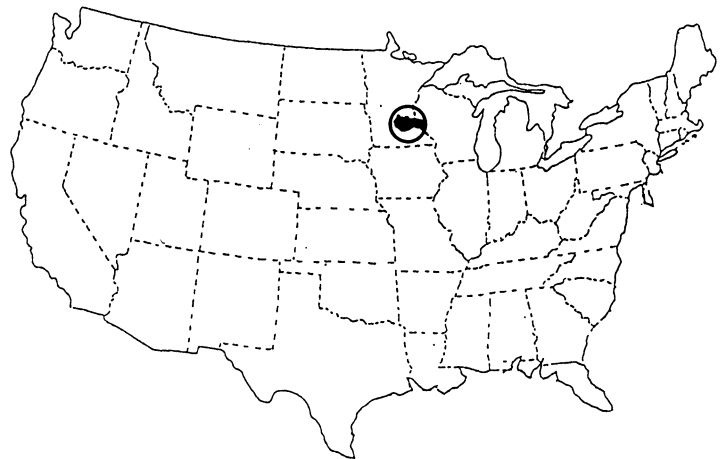


Ishpeming, better known as **Northern Gun**, is primarily a weapons supplier whose products include small arms, robots and vehicles sold to clients throughout North America. Northern Gun is also heavily involved in human augmentation and is a leading producer of cybernetic and bionic components, as well as M.O.M. and Juicer systems. Tolkeen, Manistique, New Lazlo and Lazlo are all customers. Ishpeming imports the raw materials it does not possess, especially agricultural products and foodstuffs from Manistique, New Lazlo and Lazlo, as well as a score of other tiny communities. There is also great demand in Ishpeming by the highly paid workers for luxury items like music, books, fashions, and videos imported from the Lazlos, Tolkeen and even the CS. **Note:** The recent alliance with the Coalition States has opened up a huge range of trade opportunities and trade goods. Northern Gun has exploited this to their fullest, without ostracizing most of their smaller, old trade partners. However, as part of the CS arrangement, they have stopped trade with approximately 22% of their old trade allies — mainly those who dabble in magic and/or are considered enemies of the Coalition States (militant forces and predominantly D-bee communities), including *Tolkeen*. “Official” trade to Tolkeen has been reduced 95% and is expected to stop completely within the year. However, NG gets around this by selling to other arms dealers and communities who, in turn, sell to Tolkeen. Consequently, true sales to Tolkeen have dropped about 50%; a substantial amount any way one looks at it, and a serious hurt to Tolkeen.



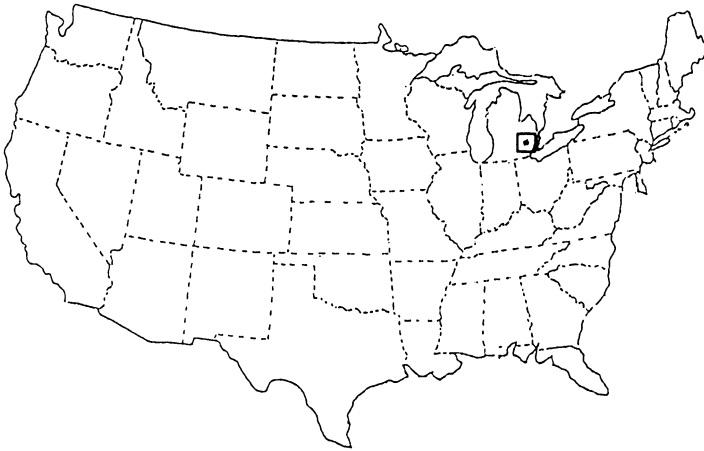
The collection of city-states and kingdoms that make up the **Manistique Imperium** are very rich in natural resources. Farming, iron mining, forestry and arms manufacturing are the main enterprises of the Imperium, but there is also fishing, trapping and a growing industrial sector that incorporates sawmills, metal

processing and ever increasing armaments production on the part of Wellington Industries. Sales of Imperium weapons and adventuring products are only starting to catch on, the majority of the nation’s earnings continue to come from the export of natural resources. Imports are primarily manufactured goods like tools, vehicles and weapons, most of which come from Northern Gun which is also the Imperium’s main consumer and trading partner. Manistique also does considerable business with Lazlo, purchasing light manufactured goods, books, videos and clothes from them. **Note:** The recent alliance with the Coalition States has opened up a huge range of trade opportunities and goods. However, the Manistique Imperium is moving much more cautiously than Northern Gun in building strong ties to the CS. It has tried to keep most of its old trade partners and has stopped trade with approximately 17% of their old customers. All trade has been suspended to *Tolkeen*, but the Imperium never traded with them much in the first place. Manistique’s main concern is over CS suggested sanctions and trade restrictions with Lazlo and New Lazlo, two very important trade partners.



Despite its wealth in natural resources, its large population, and considerable industrial and magical base, **Tolkeen** is one of the lesser powers of the Great Lakes. The Coalition forces amassed on its borders for over three years now, block off most eastern land routes and a significant portion of its Lake trade routes. But the CS embargo and ever increasing military pressure are only part of Tolkeen’s troubles. Unlike the other Great Lakes powers, the nation of Tolkeen does not have a direct outlet to the lakes because it has been blocked by the Xiticix at Duluth for years, and must use a complicated overland ley line route to a station near Ishpeming where a squadron of Tolkeen-owned freighters transports goods to other kingdoms and trading posts on the lakes. Tolkeen does, however, export a sizeable volume of iron ore and timber to the region. They are the competition to Lazlo in the areas of Techno-Wizardry, magic devices, charms and magic supplies, selling such products to many of the smaller kingdoms and adventurers at reduced prices. What Tolkeen imports from the Great Lakes region is almost exclusively weapons and raw materials (metals, ores, ceramic compounds, plastics, textiles, electronics, etc.), but some farm products and other odds and ends are also purchased. In the last five years over three billion credits worth of Northern Gun and millions of credits worth of Manistique products have made their way to Tolkeen for the war against the Coalition States. **Note:** The recent alliance of Ishpeming and Manistique with the Coalition and the subsequent trade embargo has severely hurt Tolkeen

(just as the CS desired). This has forced them to rely more heavily than ever on magic, and alternative suppliers which are few. One new ally is the Colorado Baronies (see **Rifts® New West**) who can provide a number of raw ores and manufacturing materials as well as a limited market for magic. Some have even suggested alliances with demonic powers, but so far, sane and less desperate minds have prevailed against such a dangerous option. Trade to other worlds via the Rifts is a more likely alternative and rumors persist that Tolkeen has, or is about to, enter into a trade agreement with either Naruni Enterprises or the Splogorth. Whether there is any truth to these rumors is unknown — of course the CS assumes the worst.



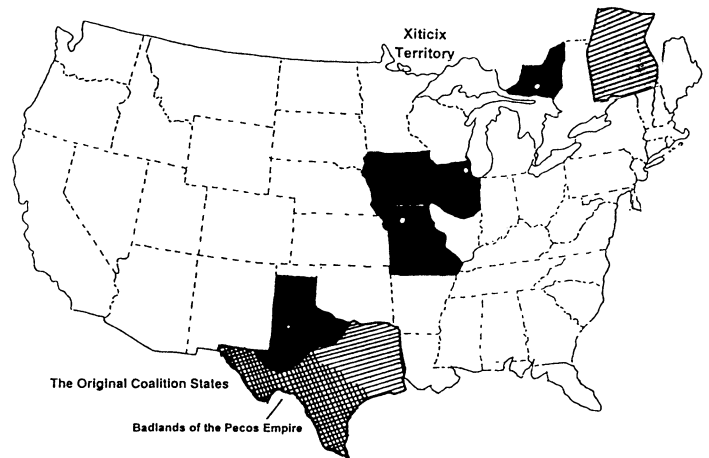
The least of the six great powers is **New Lazlo**. This was once a colony of Lazlo that became independent, but remains closely tied to the former country. Besides farming crops of vegetables, fruits and grains, the only other industries in New Lazlo are, strangely enough, archeology and history, which translates into thousands of publications (books and disks), videos (of archeological digs, historical and cultural studies, and the restoration and republishing of ancient films, TV shows, books, magazines, music and documentaries from before the Great Cataclysm. In fact, New Lazlo has the largest public publishing and distribution network of ancient, pre-Rifts, material — actual artifacts to reproduce — in North America (with Lazlo, as a true cultural center with hundreds of archival, museum, and collegiate quality institutions of education). This is made possible because of the young City-State's scholarly roots back to Lazlo and, most importantly, the fact that scores of ruined pre-Rifts communities surround New Lazlo. Places like the ruins of *Detroit*, *Ann Arbor*, *Troy*, *Novi*, *Windsor*, *Chatham* and numerous other major cities and their 'Burbs in which treasure-troves of artifacts are buried.

Archeological teams salvage whatever they can from the ruins and sell minor or numerous artifacts (like Coca-Cola cans and automobile parts), while they place truly rare and significant finds in their museums or send them to Lazlo for study and preservation, or as trade for other educational materials and artifacts. Pre-Rifts videos, books, art, manuscripts and technological data are typically restored, remastered, and published or manufactured and distributed en masse to collectors, historians, scholars and the curious. New Lazlo is second only to Lazlo as the most prolific publisher of pre-Cataclysm books, magazines and educational publications, and number one in the manufacture, sale and distribution of music and video/film disks from the 20th and 21st Centuries. Lazlo, in cooperation with New Lazlo, is also a major

source for remanufactured video and music disks, with sizeable residual payments going to New Lazlo.

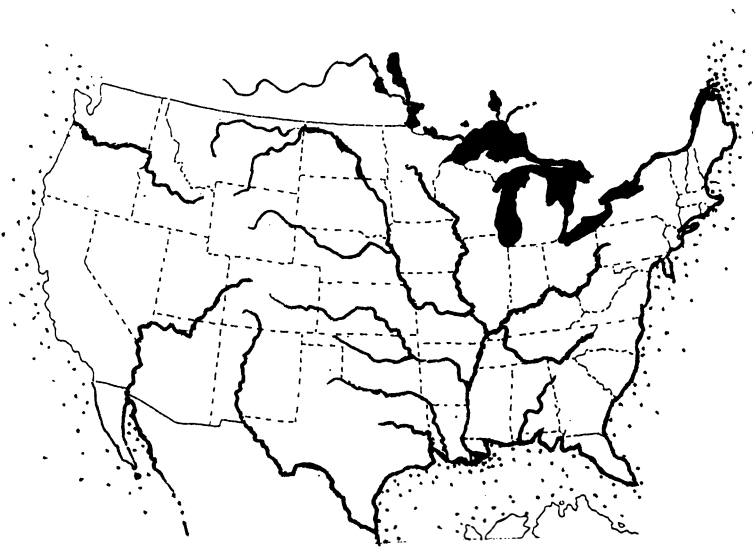
New Lazlo's expertise and interest in "ancient artifacts" coupled with their ability to market these items attracts adventurers, mercenaries, explorers, scholars and bandits from throughout the continent to go there to sell and trade pre-Rifts artifacts.

Although the sale and exploitation of artifacts (both crass and scholastic) is New Lazlo's major claim to fame and fortune, it has a strong magic and scholastic community, and its share of more mundane endeavors such as farming, manufacturing and marketing. New Lazlo imports an extensive amount of goods, including manufactured products, electronics, blank video disks, computer, vehicles, weapons and raw materials from Manistique, Northern Gun and Tolkeen, as well as small communities. **Note:** The Coalition States have banned 90% of the historical material released by New Lazlo, including videos and old films. To discourage people from buying these shadows from the past, the CS has condemned most of it as fakes — in reality only 10-15% are forgeries snuck by the scholars of the city-state by skillful charlatans.



The Coalition States is the odd state out in the region because it has few trade dealings outside of its own member states. This is mainly because the Coalition States are a self-sufficient nation that does not need to look outside of its borders for essential goods. Routine commerce does occur between the CS and partners such as Whykin, Fort El Dorado and the New German Republic in Europe. These dealings, however, grow more out of political goals like the recruitment of client states or alliance of human supremacists than any altruistic ideals. The concentration on internal commerce does not make the CS any less dependent on the Great Lakes than any other power in the region. In order to sustain its widely dispersed members, the Coalition needs the Mississippi and Great Lakes systems to move raw materials and manufactured goods to and from the source areas and population hubs, not to mention the transport of Military troops. More importantly, as people are just starting to realize with the rapidly growing CS Navy, domination of the Great Lakes, rivers, and ocean coastlines gives the Coalition States greater control and power over the region.

Piracy is worth mentioning here because it represents a sort of unofficial coalition of cutthroats, brigands and thieves who are a powerful and dangerous force on the American waterways. Most are not affiliated with any particular nation or kingdom, in-



stead they represent the aggressive and often murderous interests of privateers and special interest groups. While some pirates are bandits who openly engage in robbery, looting, raiding and extortion, others are marine mercenaries willing to hire out their services to those who can afford them. These services may border on the legitimate as sailors, advisors, scouts, salvage teams, merchant marines, escorts/defenders and guards, to bullies, thieves, spies, saboteurs, kidnappers, guns for hire, and assassins.

Something in the neighborhood of fifty pirate or privateer groups, varying in size from a dozen to several hundred members, operate on the Great Lakes at any given time. Most of these groups are independent but some are sponsored by the smaller kingdoms in lieu of a national navy or by powerful business people to protect their ships or to undermine competitors and rivals. The average pirate tends to attack only small targets and spend most of their time hiding out in river outlets, bays and wilderness areas. Only the CS manages to have minimal trouble from pirates since only the most intrepid, powerful or suicidal pirates dare to challenge the Coalition States, even on a small level. Whenever pirates do become too aggressive, they are quickly squashed, usually by the CS Navy or by a temporary coalition of kingdoms centered around one of the six powers. Murderers and the most destructive and malicious pirates draw the greatest attention and ire of the people. These are the most intently hunted, while those who raid and run without inflicting great amounts of property damage, bodily injury and murder are considered low priority nuisances to be tolerated.

What may the future hold? That is anyone's guess. Times have changed in the Great Lakes region, and all of the great economic powers are aware that the danger of a full-scale war has never been so acute. For years, a cold war has grown between the rapidly maturing Coalition States and city-states and fledgling nations like Tolkeen and the Lazlos. Added to this problem is a naval arms build-up kicked into high gear by the shipyards of Iron Heart and, to a lesser degree, Northern Gun and several small communities. It seems that everyone down to the lowliest pirate group on the lake system is arming up for a conflict from the great powers. There is a general feeling that soon things will be coming to a head and tension has risen a hundredfold in the last year. Still, everyone is tip-toeing around the more heated concerns and doing their best to avoid conflict on a grand scale, while attempting to maintain the status quo, even the Coalition

States. This is part of the reason for the crackdown on the pirates who represent a dangerous wild card to the brewing trouble and increased naval activity of the Coalition. The future of the entire region hangs in the balance. Much will depend on the reactions and decisions made in the next handful of years to such events as the CS campaigns against Free Quebec and Tolkeen, and the creation and increasingly ominous presence of the CS Navy.

20 Year Plan for CS Expansion



The Navy of the Coalition

The creation of an independent and distinct naval branch of the Military has created some resentment and a sense of rivalry among some Army officials toward the new Coalition States Navy. These individuals are quick to remind the Navy that their roots lay with the Army and that they are comparatively green. However, with each passing month, the Coalition Navy matures and becomes a bit more distinct from its Army counterpart.

In the beginning ...

At dawn on the morning of 12 June 100 P.A., CS forces in Lone Star were on the move. Their destination was the small coastal kingdom of **Port Horus** a few miles west of the old Beaumont ruins and 50 miles southwest of the Sabine River, just off the new coastline of Texas — or rather, the Lone Star State.

In a textbook-perfect operation, a reinforced division of heavy infantry and armor crushed the kingdom's small standing army and citizen militia. Within hours of the first shot, Port Horus had fallen and its survivors were caught in the iron grip of the Coalition States. This was the formal beginning of the Coalition States Navy (CSN).

Operation Shark, as the invasion was officially called, was an unprovoked attack that caught Port Horus and the rest of non-Coalition Texas by total surprise. Before anyone could react, the CS had conquered and annexed the tiny kingdom. Within days, the CS began to fortify and secure the captured territory. The D-bee population (roughly half the kingdom's population of 6,700) were exterminated and human resistance was crushed. Just days



after the invasion, a brigade of engineers arrived by Death's Head transports and began construction of an enormous port complex, military base and air station. At the end of the first week, a follow-on division of infantry, a battalion of (640) Skelebots and an air wing arrived to reinforce the occupation forces at Port Horus.

Seated on the throne in his audience chamber, Emperor Karl Prosek gave a speech to explain the invasion. On the night of June 20th, 100 P.A., the speech was broadcast live from Chi-Town via unscrambled microwave transmissions to all the States of the Coalition; and to anyone nearby who cared to listen in. The following is an abbreviated version of that speech:

"Citizens of the Coalition States, today we begin a momentous chapter in the history of our nation. Over the last few days, our forces in Lone Star have attacked and overrun a coastal kingdom of magic-using, human traitors known as Port Horus. A foul and lurid place, bereft of human decency and whose inhuman people consorted with unspeakable horrors from beyond our world.

"In a single day, the dedicated soldiers of our Coalition defeated the weak and decadent miscreants of that kingdom. Casualties were few, thanks to the superior skill and courage of our citizen-soldiers and the superb equipment crafted by the dedicated workers of our State armaments factories.

"The conquest of Port Horus is a great accomplishment and a warning to all spell casting monsters that we will not tolerate their existence on human soil! As lasting testament to our conviction, we shall erect the finest military outpost on the bones or our enemy. Not just any outpost, but the first of a New Military Force. The home of a new fleet that will guard the mouth of the Mississippi River and rebuke the Splugorth Slavers and all alien invaders from our land!

"Rejoice with me this day, for we take one more bold step toward the realization of our destiny: the restoration of the glorious American Empire of our ancestors and the reclamation of the planet for humankind!!

"Before the calamitous Dawn of the Rifts, the American Empire of our forefathers was the greatest power in the world. Its mighty forces crushed any kingdom or nation foolish enough to cross its path. On the seas, its Navy, the greatest the world had ever seen, was unchallenged. Now, in this new era of man ... this triumphant rise of Coalition States, it is time to take the first steps in becoming a global power. Now is the time to build a fleet that can enforce the will of the people wherever it is necessary. To this end, I have authorized the construction of a Coalition States Navy.

"No longer can we afford to be content with the strength of our legions of robots, tanks, power armor and infantry. At this very moment, there are maritime powers and hideous sea monsters that threaten the security of the Coalition States and humankind! These enemies are arrayed against us and our just cause. They strike at us from across or beneath the sea, thinking they are safe from our just wrath. But no more! Just as the depraved demon worshippers of Port Horus fell to us this past week, so shall all our enemies. The waves of the Great Lakes and oceans shall no longer serve as a haven for supernatural monsters and insidious invaders! The monster infested hills of Atlantis shall no longer stand untouchable across the ocean. No!

We are prepared to fight back. To plumb the depths of the ocean and seek out man's enemies wherever they may hide!

"Our own territorial waters, the Great Lakes, are in danger from countless pirate groups, ravenous abominations that live below the waves, and from kingdoms like Lazlo and Upper Michigan. Free Quebec and Iron Heart are bound to the other Coalition States only by the lakes and this tenuous tie could be severed by our enemies. We can no longer tolerate being defenseless against the guns, magic and fangs of our enemies. The Coalition States must have a Navy to seize command of our waters, and to project our might to the shores held by inhuman villains wherever they are found.

"Even as I speak, preparations are underway this night to make ready this Navy. Operation Shark was just one step in securing our waters and making the State of Lone Star that much stronger. All memories of the D-bee infested kingdom shall be erased. A new name, Fort Pinnacle, will take its place and become home to a fleet of warships that shall secure the Gulf of Mexico and keep us safe. For over a year we have secretly prepared for this day, building warships and training troops. Fort Pinnacle is just the first step. Another group of ships will be joining the vessels of CS Free Quebec to form a second fleet which will take control of the Great Lakes. This Navy shall continue to grow, and by 105 P.A., will be the strongest in North America, with fleets totalling more than forty capital ships and hundreds of smaller craft.

"Our Navy, armed with these glorious warships, gleaming power armor and heroic marines will project the power of the Coalition on the waves and safeguard our shores from foreign invasion. It will be the foundation on which future generations of humans will rebuild and ultimately reconquer the world. I foresee a time, not so far off in the distance, when the Coalition States and her human allies shall hold sway over this planet once again!"

— Emperor Prosek, June 20, 100 P.A.

Origins of the CS Navy

The old American Empire was a great Naval power dating back to the days of President Theodore Roosevelt who, as part of his "Big Stick" foreign policy, authorized the construction of a US Navy second to none. Over the course of many decades, several worldwide conflicts, and the administrations of succeeding Presidents, the US Navy came to be the strongest on the planet. At its height, the American Empire enjoyed primacy on the seas, thanks to its fleets of sophisticated ships that included the world's largest aircraft carriers and the most silent, lethal submarines to ply the ocean depths. With (relative) control of the seas, America was guaranteed superpower status and the premier position in world trade and geopolitics.

This power was not to last. The Great Cataclysm in 2098 tore asunder the Empires of humankind and very nearly ripped the earth apart. America's Navy, like all others, was crushed by the irresistible power of nature gone mad with the eruption of the ley lines. Thousands of ships of every flag and description sunk to the bottom of the sea, swept away by earth and sea-quakes, tidal waves, hurricanes and nightmarish storms. In the dark age that followed, humankind was virtually absent from the seas for the first time in over a millennium. Of all the world's fleets, only

a handful of seaworthy vessels remained. Of the American Navy, only the *USS Ticonderoga*, captained by Karl Dobson, and later his son Nemo, was left to rebuild and patrol the oceans.

During the early post-Cataclysm period, restoring the American Navy was not a thought, as people struggled simply to survive in the strange, alien world the Earth had become. Before mankind's domain could again expand to the seas, there were cities to rebuild, a civilization to be recultivated, and monstrous alien invaders to quell. Two centuries later, when the Coalition States was first establishing itself as the successor to the American Empire, there was little need or interest in building warships to control the lakes, oceans and seas.

It is understandable why both Joseph the First and Karl Prosek, the charismatic dictators of the Coalition States, saw nothing to gain by constructing a Navy. Encircled as they were by defiant, magic-using city-states and monster hordes, the forces of humankind needed a vast army to protect them and eventually retake their homeland. Also, nothing remained with which to build a Navy. Most traces of the US Navy were lost with the fabled fleets of old in the Great Cataclysm. To the Proseks, the idea of building a Navy with the limited available resources was pure foolishness. Both refused to divert any assets from the Army.

Lack of official interest did not stop the dream of some CS citizens to build a great fleet and rule North America's waters. At the forefront of these individuals was **Colonel Marvin Halliday**, a lecturer at the Chi-Town War College who formed a core of die-hard Naval enthusiasts during his tenure. Beginning around 60 P.A., the Colonel recruited dozens of military scholars and low-ranking officers for his quest to resurrect the US Navy. This group passionately studied the few texts available concerning sea power and the US Navy. Over a ten year period they wrote dozens of articles, essays and even books on every aspect of Naval supremacy: history, doctrine, tactics, training, etc.

The diligent work of Halliday's so-called "Navy Boosters" generated some interest in higher military circles. Still, a fleet was considered implausible. Chairman Prosek ignored the group to focus on Army legions and the development of new robots, tanks and other war machines. Their voices seemed heard only by Free Quebec, forever the dissenting voice of the Coalition. Military and political leaders in Quebec were convinced of the advantages of a strong Naval force, particularly to secure the St. Lawrence Seaway and Great Lakes which separated them from the other States. In a bold move, Free Quebec's government independently purchased a dozen warships from Iron Heart in the spring of 87 P.A. Colonel Halliday was invited to assist Free Quebec in training officers for their Navy. Sadly, just a few weeks before the graduation of the first class of officers, Halliday died of old age.

No other State followed Quebec's lead except to build small river patrol boats and "all-terrain" (including underwater) power armor and robot vehicles. The notion of a national Coalition Navy would have died after having been summarily dismissed by Emperor Prosek as a frivolous indulgence if not for the *Anticosti Island incident*. This event took place in late August of 94 P.A. in the Gulf of St. Lawrence. One of Free Quebec's Triton patrol boats, by sheer chance, detected a submarine with its sonar. The Triton radioed for assistance and continued to track the sub until a pair of Sea King Cruisers arrived several hours later.

Working together, Captains Rene LeBlanc and Jacques LeFevre, of the *CSS Formidable* and *CSS Redeemer* respectively, drove the submarine into the shallow waters off the coast of Anticosti Island where they crippled it with depth charges.

What the Quebec divers found was an alien-looking submarine of Atlantean origin — a Kittani MK5 Shark Mini-Submarine (see page 184 of **World Book 7: Rifts Underseas** for details). Combat divers boarded the sunken submarine and an intense fire-fight ensued. Most of the Splugorth's crew were killed in combat, but three Kittani crewmen were taken prisoner and the cargo of Kittani-made small arms were seized. The sub was destroyed with demolition charges. The Kittani were transported back to Free Quebec and subjected to brutal interrogations. CS Intelligence Officers soon discovered in their "interviews" that the weapons were being delivered to an anti-Coalition terrorist group in northeast Indiana, and also that Atlantis was in the midst of building a great fleet of warships. Following up on intelligence provided by the Kittani prisoners, the small Free Quebec fleet succeeded in intercepting three more Mini-Shark mini-submarines in less than a month.

The Anticosti Island incident was a wake-up call for the Emperor and his circle of confidants. It demonstrated that leaving enemy forces with free passage on or under the Great Lakes and river tributaries posed a tremendous threat to the security of the Coalition. Moreover, an Atlantis equipped with an extensive fleet of ships was no longer a distant menace but an immediate danger to the Coalition's continental ambitions, and suggested they may be gearing up for war (ironically, they are not). Increased acts of piracy (unrelated to the Splugorth/Kittani incident) helped to punctuate the genuine need for a better Naval force. The Emperor decided to give Halliday's sea power disciples serious consideration. He ordered the High Command to form a committee of the Coalition's best military analysts, including several of his most trusted military advisors, to investigate the possibility of a Coalition Navy.

The Naval Advisory Commission (NAC) was established as a stopgap measure. The mission given to the NAC was to safeguard the Great Lakes from the likes of pirates, sea monsters and enemy incursions (especially Atlantean mini-subs). To accomplish this task the NAC was provided a string of bases on Lake Michigan and a fleet of patrol boats backed up by power armor and aircraft. From the day of its inception the Naval Advisory Commission working in concert with Free Quebec's independent Navy, established a nominal presence on the Great Lakes and began to make some serious inroads in curtailing piracy and dangerous activity on the Lakes.

In 95 P.A., after a year's deliberation, the Emperor's committee returned its report to the High Command recommending the creation of a CS Navy. This conclusion was based both on the data compiled by Halliday's progeny as well as the existing strategic situation. The following were the key reasons cited in the report and are listed in order of importance:

1. The continuing danger of continental invasion and/or insurrection by Atlantis, heightened by their rapid fleet-building program. The only real deterrence to such a potential invasion, and indeed the only way to prevent any ocean based invasion, was to construct a deep-sea Naval Defense Force.

2. Strengthening CS dominance in the Midwest region by gaining control of the Great Lakes. All of the Coalition's rivals and immediate enemies border the Great Lakes and/or major waterways: Tolkeen (Lake Superior and Mississippi River), Northern Gun (Lake Superior), the Manistique Imperium (Lake Michigan), the Ohio Territory (Lake Erie), Lazlo (Lake Ontario), and, potentially, Free Quebec (Saint Lawrence Seaway, with a small, but competent and growing Naval presence of their own). Control of the Great Lakes would allow the CS to harass enemy commerce, prevent enemy forces from using the lakes for transportation, block invasion of CS territory, and allow Coalition forces to avoid land marches over difficult terrain and to deploy in flanking positions and waterfront invasions.

3. The need to protect waterborne trade routes and military lines of communication connecting the five Coalition States.

4. To curtail the deployment of Iron Heart Armaments (IHA) warships by anti-Coalition forces through the destruction of Iron Heart's shipbuilding facilities or the capture, purchase and/or destruction of the warships themselves.

5. Protection of Atlantic Ocean supply convoys and trade routes to the New German Republic should closer military or trade alliances be forged in the future.

6. Utility of Naval Forces in combat and invasion operations based on historical evidence. Naval forces are proven force multipliers that provide military power far beyond their numbers and offer command authorities with more strategic options. A Coalition Navy would allow for easy troop transport, amphibious landings to outmaneuver enemy forces, enhanced invasion options, additional supply lines, the provision of devastating firepower to support conventional forces, and the ability to project power over long distances (a future consideration for CS Military Operations). Plus warships are, as mentioned in item 1, the only force capable of effectively preventing seaborne invasion.

The **CS Executive Council** debated the report in one long session. Emperor Karl Prosek railroaded the report's suggestion over all objections. Immediately, the government allocated billions of credits for the creation of a real sea-faring Navy. Command responsibility for the new Coalition States Navy (CSN or CS Navy) was assigned to a cadre of officers from the NAC and War College led by *Admiral Travis Fisher*. Emperor Prosek demanded that the first CS fleet be operational by P.A. 105, fully capable of carrying out its missions of coastal defense (primarily against Atlantis), augmenting CS force capabilities in continental conflicts, and the protection of commerce, sea lanes and waterways. Design teams immediately went to work to develop underwater sea sleds, combat water skis, and the Trident and Sea SAMAS to augment the larger and more formidable ships and submersible war machines. The Lone Star Genetics Complex was told to put the "Sea Dog" canine mutants into full development, and that a force of 2,000-4,000 aquatic Dog Boys would be required in seven years (before the 105 mandate period for the formal launch of the new Navy).

96-100 P.A. The CS Navy is born

The mandate given to the appointed Commanders of the CS Navy from the Emperor was simple and direct:

"Build me a Navy every bit as great as that of the old American Empire. One that exceeds the fleets arrayed against the Coalition States. This fleet must protect our Coalition of States from the dark forces of Atlantis, cutthroat pirates, monsters from the deep and even the enemies within. I command you to construct a Navy worthy of our heroic people, one able to project their might and destiny on both land and sea."

The CS Department of the Navy began with little experience and effectively, from scratch. There was just a set of directives from the CS Council, a handful of officers and some offices at the Chi-Town War College to build the foundation of the Navy. Initially, their mission was to gather the assets required to fulfill the Navy's mandate using the ten billion credits allocated by the government — more funding would come in the years to follow. The budget was concealed as agricultural subsidies and similar programs and the Navy was devised and built in an amazing veil of secrecy. Maintaining secrecy was an added challenge; only select individuals and the upper echelons of the CS knew of its existence. This was done to prevent leaks to the Coalition's enemies and inciting an enemy to interfere with the Navy's development, or worse, launch an attack before the CS was prepared. It is important to note that the Emperor and the CS High Command saw (sees) the Splugorth of Atlantis as a very real and potentially devastating threat to the States. It was largely this (imagined) threat to the nation and, to a much lesser degree, the growing threats of Tolkeen and Free Quebec, that gave birth to the CS Navy.

The organization of the new service was, from the beginning, based on the old American Navy and the need to perform in three distinct theaters. These three environments were the open sea, the Great Lakes, and the inland river systems. Bases, personnel, ships, supplies, equipment and training facilities were needed for each. To handle the different theaters, the decision was made to split the Navy into two fleets; the first to concentrate on the Great Lakes, originally based out of Free Quebec (later changed to Chi-Town, although too late to prevent Quebec from developing and controlling a strong Naval force). The second fleet was to focus on "blue water" operations in the South Atlantic, based on the east coast of Lone Star, only a couple hundred miles from the mouth of the Mississippi, with both fleets sharing riverine/brown water duties. CS Navy Headquarters would remain at the fairly central location of Chi-Town in the subterranean military levels, with Blue Water Operations based out of Fort Pinnacle.

The greatest difficulty facing the Department of the Navy (DON) was procuring the warships needed for the fleets by the deadline. Coalition factories were not configured to build large submarines, cruisers and carriers and building suitable factories would take nearly a decade in and of itself. Consequently, there was great difficulty filling orders for even patrol boats and small watercraft for the Nautical Specialist Service. The only modern shipyard in North America belonged to Iron Heart Armaments (see **Rifts Mercenaries**), a rebel manufacturing group outside the borders of the Iron Heart State, and held in low esteem by the CS. However, the Emperor turned to them to fill the immedi-

ate needs of the navy. The number of ships that could be purchased from IHA was restricted to three annually (he was already toying with the idea of conquering New Kenora the kingdom where Iron Heart Armaments was located and didn't want to fund a potential enemy. To the contrary, IHA and New Kenora responded to the Coalition's interest as an initial step toward an informal alliance (which is not the case) and have been attentive, cooperative and accommodating; not that this has changed the Coalition's views of these upstarts (furthermore, the CS formal allies of Northern Gun and Manistique Imperium, not to mention the State of Iron Heart, would like to IHA put out of business).

A large and modern shipyard had been constructed in Free Quebec, by Free Quebec before the Emperor's mandate and was the only CS facility able to meet the Navy's ship-building needs. Unfortunately, it alone could not produce enough vessels to outfit even a third of the fleet. As CS engineers worked furiously in Quebec and Chi-Town to design and begin construction of the big ships, Admiral Travis Fisher convinced the High Command to send reconnaissance teams to track down another source of ships. One of these teams struck gold off the coast of Virginia. While looking for the remains of a base known to exist at Norfolk, Virginia, they located a military outpost guarding a bay where a salvage ship was docked. After days of surveillance the team was able to learn that **Golden Age Weaponsmiths Inc.** had discovered a large number of ships in concrete shelters submerged beneath the ocean. A Coalition diplomatic mission was hastily assembled and sent to Golden Age Weaponsmiths (GAW) headquarters in Huntsville, Alabama.

The leader of the mission, *Arthur Lourds*, and the president of Golden Age, *Mark Decker*, entered into negotiations to hammer out a deal for the old American Navy ships. Four tense days of negotiations later, a secret deal was reached. One that became public only after the Emperor's speech in 100 P.A. Golden Age Weaponsmiths, for their part, agreed to turn over all salvage from Norfolk to the Coalition States at no cost! In return the CS agreed to the following conditions:

1. Recognition of G.A.W.'s territorial boundaries and sovereignty plus a non-aggression treaty whereby the CS promised never to take military action against Golden Age Weaponsmiths unless attacked first.
2. An exclusive refitting contract guaranteeing the rights of G.A.W. to rebuild and refurbish every USN warship recovered from Norfolk, or any other USN depot, to CS specifications.
3. Coalition assistance to build a shipyard facility and to salvage the sunken vessels at no cost to GAW. The CS aid was to consist of materials and military advisors and technicians. To preserve the shroud of secrecy around the new Navy, the troops sent by the CS to guard the shipyards was a mercenary company called the *Carolina Corsairs*. All of the soldiers in the company were former Coalition soldiers who had retired, been reported AWOL or Missing-In-Action. The government went so far as to clandestinely buy an Iron Heart Sea King for the Corsairs (that Sea King later joined the CSN as the *CSS Texas*.)

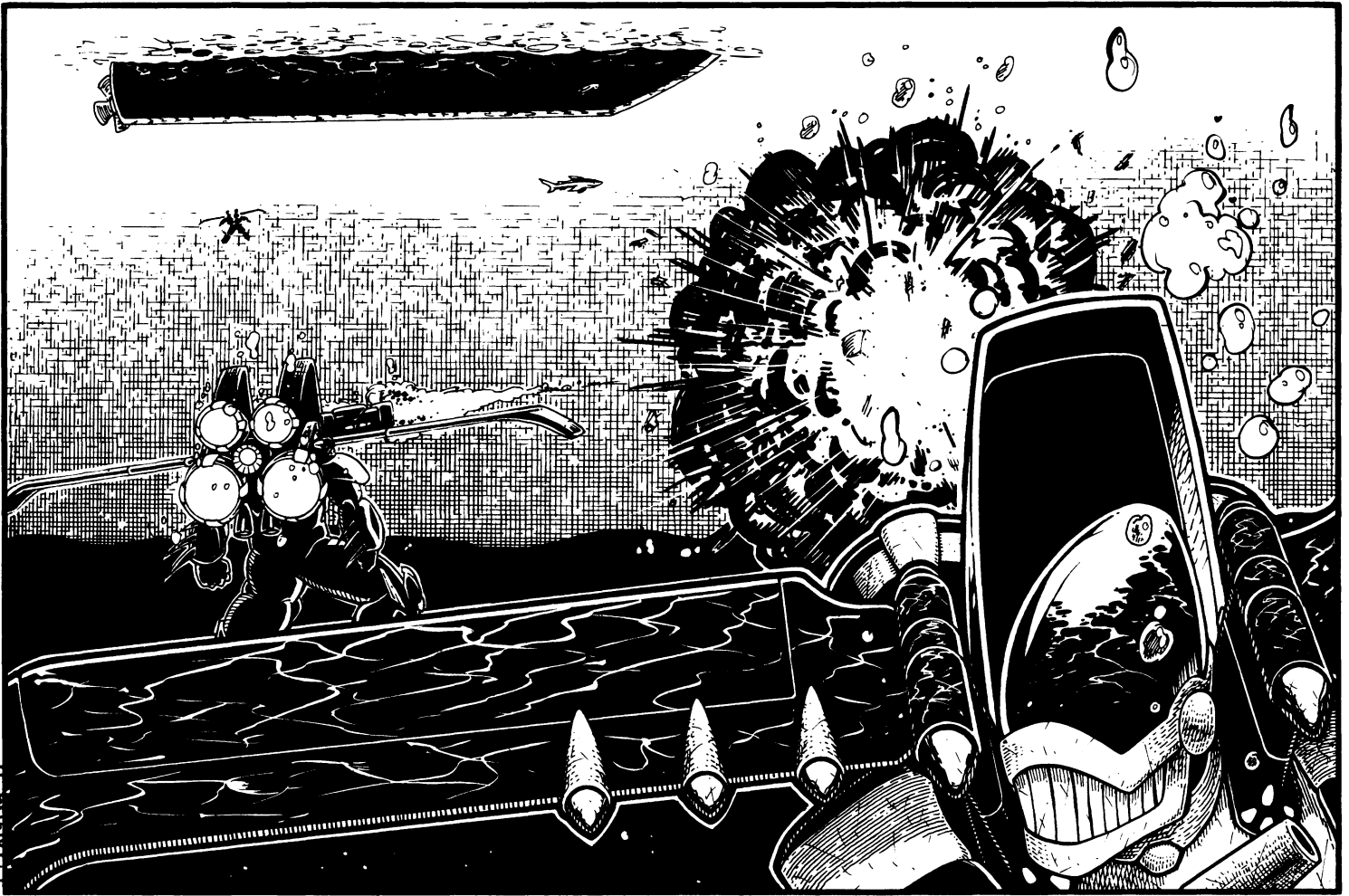
The discovery of the Norfolk arsenal and the deal with Golden Age Weaponsmiths guaranteed the future of the Navy. Once the GAW shipyard at Santee was completed in P.A. 98, they began to refit capital ships at a murderous pace. For the Department of the Navy, these rebuilt USN ships, with a few more

vessels bought from IHA, and some newly constructed CS ships from Free Quebec, formed the core of the operational Navy.

Other preparations beyond the procurement of warships had to be made for the Navy, but for the DON, these were fairly easy to accomplish. To construct the necessary bases, the CS High Command transferred three whole brigades of Army Engineers (7280 total personnel) to Navy control. A string of bases across the entire Coalition States was built by these brigades over a period of three years, including main headquarters bases on the **Isle of Orleans** in Free Quebec, and **Fort Pinnacle**, Lone Star, with complete training, storage, administration, port and airfield facilities. Secondary bases were constructed as well at **Baton Rouge**, **Greenville**, **Fort Girardeau**, **Hannibal**, **Old Chicago**, **Sault Ste. Marie** and **Halifax**. Material and equipment for these bases were furnished from CS Army stockpiles greatly reducing the cost to the Navy Department. Meanwhile, new aquatic power armor, sea sleds and water skis were being designed and developed at Chi-Town and manufactured at the State of Iron Heart (mainly a bone to calm them down about the limited involvement of their rival, Iron Heart Armaments).

Personnel for the CSN, its only other major requirement, were also relatively easy to obtain. In addition to the existing Command Staff, the Navy retained one of the Army construction brigades which was reorganized into two reinforced Naval Combat Engineer Battalions (of 960 personnel each). An ad hoc mixture of mutant animals, CS Army servicemen and civilians from all over the Coalition were recruited to fill the thousands of remaining positions. Most of the humans volunteered for the Navy out of a sense of adventure, but some were forced into the service by courts martial. The several thousand mutant animals, mostly Dog Boys and the recently developed Sea Dogs, and a smattering of other experimental animal types, were produced specifically for the Navy at the Lone Star genetics laboratories. All personnel were forced to undergo strenuous basic training, half at Fort Pinnacle and half on the Isle of Orleans, led by a training cadre of officers and senior NCOs from Free Quebec's private Navy.

By 103 P.A., everything was reaching a state of readiness. The bases were all complete, thousands of personnel had been trained, and the CS Navy had at its disposal 25 major warships including two aircraft carriers. CSN operations began in earnest on September 12 103 P.A. with a raid on an Atlantis-sponsored pirate group at the mouth of the Rio Grande. Since that time, the CSN has continued to expand in size and in the scope of its operations. Of course, Free Quebec has splintered off and represents the only other formidable, experienced, but comparatively small, Navy on the continent, other than pirates. The Atlantis threat of invasion has yet to materialize, although the evil Atlanteans delight in inciting acts of subversion against the CS, supplying CS enemies (excluding Tolkeen, at least so far), and yanking the Coalition's chain. Lord Splynncryth (currently) has no plans of invading the Americas and/or destroying the CS, and finds it incredibly amusing that the CS Military High Command seems to believe otherwise. Note that the Naval forces of Atlantis are far superior to the CS and presently outnumbers the CS force by at least 50 to one.



The CS Navy Order of Battle

The CSN is the youngest and smallest branch of the CS Armed Forces. Nonetheless it is a huge organization that is as large as most North American kingdoms and has more firepower than the combined militaries of several countries. Its order of battle, or total inventory of assets, is considerable and envied by some high-ranking officers of the larger CS Army.

The Navy's resources are spread throughout the Coalition and are split between two major commands, the 1st and 2nd Fleets, and the Brown Water Navy made up of elements from each fleet.

Current Total Personnel: 76,320; this figure includes all Merchant Marines, Naval Infantry, Commandos and support personnel.

Navy Ships: 614

Breakdown:

42 capital ships including:

3 Joseph Prosek-Series aircraft carriers

1 Chi-Town aircraft carrier

59 submarines including:

2 Defiance ballistic missile submarines

6 Shark attack submarines

381 patrol craft

68 Barracuda patrol boats

25 Hurricane patrol boats

and numerous Wave Demon patrol watersleds and others.

132 transports

132 Supply-class transport ships

Plus ...

50 Sea-Spider Walkers

And hundreds of SAMAS and power armor of all varieties

Navy Aircraft: 875; various.

The Three Fleets

CSN 1st Fleet was built on the nucleus of the Iron Heart Armaments warships originally purchased by Free Quebec. The original 1st Fleet operated from its Free Quebec Headquarters on the *Isle of Orleans*, in the middle of the Saint Lawrence river. From that position, the Quebec initiated Fleet was able to exert CS control over the Great Lakes and Saint Lawrence Seaway. When Free Quebec seceded from the Coalition States and was declared a traitor and enemy, the 1st Fleet was ordered to stand down and report to Chi-Town. As might be expected, a large portion of the 1st Fleet and the majority of its Commanding Officers were native Quebecians. Perhaps, the best that can be said of the events that followed was that the Commanders were able to keep the peace (only 7 casualties) when the Quebec members of the fleet mutinied! A full 48% refused to cooperate and, they, with reinforcements from the Free Quebec allowed those loyal

to the CS to leave the island H.Q., along with 75% of all Navy vessels in the hands of the Quebec Nationals.

The new location of the Coalition's 1st Fleet is in Lake Ontario, near the ruins of Kingston, Ontario (Canada), some 250 miles (400 km) southwest of Quebec and a mere 130 miles (208 km) from Lazlo. A turn of events that have given the people of Lazlo pause for concern.

The new base site, christened **Fort Defiance**, is a skeleton structure under construction, and is expected to be operational by 108 P.A., but won't be completely finished till 115 P.A. In the interim, the rebuilt 1st Fleet (about half its original size and augmented by new ships, green recruits and 10% of the 2nd Fleet) has divided its forces between Fort Defiance and Chi-Town. The duties of the Eastern Fleet is to contain Quebec warships (of CS design and manufacture) north of the outlet to Lake Ontario, and to eventually fight the Quebec Navy, seize the *Isle of Orleans*, and carry occupation forces to the shores of Free Quebec. The western half of the 1st Fleet patrols the Great Lakes, defends CS shores, escorts and guards CS merchant ships and allied vessels, counters enemy attacks, engages pirates, and blocks enemy commerce as well as the obvious task of destroying enemy warships.

Once the St. Lawrence Seaway (currently under Quebec control) is retaken, the 1st Fleet will keep it open and extend their mission into the North Atlantic ocean as far as the continental shelf. In addition, the CS Navy plans to concentrate more forces on the Atlantic by expanding the base at Halifax. Duties in the North Atlantic may expand in the future to guarding convoys to and from the New German Republic with whom the CS might well cement an alliance.

Commander: Admiral Rene LeBlanc

Headquarters: Fort Defiance with plans to move operations and H.Q. to Halifax.

Other Bases: Halifax, Old Chicago, Sault Sainte Marie.

Infantry Forces: 1st Naval Infantry Division, 2nd Battalion/88th Regiment CSN Combat Engineers

The 2nd Fleet is the blue water or high seas component of the CS Navy and is based at Fort Pinnacle, on the east coast of Lone Star. To perform deep sea operations, this fleet has been provided with a greater number of capital ships like Aircraft Carriers and more submarines. Its primary mission is to keep the Gulf of Mexico free of Atlantean vessels and to defend the continent from Splugorth aggression. Other important duties include defending the Mississippi delta from enemy ingress, pirate hunting and projecting Coalition power in support of South American allies (The Republics of Columbia and Cordoba).

Commander: Vice Admiral Nathan R. Copeland

Headquarters: Port Houston

Other Bases: Newgulf, Baton Rouge

Infantry Forces: 2nd Naval Infantry Division, 1st Battalion/88th Regiment CSN Combat Engineers

Capital Ships of Note: Carriers: CSS Joseph Prosek (flagship), CSS Lone Star, and CSS Chi-Town; Amphibious Warship: Missouri; and Ballistic Missile Submarines: Defiance and Reprisal.

The (unofficial) 3rd Fleet: Despite its lack of official recognition, a third command does exist within the CS Navy, the **Brown Water-Mississippi Command**. This is not a glamorous force like the two main fleets, but a plain, "blue collar" type of

Command Post. It has no fancy capital ships or submarines, just a flotilla of good old fashioned patrol boats, a handful of aircraft, some power-armored troops (Tridents, Sea SAMAS and traditional SAMAS), and a Navy Infantry Battalion. Nevertheless, the mission of the *Brown Water Navy* is to keep the Mississippi and its main tributaries open to internal CS Commercial Traffic — a job of vital importance.

There is only one way to keep the Mississippi open and that is to locate and destroy all enemies along the river, including water monsters, river pirates and demons from the *Devil's Gate*. Finding hostile forces is accomplished by constant reconnaissance patrols by patrol boats, water ski patrols, as well as by observation/listening posts of RLT or Amphibious Commandos deployed all along the river bank. The destruction of these enemy and criminal forces (bandits, pirates, and D-bees in general) is done in no-nonsense close-quarters fighting featuring gunboat battles, ambushes by infantry, and small-scale amphibious raids. The Brown Water Navy may also assist the Regular Navy in fighting enemies on the Great Lakes and special assignments.

Commander: Captain Fletcher Saunders

Headquarters: Baton Rouge

Bases: Greenville, Fort Girardeau, Hannibal

Infantry Forces: Elements of 1st and 2nd Naval Infantry Divisions

Capital Ships: None

Notable CSN Installations, Bases and Ports

Chi-Town, CSN Headquarters

Personnel: 600 total.

A moderate-sized facility has been provided to the CS Navy in the subterranean military levels of the fortress city. This facility is the Headquarters of the Navy, and is, thus, in close proximity to the Military High Command and CS government. No operational elements (i.e. combatant forces) are actually stationed at the Chi-Town Headquarters, it is purely a support base, although 20% of the 1st Fleet is typically in Lake Michigan or near by. Instead of combat troops, the base is the home of the Navy High Command, which consists of planning, administration, logistics, intelligence, personnel and judicial elements of the Navy. At the base are the offices of the Command Staff, including the Commanders of Operations, Logistics, Intelligence, etc., as well as the overall CO of the Navy Fleet, Admiral Travis Fisher. The Navy's main computer data-banks and communications center are located here.

The Chi-Town base is the nerve center or brain of the Navy. Decisions and actions made by the 600 personnel here determine what goes on all across the continent. All major policy decisions, all large-scale operation plans and intelligence gathered by Navy forces is compiled and disseminated at this location.

Other CSN facilities in the fortress city of Chi-Town include the Command Staff college where officers are trained and a recruiting center for both the Navy and Naval Infantry.

Fort Pinnacle: 2nd Fleet Headquarters

Total Population: 98,000

CSN Personnel: 35,000

Military Assets: The CSN 2nd Fleet and 60 defensive gun emplacements which are extremely large caliber, semi-automatic cannons set in mega-damage, concrete bunkers (M.D.C.: 600 each, Range: 2 miles/3.2 km, Damage: 1D4x100 (HE) or 3D6x10 M.D. (fragmentation), Payload: 100 shots per gun.

Fort Pinnacle is an enormous Naval city-base complex built on the site of what was once a quiet, D-bee community known as Port Horus. The port fell to the CS during a blitzkrieg invasion in 100 P.A. Engineers on loan from the Army constructed the 10 square mile (16 km) CS Naval complex that covers half the original city. The heart of the base is a huge port area that can accommodate 20 capital ships and a like number of submarines or transports at any given time, not to mention dozens of patrol boats (about 100 total). A key element of the port facilities is a large shipyard where damaged ships are repaired and a handful of new ships are assembled (presently the *Arkansas* aircraft carrier is under construction there).

In addition to the port, the base complex also has a complete training facility for recruits (both sailors and marines), a small officers' college, administration buildings, a Command and Communications Center, an MP station and stockade, dozens of storage buildings, and dozens of gun installations, including both coastal and air defense batteries. CSN aircraft have access to a full-sized airfield that can support two whole wings of jet fighters (144 planes total) and two squadrons of helicopters (48 total choppers) — the airfield is located on the other side of the city, away from the port.

The remaining areas of the military complex are devoted to living quarters for the 35,000 Navy personnel stationed at the base. This number includes not just the ship crews but all support personnel, ground-based aviation staff, a division of Marines (the 2nd Naval Infantry Division), a battalion of engineers (1st Battalion/88th Regiment Combat Engineers) and all other support personnel. Quarters are standard CS Army-style apartments, but are large enough to accommodate the families of servicemen as well.

The rest of Fort Pinnacle is a city just like any other in the Coalition. After the former population of the city was executed or deported, the CS government offered incentives to private citizens and industry to repopulate the Military Installation. The promise of business opportunities, low-cost housing, industrial space and military contracts lured thousands of human settlers from Lone Star, Los Alamos, and the northern Coalition States. Now a dozen major factories that employ over fifteen thousand workers operate at Fort Pinnacle, producing components and equipment for the CS Navy. Hundreds of small businesses, shops, theaters and restaurants are also located in the city to serve both the civilian and military population.

To connect the city-base complex to the Coalition the engineers built an underground rail system beneath the city and has just finished an aboveground rail line to Lone Star City in the north. This railway was inspired by those of nearby Los Alamos and the CS even bought some supplies from that kingdom. The

CS trains resemble those of Los Alamos except that the locomotives are nuclear-powered and run at speeds of up to 100 mph (160 km)! Trains arrive in Fort Pinnacle daily, carrying supplies and personnel from the north. If the city or the Simmons Line to the south were attacked, this rail line would be the primary communications route to move heavy military vehicles and personnel to the region. As a result of this strategic importance, the rail line is patrolled daily by CS forces and the trains themselves are equipped with 2 armored cars per 10 regular cars. These cars have 350 M.D.C. and are armed with medium-range missile turrets (40 missile payload) and two Cyborg-40R rail guns (10,000 round payload). Although the rail line has only just been opened, it has already suffered delays, damage and vandalism from Pecos bandits, Tokanii, Brodkil and Simvan Monster Riders. So far, damage has been dealt only to the rail system, nobody has tried to rob or destroy the trains.

The Simmons Line, Posts Joaquin & Newgulf

Military Personnel: 4,340 total; this includes a combined-arms brigade of 1920 stationed at Fort Simmons and 500 CSN personnel at Newgulf.

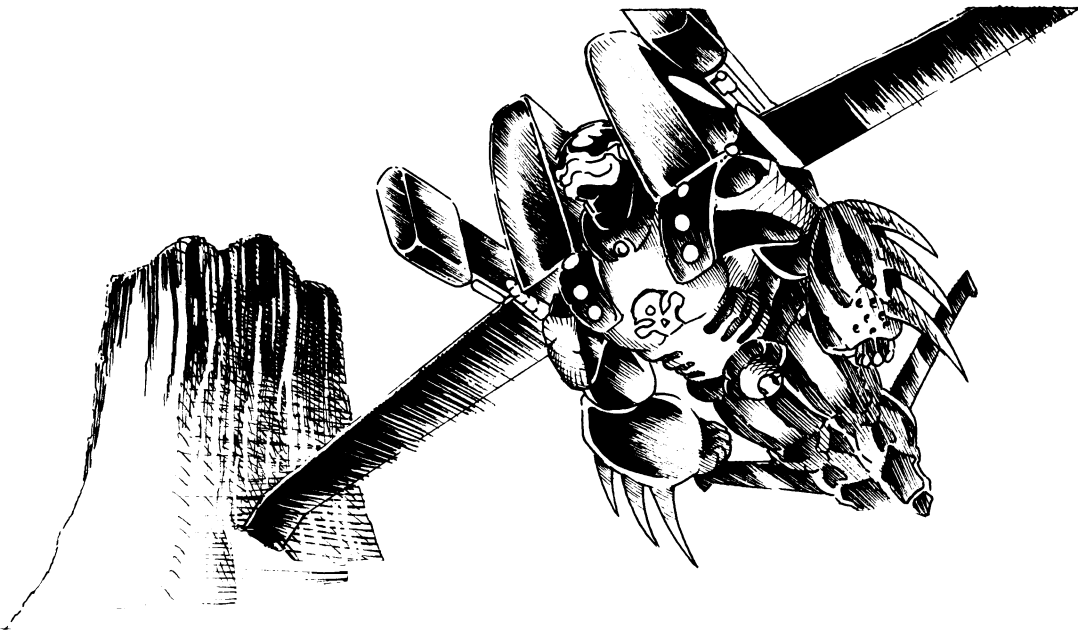
Military Assets: The fortifications themselves (described below), plus the CSN assets of 100 suits of SAMAS armor (all types), 12 patrol boats, 36 Wave Demon watersleds, 60 one-man water skis, 24 Sky Cycles and one Death's Head Transport at CSN Newgulf.

The combined-arms brigade at Fort Simmons has 6 Sea Strikers, 6 Shrike Interceptors, 2 Dagger Bombers, 12 Black Lightning choppers, 48 Sky Cycles, 24 Grinning Skull MBTs, 4 Mark IX Missile Launcher Vehicles, 50 Mark V APCs, 320 PA-06A SAMAS and five Death's Head Transports.

CSN Base Fort Pinnacle is separated from CS Lone Star by several hundred miles and actually sits closer to the Pecos Empire. Thus, it is vulnerable to attack, encirclement and destruction. To improve the defensive strength of the base and give CS reinforcements more time to arrive, the Military High Command resolved to build a series of fortifications north of Fort Pinnacle reminiscent of the famous pre-Rifts Maginot Line. On the northern bank of the **Sabine River**, along the border of Louisiana and Lone Star, this line of fortifications was built under the command of Lieutenant General Baylor Simmons, for whom they have been named.

The entire idea behind the Simmons Line is to contain the Pecos Barbarians, Brodkill, and hostile D-bees like the Tokanii and Simvan, keep them south of the Sabine river and out of Arkansas and Oklahoma, and separated from fellow bandits and anti-Coalition factions operating in Louisiana and southern Arkansas.

The *Simmons Line* starts on the coast where the Sabine River empties into the ocean. Here the CS Navy has built a small base called **Newgulf**. This base has a complement of 500 personnel, one hundred suits of SAMAS armor, and about thirty patrol boats and light craft. From Newgulf, the line follows the river for 70 miles (112 km) northeast, toward the crumbled ruins of the Toledo Bend Dam and the old Toledo Bend Reservoir. Near Joaquin, another 70 miles (112 km) north along the river is the small outpost of **New Joaquin** with 144 Skelebots, 40 SAMAS,



20 Sky Cycles, 6 Maulers, 6 Glitter Boy Killers, 6 Hellraisers, 4 Hellfires, 6 Spider-Skull Walkers, 24 Wave Demons, and 160 combat personnel. At this junction, the Sabine River turns northwest arching toward the haunted ruins of Dallas and the Kingdom of Worth (and at the edge of Tokanii Territory).

Anchoring the northern end of the line is an army base for a combined-arms brigade (the force includes armor, artillery, and light and heavy infantry) called **Fort Simmons**, located on the bones of a small city named Gladewater. In case of invasion or insurrection, it is the mission of this brigade to block the northern traffic, plug gaps in the line and to mount counter-attacks against the enemy to defeat their invasion attempts.

The actual Simmons Line consists of 50 foot (15.5 m) tall, 10 foot (3 m) wide, mega-damage concrete walls (150 M.D.C. per 10 foot/3 m square area) linking 100 heavily armed and fortified bunker-like towers spaced at ten mile intervals. The bunker-towers are miniature fortresses and each can hold a platoon of infantry troops but typically has one squad (10 troops) and 20 Skelebots. Every tower has 800 M.D.C., its own nuclear generator, enough supplies to withstand a month-long siege, and a battery of weapons systems that include: 3 CR-4T laser turrets (6D6 M.D., 4000 ft/1200 m range, unlimited payload), a C-144 turret (4D4×10 M.D., 6000 ft/1830 m range, 100 shot payload), and a multiple-shot, medium-range missile launcher that is automatically reloaded (2D6×10 M.D. missiles, 40 mile/64 km range, launcher holds 12 missiles but is fed from a 48 round magazine).

Directly in front of the wall, along its entire length, is a 660 foot (200 m) deep minefield. Both anti-armor (inflict 2D4×10 M.D.) and anti-personnel (inflict 5D6 M.D.) mines are placed in the field to impede enemy movement. Literally several million land mines have been placed along the length of the Simmons Line, and there is a 01-65% chance per melee round of triggering a mine (equal chance of anti-personnel and anti-armor) whenever anybody enters this defensive area. Another measure to impede enemy movement and prolong exposure to the weapons of the bunker-towers is a 1000 foot (305 m) wide field of obstacles and tank traps at strategic areas for half the line and always around the Navy Outposts. When travelling through the obstacle barrier field, movement speed is reduced to one third normal (only one half normal for dismounted infantry)!

Thanks to the Simmons Line, the most extensive fortification on the continent, the State of Lone Star is supposedly a safer place and the barbarians of the Pecos Empire are held in check. In reality, the Simmons Line has been reasonably effective at inconveniencing and provoking the Pecos Bandits and D-bee tribes in the region. Holes in the Line are a constant problem and skirmishes along the line are bloody and often foolhardy for the attacker who often lashes out in anger and frustration or just to strike out at the Coalition. The casualty rate is typically skewed in favor of the entrenched Coalition forces, with 7-10 attackers killed or injured for each CS defender! Moreover, by the time attacking forces make a significant breach in the wall, reinforcements from CS Lone Star and/or Fort Pinnacle are likely to be in place to rebuff them.

Isle of Orleans: 1st Fleet of Quebec Headquarters

Personnel: 19,500

Military Assets: Independent Navy of Free Quebec. A variety of CS Navy ships, power armor and robots commandeered from the Coalition States, but nothing larger than a destroyer and only one large submarine and three dozen Orca mini-sub. The Quebec Navy has some of the most experienced Sailors, Navy Infantry and Navy Commandos on the continent — after all, it was Free Quebec who helped to establish and build the new Coalition Navy in the first place.

The Isle of Orleans is a massive, fortified Naval base that once served as the H.Q. for the CS 1st Fleet. It was seized by the Navy of Quebec (with assistance from the Army) shortly after the CS declared Free Quebec a traitor and ties between the two nations were severed. Thirty defensive gun emplacements, which are extremely large caliber, semi-automatic cannons set in mega-damage, concrete bunkers (M.D.C.: 600 each, Range: 2 miles/3.2 km, Damage: 1D4×100 M.D. for HE or 3D6×10 M.D. for fragmentation, payload: 100 shots per gun), are part of the Isle of Orleans' fortified defenses. For the defense of the island complex, there are dozens of heavy gun installations, both coastal and air defense, and also an air base which has a comple-

ment of 48 VTOL airplanes, a like number of Sky Cycles, and a half-dozen helicopters.

The Isle of Orleans (Isle d'Orleans, in French) is located in the middle of the *Saint Lawrence River* and, having once been the H.Q. for the CSN 1st Fleet, is the oldest and most powerful Naval installation on the continent. The base complex is situated on the northeastern half of the island which is right next to the lawless, Old Bones trading settlement on the mainland.

It is, by Coalition standards, a medium-sized base and about a third smaller than the 2nd Fleet headquarters at Fort Pinnacle. This is, in part, due to the modest size of the island and the limitations of the river which cannot be navigated by ships larger than a cruiser. Nevertheless, the island's dock is large enough to hold a dozen ships of cruiser-size and six full-sized submarines, in addition to the adjacent shipyard where two ships of destroyer or submarine size (or up to 10 patrol craft) can be built at a time. Note: The dock can accommodate all of the 1st Fleet vessels except for the CSS Free Quebec Aircraft Carrier.

Other facilities on the Isle of Orleans include a small officer's college, a complete training facility (for sailors and marines), a Command and Communications Center, administration and storage buildings, MP station and stockade, and dozens of barracks where personnel are housed in standard CS Army-style apartments. Some of these barracks house a large contingent of the Naval Infantry, with one building set aside as the Office of the Commandant.

When Free Quebec decided to establish a base on the Isle of Orleans, it snatched the island from right under the nose of Old Bones, without warning, around 90 P.A. This action and the construction of a military base on the isle, created a great degree of uneasiness and tension among the populace of Old Bones. Now that Free Quebec is no-longer a member of the Coalition States, relations are better between it and Quebec, but Old Bones may yet play out as a wild card in the conflict to come. Fear of aggression from the Coalition States has prompted many citizens of Old Bones to leave, and the population has dropped by 20% in the last year alone.

Halifax

Personnel: 15,000

Military Assets: A skeleton crew and less than a dozen ships.

Completed in 104 P.A., the CSN base at Halifax was intended to replace the *Isle of Orleans* as the headquarters of the First Fleet. A base on the Atlantic Ocean was necessary as an anchorage for the super-carrier CSS Free Quebec of the 1st Fleet and to guard the outlet of the Saint Lawrence Seaway. However, before the Halifax base was fully stocked and occupied, Free Quebec was branded a traitor and enemy of the States. Since then, the CS High Command has deemed the Halifax CSN Center to be too high risk to put into full service; fearing its isolated location far from any easy CS support makes it too vulnerable to the forces of Free Quebec, Atlantis and other enemies. Consequently, it is occupied by a skeleton crew and defended by an Aircraft Carrier and several large ships from the 2nd Fleet. Thus far, nobody has tried to attack the outpost.

Should Free Quebec be defeated and the fleet expands, it will provide them with a base of operation that will carry the CSN farther into the Atlantic Ocean and increase CS domination of

the waters. The layout of this Navy installation is identical to that of Fort Pinnacle, with docks, shipyard, airfield and other facilities. Only the living quarters are different since at Halifax, there are few provisions for the families of servicemen and none for private businesses and civilian residences — it is strictly a military base. And for now, one in mothballs.

Baton Rouge

Personnel: 1200

Military Assets: 10 Barracuda gunboats, 7 Hurricane patrol boats, 48 Wave Demons, 4 Sea-Spider Walkers, 6 Sea Striker aircraft, 12 Sky Cycles, and two 2nd Division Naval Infantry companies (320 troops). Also 12 heavy laser batteries in turret mountings facing the river (M.D.C.: 120 each, Range: 6000 feet/1828 m, Damage: 1D6×10 M.D., unlimited payload).

In the aftermath of the Great Cataclysm, part of the Louisiana coastline was swallowed by the ocean so that now Baton Rouge sits where the Mississippi river empties into the Gulf of Mexico. All that remains of the former coastline are dozens of swampy islands, some of which are used as temporary camps by river pirates and aquatic D-bees.

Long before the CS Navy was founded, the Coalition built an installation beside the main channel to prevent hostile forces from disrupting CS trade barges on the Mississippi. The base consists of a dozen squat mega-damage concrete buildings, a small airfield and a large dock where cargo can be loaded from regular transport vessels to barges for the trip North, and of course, for the escort gunboats (holds 50 barges and gunboats or 5 capital ships of up to Wasp-class size). Protecting the vital port are a dozen heavy laser batteries that can fire on the entire width of the river.

When the CS Navy came into existence, it took possession of the base from the NSS (Nautical Specialist Service). Baton Rouge is the largest base on the Mississippi and is the headquarters of the **Brown Water Navy** commanded by Captain Fletcher Saunders. The CSN gunboats and amphibious infantry forces at the base are particularly aggressive and constantly patrol the delta, slaying all nonhumans and pirates they find.

Old Chicago

Personnel: 2100

Military Assets: 12 Barracuda gunboats, 2 Hurricane patrol boats, 36 Wave Demons, 8 Sea-Spider Walkers, 6 Sea Striker aircraft, 12 Sky Cycles, 10 Death's Head Transports, one Rifts Control Study Group (RCSG; 40 troops, platoon-sized team), one SAMAS company, one Skelebot company (160 bots), and two CS Army infantry companies, as well as 12 heavy laser batteries in turret mountings facing the river (M.D.C.: 120 each, Range: 6000 feet/1828 m, Damage: 1D6×10 M.D., unlimited payload).

Located north of the Old Chicago ruins on the coast of Lake Michigan, is the Central Lake Outpost of the CS Navy. Regardless of the fact that this installation is not large and has little in the way of resident forces, it is of great importance for the flow of CS trade and also the domination of the western Great Lakes (Huron, Superior and Michigan). Old Chicago is a vital link in the CS infrastructure; all the goods that pass to and from the

southern Coalition to CS Iron Heart and Free Quebec go through this port. To handle the immense traffic flow, a large dock facility was built that can accommodate 50 transports and 10 capital warships in addition to its flotilla of gunboats.

Normally, the defenses of Old Chicago do not include capital ships from the 1st Fleet, but the base is equipped to support such vessels. Frigates and destroyers on patrol or convoy escort duty are often in port at Old Chicago, but none are permanently based there. It is a forward station where ships from other ports stop to rearm and refuel before conducting combat operations. Although lacking capital ships for its defense, the Old Chicago base (actually off and away from the real trouble areas of the ruins) has the support and defenses of Chi-Town which are extensive and only minutes away. To fend off monster attacks from the ruins, the base is ringed by a mine field and mutually supporting bunkers equipped with C-40R rail guns.

Sault Ste. Marie

CSN Personnel: 120

Military Assets: A variety of patrol boats, 10 Sea-Spider Walkers, 24 Wave Demons, 6 Sea Striker aircraft and 24 Sky Cycles, a company of Super-SAMAS, a company of Sea SAMAS, 12 Maulers, 6 Glitter Boy Killers, 96 Skelebots, and two Death's Head Transports, as well as a protective field of 250 HE "smart" mines (3D4×10 M.D.) that detonate when enemy vessels come within 15 feet/4.5 m, and 20 heavy laser batteries in turret mountings (M.D.C.: 120 each, Range: 6000 feet/1828 m, Damage: 1D6×10 M.D., unlimited payload).

Iron Heart's sole Navy port facility is the smallest CSN base on the Great Lakes. This is more of a commercial port than a military facility. In fact, a great many of the people at the base are not full-time servicemen, but members of militia support units or civilians. The docks can hold 20 vessels at full capacity but cannot service ships of greater than destroyer-size. There is only a skeleton force of actual Navy personnel. For its defense Sault Sainte Marie has only a handful of aircraft, a few dozen gun turrets and a protective minefield (CS ships pass freely).

The Naval forces at the base are too sparse to conduct any operations except reconnaissance, small skirmishes and Coast Guard type functions (rescue, help, support, and police) without outside support. When the patrols from Sault Sainte Marie do spot serious trouble, they immediately call for reinforcements to deal with the situation.

Greenville

Personnel: 300

Military Assets: 8 patrol boats, 4 Sea-Spider Walkers, 20 Wave Demons, 30 water skis, 12 Sky Cycles, 6 helicopters, a platoon of (40) Smiling Jack SAMAS and a platoon of Skelebots. There is also six bunkers armed with two C-40R rail guns, each facing the river (120 M.D.C.).

Greenville is the first base on the Mississippi river north of Baton Rouge. As CS bases go, it is so small as to be insignificant except that it is connected by a highway and pipeline to the Coalition ally, **Fort El Dorado**. Oil barges bound for the northern CS, stop here to fill their tanks with oil pumped fresh from Fort El Dorado. In exchange for the oil, other barges off-load goods that are shipped inland on the highway by truck.

There is no strategic reason whatsoever for the base at Greenville except as a token CS presence to maintain friendly relations with Fort El Dorado. Thus, one of the base's most important structures is the Consulate Building. Fort El Dorado has, in recent years, pieced together its own small Navy, consisting mainly of surplus CS vessels, that also operates from Greenville and works in cooperation with the CSN. The bulk of its Navy vessels consist of a handful of old patrol boats, four new Barracuda patrol boats, 18 Wave Demons, and 60 CS jet skis, plus its own land and air forces.

Fort Girardeau

Personnel: 360

Military Assets: 8 Barracuda gunboats, 4 Hurricane patrol boats, 4 Sea-Spider Walkers, 18 Wave Demons, 8 Sea Striker aircraft, 24 Sky Cycles, a platoon of Sea SAMAS, a platoon of Aerial SAMAS, a platoon of Skelebots, plus ten bunkers with C-40R rail guns and four heavy laser batteries (see Baton Rouge entry above) are arranged to defend the base.

Once, in more peaceful times, the ruins after which this base was named was called *Cape Girardeau*, now it is the site of a heavily fortified CSN gunboat and air base. The squat, mega-damage concrete buildings are protected by a dense minefield, trenches and reinforced rail gun bunkers. Security is tight because Fort Girardeau lies south of the Devil's Gate. CS merchant convoys depend on the base to pass the Saint Louis Arch safely. On their trips north, convoys stop at Fort Girardeau to resupply and to hook up with additional escort gunboats. Patrols from the base scout the Devil's Gate area regularly to monitor monster activity and determine when it's safe for convoys to move through.

Hannibal

Personnel: 640

Military Assets: 6 Barracuda boats, 6 Hurricane gunboats, 4 Sea-Spider Walkers, 26 Wave Demons, 4 Sea Striker aircraft, 18 Sky Cycles, a platoon of Super-SAMAS, a squad of Special Forces Striker SAMAS, and a platoon (40) of Terror Troopers. Other defenses include an all but impenetrable minefield to block the river to the north, eight heavy laser batteries facing both directions (see Baton Rouge description) and a dozen rail gun bunkers that have silver as well as regular ammunition.

Hannibal is the twin base to Fort Girardeau stationed north of the Devil's Gate. It supplies additional aircraft, boats and power armored troops to escort and rescue convoys, CS troops, and human travelers who might run into trouble. Cargos are exchanged here before the barges make the return trip to Lone Star. From Hannibal, cargo moves north on a rail line and is disbursed throughout the CS of Missouri and Chi-Town over road networks.

A second function of the facility at Hannibal is as a staging base for raids against Tolkeen. The base has been equipped with a half dozen Hurricane gunboats and Super-SAMAS expressly for this purpose. Raids are infrequent, with the narrow objective of harassing the enemy. At the outset of war, the CSN Command will release the forces of Hannibal to conduct full-scale raids against Tolkeen.

Key Coalition Navy NPCs



Fleet Admiral Travis Fisher

Commander in Chief of the Navy

Travis Fisher is a career CS military officer whose past is less than crystal clear. The Admiral's career is something of a classic success story: juvenile delinquent finds discipline in the military, turns his life around, and becomes a decorated officer; a nice piece of propaganda spread by CS recruiters to sucker City Rats and poor kids into joining the Navy or Army. Travis was born on the Level Eight of Chi-Town and was raised in abject poverty. During the misguided days of his youth, Travis left home for the 'Burbs and the easy money offered by the criminal underworld. One year on those mean streets was enough for him, so he volunteered to serve aboard a CS sponsored privateer — the only way he saw out. He spent the next two years ravaging enemy commerce ships on the Great Lakes and found he liked combat. Travis narrowly survived the two years aboard the privateer and decided upon his return to Illinois to enlist in the Coalition Military.

The CS Army offered the same excitement and adventure of privateering but with the security of reinforcements, state of the art equipment, the best weapons and career advancement. During fifteen years of combat service, Travis fought in a half-dozen campaigns, rose to the rank of Colonel and found himself a comfortable niche. Although fairly successful as a soldier, Colonel Travis Fisher would have been just another no-name officer if not for the Devil's Gate Crusade in 78 P.A. This five month-long campaign had its beginnings when a group of about a hundred supernatural predators and demons emerged from the archway and entrenched themselves in the Saint Louis ruins. From their enclave, the creatures attacked human settlements throughout Missouri and Illinois. General Cabot was appointed to destroy the monsters in what was his last outing as a Field Commander.

Colonel Fisher was just a Battalion Commander selected to replace General Cabot's operations Staff Officer who was killed by a dragon's strafing attack. Colonel Travis — at the right place, at the right time — served well in this capacity and was instrumental in the strategy and tactics that ultimately defeated the monsters. This garnered him the admiration of General Cabot and also caught the eye of then-Chairman Karl Prosek. Suddenly, Colonel Fisher found himself catapulted into the ranks of the Coalition Military Elite.

As a favored servant of the Emperor, Fisher was promoted to the rank of Admiral and placed in command of the Naval Advisory Commission (NAC). When the Coalition States Navy replaced the NAC, Admiral Travis was given Command of the fledgling force. The official reason for his selection was said to be Fisher's experience as a privateer, but his fierce loyalty to the Prosek family was the real reason. Many of Free Quebec's Captains and the Navy Boosters resented his appointment. After all, to them Admiral Travis Fisher was just one of the Army "Good Old Boys" they'd been squabbling with for years. This resentment was unfounded, as the fifty-three year old Admiral has quickly demonstrated. He has blossomed into his own, maturing into an excellent leader despite lack of formal education and some uneven field experience. Arguably, Admiral Fisher's greatest strengths are the ability to recognize a person's strengths and weaknesses, and his willingness to listen to the ideas and suggestions of younger, more knowledgeable officers under his command, follow their advice, and give them the opportunities they deserve. This knack for recognizing leadership abilities in others and giving them their due has earned him the reputation of being a selfless leader, unafraid of those under him, and a brilliant strategist. His form of leadership as an administrator, nurturer and fixer, lets his sub-Commanders operate according to their own ideas and merely secures the necessary resources to keep the Navy running. The Admiral rarely participates in combat operations and seldom leaves the Chi-Town Headquarters.

Quick Stats:

Alignment: Unprincipled

Attributes: I.Q. 13, M.E. 14, M.A. 10, P.S. 14, P.P. 8, P.E. 17, P.B. 11, Spd. 18.

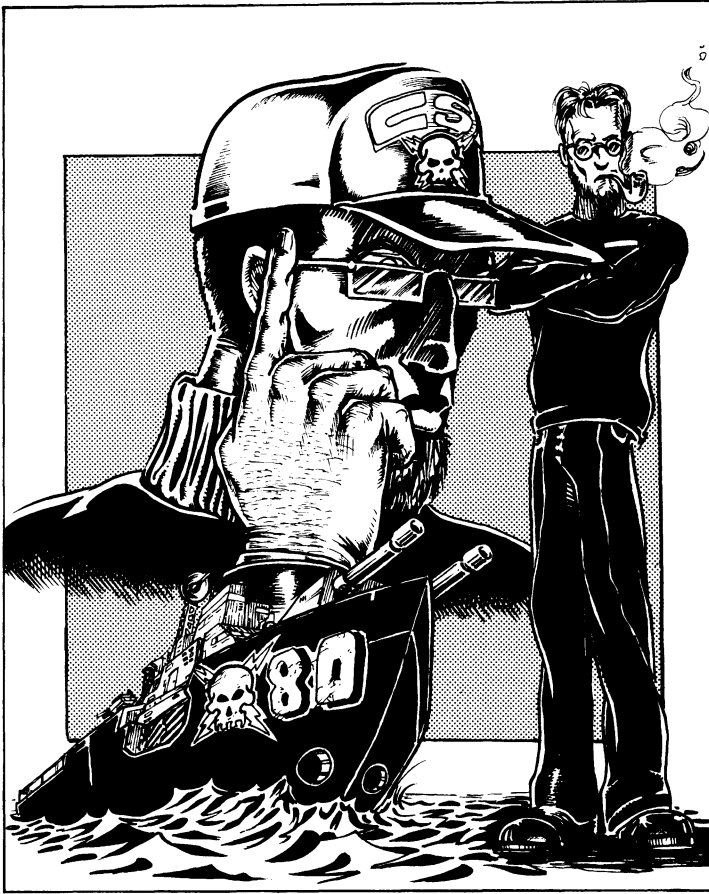
Hit Points: 31, S.D.C.: 52; Age: 61

Experience: 9th level Military Specialist with Naval Infantry experience.

Admiral Rene LeBlanc

Commander CSN First Fleet

For a decade before the CS Navy was established, Rene LeBlanc was the captain of a Sea King Cruiser in Free Quebec's fleet. He is considered to be the best warship Captain on the Great Lakes and was a shoe-in to command the CSN 1st Fleet. Rene has spent his whole life at sea — first as a fisherman and later as a warship Captain. It was LeBlanc who emerged as the hero of the *Anticosti Island incident* that was pivotal in convincing the Emperor to create the Coalition Navy. On top of being an accomplished veteran officer, LeBlanc is also a university-educated historian who has contributed over two dozen articles to CS military journals and has written three books.



Admiral LeBlanc is unquestionably the finest sailor in the Coalition. He is a calm, collected individual who is never rattled. He is meticulous and intense, demanding a great deal of his subordinates. When a situation demands it, Rene can be charming, charismatic and enthusiastic, but his normal disposition is cool, especially to *les anglaise* (english speakers). Like most officers born in Free Quebec, LeBlanc is a patriotic Québécois whose loyalties are split between the CS military and Quebec. When the mutiny of the Isle of Orleans occurred, he was instrumental in bringing about a relatively, blood-free resolution and parting of the Québécois and Coalition Loyalists. To the shock and horror of the Quebec patriots, Admiral LeBlanc chose to remain on the side of the Coalition States, where he continues to serve as the Commander of the 1st Fleet.

Quick Stats:

Alignment: Aberrant

Attributes: I.Q. 15, M.E. 14, M.A. 19, P.S. 13, P.P. 11, P.E. 12, P.B. 10, Spd. 10

Hit Points: 36, S.D.C.: 50; **Age:** 49

Experience: 10th level Navy Officer.

Vice Admiral Nathan R. Copeland

Commander CSN Second Fleet

Nate Copeland was originally a Lone Star tank officer who gained notoriety by leading the counter-attack that broke the Pecos riders offensive at the *Battle of Death Creek*, in 83 P.A. Tanks did not hold much interest for Nate despite his skill as an

Armor Commander. He felt drawn to the sea ever since he'd read some books about the sea and Naval warfare back at the Chi-Town Officers' College. At the first opportunity, Nate transferred to Free Quebec to serve in their small fleet. After a few years, he was awarded Command of a Triton patrol boat and in three more years, Command of a Sea King. When the decision was made to station a CSN fleet in Lone Star, the natural choice to command it was "Navy Nate" Copeland.

In character, the good-natured Admiral is nothing like the average high-ranking CS military officer. He is flexible, easy-going and friendly, while maintaining an air of confidence and authority that few dare to challenge. He leads from the front and has a way of motivating the people under his Command to do their jobs without having to give orders or pull rank. Navy Nate is somewhat of a celebrity as a result of his record of never having lost an engagement and is well-liked and respected by everyone. For him, combat is the greatest experience in life, and Admiral Copeland does not miss an opportunity to fight. During battles, Navy Nate seems to transform into a fiery-eyed, growling whirlwind who is on top of every situation, always a step a head of the enemy and, during such times, is feared only slightly less by his own men than by the enemy. He dislikes being confined to a desk at Fort Pinnacle and is more often found on board the CSS Joseph Prosek.

The mutiny of the Isle of Orleans and Free Quebec being branded a hostile enemy of the Coalition States came as no sur-



prise to Nate. Having worked among them for years, he was keenly aware of their incredible national pride and elitist attitudes. Truth be told, Quebec had stayed a valuable member of the Coalition States longer than he had imagined possible. Admiral Copeland looks forward to the challenge of leading the Naval campaign against his old compatriots — his history with and knowledge of the Quebec Navy assures him of this position.

Quick Stats:

Alignment: Principled.

Attributes: I.Q. 19, M.E. 13, M.A. 21, P.S. 14, P.P. 8, P.E. 17, P.B. 8, Spd. 14

Hit Points: 29, **S.D.C.:** 31; **Age:** 38

Experience: 5th level Military Specialist and Tank Commander, 7th level Navy Officer/Sailor.

Captain Fletcher Saunders

Commander CSN Brown Water Navy

Captain Fletcher Saunders is the only officer in the CS Brown Water Navy at Missouri to reach the rank of Captain. To get even this far was an uphill battle for Saunders who never served in the combat arms of the military. He began his career in the Merchant Marines as a river barge Captain. Saunders never took part in a single campaign or battle, but did fight countless skirmishes against river pirates and monsters — once he even battled a sea serpent with a robot cargo loader and crushed the beast. There is no one in the CS who knows the Mississippi better than Captain Saunders who has spent his entire adult life on the river.

Before the CS Navy was established, the Mississippi was patrolled by the Nautical Specialist Service (NSS). Troops of the NSS fought hard alongside the Merchant Marines, but the officers were interested only in punching their tickets long enough to be transferred to the Great Lakes or Headquarters. This disgusted Saunders who saw dozens of his own men and brave NSS soldiers die as a result of indifference. To rectify the situation, he joined the NSS and earned a commission. By the time the CS Navy was created, he'd risen to the rank of Captain and was the Commanding Officer of the Mississippi NSS forces. The Navy decided to leave him in that place — a position he loved and work he did better than anybody else.

Under the guidance of Captain Fletcher Saunders, the CSN Brown forces of the Mississippi, called the *Brown Water Navy*, has flourished. Through constant patrolling and skirmishes, they have managed to keep trade along the river flowing smoothly. The Brown Water Navy conducts combat operations, especially amphibious raids and espionage type strikes and reconnaissance, far more regularly than the two fleets. These operations, however, are of limited scale with units of platoon-size or smaller supported by a handful of gunboats and aircraft. Captain Saunders is a model of the type of person in the overworked and underpaid Brown Water Navy: he is energetic, tough, stoic and an action junky at heart. Like the troops he Commands, Captain Saunders tends to be neglected by the inner circle of the government and Department of the Navy who devote their attentions to the more prestigious capital ship fleets.

Quick Stats:

Alignment: Unprincipled

Attributes: I.Q. 14, M.E. 12, M.A. 10, P.S. 20, P.P. 9, P.E. 12, P.B. 11, Spd. 13

Hit Points: 26, **S.D.C.:** 48; **Age:** 33

Experience: 7th level Merchant Marine and 3rd level Military.

Major General Jean-Pierre Moreau

Commandant CS Naval Infantry

Although of French heritage, Jean-Pierre Moreau was born not in Free Quebec, but in the rugged north country of Iron Heart. The lifestyle of hunting, trapping and fishing in the harsh northern terrain was hard and toughened him. He learned to stalk prey like a wild animal and to live off the land. Jean-Pierre lost his family at the age of fifteen to a rampaging D-bee that attacked while he was out fishing. Having nowhere else to go, he moved in with an uncle in Free Quebec City. However, Moreau could not adjust to city life and joined the military to escape its congestion. In the Army his wilderness skills, toughness, and natural smarts allowed him to rise quickly through the ranks. He attended officers' school and by the time Jean-Pierre was twenty-eight, he'd already fought in a dozen battles and earned the rank of Colonel.

Jean-Pierre was unable to advance further in the Free Quebec Army on account of his Iron Heart origins and hard-nose, uncouth personality. Enemies in senior positions blocked his way. Wanting to become a General, Jean-Pierre transferred to the Free Quebec Marine Infantry unit called *Les Fusilier Marin*, who were reputed to be as belligerent as he was and "tough-as-nails." In the Marines, Jean-Pierre was judged purely on his ability and excelled as a result; in just five years he became a Brigadier General. He was the Commander of the Free Quebec Marines by the time the CS government established the CS Navy and was thus selected as Commandant of the CS Naval Infantry.

General Moreau remains an imposing figure despite his age of fifty-four. He stands over six feet tall and is still in fighting shape. General Moreau demands the very best of his men, whom he cares deeply about, and is respected because he holds himself to the same standards. He is extremely capable and a valuable officer even if you can't take him to dinner parties — he's nearly as rude, crude and outspoken as he was in his youth. Moreau's loyalties are to the Coalition States as a whole and not Free Quebec, whose leadership he never liked anyway. He will volunteer to spearhead a grassroots movement from within the heart of Free Quebec as an indispensable spy and leader of the underground Coalition States "loyalist" faction from Free Quebec! Not everybody at Free Quebec is opposed to being a member of the Coalition States; roughly 31% would prefer the protection and unity with Chi-Town. It is these forces that General Moreau will use to undermine Free Quebec from within, and to build a network of CS loyalists (spies and "freedom fighters") to help the CS try to defeat Quebec.

Quick Stats:

Alignment: Scrupulous and loyal to the CS.

Attributes: I.Q. 14, M.E. 10, M.A. 12, P.S. 20, P.P. 15, P.E. 12, P.B. 7, Spd. 24

Hit Points: 47, **S.D.C.:** 60, **Age:** 54

Experience: 5th level CS Ranger and 8th level Navy Commando.

CS Navy O.C.C.s

Ranks of the CSN

The Coalition Navy uses a different set of ranks than the standard ones of the CS Army and Air Force. Only the titles differ, the status and seniority attached to them are identical to the equivalent Army ranks. All branches of the CS Navy use this system, including the Merchant-Marines, Sailors and Nautical Specialist Commandos. The Naval Infantry is the lone branch of the Navy that uses the standard Army ranks, except that Naval Infantry Sergeant Majors are called *Master Gunnery Sergeants* and Sergeants First Class are called *Gunnery Sergeants*.

Sailors in the regular branch of the Navy are the only ones eligible for command level positions such as Captain and Admiral. Most Merchant-Marines are enlisted personnel, less than ten percent are officers and the commanding officer of the branch is only of Captain's rank. In the Nautical Specialist/Commando teams, the highest rank an officer can achieve is that of Commander.

<u>Enlisted</u>	<u>Officer</u>
Master Chief Petty Officer	Ensign
Senior Chief Petty Officer	Lieutenant (Junior Grade)
Chief Petty Officer	Lieutenant
Petty Officer First Class	Lieutenant Commander
Petty Officer Second Class	Commander
Petty Officer Third Class	Captain
Seaman	*Commodore
Seaman Apprentice	Rear Admiral
Seaman Recruit	Vice Admiral
Admiral	
Fleet Admiral	

* The rank of Commodore is used only to denote a Captain placed in charge of a squadron of ships.

Sea Dogs and other mutant canines seldom achieve a rank higher than Senior Chief Petty Officer, but Sea Dogs are occasionally given command of human troops.

Psi-Stalkers may achieve the rank of Master Chief Petty Officer and often command Dog Packs and may command humans as well. However, most Psi-Stalkers hate the confined, tedious life on ship and avoid sea duty, except as Navy Infantry.

Underwater Skills

Alphabetical list of new skills

Advanced Fishing
Marine Biology
Ocean Geographic Surveying
Pilot: Advanced Deep Sea Diving
Pilot: Submersibles
Pilot: Warships & Patrol Boats
Pilot: Water Scooters
Pilot: Water Skiing and Surfing
Pilot Related: Navigation

Power Armor Skill Note
Sea Holistic Medicine
Submersible Vehicle Mechanics
Swimming & Fatigue Note
Track & Hunt Sea Animals
Undersea Demolitions
Undersea Farming
Underwater Navigation
Undersea Salvage
Undersea & Sea Survival
W.P. Harpoon or Spear Gun
W.P. Torpedo
W.P. Trident

Note: The availability of the broad range of skills that falls under the heading of "Underseas Skills" are limited to the available skills of that O.C.C. Specific areas of training and orientation, as well as lack of formal education/literacy, may preclude some. Each skill is preceded by the skill category (Mechanical, Military, Technical, etc.) under which they fall. Categories that are excluded by a particular O.C.C. means that skill is not available to that character.

Also see *Military Skills* described in the pages of **Coalition War Campaign**, and reprinted in **Rifts® New West™**.

Cowboy skills are *not* available, although cardsharp and seduction rogue skills may be.

Mechanical: Submersible Vehicle Mechanics: Training in the diagnosis and repair of submersible vehicles, including submarines, underwater robots, probes and stations. **Base skill:** 25% +5% per level of experience. **Note:** Mechanical engineers can also effect repairs but at -15% and aircraft mechanics at -40%.

Medical: Sea Holistic Medicine: Training in the recognition, preparation, and applications of natural medicines derived from aquatic plants/seaweed and animals, including ink, blood, poisons and other secretions and chemicals. This skill also includes the knowledge of where to find the necessary plants or animals, how to extract the necessary components and some knowledge of legends as they pertain to the healing properties of the sea and sea animals. Otherwise, the skill is fundamentally the same as the standard holistic medicine skill. **Note:** The standard skill does NOT include medicines derived from the oceans and seas, likewise, the sea holistic knowledge does NOT include most of the land herbs and plants (only a handful of the very most common and basic items). **Base Skill:** 20% +5% per level of experience. A failed roll means the treatment or concoction did not work.

Military: Undersea Demolitions: Fundamentally the same basic skills and training as demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area affect, sound wave damage, different types of explosives, as well as arming, disarming and repairing torpedoes and depth charges. **Base skill:** 56% +3% per level of experience.

Note: Any character with the demolitions skill can use explosives underwater, but is -10%.

Physical: Swimming & Fatigue Note: For humans and similar surface dwelling D-bees, the act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or very long periods of time. Swimming underwater with S.C.U.B.A. equipment or other underwater equipment is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity).

For most aquatic life forms, including Amphibs, Naut'yll, Lemurians, aquatic D-bees and mutants, sharks, dolphins, whales, and sea mammals, underwater activities such as fast swimming, diving, playing and underwater acrobatics are considered light activities and can be conducted for hours without fatigue. Pulling a heavy load and combat is considered medium to heavy activity.

Remember that the buoyancy of water *reduces the weight of most items by 30%* when used/carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30% or 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

Pilot: Advanced Deep Sea Diving: Skill in the methods, techniques and equipment used in deep sea diving and exploration. Includes the use of most types of diving suits, diving pods (attached to tethers/lifelines) and light to medium *power armor!* It does not include combat models.

Pilot Submersibles: The knowledge and skill of piloting all types of submersibles, including underwater sleds, mini-subs and most types of submarines, including military submersibles. **Base Skill:** 40% +4% per level of experience. **Note:** -20% when using alien or unusual submarines. Does not include power armor or deep sea diving suits.

Pilot: Water Skiing & Surfing: All water skiing techniques, methods and use of most types of recreational forms of "riding the waves," including skis, ski jet boots, water boards, surf boards and sail boards. **Base Skill:** 40% +4% per level of experience.

Pilot Water Scooters: The knowledge and skill of piloting all types of one- and two-man water sleds (underwater) and jet skis (surface sleds). **Base Skill:** 50% +4% per level of experience.

Pilot: Warships/Patrol Boats: Special training in the use of military warships, combat hydrofoils, patrol boats and amphibious beachcraft/transports. Includes a basic idea of how to use sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base skill:** 40% +4% level. **Note:** Characters with the motor boat or ship skill can also pilot these vessels but at a -12% penalty.

Pilot Related: Navigation Note: The basic navigation skill described in the *Rifts RPG*, page 30, will enable characters to pilot *ships* and other water vessels that ride on the surface of the water by charting the stars and landmarks and using instruments. Likewise, the character can navigate *submersibles* using instruments and other data. Navigating marine vessels is an aspect of the standard *navigation skill*.

Power Armor Skill Note: The skill described in the *Rifts RPG*, page 30, includes non-combat models of light, medium and heavy power armor and diving suits, as well as experimental and light combat underwater power armor. **Robot Combat: Elite** is required to pilot heavy combat power armor, underwater robots and advanced robot vehicles like the Kittani shark-sub.

Science: Marine Biology: This skill is a general knowledge of the ecology of oceans and seas, with an emphasis on undersea habitats, environments, and the types of fish and sea animals attracted to such places. This skill also gives the character the knowledge of where to look for particular types of sea creatures (i.e. in coral reefs, under rocks, inside caves, warm water, cold water), the types of food sea animals eat/prey upon, migration patterns of fish and sea mammals, and a knowledge of tides, water composition, and ocean plant-life.

The marine biology skill also gives the character specific medical and scientific knowledge about the behavior, habits, evolution, physiology, cells, anatomy, and genetics of fish, marine mammals and other types of sea life. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from sea creatures only) and the care, keeping, and medical treatment of marine animals, including dolphins and whales. **Basic Skill:** 35%/25% +5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antidotes to poison, capturing animals without killing them (+10% to hunt/kill), surgery (sea animals only; -60% on humanoids), and the care, keeping and medical treatment of marine animals. **Note:** -30% when dealing with alien and mutant life forms. **Requirements:** Biology, advanced mathematics and chemistry.

Science: Ocean Geographic Surveying: The methods and ability to identify natural geographic formations (mountains, trenches, coral reefs, etc.), identify wreckage and underwater cities, identify Earth minerals, damage caused by earthquakes, earthquake zones, determining depth, accurate map making, accurate map reading and geographic photograph identification and evaluation, as well as a basic knowledge of geology and oceanography. **Base skill:** 15% +5% per level of experience (+15% to read maps).

Science: Undersea Farming: The knowledge of cultivating undersea plants, algae, and/or breeding aquatic animals/fish for harvesting and production. Undersea farming includes, but is not limited to, growing crops (either through hydroponics or on the ocean floor), lobster farms, oyster beds, and fish hatcheries.

Base skill: 35% +5% per level of experience.

Technical: Advanced Fishing: The normal fishing skill has to do with the recreational sport of fishing with a hook, pole and line. *Advanced fishing* is the knowledge of commercial fishing techniques, including the use of nets, cages (for lobsters and crabs), trolling, explosives, harpoon guns and other methods and techniques used in commercial fishing of mass catches from the ocean. It also includes a knowledge of baiting, as well as cleaning, preparing, storing and preserving catches for transport to market. **Base Skill:** 30% +5% per level of experience. **Note:** -15% when dealing with alien creatures and mutants.

Technical: Undersea Salvage: The character knows how to locate and identify objects (ships, armor, gold, etc.), recognize salvageable components and materials (valuable parts, electronic

equipment, E-clips, weapons, coins, magic items, precious metals and gems, etc.), retrieve (with minimal damage and effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged underwater artifacts, equipment, parts, and scrap metal. The salvage skill also offers methods of exploiting and capitalizing on some of the simple resources under the seas, including rudimentary mining, excavation, and gathering coral, rocks, seaweed, sponges, clams, oysters, and starfish. The character is also familiar with underwater cutting tools, cranes, pulleys, and tow lines, and can strip/cut apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on slightly damaged items, and even raise small sunken ships, subs, and bots! **Base skill:** 30% +5% per level of experience; add a salvage bonus of +5% if a mechanical engineer.

Wilderness: Track & Hunt Sea Animals: General knowledge of the oceans and seas, with an emphasis on undersea habitats and environments, and the types of fish and animals attracted to such places. The character knows where to look for particular types of fish and sea creatures (i.e. in coral reefs, under rocks, inside caves, in warm water, cold water, etc.), the types of food the sea animals eat/prey upon, migration patterns of fish and sea mammals, and notable types of seaweed and their uses (edible, poisonous, etc.). **Basic Skill:** 35%/25% +5% per level of experience. The first number is the general knowledge, and the second is the character's ability to locate and capture small and large undersea creatures (crustaceans, fish, eels, sea mammals, etc.). **Note:** -20% when dealing with mutants and alien creatures.

Wilderness: Undersea & Sea Survival: Methods and information for surviving in an underwater environment or lost at sea (on the water's surface). Includes a basic knowledge of what sea animals and fish are edible and easiest to find and catch, how to make simple fishing hooks and lines, dangerous predators and D-bees to avoid, how to protect oneself from the sun, water and food rationing, and fundamental survival techniques. **Base skill:** 25% +5% per level of experience. **Note:** At the G.M.'s option, this can be included as part of a character's basic *wilderness survival skill* as found in the **Rifts RPG**. This is especially likely of Navy men, sailors, pirates, sea druids, ocean wizards, and aquatic D-bees.

Wilderness: Underwater Navigation: This skill is the deep sea version of land navigation. The character can identify his whereabouts, direction, travelling speed, and stay on course by means of observation. This method includes mentally marking and recognizing *underwater* landmarks (mountain ranges, reefs, sunken wreckage, cities, animal habitats, etc.), as well as noting the direction of currents, tides, determining the time of day, recognizing sounds, *surface* landmarks, the positions of the stars and sun, and other navigational tricks. The character should roll once for every ten miles (16 km) traveled in order to stay on track. A failed roll means he is drifting off course by 1D6x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. His course can only be corrected when he makes a successful roll. **Base Skill:** 30% +4% per level of experience.

W.P. Harpoon or Spear Gun: Proficiency with the harpoon gun. The weapon can be used either with a plain pointed end

(2D6 S.D.C. damage) or with an explosive head (typically 4D6 M.D.). **Bonuses:** +1 to strike at levels two, four, seven, ten, and thirteen.

W.P. Torpedo: Maintenance and a keen understanding of a torpedo's speed, range, trajectory, and most effective use. **Bonuses:** +1 to strike at levels two, six and twelve. +1 to strike with a depth charge at level four.

W.P. Trident: The practiced use of the trident as a weapon. **Bonuses:** +1 to strike and parry at levels one, three, seven, eleven and fifteen. "Catch" or "Pin" an opponent's arm, hand, foot or weapon between the prongs: +1 at levels two, five, ten and fifteen. If a limb is caught or pinned, the trident user can twist and swing the trident with a quick movement that will force the "pinned" opponent to follow the movement and be "flipped" off his feet or upside down underwater. The victim of a body flip is thrown to the ground/down/over and loses initiative and one melee action/attack. W.P. Trident provides the *body flip* move only when using the trident. Typical damage is 3D6 S.D.C. or 3D6 M.D.C.; this weapon can be thrown 50 feet (15.2 m) in the air or 30 feet (9 m) underwater.



Seafaring O.C.C.s

CS Navy O.C.C.s

CS & Independent Merchant Marine

CS Navy Sailor

CS Naval Infantryman

CS Nautical Commando Specialist (SEAL)

CS Navy Sea Dog

CS EOD Specialist

CS Juicer

CS Nautical Specialist (old Army O.C.C.)

CS RPA Elite/SAMAS Pilot

CS RPA "Fly Boy" Ace

CS Special Forces

Note: The second grouping of CS Army O.C.C.s are those most likely to be crew or troops found on board Navy Ships and involved in Navy operations, particularly combat and amphibious landing missions. RPA robot and power armor pilots as well as aircraft pilots are active members of both the Army and Navy, usually assigned to an air wing or special combat unit. Descriptions for these other CS service men can be found in **Coalition War Campaign™** and the **Rifts® RPG**.

Other Seafaring O.C.C.s

Pirate

Privateer

Note: See **Rifts® Underseas** for other O.C.C.s and R.C.C.s appropriate for seafaring characters and adventuring. Pirates and Privateers are found in the section on pirates.

Merchant Marine O.C.C.

The backbone of commerce in the Coalition States is merchant shipping. For as long as civilization has flourished, mankind has known water to be the fastest and most efficient of trade routes. Nothing has changed in the post-apocalyptic age. If anything, water trade routes are more attractive since serviceable roads and rail lines are virtually non-existent. Waterways are also generally safer than the few overland routes which are the hunting grounds of hundreds of monsters and high-tech bandits. The problem of overland travel is even more acute for the States of the Coalition which are separated by hundreds (sometimes thousands) of miles of untamed territory.

Fortunately for the CS, its territories are connected by excellent natural highways, namely the *Mississippi River* and the *Great Lakes*. For nearly a century, intrepid Merchant-Marines have plied these waters in cargo haulers of all description, helping to keep the CS running. Life aboard a merchant ship is a danger-fraught existence, for merchant ships are lightly armed at best, and hold millions of credits worth of cargo. The Merchant-Marine is the target of pirates and monsters as well as derision from so-called "true" sailors serving on warships. Still, hundreds join their ranks each year, seeking fame and fortune, or adventure, or simply because they love sailing — it is said that for some, the sea is in their blood.



Coalition Merchant-Marines are luckier than most. The average North American merchant seaman serves aboard a decrepit ship, is paid little and is likely to die young. CS Merchant-Marines, on the other hand, are equipped with modern ships, receive training at special academies and have nominal protection from the Navy under whose authority they serve. Even so, being in such a career is a difficult and thankless job. Monsters or pirates (or both) wait around every bend in the river to attack. Pay is well below what a frontline grunt makes, and, as one of the people at the “bottom of the barrel” within the Navy, Merchant-Marines must face the scorn of regular Navy personnel on a daily basis.

Player Note: This class is presented in the tradition of the Optional O.C.C.s. However, such salty, independent, self-reliant and boldly adventurous characters can make for wonderful player characters. Most Merchant Marines are outspoken, no-nonsense, rough and tumble men and women who know their job well and love adventure almost as much as life on the sea (or Great Lakes and/or rivers, as the case may be). Those who don't care about adventure or life on a boat are not likely to survive more than a few years service. These characters usually enjoy physical challenges, roughhousing, drinking (when not on duty), adventure, gossip, and storytelling, especially their own exciting exploits and tall-tales involving the CS, pirates and other seamen. Most see themselves as the backbone of the shipping trade and unsung heroes. Some will be citizens or supporters of the CS, while others may dislike or even hate them, but all respect their growing Naval supremacy.

Few Merchant Marines (less than 8%) own their own ship, most are employed by a particular nation, kingdom, or business — the six powers noted earlier seem to always be looking for reliable and hard working sailors. If the pay is more than 20% above the average (listed below), or the job seems too easy, one can assume some serious risks and combat will be required!

A Merchant Marine employed by the Coalition States will always be human (psychics are okay), a Psi-Stalker or Dog Boy, never a D-bee, practitioner of magic or other nonhuman. D-bees may be employed by the other manufacturing and trade powers or independent communities or powerful businesses, but D-bees are in great peril when facing boarding or inquisition by CS Navy forces. Many a hard working, honest, D-bee seaman has been executed on the deck of his ship, or taken prisoner by CS Sailors under the pretext that he was a pirate, smuggler or enemy subversive.

Merchant Marine O.C.C. Bonuses:

1. Drink others under the table: The average character starts to notice the effects of alcohol after three drinks and most are pretty drunk after six drinks (especially if consumed in less than two hours) — note a typical bottle of alcohol contains 16-20 shots/ounces. The effects of alcohol impairs the character's motor skills, sense of balance, and general perception of things.

Typical Characters (not heavy drinkers):

After three drinks: -6% on all skills.

After six drinks: -12% on all skills; initiative and all combat bonuses are -2, and reduce speed by 20%.

After nine drinks: -24% on all skills and reduce speed, initiative, attacks per melee round, and all combat bonuses by half.

After 12 or more drinks (falling down drunk): -40% on all skills, reduce speed to 20% of normal, and reduce initiative, attacks per melee and all combat bonuses to two!

Modifiers: The typical *Saloon Girl*, *Bounty Hunter*, *Gun-slinger*, *Wired Slingers*, *Crazy*, *Juicer*, *True Atlantean*, *Simvan*, and *heavy drinkers* can drink twice as much before feeling the negative effects (penalties).

The Merchant Marine (Saloon Bums and Dwarves) can drink two and a half times as much before feeling the negative effects (penalties), but runs the risk of becoming an alcoholic if he drinks like this regularly.

The average dragon, *Brodkil*, and *lesser demons and supernatural creatures* can drink three times as much before feeling the effects (penalties); greater supernatural beings, four times.

2. Other O.C.C. bonuses:

+1D4 to P.E. and +2 to P.S.

+4D6 S.D.C.

+1 on initiative.

+2 to roll with punch, fall or impact.

+2 to pull punch.

+1 to save vs horror factor at levels 2, 4, 7, 10 and 13.

Merchant Marine O.C.C.

Attribute Requirements: P.S. 10 or higher; a high I.Q., M.E. and P.E. can't hurt either.

Alignments: Any, but often good or selfish.

O.C.C. Skills:

Speaks Native Language at 98%

Select one additional Language of choice (+20%)

Basic Math (+15%)

Radio: Basic (+5%)

Read Sensory Equipment (+8%)

Weapon Systems (-5%; that's right *minus* 5%!)

Pilot: Ship (+5%)

Pilot Boat: Motor & Hydrofoils (+12%)

Pilot Water Scooters (+10%)

Pilot: Water Skiing and Surfing (+10%)

Undersea & Sea Survival (+15%)

Swimming (+15%)

Climbing (+10%)

Fishing (+10%)

W.P. Energy Rifle

W.P. of choice

Hand to Hand: Basic

Hand to hand: basic can be changed to expert for the cost of one O.C.C. Related skill, or to martial arts for the cost of two.

O.C.C. Related Skills: Select six other skills. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: None

Domestic: Any (+10%)

Electrical: Basic Electronics (+5%) only

Espionage: None

Mechanical: Basic Mechanics (+5%) only

Medical: First Aid (+10%) and Sea Holistic Medicine only

Military: None

Physical: Any, except Acrobatics, +5% for S.C.U.B.A.

Pilot: Any boats/ships (+10%) and non-combat vehicles.

Pilot Related: Any

Rogue: Any, except Computer Hacking; +4% to Cardsharp, Streetwise and Seduction.

Science: None

Technical: Any (+5%; +10% for Advanced Fishing and Undersea Salvage)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 3, 7, 10 and 14. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Light body armor, inflatable life vest (supports weight of armor as well), heavy-duty rainsuit, gloves, multi-blade pocket knife, fishing knife, fishing rod and reel, tackle box with 1D4x10 lures, playing cards, chewing tobacco, grooming utensils and personal items. Character has access to additional equipment on board the ships including energy rifles, spearguns and Vibro-Blades stored in a weapons locker. CS Merchant Marines are not allowed to carry their own weapons — only officers may have a blade and sidearm (energy pistol and/or neural mace). However, 10% will have smuggled on board some small, concealable weapon, typically a blade or pistol.

Independent Merchant Marines (and the self-employed) may be allowed by their employer to carry light, personal weapons with heavy weapons stowed in a weapons locker.

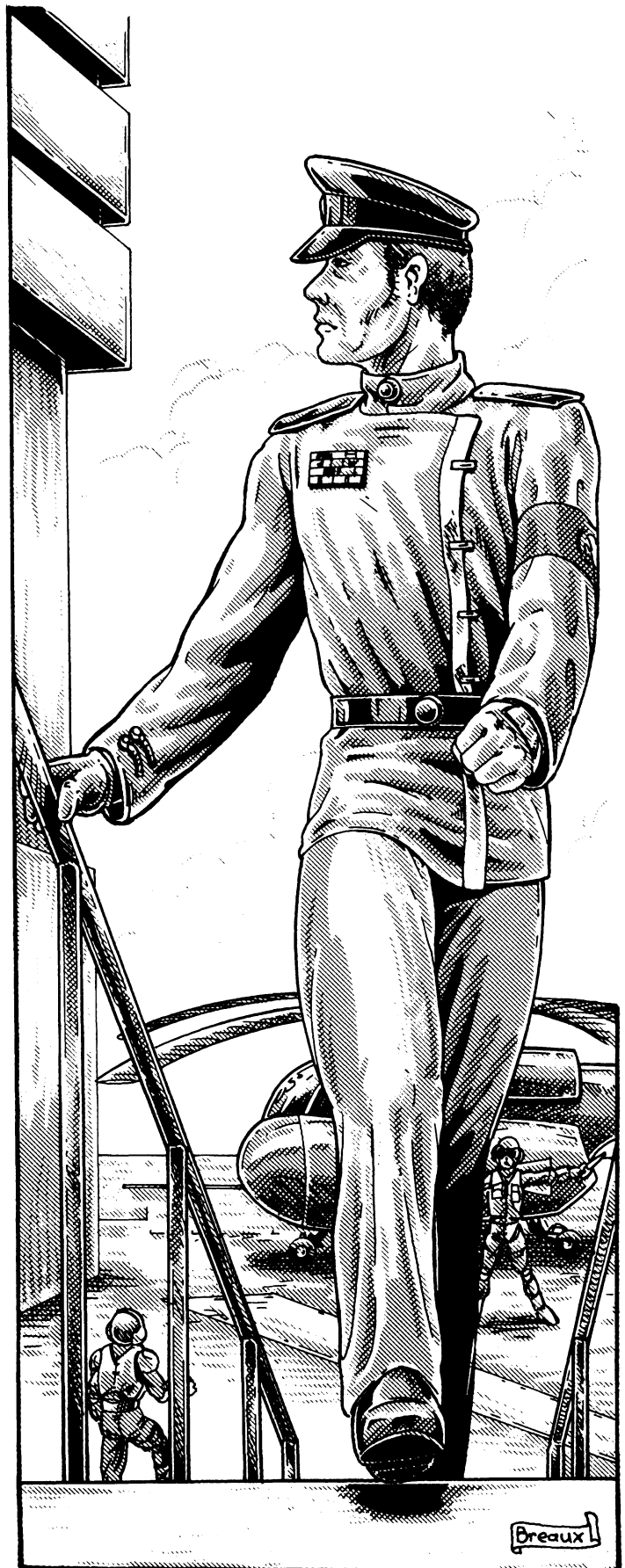
Vehicle: The character has no vehicle of his own but is assigned to serve aboard a cargo ship by his superiors. Rafts, motor boats and water sleds or skis may be made available upon special assignment.

Money: Typical Merchant Marine pay is a monthly salary of 1,300 credits, plus 100 credits for each three years of seniority. A bonus of 100-1000 credits may be paid for especially dangerous or difficult deliveries or assignments. In addition, Spartan quarters are provided for the character aboard ship while at sea. A berth is also provided at his home base, free of charge, along with daily meals, clothing, basic equipment necessary for work and all other basics. Starts off with one month's pay.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

CS Navy Sailor O.C.C.

It takes a special kind of person to endure the tough and demanding life of sea duty in the CS Navy. There is no room for the muscle-bound toughs who excel in the infantry — the Navy demands professionalism and discipline above and beyond that of the average Grunt. Navy Sailors must be smart enough to complete specialized training, and have mental endurance enough to spend weeks at a time pent up in the tight confines of a metal bucket. Self-motivation is another must, there is no room for slackers on a warship; success depends on each individual CS Sailor zealously attending to his duty as part of a larger team effort.



The CS Navy takes great pains to screen candidates for service. As a young military force, barely a decade old, the CS Navy has little tradition or combat-proven doctrine and, thus, relies on the quality and motivation of the individual sailor. It is indeed due to the efforts of enlisted sailors and their officers that the CS Navy has reached a remarkable degree of professionalism in such a short time. The individual sailor works hard not just for himself but also for the pride of the CS Navy.

Note: Humans are the dominant majority in the Navy, but 5% are Psi-Stalkers (these mutants dislike sea duty) and over 30% are Dog Boys. These animals tend to be canines with an affinity for water, including Golden Retrievers, Cocker Spaniels, Labrador Retrievers, Irish Water Spaniels, and so forth. Due mainly to the presence of a fleet in Lone Star, mutant animals make up 32% of the overall Navy's enlisted ranks. The figure for Lone Star's fleet is closer to 40%; half of which are "Navy Sea Dogs" — *Newfoundland* breed canines who love the water, swimming and hard work, and who even have webbed hands and feet. These hard-working animals are, for the most part, assigned to the low-level, menial positions. None are allowed to serve as an officer or aviator, and they fill only 10% of the technical positions.

CS Navy Sailor O.C.C.

Attribute Requirements: I.Q. 10, M.E. 10 or higher.

O.C.C. Bonus: +3D6 to S.D.C. and +1 to P.S.

O.C.C. Skills: Most Officers (85%) are Literate in American and have Computer Operation (both +20%)

All Speak American 98%

Basic Math (+10%)

Radio: Basic (+10%)

Swimming (+15%)

Navigation (+10%)

Weapon Systems (+5%)

Pilot Ship (+10%)

Pilot Watercraft of choice (+5%)

W.P. Knife

W.P. Energy Rifle

Hand to Hand: Basic

MOS Skills: In addition to the skills listed above, every sailor receives a skill package from his Military Occupational Specialty training. The MOS skill packages are as follows (pick one):

Communications Technician: Computer Operation (+5%), Radio: Scramblers (+12%), Cryptography (+5%), Basic Electronics (+10%).

Sensors Operator: Read Sensory Equipment (+15%), Computer Operations (+10%), Computer Repair (+8%), Radar/Sonar Operation (+15%).

Mechanic: Basic Mechanics (+15%), Submersible Vehicle Repair (+10%), Aircraft Mechanics (+10%), Computer Repair (+5%), Basic Electronics (+5%).

Medic: Paramedic (+15%), Basic Cybernetics (+5%), Field Expedient Surgery (+5%), Sea Holistic Medicine (+8%).

Gunner: Weapon Systems (+15%), Weapons Engineer (+10%), Demolitions Disposal (+10%), W.P. Torpedo.

Aviator: Read Sensory Equipment (+12%), Pilot Helicopter (+15%), Pilot Jet Fighter (+15%), Pilot Robots & Power Armor (+5%), Robot Combat: Basic.

Officer: Navigation (+15%), Intelligence (+6%), Computer Operations (+10%), Pilot Warship/Patrol Boat (+15%), Naval History (+10%), Naval Tactics (+10%).

Note: If a skill from the standard O.C.C. list is duplicated in the weapons package the higher skill bonus applies; do not add the bonuses together.

O.C.C. Related Skills: Select five other skills. Plus select an additional skill at levels three, six, nine and twelve. All new skills start at level one proficiency.

Communications: None; only Officers & Communications Technicians can select any.

Domestic: Any (+5%)

Electrical: Basic Electronics (+5%); Technicians can select any.

Espionage: None

Mechanical: None. Mechanical Technicians can choose any.

Medical: First Aid only (+5%); Medics can select any (+10%)

Military: None

Physical: Any, except acrobatics.

Pilot: Any non-aircraft. Aviators can select any (+10%).

Pilot Related: Any (+10%)

Rogue: None

Science: None

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Only Carpentry, Boat Building, and Undersea & Sea Survival (+5%).

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 1, 4, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: For soldiers on dangerous or combat duty, CA-4 Mk2 "Shark" body armor is issued, otherwise standard body armor or light Dog Boy DPM armor and a floating life jacket are used. Fatigue uniforms are standard dress for Sailors aboard ship (unless exposed to combat in which case armor is worn), plus the character is issued a dress uniform for special occasions.

Regular issue equipment includes an inflatable life vest (supports the weight of armor), a heavy-duty rainsuit, winter jacket, woolen cap, several pairs of gloves, multi-blade pocket knife and grooming utensils.

Officers have, in addition to the above, a pocket computer, Pocket Digital Disc player, several tactical and history manuals on disc, and a full-sized computer in their quarters, and sidearms that consist of an energy pistol and vibro-knife or neural mace.

Mechanics are issued basic tool kits and have free access to their ship's mechanics' bays. Similarly, medics have access to hospital areas aboard ships and have personal first aid kits.

Weapons are not issued to Sailors directly but are kept in a locker aboard ship. This is done for two reasons; first because Sailors are rarely involved in direct combat, and secondly to prevent mutiny. If a Sailor is posted to a dangerous duty (such as serving aboard a small patrol ship), he or she is issued a C-20 pistol and CP-40 rifle with three extra E-clips for

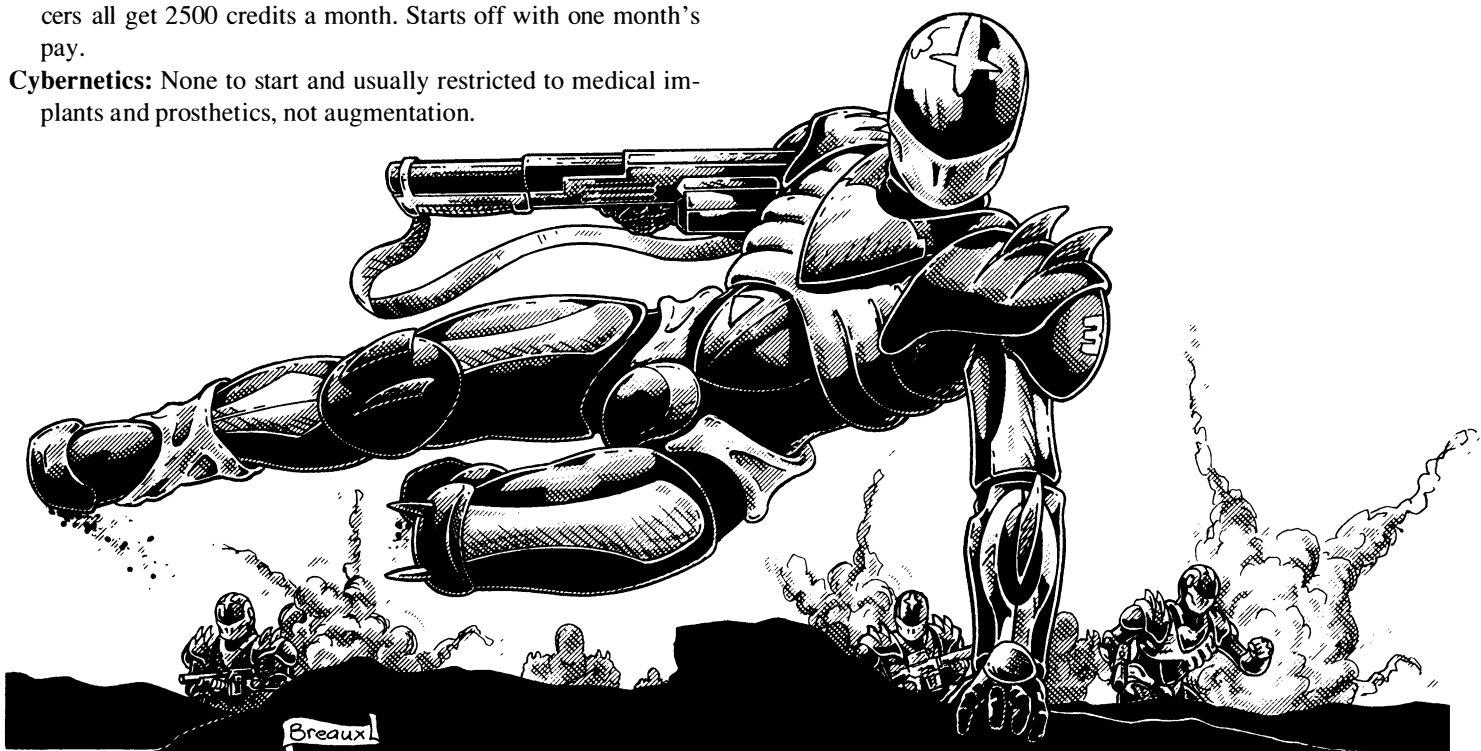
each. On bigger ships, rifles and even sidearms are not issued except under extreme combat conditions when it appears the ship is about to be boarded by the enemy.

Vehicle: The character has no vehicle of his own to start with, but is assigned to serve aboard a CS vessel (patrol boat to submarine or large warship). Certain characters, most notably aviators, are assigned their own aircraft and/or power armor for combat and other military operations — not for personal use.

Money: Each Sailor is provided with clean Spartan quarters aboard ship while at sea. A berth is also provided for the sailor on land at his home base free of charge. Shore quarters are a standard CS dormitory (see *CS Grunt O.C.C.* in the **Rifts® RPG** for details). Food, clothing, medical treatment and all other basics are also provided.

The character's pay depends on his position. Mutant animals earn 1400 credits a month regardless of position, human enlisted sailors earn 1800 credits a month, technicians 2100 monthly, and gunners, medical personnel, aviators and officers all get 2500 credits a month. Starts off with one month's pay.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.



CS Naval Infantryman O.C.C.

The ranks of the CS Navy include two conventional combined arms divisions (total 11,520 troops). These army-style units, called the *1st and 2nd Naval Infantry Divisions* — are the Coalition's Grunts of the sea. Like their landlocked cousins, the men and women of the Naval Infantry are hard-bitten warriors who greet death with a smile. The Navy uses these soldiers in a number of roles, as guards for Naval bases, combating pirates and monsters, to defending warships from being boarded, and to board enemy vessels in Naval combat. Their primary mission, however, is the amphibious landing — the most dangerous and difficult of conventional military operations.

Naval Infantrymen provide the Navy with its decisive power projection capacity (with some help from Aviation) and can be thought of as the equivalent of the old American Empire's Marine Corps. They are the long-arm of the CS, capable of enforcing the Coalition's will across lakes and seas. Amphibious landings are the method by which the CS exerts its will and power over its enemies. Once the High Command has selected a target, the Naval Infantry is carried by ship to their target where they storm the beaches, overwhelm defensive positions, establish a beachhead, and roll on toward the enemy capital or stronghold. They may also engage in surgical strikes, seek and destroy missions, and rescue operations. Training is a bit harder than regular Infantry and thus the Naval Infantry perceive themselves as an elite unit. They are tough, excessively aggressive, and are fiercely proud of their unit. As a result the naval infantry feel superior to regular army and navy personnel, and do not hesitate to

say so. Their approach is somewhat reckless and straightforward: “kick ass then take names.” The men and women of the Naval Infantry have been characterized by Admiral Fisher as, “Certifiable maniacs, kept on a short leash, itching to be released on the enemies of the Coalition.” Whenever the Navy Infantry and Regular Army come in contact, rivalry and tension runs high, and, if there are no officers around, can erupt into nasty brawls and mean practical jokes.

Note: 33% of the Naval Infantry are mutant animals created in the Lone Star laboratories. The 2nd Naval Infantry Division, stationed in Lone Star (the 1st is near Free Quebec), has a much higher percentage of mutant animals, roughly 50%. The Naval Infantry is far more equitable for mutant animals, and they can earn NCO ranks and even become officers (10% of officers are mutant animals). Approximately 35% of RLT commandos are mutant animals. The Dog Boys tend towards the strong, aggressive types like Bull Terriers, German Shepherds, Dobermans, Rottweiler, Coonhounds, and Wolves, as well as the K-9 Sniffer, Sea Dog, and Kill Hound, Kill Cat and mutant bears/Ursa-Warrior R.C.C.s.

Naval Infantry Soldier O.C.C.

Attribute Requirements: P.S. 10, P.E. 12 or higher. A high P.P., M.E., and Spd are also suggested but not required.

O.C.C. Bonus: 1D6+15 to S.D.C., +2 on initiative, +1 to pull punch, and +3 to save vs horror factor.

O.C.C. Skills: Note: In the case of mutant animal R.C.C.s, use the skills and abilities of that category rather than those below.

Speaks American 98%

Radio: Basic (+10%)

Pilot Tank & APC (+10%)

Read Sensory Equipment (+5%)

Weapon Systems (+10%)

General Athletics

Body Building

Climbing (+10%)

Running

Swimming (+10%)

Wilderness Survival (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy or Heavy Energy Weapons (choose one)

W.P. Knife

Hand to Hand: Expert

Hand to Hand: Expert can be changed to martial arts at the cost of one O.C.C. Related skill selection, or assassin, if an evil alignment, for the cost of two.

Naval Infantry Special Training

A small number of Naval Infantrymen qualify for additional training and appointment to a specialty unit. Approximately 10% of all personnel are trained as RPA (robot power armor) pilots who operate the Navy’s robots and heavy vehicles. A much smaller number, about 2%, are selected for special operations in the Reconnaissance Landing Teams. If a character qualifies for either of these (see requirements below), he receives the appropriate skill package below in addition to the above O.C.C. skills and bonuses.

Naval Infantry RPA: These are the pilots who drive the Navy’s SAMAS power armor, CXT-50 Line Backer tanks, and other heavy vehicles. Requirements: I.Q. 10 and P.P. 12. Additional Skills: Read Sensory Equipment (+12%), Robot Combat: Elite (pick two), Pilot Robots & Power Armor (+15%), one W.P. of choice, and Advanced Deep Sea Diving.

Reconnaissance Landing Team Commando: An RLT consists of ten highly trained infantrymen plus a senior NCO and a lieutenant (j.g.). The primary mission of an RLT is the reconnaissance of amphibious landing sites and enemy positions further inland. Additionally, they are trained to perform special operations missions such as search and destroy patrols, sabotage, assassination (typically by sniping), hostage rescue and so on. Requirements: I.Q. 12, P.S. 12, and P.E. 15. Additional Skills: Prowl (+15%), Sniper, S.C.U.B.A. (+10%), Land Navigation (+15%), Demolitions (+10%), Underwater Demolitions (+6%), Demolitions Disposal (+10%).

Note: If a skill from the standard O.C.C. list is duplicated in the weapons package, the higher skill bonus applies; do not add the bonuses together.

O.C.C. Related Skills: Select four other skills. Plus select one additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Electrical: Basic electronics only

Espionage: None

Mechanical: Basic and automotive mechanics only

Medical: First aid only (+5%)

Military: Any (+15%)

Physical: Any, except acrobatics

Pilot: Any

Pilot Related: Any (+5%)

Rogue: Any

Science: Math only

Technical: Any

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select one secondary skill from the previous list at levels 1, 2, 4, 6, 10 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: Coalition CA-4 “Shark” body armor, personal flotation device, C-20 pistol and two extra E-clips, choice of CP-40 or CP-50 assault rifle, six extra E-clips, three fragmentation and two plasma grenades, two signal flares, two vibro-blades of choice, one additional non-energy weapon of choice, survival knife, utility belt, first aid kit, air filter and gas mask, fatigues, dress uniform, combat boots, backpack, S.D.C. survival knife, and a canteen.

RPA pilots are issued CA-2 light armor, C-20 pistols with four extra E-clips, and are assigned to operate one of the Naval Infantry Divisions’ vehicles (see below).

RLT Commandos add to the above a 3D camouflage suit that fits over body armor (+10% to prowl and camouflage skills), black jumpsuit for night operations, 4 extra E-clips per weapon, two grenades of choice, one fusion block or limpet mine, ma-



chete, swim fins, heavy-duty rucksack, tinted goggles, distancing binoculars, robot medical kit & IRMSS, disc recorder, grappling hook, 200 feet (61 m) of rope, fishing line and hooks, water purification kit, and as many weeks of freeze-dried rations as needed.

Equipment available upon assignment: Any standard Coalition weapon types, extra ammunition, explosives, camera, disc recorder, optical enhancement, and food rations for weeks. Vehicles include Terror Trooper and SAMAS power armor, IAR-2 Abolisher, Spider-skull Walkers, CTX-50 Line Backer tank, CTX-52 Sky Sweeper tank, Mark V APC, and Death Bringer APC. Plus vehicle and equipment repair. **Note:** All weapons and equipment are given out on an “as needed

basis,” with the Commanding Officer deciding whether or not the item(s) is really necessary or not. If the officer doesn’t like the character(s), the availability of items may be extremely limited.

Money: The Naval Infantryman gets a roof over his head, food, clothing, medical treatment and all other basics free of charge. Plus a monthly salary of 1850 credits for enlisted men, 2100 credits for RPAs and RLT commandos, and 2300 credits for officers. Starts off with one month’s pay. Living quarters are the standard CS military dormitory (see *CS Grunt O.C.C.* in the **Rifts® RPG** for details).

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

CS Nautical Commando Specialist O.C.C.

Equivalent to a Navy SEAL

Unseen in the black of midnight, six dark figures rose from the waves. Like ghosts they drifted silently across the sand to a depression. The lead figure pressed thermal-imaging binoculars to the eye slits of his helmet and intently scanned the tree line. Seeing a bright red heat spot he stopped, lowered the binoculars and drew a large fighting knife. He motioned for one figure to follow and began a slow crawl across the sand.

Retner caught himself falling asleep. That was a definite no-no; if the Gargoyle found out, Retner would be strung up from the tree he was leaning against as an example. He shook his head to clear it. “Freaking sentry duty,” he grumbled aloud. Retner climbed to his feet, slung his rifle over his shoulder and pulled off his helmet. He lit a cigarette and took a deep puff. “Who cares, it’s not like there’s anyone out there,” he mused.

“Nobody was going to mess with the Great Lakes Gargoyles,” that much he had learned over the last six months. They’d sacked over thirty Merchantmen, sunk three warships, and even raided a heavily-defended Northern Gun port without so much as a single casualty. They were untouchable. Besides, no one knew about their base on the coast of the Magic Zone and who was stupid enough to go looking there?

With cat-quick speed, a gauntlet covered hand snapped across Retner’s shoulder and clamped over his mouth. A split-second later, a fist jammed a knife deep into the side of the sentry’s neck. Already dead, Retner could only gurgle and twitch as the knife sliced outward. Quietly the corpse was lowered to the sand.

Two CS “Skull Faces” appeared in the gloom, looking down at the corpse. “Great job L.T.,” one whispered. “You nearly severed that bastard’s head!” Hidden behind the Skull Mask of his Dead Boy Armor, Lieutenant Huddard smiled a dark, knowing smile.

“Right. Assemble the team. Tonight the Great Lakes Gargoyles go down.”

Before the CS Council finally recognized the need for a separate Naval Service, the shores of the Coalition were protected by units of the Army called the *Nautical Specialist Service (NSS)*. Understaffed and woefully under-equipped, the NSS struggled to guard miles of coastline with an aging, eclectic collection of patrol ships, some power armor and second-hand Army equipment. The men and women of the NSS were called upon for all missions involving water — coastal patrolling, search and rescue, sabotage, underwater demolition, beach reconnaissance, and coastal raids. NSS soldiers were seen as the low-men on the Army’s totem pole and the NSS itself was the laughing stock of the General Staff.

The NSS has changed drastically since it was absorbed outright by the CS Navy. “Nautical Specialists” were assigned positions according to their ability and retrained, which meant the bulk became CS Navy Sailors and Navy Infantrymen. In the case of unworthy candidates, they were returned to the regular Army. Out-of-date material was disposed of, especially obsolescent NSS warships, and replaced with modern equipment and vessels. Ranks were changed to Navy equivalents and, most importantly, the CS Navy discontinued using the term “Nautical Specialist” to describe personnel. The Navy reserved the name of *Nautical Commando Specialist*, or *Nautical Commando*, for this newly formed unit of special operations combat swimmers.

Nautical Commandos are no longer a rag-tag band of misfits, but an elite special operations unit built on the tradition of the American Empire’s SEALs. These Navy Special Forces are highly motivated, disciplined warriors capable of overcoming all obstacles through sheer guts, ingenuity, superior training and specialized equipment. They are every bit the equals of the Army’s Special Forces and perform similar missions which include long-range reconnaissance, seaborne infiltration, sabotage (with emphasis on ships, docks, beach defenses, etc.), prisoner/hostage rescue, ambushes, surgical strikes and raids.

To become a member of this elite force, an individual has to complete strenuous training that lasts six months. Pitiless physical conditioning is an integral component of training used to develop superhuman endurance and to prevent anyone but the most resolute individuals from passing. Training is also used to instill specialized skills and knowledge such as submersible operation, the use of underwater breathing apparatus (i.e. S.C.U.B.A.),

power armor operation, underwater demolitions, camouflage, small unit tactics, intelligence gathering, survival, communications and patrolling techniques.

As of 105 P.A., the CS Navy has at its disposal two full-size companies of Nautical Commando Specialists/Navy SEALs (320 total). One is assigned to Fort Pinnacle in Lone Star and the other is based at Chi-Town Military Headquarters, but regardless of their base of operations, teams from either unit can be sent anywhere in the world, and see frequent activity in the Great Lakes and Gulf of Mexico. Team size and equipment is tailored to each specific mission. Typically a “team” or squad is lightly equipped (for maximum stealth and mobility) and numbers from 6-12. If a mission requires it, a team can rise to platoon size and equipment can include power armor, mini-sub, explosives, and heavy to special weapons and equipment.

CS Nautical Commando

Specialist O.C.C./Navy SEAL

Attribute Requirements: I.Q. 12, M.E. 12, P.E. 14, P.S. 15, P.P. 12 or higher!

O.C.C. Bonus: Add one attack/action per melee round, +24 to S.D.C., +1 on initiative at levels 1, 3, 4, 5, 8, 10 and 12; +2 to roll with impact, punch or fall, +4 to pull punch, +1 to save vs horror factor at levels 1, 3, 5, 6, 7, 9, 11 and 14. The character is able to hold his breath for 3 minutes without any special apparatus!

O.C.C. Skills:

Speak American 98%
Literacy: American (+15%)
Basic Math (+20%)
Radio: Basic (+15%)
Radio: Scramblers (+10%)
Weapon Systems (+15%)
Read Sensory Equipment (+10%)
Camouflage (+20%)
Detect Ambush (+15%)
Intelligence (+10%)
Wilderness Survival (+12%)
First Aid (+10%)
Parachuting (+10%)
Demolitions (+15%)
Underwater Demolitions (+12%)
Pilot: Boat: Motor and Hydrofoils (+15%)
Pilot: Warships/Patrol Boats (+15%)
Robot Combat Elite: SAMAS and Sea SAMAS
Swimming (+20%)
S.C.U.B.A. (+15%)
Climbing (+10%)
W.P. Energy Pistol
W.P. Energy Rifle
W.P. of choice.
Hand to Hand: Martial Arts (or assassin if an evil alignment)

O.C.C. Related Skills: Select four other skills at level one and two additional skills at levels three and six, and one at levels nine and twelve. All new skills start at level one proficiency.

Communications: Any (+10%)
Domestic: Any
Electrical: Any (+5%)
Espionage: Any (+10%)
Mechanical: Any (+10%)

Medical: None, other than first aid noted under O.C.C. skills.

Military: Any (+15%)

Physical: Any

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+6%)

Science: Any

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character also gets to select two secondary skills from the previous list at levels 2, 5, 10 and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment: CA-7 Mk1 CSN commando “Dead Boy” or CA-4 standard issue body armor, a black jumpsuit for night operations, a camouflage uniform and a dress uniform, wet suit (S.D.C.), oxygen tank, swim fins, snorkel, diving mask, goggles, sunglasses, air filter, first aid kit, robot medical kit, IRMSS, grappling hook, 100 feet (30.4 m) of rope, canteen, rucksack and utility belt.

Weapons include an energy sidearm of choice, energy rifle of choice, six extra E-clips for each, CSN-T30 Torpedo-Grenade rifle and four ammo clips, or speargun with 24 spears (any type) diving knife, survival knife, vibro-blade of choice, 2 smoke grenades, 4 other grenades of choice, four signal flares, one fusion block, and one limpet mine (possibly more depending on the mission), plus an additional weapon of choice.

Equipment available upon assignment: Any type of body armor, explosives, breathing apparatus, weapon, extra ammunition, optical enhancements, camera or surveillance equipment, sensory equipment and food rations for weeks.

Non-regulation weapons, armor, equipment, disguises, uniforms for disguise, and vehicles may also be issued to Nautical Commandos for the purpose of infiltration. In addition, the character has access to military (mainly Navy) facilities. Most have mid to high level security clearance, with the highest clearance for top ranked and trusted officers.

Vehicles can include a simple inflatable raft, hovercycle, conventional military vehicles, mini-submarine, patrol ship, jet pack, Special Forces or Sea SAMAS, Spider-skull walker, amphibious tanks, APCs, and so on. Transportation of the team might also be provided by any suitable CSN vessel or cargo aircraft (for parachute drops). The exact type of equipment will depend on the mission, the commanding officer and availability of items at base.

Note: All weapons and equipment are given out on an “as needed basis,” with the Commanding Officer deciding whether or not the item(s) is really necessary. If the officer doesn’t like the character(s), the availability of items may be extremely limited.

Money: The Navy Commando gets a roof over his head, food, clothing, and all other basics provided free as part of his pay, as well as access to military facilities. Plus a monthly salary of 2400 credits. Starts off with one month’s pay.

The soldier’s quarters is a nice dormitory arrangement shared by four individuals. Each gets a private bedroom/study

complete with CD stereo system, television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics: Starts with an underwater lung, clock calendar, gyro-compass, plus select one additional cybernetic augmentation from any category. Otherwise restricted to medical implants and prosthetics.

Navy “Sea Dog” R.C.C.

The Newfoundland canines have been genetically engineered into a humanoid Dog Boy for use primarily in the Coalition Navy. The Newfoundland was chosen because of its love for water, its swimming aptitude, endurance and incredible work ethic — it is one of the hardest working and loyal dogs ever developed. At the same time, it is a gentle, friendly creature with an even disposition and a love for humans, particularly children. Before the Great Cataclysm, the web-footed canine was a favorite companion of sailors and an outstanding sea-rescue dog — some pre-Rifts historians credit the Vikings for the original breed of dog (it was also used as a draught animal in early times).

The mutant version of this animal has all the dog’s best qualities combined with the versatility of the human form. Sea Dogs are superb, natural swimmers who take to the water with amazing strength, grace and ability. They love to swim and are used in sea-rescues, reconnaissance, guard duty, sailing, salvage, and combat. Sea Dogs are loyal, obedient and give of themselves to a fault. They jump to attention and don’t hesitate to come to the aid of a human in distress. Their Psi-Hound abilities to sense the supernatural and magic are a great help in sensing the approach of unnatural storms, the presence of entities, sea monsters and the supernatural.

Sea Dog R.C.C.

R.C.C. Requirements: Newfoundland or Newfoundland mixed breed, and loyalty and obedience to humans of the CS.

Player Character Note: Player characters who are *not* CS agents must either be “feral” renegades (runaway mutants/deserters) or the Free Born offspring of runaway mutants; same as the Dog Boy R.C.C.

Alignments: Any, but most Sea Dogs lean toward principled, scrupulous or aberrant. Characters who are anarchist, miscreant, or diabolic alignments tend to be loners and do not work well in a group unless they can be the leader.

Attributes (Newfoundland): I.Q. 3D6, M.E. 3D6+4, M.A. 3D6+6, P.S. 3D6+6, P.P. 3D6, P.E. 3D6+6, P.B. 3D6, Spd 3D6 running or swimming — 1D6 digging. Attribute bonuses noted above are in addition to others listed under the Dog Boy R.C.C. *Special Dog Boy Powers & Abilities.* Do not roll on the optional tables for size or breed; rolling on the *Mutation Abnormality Table* “may” still be an option, check with the G.M.

Hit Points: 10 +P.E. attribute number and 1D6 per level of experience.

S.D.C.: 30 plus those gained from physical skills.

Average Weight: Average weight is around 190 lbs (85.5 kg); mostly muscle.

Average Height: 5 ft, 9 inches to 6 ft, 3 inches (1.7 to 1.82 m).

General Physical Appearance: A thick waist and bulky, solid build. The fur is coarse, straight, and flat, with an oily, water resistant quality; typically black, chocolate brown or white

with black markings (Landseer markings). The eyes are brown, the muzzle short, ears are set back and lay flat. The hands and feet are large and broad with webbing between the fingers and toes for better swimming. Bipedal stance and full human legs; bushy tail.

Human Speech: Partial to full.

Average Life Span: 32-45 years; add 10 years to females.

Natural Abilities: Fundamentally the same as the *Dog Boy R.C.C.*, with the following exceptions: Natural, instinctive swimmers who love the water (98% swim skill), can hold breath for 1D4+2 minutes, resistant to cold (half normal damage), and has water resistant fur, but sense of smell and tracking by scent are -20%.

Magic: None.

Average P.P.E.: 3D6

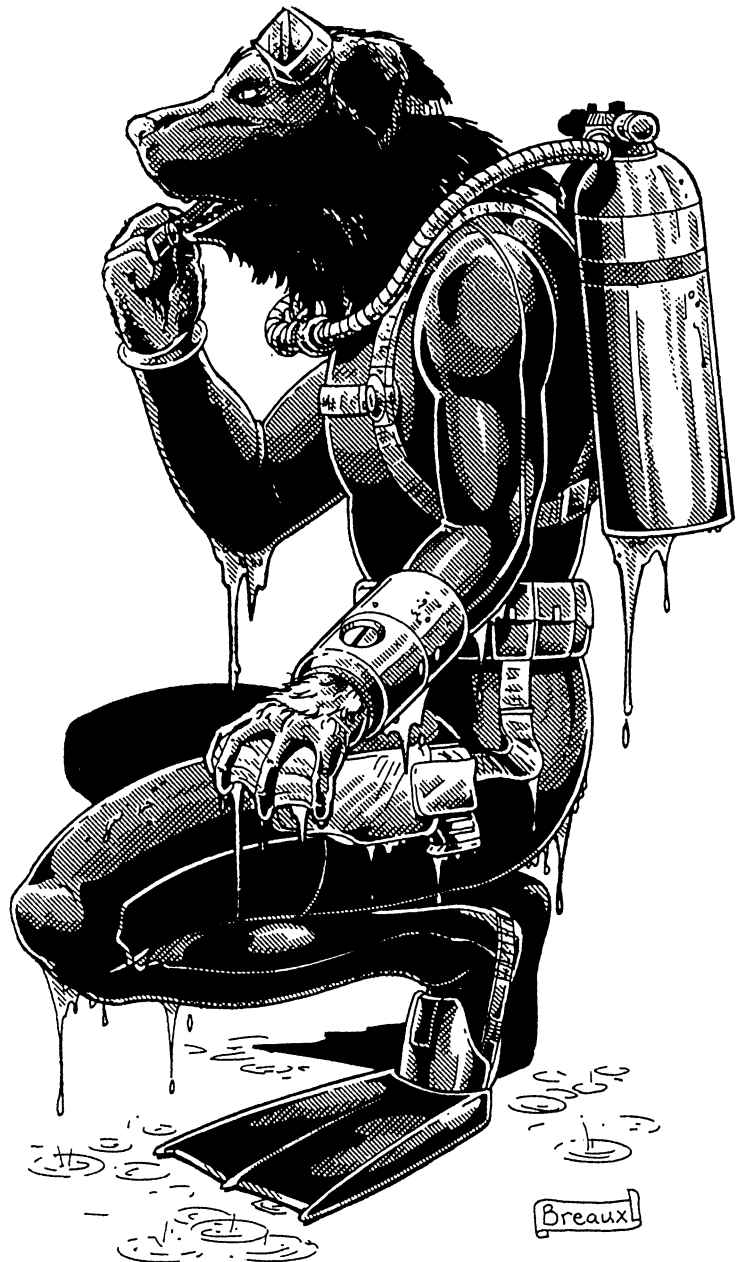
Psionics: See Special Abilities of Dog Boy R.C.C.

R.C.C. Skills of a Coalition Sea Dog:

Speaks American & Spanish at 90% efficiency.

Basic Math (+10%)

Radio Basic (+10%)



Read Sensory Equipment (+10%)
 Paramedic (+15%)
 Pilot: Warships and Patrol Boats (+10%)
 Pilot: Water Scooters (+10%)
 Pilot: Water Skiing and Surfing
 Advanced Fishing (+10%)
 Track & Hunt Sea Animals (+10%)
 S.C.U.B.A.
 Climbing
 Land Navigation (+10%)
 Wilderness Survival (+10%)
 W.P. Energy Pistol
 W.P. Energy Rifle
 W.P. one of choice
 Hand to Hand: Expert

Hand to hand: Expert can be changed to martial arts at the cost of one other skill.

R.C.C. Related Skills: At first level, the Sea Dog Boy can select five “other” skills, plus one skill at levels 3, 6, 9 and 12.

Note: Mutant canines in the service of the CS are never taught to read, not even officers. Sea skills can be found on page 210 of **Rifts® Underseas** and again in **Rifts® Sourcebook Four: Coalition Navy**.

Communications: Any (+5%)

Domestic: Any (+10%)

Electrical: Basic Electronics only.

Espionage: Any, except sniper

Mechanical: Basic Mechanics and Automotive only.

Medical: None, other than the R.C.C. skill.

Military: Any (+10%)

Physical: Any, except acrobatics and boxing.

Pilot: Sail and motor boats (but not big ships or submersibles), motorcycle, hovercycle, jet pack, and truck (+5%).

Pilot Related: Any

Rogue: None

Science: None

Technical: Any (+5%), except computer operation & programming.

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character gets four secondary skills from the list, excluding those marked “None,” at level one and two additional at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment for CS Sea Dogs: Basically the same as the Dog Boy R.C.C., plus a wet suit and diving gear.

Money: Same as the Dog Boy R.C.C., only lives on a boat or a Navy base.

Cybernetics: None to start and most mutant canines would prefer to avoid them. However, the CS has experimented with bionic limbs (especially weapon hands/arms and weapon systems), M.O.M. implants, as well as implants and prosthetics necessary for medical purposes. **Identification Coding (I.C.):** Same as Dog Boys.

CSN Equipment

A great deal of the basic supplies for the Navy — like uniforms, vehicles, weapons, building materials and rations — are identical to those of the Coalition Army. In fact, much of the Coalition States Navy’s (CSN) starting material was furnished from CS Army stockpiles by act of the Executive Counsel. This was a calculated effort to reduce the burden of equipping and supplying a new military service on the CS industrial sector. It has also greatly reduced the logistical burden of combined operations.

Beyond the basics, much of the equipment of the CSN is very similar to that used by the other services and in many cases, is fully interchangeable. For example, the airborne SAMAS power armor and ground crawling Spider-Skull Walkers function well underwater and have been used in this capacity for years. With the advent of the new Navy, these “all-purpose, all-terrain” vehicles have been (generally) designated as “Army Forces” (which has an *Air Corps* rather than a separate air force) and new power armor, machines and vehicles were designed for the Navy. These changes and additions give the CS Navy a distinctive look, but more importantly, a number of resources and devices specifically designed for their unique needs in underwater and amphibious operations. Thus, submersible vehicles, a variety of watercraft and aquatic armor and weapons have been developed. While detractors of the Navy may argue that much of this equipment is just new versions of standard model gear (e.g. the Sea SAMAS and Sea-Spider Walker), the Coalition Navy has come into its own and is beginning to flourish.

Equipment Note

The following Army items are still used by the Coalition Navy:

Vibro-Blades — very effective underwater.

Energy Sidearms/Pistols

Energy Rifles

Most Bionic Systems

Mauler Power Armor

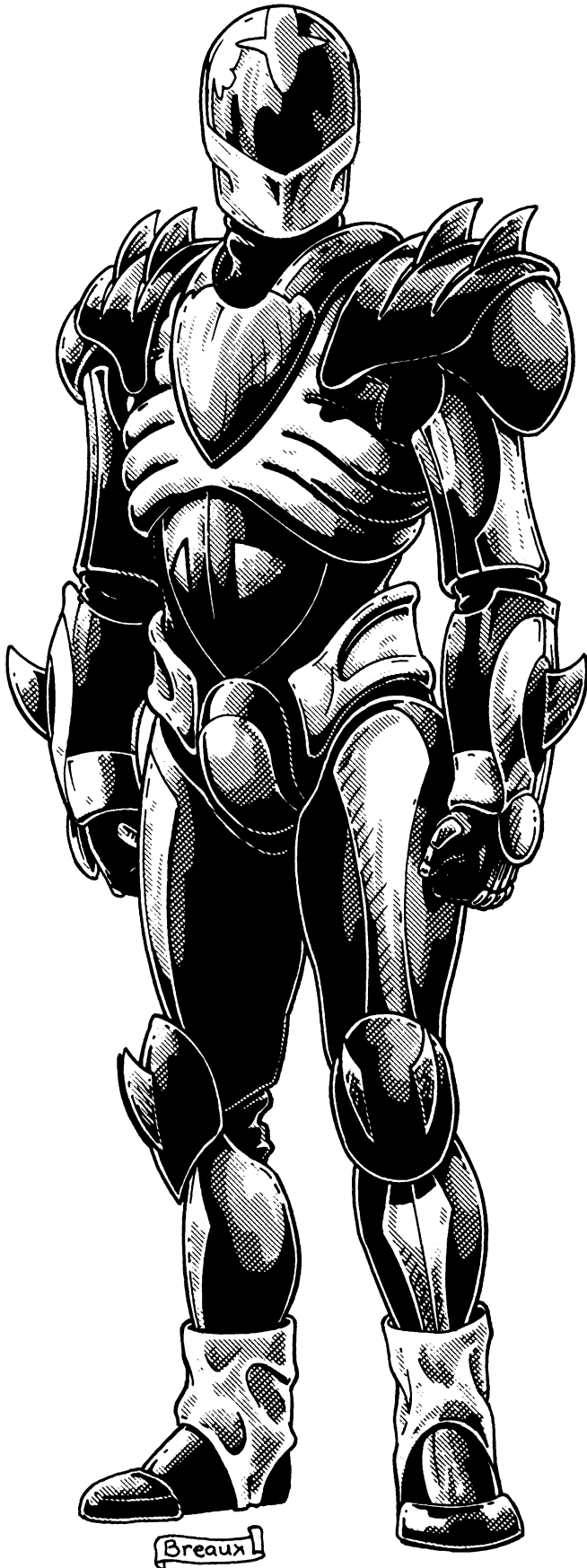
SAMAS (old & new styles) — ideal for aerial reconnaissance, quick response, surface to air strikes, surface to ground strikes, and surface to underwater strikes.

Sky Cycles

Rocket Cycles

Death’s Head Transports — mainly for resupplying ships and as troop transports.

Body Armor



CA-4 Mk2 “Shark”

Standard CS Navy Armor

CS Naval Infantry troops wear a slightly modified suit of the new standard CA-4 Mark Two battle armor, more commonly known as “Shark” armor. The armor is a variation on the new CA-4 “Dead Boy” armor with the same full environmental capabilities and basic design features, including the computer controlled life support, air filtration, purge system and independent oxygen supply (five hours). Thus, the environmental armor is suitable for operations both on land and in or under water.

Class: CA-4 Mk2 standard CSN marine infantry body armor.

Size: Human equivalent.

Weight: 22 pounds (10 kg)

Mobility: Good; -5% to climb and -20% to prowl, swim, perform acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet — 70

Arms — 60 each

Legs — 80 each

Main Body — 100

Special Weapon Systems and Features: It also has some additional features unique to the CA-4 Shark armor:

1. Vibro-Blade “Fins” on the shoulders, forearms and knees: These blades can be turned on when desired via voice command or 4 digit code. Used for both protection (anybody grabbing the body where the blades are located will be cut, suffering 1D6 M.D.) and combat (raking an opponent with the forearms, knee attack, or shoulder ram). A single blade does 1D6 M.D., and double blades 2D6 M.D. This is what also earned the armor its “Shark” nickname. Note that many aquatic animals, including sharks, dolphin, whales and sea serpents can hear and feel the vibrations emitted by the blades up to two miles (1.6 km) away.

2. Depth gauge and gyro-system: Built into the armor and transmitted via the Heads Up Display are a data and warning system that provides the Navy Trooper with a constant indication of depth and general direction (i.e. pointed up, down, or sideways). This means the Marine can maneuver even in total darkness. An alarm sounds in the helmet when the character sinks toward dangerous depths — to go deeper is to suffer the bends from the water pressure.

3. Maximum Depth: 400 feet (122 m); maximum depth for normal Dead Boy armor is 200 feet (61 m).

4. Modular Backpack System: Allows for the attachment of additional oxygen tanks (4 hours per tank; two tanks maximum), or an underwater jet pack, or flying jet pack, or an air and water-tight storage container.

A special “landlubber” version of the armor (optional): Equipped with a special buoyant polymer and flotation system bonded to the ceramic armor to keep the wearer afloat and assist in swimming (+10% to swimming skill). This armor is assigned to Military advisors, visiting dignitaries, and raw recruits to keep them from sinking if they should fall overboard. It requires special training to swim while wearing this armor and even marines suffer the -20% swim penalty. Other armor is better suited for

underwater operation, but this suit is ideal for amphibious assaults, heavy combat, and sea to land operations.

Market Price: Not available; exclusive to the CS military.

CA-7 Mk2

Nautical Commando Armor

Also known as “Skull Armor”

A specially modified version of the Special Forces Division standard body armor made exclusively for the CSN Nautical Commando teams. The only changes from the original design are the inclusion of a depth/pressure gauge, and gyro-system, and that the armor is specially reinforced to withstand greater depth pressures.

Class: CA-7 Mk2 CSN Commando armor.

Size: Human equivalent.

Weight: 20 pounds (9.1 kg)

Mobility: Good; -5% to climb and -20% to prowl, swim, perform acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet — 70

Arms — 50 each

Legs — 70 each

Main Body — 100

Standard Marine Commando Weapon Systems and Features:

1. Retractable forearm vibro-blades (2): 1D6 M.D.

2. Garrote cord in left wrist (1): Used to strangle S.D.C. targets.

3. Diving Features: Depth gauge and gyro-system: Computer controlled depth and pressure gauge built into the armor and transmitted via the Heads Up Display to provide the Marine with a constant indication of depth and general direction (i.e. pointed up, down, or sideways), so the commando can maneuver even in total darkness. An alarm sounds when the character sinks toward dangerous depths — to go deeper is to suffer the bends from the water pressure. Also boots designed for easy attachment of modular swimming fins.

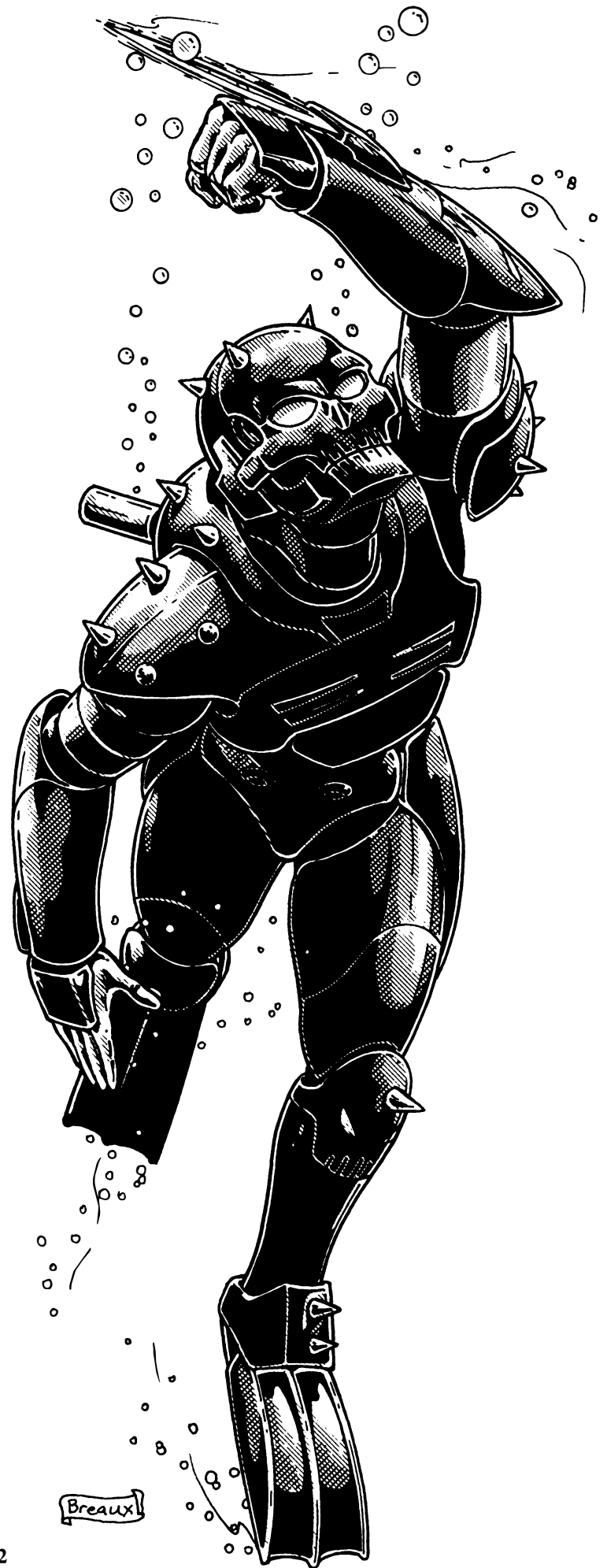
4. Maximum Depth: Suit depth tolerance of up to 800 feet (224 m).

5. Maneuvering Jets: A dozen tiny maneuvering jets can be activated to give the diver better control and speed while in the armor, making the swimming penalty only -10%.

6. Modular Backpack System: Allows for the attachment of additional oxygen tanks (4 hours per tank; two tanks maximum), or an underwater jet pack, or flying jet pack, or an air and watertight storage container.

7. Special-Ops Breathing Tank: A backpack style oxygen tank and rebreather designed to fit securely with mountings on the back of the armor suit. When the rebreather is engaged, it provides breathable air for up to 12 hours (which includes the suit's standard 5 hour supply) and does not leave bubbles! The pack has 40 M.D.C.

Market Price: Not available; exclusive to the CS military.



CSNA-1 Lightning Strike SCUBA Armor

The Coalition manufactures a special light body armor for SCUBA divers and the Mutant Dog Boys, known as “Sea Dogs.” Freedom of movement, not physical protection, is the overriding concern for this armor. The light armor is padded and woven with light M.D.C. materials with M.D.C. plating at strategic locations, including the chest, shoulders, forearms, groin, and lower legs.

Class: CSNA-1 Light SCUBA Body Armor.

Size: Human equivalent.

Weight: 12 pounds (5.4 kg)

Mobility: Excellent mobility, no penalty to swim, -5% to prowl, climb, or perform similar physical skills/performance.

M.D.C. by Location:

Arms — 26 each

Legs — 40 each

Head/Helmet — 60

Main Body — 60

Special Weapon Systems or Features:

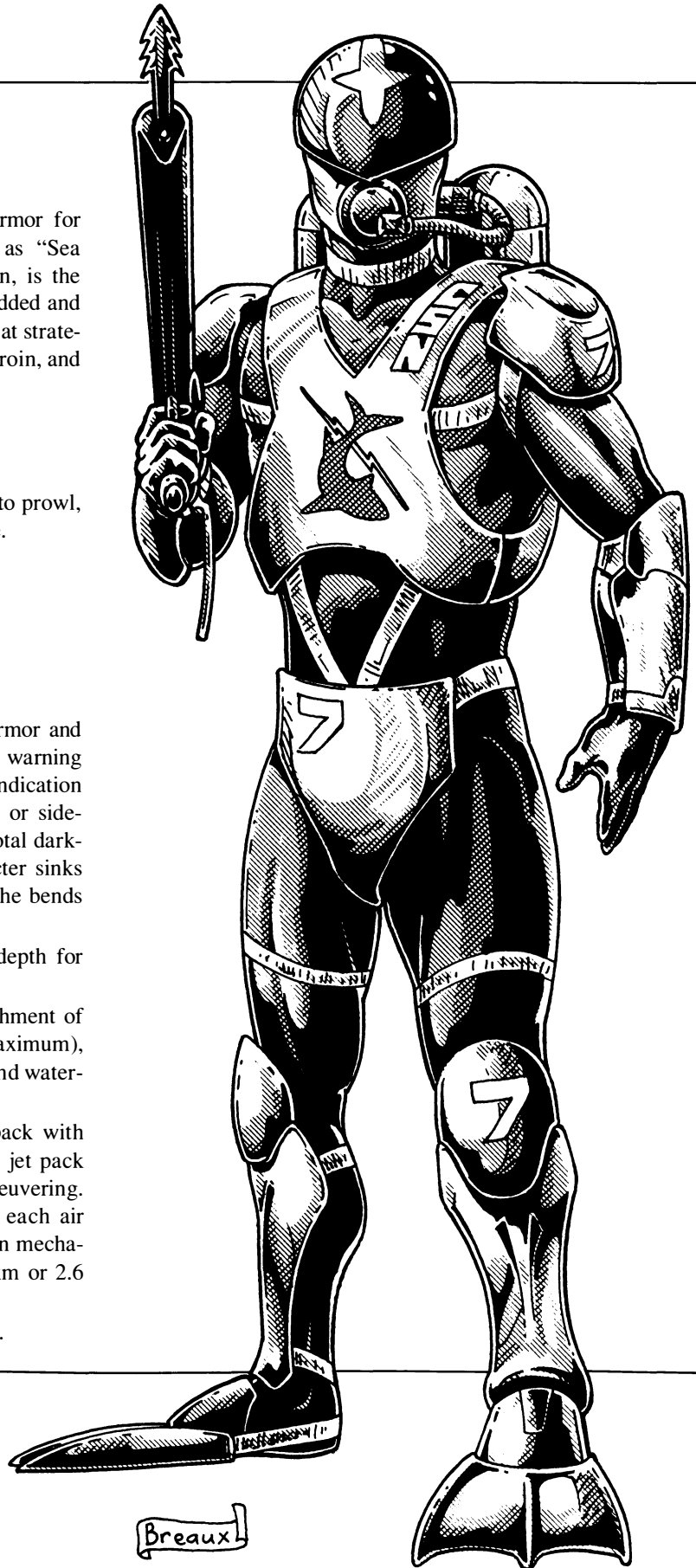
1. Depth Gauge and Gyro-System: Built into the armor and transmitted via the Heads Up Display are a data and warning system that provide the Navy Trooper with a constant indication of depth and general direction (i.e. pointed up, down, or side-ways). This means the Marine can maneuver even in total darkness. An alarm sounds in the helmet when the character sinks toward dangerous depths — to go deeper is to suffer the bends from the water pressure.

2. Maximum Depth: 400 feet (122 m); maximum depth for normal Dead Boy armor is 200 feet (61 m).

3. Modular Backpack System: Allows for the attachment of additional oxygen tanks (4 hours per tank; two tanks maximum), or an underwater jet pack, or flying jet pack, or an air and water-tight storage container.

4. Combo-Tank System: Standard issue is a backpack with two air tanks (10 hours of oxygen total) and a simple jet pack thruster between the air tanks for extra speed and maneuvering. All are made of lightweight mega-damage materials; each air tank has 11 M.D.C. The small underwater jet propulsion mechanism has 15 M.D.C., maximum speed is 3 mph (4.8 km or 2.6 knots), and can run for one hour.

Market Price: Not available; exclusive to the CS Navy.



CNA-2 “Barracuda” Commando Armor

Another light SCUBA armor designed for maximum mobility and freedom of movement. The Barracuda is used by Commandos/SEALs for stealth operations, espionage and sabotage. The armor is combination dark grey and greenish yellow. The light armor is padded and woven with light M.D.C. materials and M.D.C. ceramic plating at strategic locations, including the chest, shoulders, forearms, knees and lower legs. The rebreather tank is standard equipment, perfect for silence and stealth, and the entire suit is designed to be invisible to sonar and electromagnetic detection.

Class: CNA-2 CSN Commando SCUBA armor.

Size: Human equivalent.

Weight: 12 pounds (5.4 kg)

Mobility: Superior; no movement penalties of any kind.

M.D.C. by Location:

Head/Helmet — 55

Arms — 22 each

Legs — 40 each

Main Body — 55

Standard “Barracuda” Weapon Systems or Features:

1. Diving Features: Depth gauge and gyro-system: Computer controlled depth and pressure gauge built into the armor and transmitted via the Heads Up Display to provide the Marine with a constant indication of depth and general direction (i.e. pointed up, down, or sideways), so the commando can maneuver even in total darkness. An alarm sounds when the character sinks toward dangerous depths — to go deeper is to suffer the bends from the water pressure. Also, boots designed for easy attachment of modular swimming fins.

2. Maximum Depth: Suit depth tolerance of up to 300 feet (91.5 m).

3. Modular Backpack System: Allows for the attachment of additional oxygen tanks (4 hours per tank; two tanks maximum), or an underwater jet pack, or flying jet pack, or an air and watertight storage container. However, most Stealth Operations preclude the use of conventional air tanks and propulsion systems.

4. Special-Ops Breathing Tank (standard): A backpack style oxygen tank and rebreather designed to fit securely with mountings on the back of the armor suit. When the rebreather is engaged, it provides breathable air for up to 12 hours (which includes the suit’s standard 5 hour supply), does not leave bubbles and is totally silent! The pack has 40 M.D.C.

5. Stealth Armor (experimental): The material and paint makes the armor difficult to detect through sonar — semi-invisible, appears and disappears and when it does appear on sonar screens, the image is smaller than man-size and often detected as 2-4 smaller blips easily mistaken for fish.

6. Electromagnetic Dampers (experimental): The suit is designed to conceal the electromagnetic signature of the diver, making him invisible not only to artificial forms of detection but also to sharks and other undersea animals.

7. Multi-Optic Band: The helmet is equipped with a multi-optic system that enables the diver to see the infrared and ultraviolet spectrums of light and thermo-imaging, as well as telescopic sight and targeting. **Market Price:** Not available.



CS-500 Sky Pack

Body Armor Accessory

This is an all-purpose jet pack used by the Coalition Army. It has electromagnetic anchors that affix to mountings in the back of all "Dead Boy" body armor, old and new style, as well as secondary straps. It cannot be used underwater.

Maximum Speed: 120 mph (192 km)

Maximum Range: 700 miles (1120 km) for gas or electric units; indefinitely with nuclear powered systems (10 year life; typically reserved for Special Forces).

Weight: 30 lbs (13.6 kg)

Size: 2.5 feet (0.75 m) tall, two feet (0.6 m) thick.

Weapons: None.

Engine Type and Cost: 30,000 credits gasoline, 50,000 credits electric, or 400,000 nuclear with a 10 year life. Note that range is effectively unlimited if nuclear powered, although the pack may overheat if used continuously for more than six hours (01-40%). Overheating will burn out the internal systems, destroying the machine; it should be allowed to cool for one hour after 4-6 hours of continuous use.

CSN-600 Deep-Six Sea Pack

Body Armor Accessory

The "600 D-6" as it's often called, is an underwater jet pack used by the Coalition Navy for deep sea maneuvers. It has electromagnetic anchors that affix into mountings in the back of all CSN body armor and SCUBA suits, including the Trident Power Armor (in an emergency), as well as "Dead Boy" body armor. Unlike its aerial counterpart, the 600 D-6 does not provide great speed, but is designed to give divers enhanced speed, distance traveling capabilities and to help prevent exhaustion. A pair of extra oxygen tanks or one tank and a spare weapon or tool kit can be attached to the jet pack.

Maximum Speed: 30 mph (48 km or 26 knots).

Maximum Range: 600 miles (960 km) for gas or electric units; indefinitely with nuclear powered systems (10 year life; typically reserved for Commando and Reconnaissance teams).

Weight: 40 lbs (18 kg)

Size: 3 feet (0.9 m) tall, two feet (0.6 m) thick.

Weapons: None.

M.D.C.: 25

Engine Type and Cost: 40,000 credits gasoline, 60,000 credits electric, or 400,000 nuclear with a 10 year life. Note that range is effectively unlimited if nuclear powered, although the pack may overheat if used continuously for more than eight hours (01-40%). Overheating will burn out the internal systems, destroying the machine; it should be allowed to cool for one hour after every 6-8 hours of continuous use.

Notable Weapons

CSN-20 Speargun

The 20 can hold and fire three spears whether they are conventional, explosive tipped or special tracer or flare spears. It also has a light, short-range blue-green laser built into the lower housing of the weapon.

Weight: 6 lbs (2.7 kg)

Mega-Damage: Light Laser: 2D6 M.D.

Exploding & special spears (explosives inflict 1D6 M.D. *less* damage on the surface):

Fragmentation: 2D6 M.D. to a 10 foot (3 m) radius; cost: 300 credits.

High Explosive: 4D6 M.D.; cost: 600 credits.

Plasma: 4D6 M.D.; cost: 1000 credits.

Flare: Emits a bright, sparking light; burns for 120 seconds. Cost: 15 credits.

Tracer Bug: Transmits a radio signal that can be followed up to 8 miles (12.8 km) away. Battery powered with a life of 72 hours of constant transmission. The spear must stick into the target or fall on top of the object (without falling off). There is always a chance that the tracer bug will become dislodged and fall off (roll once for every half hour; 1-32% chance). Cost: 200 credits each. Inflicts normal S.D.C. spear damage.

Conventional spears inflict 2D6 S.D.C. and can be fired underwater or in the air with equal effectiveness.

Rate of Fire: Spears: One at a time, or two or three simultaneously.

Laser Blasts: Equal to the number of attacks of the user.

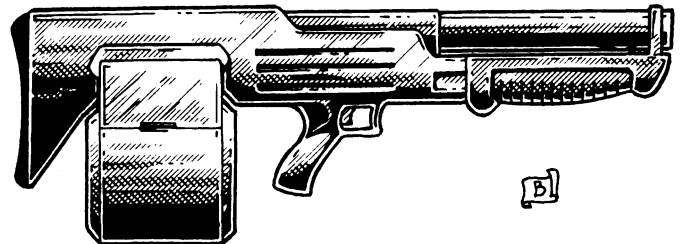
Effective Range: Spears: 200 feet (61 m) underwater or 300 feet (91.5 m) in the air.

Laser: 1200 feet (365.7 m).

Payload: 3 spears maximum. A pouch with 12 additional spears (conventional and/or explosive) is often carried by the diver, but each spear must be reloaded by hand and each action counts as one melee attack/action.

Laser: 20 shots per standard E-Clip.

Black Market Cost: Northern Gun and the Black Market offer knock-offs at the price of 21,000 credits.



CSN-T30

Torpedo-Grenade Launcher

The CSN-T30 is a unique rifle of Coalition design created for underwater engagements. It is modelled after old-style non-energy auto-shotguns and fires special self-propelled explosive cartridges. These cartridges, called torpedo-grenades, are roughly the same size as standard CS rifle grenades and function in the same manner, but underwater. Approximately 1500 CT-30 rifles were produced for the exclusive use of the CS Navy. It is standard issue for Marine Commandos, and available to Sea Dogs and others upon special assignment.

Weight: 10 lbs (4.5 kg), fully loaded.

Mega-Damage: 4D6 M.D. to a blast area of 15 feet (4.9 m) per regular torpedo-grenade, or 1D4×10 M.D. to a blast area of 60 feet (18.3 m) with a *new micro-fusion torpedo-grenade*. The micro-fusion torpedo grenades are experimental, in short supply, and seldom available. **Note:** Explosives in general do 10-15%

more damage underwater than on the surface as a result of the concussive effects of water; this damage factor is included in the torpedoes.

Rate of Fire: One at a time, or up to six torpedo-grenades fired in rapid succession (burst if all at the same target, wild if sprayed into an area).

Effective Range: 400 feet (112 m) underwater. Torpedo-grenades can be fired on the surface but have a minuscule range of 30 feet (9 m), have a blast radius of 10 feet (3 m) and do less damage (3D6 M.D.); micro-fusion 6D6 M.D. to a 40ft (12.2m) blast area.

Payload: 10 shots per detachable circular drum magazine.

Note: Standard CS rifle grenades can be fired from the CSN-T30 for surface combat. The range and damage of standard surface grenades are unchanged.

Black Market Cost: Not available; too few CSN-T30s have been manufactured for any to wind up on the Black Market (yet), and the micro-fusion grenades are so top secret that even most Naval and Army officers have never heard of them. If a T30 were available, it would sell for 25,000-30,000 credits, plus 500 credits per torpedo-grenade, and 1500-2000 credits per micro-fusion grenade.

Limpet Mines

Limpet mines are a type of explosive charge specially designed for underwater demolition. Horseshoe magnets are housed with the explosive charge in a plastic or metal container to allow secure attachment of the mine to a metal ship hull (or to any metal object for that matter). Once it is attached, the limpet mine is unobtrusive and, if discovered, very hard to dislodge due to the powerful magnets. A combined P.S. of 30 or higher (12 if supernatural P.S.) is required to remove a limpet mine. To make matters even more difficult, the Coalition has produced a limited number of limpet mines with electro-adhesive pads, much stronger than magnets, which can only be removed by a robot or with a supernatural strength of 30 or more!

As with standard CS explosive munitions, the limpet mine is activated by an affixed key pad/detonator. The detonator has a time delay feature that can be set for any length of time from 30 seconds to 5 hours. Instant detonation of a limpet mine is impossible; the time delay automatically sets to 30 seconds if no other value is entered.

Limpet Mine Types: The Coalition manufactures both fusion block and plastique limpet mines in several models that inflict varying degrees of damage.

Mega-Damage: There are three models of underwater fusion-type mines, each with a contained blast radius of 10 feet (3 m).

Note: High explosives inflict more damage underwater because water is a better conductor of concussion waves than air. Use the damage values listed in brackets if the mine is detonated out of water. Conventional explosives and hand grenades detonated in the water will do roughly 10-15% more damage.

1D6×10 M.D. (1D4×10 M.D. out of water/on the surface)

3D6×10 M.D. (2D6×10 M.D. surface)

5D6×10 M.D. (4D6×10 M.D. surface)

There are also three types of plastique-type mines with a blast radius that can be contained to a few feet or made to cover an area as big as 50 feet (15.2 m).

1D4×100 S.D.C./1D4 M.D. (2D4×10 S.D.C. or one M.D. surface)

1D6×10 M.D. (1D4×10 M.D. on the surface)

2D4×10 M.D. (1D6×10 M.D. on the surface)

1D4×100 (4D6×10 M.D. on the surface)

Black Market Cost: Fusion Type: 1,600, 3,600, and 10,000 credits respectively. Plastique: 600, 1,400 and 2,200 credits respectively. Poor availability outside of the CS Military.

CS Naval Mines

Thousands of sea mines have been procured for the CS Navy. The reason is that these weapons are highly effective, capable of crippling or sinking enemy shipping, while at the same time being inexpensive. They are also easy to deploy. Mines can be sown by divers or combat engineers, specially equipped mine-layer craft, submarines, or air-dropped by aircraft (an excellent tactic to contain, trap and destroy enemy subs). Mine fields are positioned around enemy harbors, along major trade routes, and also as fortifications to defend friendly ports and installations. When positioned properly, underwater mine fields can damage or sink enemy ships, injure sea monsters, and will impede or block the movement of enemy forces — unless the enemy is willing to risk numerous mine casualties.

The process of setting CSN mines is an easy one. All that has to be done is to maneuver the mine into the desired location and put it into the water. Once it is in place, the device is activated by means of a coded radio signal (*cryptography* skill rolls are needed to break the code, but with a -25% skill penalty). Immediately thereafter, a grapple attached to a metal cable shoots from the underside of the mine into the lake or sea floor, anchoring it in place. Within a few seconds, the passive sonar system comes on line and the mine is ready for business.

Mine Types: There are three varieties of CS Navy mines: High explosive (HE), plasma and fusion block.

Weight: 100 lbs (45 kg) for HE and plasma types, fusion mines weigh about 60 pounds (27 kg).

Mega-Damage: HE inflicts 2D4×10 M.D. to a 20 foot (6 m) area; plasma inflicts 2D6×10 M.D. to a 30 foot (9 m) area; and fusion block mines inflict 6D6×10 M.D. to a 50 foot (15.2 m) area.

Market Cost: 3,000 credits for HE type, 4,500 credits for plasma, and 15,000 credits for fusion type.

Note: All CSN mines are of the “smart” variety. Once a mine is deployed, a short-range passive sonar is activated to detect and identify enemy ships, sea monsters and enemy divers bigger than man-sized by their acoustic signature, with 81% accuracy. When an enemy is located, the sonar activates the proximity fuse that detonates the mine when the target passes within 15 feet (4.5 m) or 30 feet (9 m) for fusion mines.

CSN Nuclear Arsenal

A tragedy of the decades-long Cold War of the mid-20th Century was the development and construction of thousands of nuclear weapon systems of all description. A major protagonist of this struggle was the US Navy, which armed itself heavily with nuclear weapons in preparation for a huge-scale shooting war against the Soviet Navy. By the early 21st Century, the specter of world war had ended, the need for nuclear weapons was no longer manifest, and, as a result, the US Navy divested itself of these repugnant weapons. Some nuclear weapons were

retained however, for deterrence purposes, stored in heavily guarded facilities just in case they were needed. Sadly, these weapons and their designs were inherited by the Coalition.

Hand-in-hand with the construction of the CS Navy, the CS military has also developed a large-scale nuclear weapons program. The program is located at a secret underground facility somewhere in the Iowa territory of Chi-Town. High yield nuclear weapons are assembled there by fifty of the Coalition's top physicists and hundreds of technicians. Protection for the facility is provided by automated high-tech security systems and a full mechanized company of veteran, politically reliable soldiers commanded by a full Colonel. Only the workers, security personnel and CS High Command are privy to the location of the facility.

Nuclear weapons are not uncommon in the Rifts environment, many arms manufacturers sell long-range missiles with mini-tactical nuclear warheads. The CS program, however, represents a major shift in nuclear weapons construction and payload. The common tactical nukes produce almost no radiation and affect an area of only 50 feet (15.2 m) in radius! New Coalition-made nukes, on the other hand, are strategic "city-busters" with blast radii of several miles! CS nukes are patterned after the pinnacle of pre-apocalypse nuclear weapons design — the same design that touched-off the Great Cataclysm. These are "clean" devices that produce minimal fallout (long-term radiation) but combine the destruction of a thermonuclear explosion with the enhanced radiation of a neutron bomb. What this means is that these nukes can utterly destroy enemy cities, bases and armies without causing long-term devastation of the environment, or so the CS believes.

Due to the abundance of weapons-grade nuclear material, a material produced in the power plants of the CS war machines, the Coalition is able to produce 50 devices of up to one megaton yield per year! Thankfully, cooler heads have prevailed at the top echelons of the Coalition, including Emperor Prosek, and the deployment of strategic nuclear weapons has been limited to the CS Navy. The only reason the CSN has been furnished with nukes is to deter Splugorth/Atlantis aggression, and to provide Navy vessels with the capacity to sink enormous enemy ships such as the USS Ticonderoga (20,000 M.D.C.), Horune Dream Ships (20,000 M.D.C.), and Splugorth Sea Skimmers (30,000 M.D.C.). Even at that, there are extensive and elaborate protocols surrounding the use of strategic nukes which CSN officers must follow to prevent unauthorized or accidental use of nuclear weapons.

A Few Notes Regarding Nuclear Weapons

Nuclear devices are unarguably the deadliest weapons created by mankind to date — a fact which is all too familiar to everyone who was alive during the Cold War. One such device releases energy equivalent to thousands of tons (kilotons) to millions of tons (megatons) of conventional TNT! A nuclear device is basically a mass of weapons-grade material, usually Uranium 235 or Plutonium 239, that is compressed by the detonation of conventional explosives, triggering a *fission* chain reaction in which the atoms split, releasing tremendous energy.

Thermonuclear devices are somewhat different and more powerful. They work through a *fusion* reaction created by the heat from a small fission implosion, as described above, in

which hydrogen atoms are fused into helium atoms and enormous amounts of energy are released.

Energy released from a nuclear detonation takes five forms: kinetic, thermal, prompt radiation, fallout and electromagnetic pulse (EMP). The kinetic and thermal components are identical to those associated with conventional explosions, only on a far greater scale. At the point of detonation or "ground zero," temperatures reach about a million degrees Kelvin (1.8 million degrees Fahrenheit) — hot enough to literally vaporize people, steel, robots, and even dragons! From ground zero, a super-hot fireball climbs straight up into the stratosphere to about 6 or 8 miles (9.6 to 12.8 km). The heat is so intense as to cause third degree (probably fatal) burns to a distance of 5 miles (8 km) from the blast. Mere seconds later, a (kinetic) shock wave of compressed air, called *overpressure*, races out at supersonic speed from the blast, crushing buildings, objects and people. In the wake of the overpressure are winds of 300 mph or more (480+ km) called the *dynamic pressure*, that hurl small objects with lethal force.

Additionally, a nuclear detonation, unlike a conventional explosion, also emits energy in the forms of radiation and electromagnetic pulse (EMP). *Fallout* is the long-term, lingering form of radiation most commonly associated with a nuclear explosion. When the nuke explodes, it irradiates materials like soil, creating radioactive materials that are catapulted into the atmosphere by the fireball and are scattered by local wind patterns. Wherever these materials land, they pollute the environment, and even taint the local food chain. A nuclear device also creates *prompt radiation* which is the instantaneous release of gamma rays, neutrons and beta particles. Prompt radiation is fatal to a distance of one mile (1.6 km) from ground zero.

The final effect of a nuclear detonation is EMP. Put simply, EMP is the immediate emission of extremely powerful radio waves that fry electronic devices, including radios and radar.

Optional Damage Effects: The descriptions of CS nuclear weapons below, for simplicity's sake, list damage only for the area immediately surrounding ground zero. If a greater degree of realism is desired, the G.M. should add the following damage effects to anyone outside the immediate area of effect listed under the weapon description:

Damage from Heat: Anyone within 6 miles (9.6 km) of the blast suffers 3D6×10 S.D.C., or one M.D. point for mega-damage creatures; modified by any heat resistance or vulnerability. Those in mega-damage body armor are totally unaffected.

Damage from Dynamic Pressure: Winds created by the nuclear explosion hurl small objects with lethal force to a distance of about 10 miles (16 km). These projectiles inflict 3D6×100 S.D.C., or 3D6 M.D. to anyone or anything caught out in the open.

Damage from Prompt Radiation: A regular nuclear device emits lethal *prompt radiation* to a distance of about a mile (1.6 km); CS nukes are enhanced-radiation weapons that emit lethal radiation to a distance of about 6 miles (9.6 km). Any creature exposed to the radiation takes damage as follows: If less than 3 miles (4.8 km) from ground zero: 1D6×100 S.D.C. or 3D6×10 M.D. to mega-damage creatures. Anyone up to 6 miles (9.6 km) away from ground zero suffers 5D6×10 S.D.C. (2D4×10 M.D. for mega-damage creatures). A save vs lethal poison (14) reduces damage by half. Damage is also modified by any radiation vulnerabilities/resistances.

Any character wearing environmental body armor or inside the environmental crew compartment of a vehicle is unaffected by prompt radiation.

Effects of EMP: There is a 01-90% chance that any electronics system (including computers, sensors, radios, etc.) within 10 miles (16 km) of the blast is fried/destroyed by the EMP. Even hardened systems are vulnerable; there is a 25% chance that a hardened system is fried.

CSN Mk108 Firefly Air-To-Sea Torpedo

Firefly is the official name of the CSN's two stage, rocket-propelled torpedo. This weapon is more-or-less a long-range torpedo used to engage warships, submarines and sea monsters from great distances. It is about the size of a medium-range missile and can be launched from most CS aircraft and surface vessels. When the firefly is activated its cruise missile-type rocket engine thrusts the weapon towards its target. Short of the target, the motor disengages and the torpedo lands in the water. At this point, the torpedo acquires or locates its target, then closes the final distance and detonates just like a regular torpedo.

At the Iowa nuclear weapons plant, nearly a hundred special-purpose Firefly torpedoes armed with 100 kiloton nuclear warheads have been assembled. Just one of these "fish" has the capability to sink virtually any vessel on earth. All CSN combatants of frigate size or larger have been equipped with one or two Mk108 Fireflies to eliminate Splugorth and other alien capital ships if such a vessel were to pose an immediate threat to a CS warship or the Coalition itself.

G.M. Note: Nuclear detonations at sea are considerably less devastating than those on land. Destruction in the immediate area of effect is identical to that caused by land detonations, but, the secondary effects are less in severity. In game terms, the blast inflicts none of the secondary, optional damage effects above and produces no radiation fallout. The CS government is, as a result, more willing to authorize the use of Firefly nukes as compared to the more devastating strategic types. In the event that an enemy ship attacked a CS warship or violated Coalition territorial waters, the "go ahead" to launch Fireflies from the Emperor would be almost automatic.

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Submarine/Anti-Sea Monster

Mega-Damage: Everything within a 1000 foot (305 m) radius of ground zero suffers 2D4×100 M.D. (making it very likely that gods and alien intelligences would survive a nuclear blast!). Damage is 5D6×10 M.D. to everything in a 3 mile (4.8 km) radius immediately surrounding ground zero.

Effective Range: 100 miles (160 km)

Note: These weapons are assigned only to the large warships and ballistic missile submarines.

BGM-109 Tomahawk Cruise Missile - CSN Version

Of the USN treasures recovered by Golden Age Weaponsmiths, one of the most valuable was the old, reliable BGM-109 Tomahawk cruise missiles made famous during *Desert Storm*. The Coalition quickly snatched up every Tomahawk

missile, every spare part and all related information from Golden Age Weaponsmiths. A hundred million credits and 10,000 man-hours later, CS engineers learned everything needed to begin production of Tomahawk TLAM/N strategic nuclear missiles. Work began soon after at a state-operated armaments factory in Lone Star City. Before they are deployed aboard a CSN warship, every Tomahawk is mated with a 200 kiloton warhead built at the plant in Iowa.

The Tomahawk remains a potent weapon in the post-Apocalyptic world, despite its being a relic of the 20th Century. Remarkably, the old design has been left unchanged by the CS engineers except for the integration of mega-damage materials. Accuracy is all but guaranteed by the original guidance system which is capable of directing the missile to within 30 feet (9 m) of its target after a flight of 1300 miles (2080 km)! Guidance is provided by a combination of an inertial guidance system that directs the missile to land, a terrain contour matching (TERCOM) computer system that matches the terrain with a digital map programmed into the weapon's memory, and a radar altimeter that keeps the Tomahawk hugging the ground throughout all phases of flight. All of these guidance systems working in conjunction virtually insure that the Tomahawk delivers its 200 kiloton payload right on target!

Current CSN plans call for all Coalition submarines and possibly even guided-missile escort ships to be armed with Tomahawk nuclear missiles. This will give the Coalition States the capability to blanket all of its enemies with low yield nuclear weapons should the need arise. At the present time, the CSN has target solutions prepared to strike Splynn, Azlum, Alvurron, Tolkeen, Lazlo, and Free Quebec. Remember, the CS government would not sanction a nuclear strike unless the Coalition itself was in danger. The deployment of Tomahawks with the fleet is a measure that is designed only to deter enemy (especially Splugorth) aggression.

Primary Purpose: Strategic Deterrence

Secondary Purpose: Anti-City/Stronghold

Mega-Damage: Everything within a 1000 foot (305 m) radius of ground zero suffers 3D4×100 M.D. (so it is likely that gods and alien intelligences would survive the blast — although wounded terribly)! Damage is 1D4×100 M.D. to everything in a 3 mile (4.8 km) radius immediately surrounding ground zero.

Effective Range: 1000 miles (1608 km)

The Coalition & Nukes

G.M. Note: Yes the Coalition has gone to considerable effort to establish a nuclear weapons program. Yes, the CSN deploys some 956 warheads with a combined yield of 146 megatons. But no the CS government has no wish to use these weapons. Like any other civilized people, the CS leadership views nuclear weapons as horrible, sinister and catastrophic weapons that should not be used. Thus, the desire to eliminate nuclear missiles which are viewed as too powerful and too destructive in any hands!

The CS government, despite their heinous reputation, would never, under normal circumstances, consider using nuclear weapons against rival kingdoms, not even against the likes of Tolkeen. To use nukes against such a foe would be a cowardly act, causing the indiscriminate killing of non-combatant humans, an act the Emperor would never condone. Also, the use of nukes

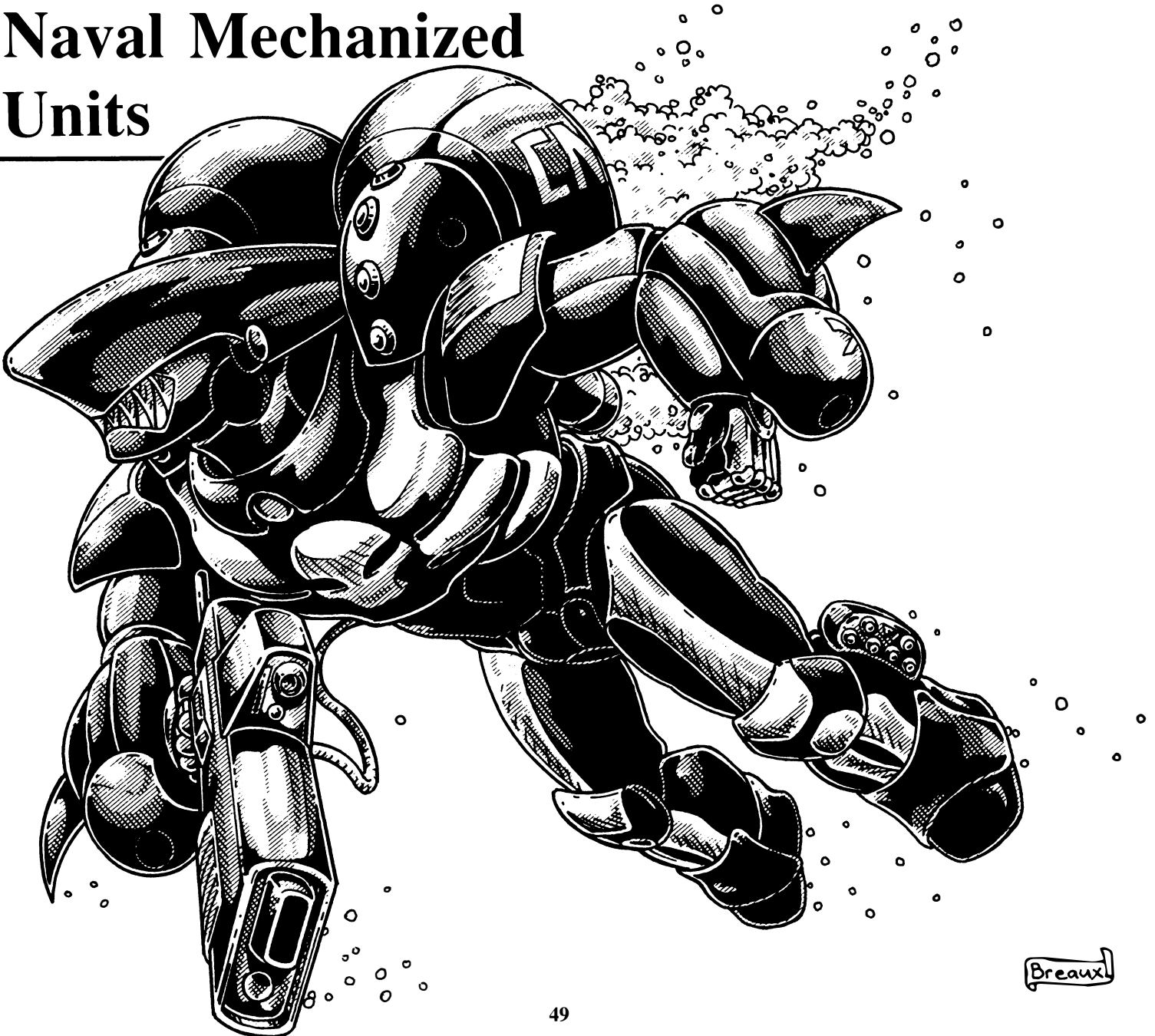
against rival states such as Tolkeen would cause undue devastation of territory the Coalition intends to occupy.

There do exist contingencies under which the CS government would resort to nuclear bombardment. The obvious case is if the Coalition itself was on the brink of destruction and the only way to salvage a human victory was through the use of nuclear weapons. Few powers exist that can threaten the Coalition on that level. Atlantis is the only plausible candidate and Splynncryth has no intention of fighting the Coalition, let alone any other state. At present, the main target of the CS Navy is Atlantis, and they have drawn up trajectory solutions to blanket that island with nukes. Another contingency for which the CSN has prepared is to mercilessly bombard the Gargoyle Empire, if the existence of the New German Republic were ever in jeopardy. For the next couple of decades these two are likely to remain the only targets for CS nukes. If the CS is ever in a position to start reconquering the planet for mankind, powerful alien enclaves, like the Arkhon Freehold, are also likely to become targets.

CSN Sea SAMAS

The PA-10A Sea SAMAS is another model in the new crop of Coalition power armor suits replacing the original PA-06A SAMAS. This new armor suit, like the others, is simply a modification of the original design. In this case, the Sea SAMAS is designed for maritime combat operations and Deep Sea exploration and reconnaissance. It was designed specifically for service in the new CS Navy to be an all-purpose, versatile combat machine with limited land and air capabilities. However, the main focus of its design has been that of a small, but heavy-duty, fast and maneuverable underwater, deep-sea assault unit — in short, the ultimate one-man submersible. Multiple tasks which the Sea SAMAS has lived up to admirably include coastal raids, boarding operations, anti-ship and anti-submarine warfare, ship defense, water to land combat, water to air combat, sabotage, rescue operations, reconnaissance, escort, patrols, salvage, underwater repairs, and deep sea diving. However, its primary purpose is underwater combat and surgical strikes.

Naval Mechanized Units



The Sea SAMAS utilizes the same basic environmental, armor plating and robotic enhancement systems as the regular SAMAS and is a sort of a cross between the Smiling Jack and Super SAMAS (both of which are also used in limited undersea, as well as air, military operations). To survive greater pressure at ocean depths, the standard framework is reinforced, more heavily armored, and furnished with a special decompression system to protect the pilot. A powerful, yet small sonar system has been included in the sensor package, built into the elongated head/helmet. The rocket propulsion system has been replaced with a backpack-style, nuclear-powered twin propeller propulsion unit ideal for underwater. Built into the underwater propulsion system is a low-speed, low-altitude, secondary hover-jet for limited flight capabilities (mainly for boarding purposes, and, when necessary, to engage low flying enemy targets). Weapon systems are also dramatically different from its land to air predecessors. A blue-green laser cannon has replaced the traditional rail gun, and there are mini-torpedo/missile launchers located in the lower legs and shoulders. The stylized shark's head, complete with a shark-tooth design, provides the pilot with greater protection to the head and contains additional sensors.

Amphibious SAMAS Power Armor

Model Type: PA-10A

Class: Strategic Armor Military Assault Suit

Crew: One

M.D.C. by Location:

Arms (2) — 100 each

Legs (2) — 150 each

Underwater Propulsion System/Hover Pack — 90

* Main Jets (2) — 90 each

Ammo Drum (rear) — 30

Laser Cannon — 100

* Rail/Ion Gun (1; left arm) — 75

Shoulder Mini-Missile Launchers (2) — 50 each

* Leg Mini-Torpedo Launchers (2) — 70 each

* Forearm Vibro-Blades (2) — 50 each

* Head — 110

** Main Body — 295

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a "called shot," but even then the attacker is -3 to strike.

Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems, including sonar; the pilot must rely on his own human vision and senses and any power armor bonuses to strike, parry and dodge are lost. Also, in an underwater environment, the pilot is in jeopardy of drowning/suffocating or succumbing to deep sea decompression (most suits have a small, emergency, mini-air tank with eight minutes of air, and many pilots have a bionic lung and/or air supply); decompression is the real danger if below 300 feet (91.5 m).

** Depleting the M.D.C. of the main body will shut the armor down completely, rendering it useless and sending it sinking to a watery grave.

Speed

Running: 60 mph (96 km) maximum. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the thrusters. A jet thruster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without actually attaining flight.

Flying: The hover-jet propulsion system allows the Sea SAMAS to hover stationary up to 100 feet (30.5 m) or fly short distances. Maximum flying speed is 150 mph (240 km), but cruising speed is considered to be 50 mph (80 km). Maximum altitude is limited to about 200 feet (31 m) above land or water and it is a bit wobbly; no wings.

Flying Range: The nuclear power system gives the Sea SAMAS decades of life, but the hover-jet engine overheats quickly and needs to cool after a maximum of two hours of flight when travelling at speeds above cruising, and after five hours of cruising speed.

Underwater Propulsion: The Sea SAMAS has a built-in underwater propulsion unit hooked directly to the nuclear power supply that can reach speeds of 55 mph (88 km or 47.3 knots).

Underwater Depth: The Sea SAMAS can withstand pressure up to one mile (1.6 km) deep. A special decompression system helps to prevent the pilot from getting the bends.

Statistical Data:

Height: 8 feet (2.4 m)

Width: 4.5 feet (1.35 m); no wings

Length: 4 feet (1.2 m)

Weight: 560 lbs (252 kg)

Physical Strength: Equal to a P.S. 36

Cargo: None

Power System: Nuclear; average SAMAS energy life is 20 years.

Black Market Price: 2.3 million credits for a new, undamaged, fully powered suit complete with weapon systems and full ammunition load. Rarely available.

Weapon Systems

1. CSN-60 Variable Beam Laser Cannon (1): The CSN-60 is essentially a high-powered laser cannon that is capable of firing regular laser beams for surface combat, and also blue-green beams for underwater combat. It is a lightweight, accurate weapon that is hooked directly to the SAM's nuclear power supply, giving the operator a virtually unlimited payload.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega Damage: 5D6 M.D. per laser blast.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).

Maximum Effective Range: 2000 feet (610 m) underwater, 4000 feet (1200 m) on land.

Payload: Effectively unlimited.

2. Rail/Ion Gun: A modular weapon system is built into the left forearm that can either be a high-powered ion blaster or a light rail gun.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega Damage: Ion Blaster: 6D6 M.D. per blast. Rail gun: A 20 round burst inflicts 4D6 M.D.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).

Maximum Effective Range: Ion Blaster: 1000 feet (305 m) underwater and on land.

Rail Gun: 2000 feet (610 m) underwater or 3000 feet (914 m) on land.

Payload: Effectively unlimited for ion blaster, but only 50 bursts (1000 rounds) for the rail gun.

3. CM-4 Shoulder Mini-Missile Launchers: Twin mini-missile launchers are positioned over the shoulders where the exhaust ports are found on the original SAMAS.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Missile Type: Any mini-missile can be used but plasma (1D6×10 M.D.) and armor-piercing (1D4×10 M.D.) are standard issue.

Mega-Damage: Varies with missile type.

Range: Usually about a mile.

Rate of Fire: One at a time or in volleys of two or four.

Payload: 16 total, eight in each; one time automatic reload.

4. Leg Mounted Mini-Torpedo Launchers (2): Attached to the side of the calves are mini-torpedo launchers holding 6 mini-torpedoes each.

Primary Purpose: Anti-Ship/Sub

Secondary Purpose: Defense

Torpedo Type: Standard issue is an even mix of high explosive and plasma mini-torpedoes.

Mega-Damage: 1D6×10 M.D.

Range: One mile (1.6 km)

Rate of Fire: One at a time or in volleys of two, three or four.

Payload: 12; 6 in each leg.

5. Forearm Vibro-Blades: Each of the forearms has a large Vibro-Blades for slashing and parrying.

Primary Purpose: Defense

Mega-Damage: 2D6 M.D.

Range: Hand to hand combat.

6. Energy Rifles and other normal weapons can be substituted in an emergency or as a back-up weapon. Space limitations and the bulk of the armor limits additional handguns or rifles to one.

7. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See Power Armor Combat Training in the Robot Combat section of the **Rifts® RPG**, page 45, plus the following, in addition to those listed:

+1 on initiative

+1 to parry

+2 to dodge underwater.

Substitute Crush, Pry or Tear damage with — 2D4 M.D.

8. Sensor System Note: All standard power armor features plus:

1. The Sea SAMAS has full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization.

2. In addition to the standard radar package, there is a sonar system with a 15 mile (24 km) range that can track 32 targets. There is also a depth and pressure gauge included in the pilot's instrumentation.

3. Sensor Bonuses: Applicable to long-range weapon combat only, not hand to hand, +2 to strike and +1 to dodge. See Power Armor Combat Training in the Robot Combat Section of **Rifts®** for other bonuses.

Trident Power Armor

The Trident is a new, light power armor designed exclusively for the CS Navy. It is not the armored, combat machine that the Sea SAMAS is, but a fundamentally all-purpose, deep-sea diving suit that is only slightly bigger than man-sized and which enables the diver to squeeze into small places. The enhanced strength and mobility of this armored suit gives the diver physical power and freedom of movement. Although the Trident has performed well in combat situations, it is designed for precision operations, exploration and research, reconnaissance, espionage, sabotage, rescue, salvage, underwater repairs, and deep-sea diving.

The Trident has the same basic environmental systems, armor plating and robot exoskeleton enhancements as the SAMAS and most power armor suits. To survive greater pressure at ocean depths, the standard framework is reinforced, heavily armored, and furnished with a special decompression system to protect the pilot. The helmet has an array of optic systems and the horned backpack (with extra oxygen and propulsion system) has a pair of video cameras and lights for recording and transmitting underwater images. The forearms are of a modular design to allow the use of several interchangeable robot hands, tools and weapons. Perhaps the most striking thing about the Trident is the most simple and cosmetic: it does not have the classic Death's Head motif and is greenish yellow in color. The absence of the Death's Head is to indicate that this armor is not (generally) a combat, infantry unit. The color also serves this function, but more importantly, it fits into the undersea environment where diffused light from the sun above, glittering patches of water, colorful fish, coral and vegetation enables the more colorful armor to blend in with the surroundings. Black, grey and dark armor and swimsuits are suitable for dark, murky waters, especially in lakes, but stick out as shadowy silhouettes in the bright, clear waters of the ocean.

Trident Light Amphibious Power Armor

Model Type: PA-20B

Class: Aquatic Military Power Armor

Crew: One

M.D.C. by Location:

* Arms (2) — 60 each

Legs (2) — 100 each

Underwater Propulsion System — 75

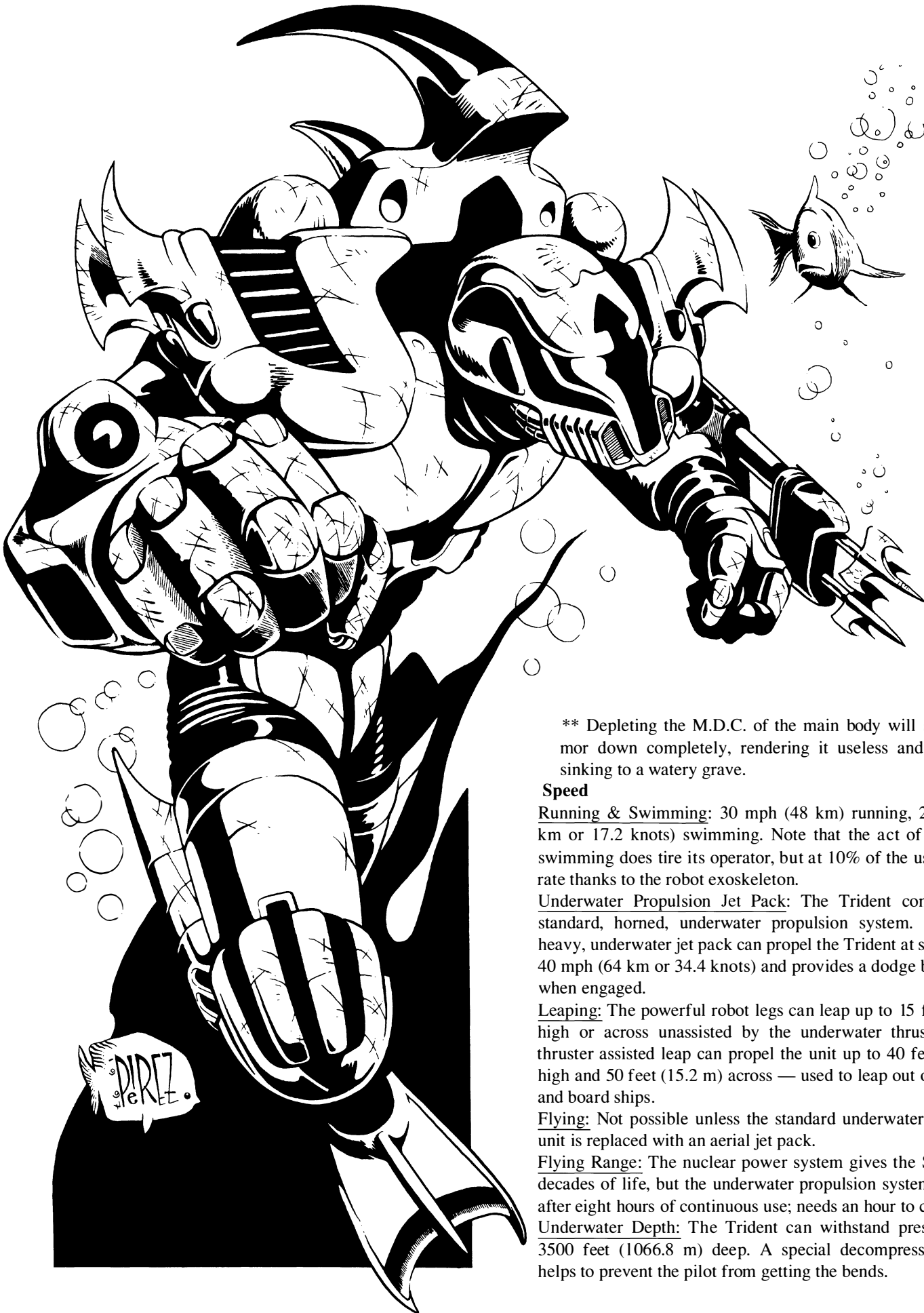
* Modular Forearm Attachment (varies; weapons or tools) — 75

* Head — 80

** Main Body — 190

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a "called shot," but even then the attacker is -3 to strike.

Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems, including sonar; the pilot must rely on his own human vision and senses and any power armor bonuses to strike, parry and dodge are lost. Also, in an underwater environment, the pilot is in jeopardy of drowning/suffocating or succumbing to deep-sea decompression (most suits have a small, emergency, mini-air tank with eight minutes of air, and many pilots have a bionic lung and/or air supply); decompression is the real danger if below 300 feet (91.5 m).



** Depleting the M.D.C. of the main body will shut the armor down completely, rendering it useless and sending it sinking to a watery grave.

Speed

Running & Swimming: 30 mph (48 km) running, 20 mph (32 km or 17.2 knots) swimming. Note that the act of running or swimming does tire its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Underwater Propulsion Jet Pack: The Trident comes with a standard, horned, underwater propulsion system. This large, heavy, underwater jet pack can propel the Trident at speeds up to 40 mph (64 km or 34.4 knots) and provides a dodge bonus of +2 when engaged.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the underwater thrusters. A jet thruster assisted leap can propel the unit up to 40 feet (12.2 m) high and 50 feet (15.2 m) across — used to leap out of the water and board ships.

Flying: Not possible unless the standard underwater propulsion unit is replaced with an aerial jet pack.

Flying Range: The nuclear power system gives the Sea Trident decades of life, but the underwater propulsion system overheats after eight hours of continuous use; needs an hour to cool,

Underwater Depth: The Trident can withstand pressure up to 3500 feet (1066.8 m) deep. A special decompression system helps to prevent the pilot from getting the bends.

Statistical Data:

Height: 7.2 feet (2.15 m)

Width (Shoulders): 3.2 feet (0.97 m)

Length: 3 feet with propulsion pack and horn/spike (0.9 m)

Weight: 340 lbs (153 kg)

Physical Strength: Equal to a P.S. 30

Cargo: None

Power System: Nuclear; average energy life is 20 years.

Black Market Price: 1.6 million credits for a new, undamaged, fully powered suit complete with two weapon systems and full ammunition load. Rarely available.

Weapon Systems

1. Modular, Interchangeable Forearm Units: Each arm can be equipped with a special weapon or tool. Currently available systems include the following:

Vibro-Blade: Extends from forearm, does 1D6 M.D.

Mini-Missile/Torpedo: Forearm launcher, one missile or torpedo, range one mile (1.6 km), typical damage is 5D6 M.D. or 1D4×10 M.D.

Triple-Barrel Spear Gun: Range 200 feet (61 m), 2D6 S.D.C. or explosive or special spearheads (see the previous spear gun description for options). Additional spears may be carried and loaded by hand.

Single-Barreled Forearm Laser: Blue-green laser, range: 1200 feet (366 m), 2D6 M.D., effectively unlimited payload, tied to armor's power source.

Double-Barreled Utility Laser: One barrel is a blue-green weapon laser, range: 1200 feet (366 m), 2D6 M.D., effectively unlimited payload, tied to armor's power source. The second, smaller barrel is a precision laser tool that can be adjusted to inflict 1, 2 or 1D6 M.D., or 4D6, 6D6, or 1D6×10 S.D.C.; range: 20 feet (6 m) maximum. A pull out laser scalpel and flashlight are part of this package. Depicted on the cover — left arm.

Plasma Torch: A cutting tool that resembles a pistol. The large nozzle is the plasma torch. It can be adjusted to inflict 2D6, 4D6 or 6D6 M.D. cutting power; range: 10 feet (3 m) maximum. The small opening above it is a laser that can be adjusted to inflict 1, 2 or 1D6 M.D.; range: 60 feet (18.3 m). A light is built into the handle. Depicted on the front cover — right arm.

Robot Hand: This is an appendage that is worn like an oversized glove and responds to the articulated movements of the pilot's real hand. The robot hand can be extended with hydraulics up to three feet (0.9 m) and is used to extend one's reach, feel around inside small caves and openings, repairs, and handling dangerous materials. One finger is a laser tool (1, 2, or 1D4 M.D. points, 10 ft/3 m range), one has a retractable blade (1D4 S.D.C.), one is a mini-video camera, and the knuckles have low profile lights. The hand also has built-in sensors to measure water temperature and detect radiation. The hand has a robot P.S. of 15.

2. Energy Rifles and other hand-held weapons can be also be used, typically a Vibro-Knife and a CV-212 variable light frequency rifle or C-50 Dragonfire rifle, but any of the CS energy, grenade and rocket weapons can be used. Can be hooked onto the backpack, shoulder or a waist belt.

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. See Power Armor Combat Training in the Robot Combat section of the **Rifts® RPG**, page 45.

4. Sensor System Note: All standard power armor features plus:

1. Full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization.

2. Stealth mode: Can switch to a rebreather system that is silent and makes no bubbles; one hour maximum.

CSN Sea-Spider Walker

The CSN-006 Sea-Spider is the latest walker in the Coalition's Spider-Skull series. It is produced exclusively for the CS Navy. Like its predecessors, the Sea-Spider is a large all-terrain robot with six articulated legs and a skull shaped main body. This model is an amalgam of the best features of the original Spider-Skull, the new Walkers and submersible technology. Its design is such that the Sea-Spider can move, fight and remain underwater for extended periods, as well as engage in amphibious assaults on land.

Sea-Spiders are essentially lake and shallow sea defense, transport and combat vehicles. They are unable to withstand the pressures at great depths on the ocean floor (over one mile and deeper) but have a propulsion system that lets them travel, with legs folded, like a submarine at a depth of nearly one mile (5000 ft/1524 m). In shallow coastal waters and lakes, however, Sea-Spiders are especially formidable war machines that can function in many roles. It can serve as an underwater mobile outpost, wait in ambush for the enemy (its low profile and ability to hunker down on the sea floor makes it difficult to detect), conduct anti-submarine or sea monster attacks, place mines, engage in salvage operations, rescue, and patrols. On shore it can engage surface warships and even low flying aircraft and power armor with its powerful rail cannons. Moreover, as an amphibious, all-terrain vehicle, the Sea-Spider can leave the water to land and release up to 12 combat troops, while providing heavy, armored support and assault.

The Navy views the Sea-Spider as a cost-effective, versatile and essential component for its operations. It is a favorite choice of the Naval Infantry and Nautical Commandoes. Two hundred Sea-Spiders have been ordered to add to the initial production run of the one hundred now in CSN service.

Coalition Assault Walker Robot

Model Type: CSN-006 Sea-Spider Walker

Class: Multi-purpose, All-Terrain Assault Robot

Crew: Three crewmen: One pilot, copilot and gunner, plus can accommodate 12 additional human-sized troops or eight in SAMAS power armor.

M.D.C. by Location:

Rail Guns (2; forward) — 100 each

Lower Laser Turret (1) — 80

* Upper Laser Ball Turret (1; rear) — 80

* Legs (6) — 150 each

* Eye Searchlights (2) — 30 each

* Torpedo Launch System (12; between teeth) — 25 each

Undercarriage Propulsion Jets (4; underside) — 75 each

Rear Propulsion Jets (2) — 75 each

Reinforced Crew Compartment — 150

** Main Body/Skull — 670

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a "called shot," but even then the attacker is -2 to strike.



** Depleting the M.D.C. of the main body will shut the armor down completely, rendering it useless and sending it sinking to a watery grave. **Note:** The robot can lose one leg on each side and still not be unbalanced, but speed is reduced by 10%.

Speed

Running: 80 mph (128 km) on dry land. Maximum speed is reduced to 30 mph (48 km or 25.8 knots) when crawling underwater.

Underwater Propulsion System: Allows the Sea-Spider to travel like a submarine at a maximum speed of 25 mph (40 km or 21.5 knots) underwater or to cruise on the surface of water at 30 mph (48 km or 25.8 knots).

Depth Tolerance: 5000 feet (1524 m).

Note: The Sea-Spider is capable of surfacing like any normal submersible vehicle by adjusting its ballast.

Statistical Data:

Height: 21 feet (6.4 m)

Size: The skull compartment itself is 15 feet (4.6 m) wide and tall, 20 feet (6 m) long; the legs extend to about 50 feet wide (15.2 m).

Weight: 80 tons fully loaded.

Cargo: Storage bay of about 100 square feet (30.5 m) for additional clothing, supplies and weapons.

Power System: Nuclear; average life is 15 years.

Black Market Price: 38 million credits for a new, fully loaded Sea-Spider Walker. These robots have *never* been available on the Black Market — exclusive to the CS Navy.

Weapon Systems

1. C-120R Rail Guns (2): Two rapid-fire, gatling rail guns are mounted on turrets that protrude from the sides of the walker. They can rotate 180 degrees and fire independent of each other.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Mega-Damage: A burst is 40 rounds and inflicts 1D4×10 M.D. from one gun, 2D4×10 M.D. from both guns firing simultaneously.

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4-6).

Range: 6000 feet (1828 m)

Payload: 8,000 rounds per each weapon, that's 200 bursts each or 400 total. Reloading a rail gun requires special equipment and takes about an hour.

2. CT-36 Mini-Torpedo Launchers: Concealed in the spaces between the "teeth" at the front of the Sea-Spider Walker are a group of mini-torpedo launchers; 12 total. Retractable covers open to reveal the launch tubes that are automatically reloaded from an internal magazine.

Primary Purpose: Anti-Ship

Secondary Purpose: Assault

Mega-Damage: Varies with torpedo type; standard issue are HE and plasmal mini-torpedoes that inflict 1D6×10 M.D. underwater (1D4×10 on surface).

Rate of Fire: One at a time or in volleys of two, four, six, eight,

ten or twelve. The launcher is reloaded from the magazine automatically and has a full payload ready for the next melee round.

Range: About one mile (1.6 km).

Payload: 48 mini-torpedoes total.

3. CR-4T DP Laser Turrets (2): Mounted on the skull main body are two double-barrelled, heavy laser turrets, one under the chin and another on the top. They fire blue-green beams for underwater combat. Both turrets are capable of 360 degree rotation and a 90 degree angle of fire (up and down).

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 6D6 M.D. per dual blast.

Rate of Fire: Equal to the combined number of hand to hand attacks per melee (usually 4-6).

Range: 2000 feet (610 m) underwater, 4000 feet (1200 m) on land.

Payload: Effectively unlimited.

4. Mine Laying Unit: To the rear of the Sea-Spider, behind the three-man cockpit, is a hold area that is normally used to

transport up to 12 troops. Instead of passengers, this area can be used to house a mine laying unit for laying mines in enemy waters and trade routes. The unit is capable of sowing mines automatically and is wired to the cockpit from where it is controlled by remote.

Mega-Damage: Varies with mine type.

Mine Type: Varies; mines are described earlier in this section.

Payload: 30 mines.

5. Hand to Hand Combat: The Sea-Spider, like all CS Spider-Skull Walkers, is a type of robot vehicle that is not designed for hand to hand combat. Its only two attack modes are *Body Block/Ram*, which inflicts 1D4 M.D. for every 20 mph of speed, and *Stomp*, which inflicts 2D6 M.D., but is only effective against any object 12 feet (3.6 m) or smaller.

6. Systems of Note: The Sea-Spider has all of the standard features of all robot vehicles plus all of the special features of the IAR-2 Abolisher. Additionally, the Sea-Spider has an advanced sonar to detect underwater targets (Range: 20 miles/32 km).

Combat Vessels of the Coalition Navy

CSN Robot Shark Sled

The CS Navy has recently deployed an experimental underwater sea sled that is basically a robot shark. This bot is being tested in the Gulf of Mexico as an ocean reconnaissance drone and deep-sea sled. When used as an underwater sea sled, as many as three divers can be pulled along by holding on to the fins (not the tail which is used for swimming). A concealed searchlight can rise from the top of the head and six mini-torpedoes can be fired from the mouth. This unit is depicted on the cover.

Model Type: CS Navy Sea Sled and Robot Drone

Class: All-Purpose Robot Vehicle/Underwater Sled and Drone.

Crew: Unmanned Drone or one pilot (the bot responds to radio voice commands or electronic codes transmitted via touch pad radio).

M.D.C. by Location:

* Fins (3) — 25 each

* Retractable Searchlight (1; top of head) — 15 each

* Low Intensity Infrared Headlights (2; eyes) — 10 each

Tail Section (1) — 90

** Main Body — 130

* Items marked with a single asterisk are small and/or difficult targets to strike, including the prone pilot and passengers (3 total). Attackers must make a called shot and even then are -3 to strike.

** Depleting the M.D.C. of the main body destroys the sled. Destroying the tail section cripples the bot; reduce speed by 70% and makes it -5 to dodge.

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Surface Water Speed: Same as underwater speed.

Underwater Speed: 12 mph (19 km; 10.3 knots). In addition, the sled can be made to float suspended in the water, rise nearly straight up, and travel at a snail's pace.

Range: Effectively unlimited; nuclear powered.

Maximum Depth: 5000 feet (1524 m).

Bonuses: Can make quick turns, sharp circles, short dives, is silent (60% to prow), +1 to dodge and swims in the same basic way as real sharks. From a distance (and without sensors), the bot will appear to be a real shark.

Statistical Data:

Height: The body thickness is roughly 2.5 feet (0.76 m) in diameter; the top fin adds two feet (0.6 m) to the overall height.

Width: 2.5 feet (0.76 m) in diameter; the side fins add four feet (1.2 m) to the overall width.

Length: 12 feet (3.6 m)

Weight: 900 lbs (405 kg)

Cargo: Can carry or pull an additional 650 lbs (295.5 kg).

Power System: Nuclear with a 15 year life.

Weapon Systems: The mouth can open to fire six mini-torpedoes (typically 1D4x10 M.D.; one mile/1.6 km range).

In addition, the pilot or passenger(s) can hold on with one hand and fire a weapon with the other (-1 to strike). The mouth is not designed to bite. Plans for a heavier version (20% more M.D.C.

and 10% larger) includes a biting jaw (1D6 M.D.) and lasers that fire from the eyes (2D6 per eye, 4D6 M.D. for dual blasts; 2000 ft/610 m range). However, this bot is not expected to be available for testing till 108 P.A.

Standard Sensors Include: Radiation detector, mini-computer, laser distancing system (4000 foot/1220 m range), homing beacon (12 hour, 200 mile/320 km range) and short-range directional radio (20 miles/32 km).

Market Cost: Experimental and exclusive to the CS; approximate cost is 15.6 million credits.



CS Death's Head Underwater Sea Sled

The underwater sea sled is a simple, jet propelled, one-man vehicle designed to pull a single diver silently through the ocean depths. It is primarily used for exploration and transportation. The Coalition's sea sled keeps the Death's Head motif with the eyes being lights to illuminate the water ahead. To use the sea sled, the diver lays in a prone position, takes hold of the handlebar like control levers, starts the engine and holds on as the sled moves forward, pulling the diver along with it. A ballast and air jet propulsion system keeps the simple vehicle afloat and moving. A turn of the controls and tilt of the handle-bars causes the underwater sea sled to dive, pulling back on the controls causes it to rise.

The CS underwater sea sled has a pair of jets, one on each side of the vehicle. The vehicle is fairly fast for its type, but ponderously slow compared to power armor and most submersibles. Although designed for one operator, the sled can pull as many as four.

Model Type: CS Navy Sea Sled

Class: All-Purpose Underwater Sled.

Crew: One

M.D.C. by Location:

* Air Jets (2; rear) — 70 each

* Headlights (2; eyes) — 30 each

Protective Glass Shield (1) — 20

** Main Body/Death's Head — 140

* Items marked with a single asterisk are small and/or difficult targets to strike, including the prone pilot. Attackers must make a called shot and even then are -3 to strike.

** Depleting the M.D.C. of the main body destroys the sled. Destroying one jet reduces speed by half and makes the sled -2 to dodge. Destroying both jets renders the sled immobile (but can be salvaged and repaired).

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Surface Water Speed: 20 mph (54 km; 17.2 knots).

Underwater Speed: 15 mph (24 km; 13 knots). In addition, the sled can be made to float suspended in the water, rise nearly straight up, and travel at a snail's pace.

Range: Liquid fuel sleds have a range of 800 miles (1280 km). Nuclear powered sleds have a five year life. The length of time it can stay underwater is limited only by the air and nutritional requirements of the pilot; humans typically have five to ten hours.

Maximum Depth: 3000 feet (914 m).

Bonuses: +5% to piloting skill: Can make quick turns, sharp dives, is silent (prowl rolls are only -10%) and +2 to dodge.

Statistical Data:

Height: 3 feet (0.9 m)

Width: 4 feet (1.2 m)

Length: 4.5 feet (1.37 m)

Weight: 200 lbs (90 kg)

Cargo: Can carry or pull an additional 500 lbs (225 kg).

Power System: Liquid fuel, or nuclear with an average energy life of five years.

Weapon Systems: The space in the middle of the Death's Head, between the teeth, can fire two mini-torpedoes (typically 1D4x10 M.D.; one mile/1.6 km range).

In addition, an energy rifle or spear gun can be hooked on each side of the sled in a fixed forward position, with the handle and trigger near the pilot's hands. This is intended as a means of

easily transporting such weapons, but the pilot can reach over with one hand and fire one weapon, but at a penalty of -3 to strike and -10% to pilot the sled.

Standard Sensors Include: Radiation detector, mini-computer, laser distancing system (4000 foot/1220 m range), homing beacon (12 hour, 200 mile/320 km range) and short-range directional radio (20 miles/32 km).

Market Cost: The Death's Head Sea Sled is exclusive to the CS Navy, but Northern Gun, Manistique Imperium and the Black Market offer an equivalent vehicle at the following prices: Liquid fuel sled: 36,000 credits, nuclear: One million credits.

CS Jet Ski

or Surface Sea Sled

The CS Navy Jet Ski is a large, surprisingly stable and fast jet ski used for patrolling lakes, rivers and coastal waters, as well as quick strikes, hot pursuits, corralling sea creatures and small, slow moving boats, reconnaissance, transportation and recreation. In many regards, these surface sleds can be thought of as the sea equivalent of motorcycles. Operation is simple, with handle-bar controls. The pilot can sit or stand. It is designed as a one-man vehicle, but one passenger can be accommodated, provided the pilot stays at a speed of 50 mph (80 km) or less — otherwise the passenger is likely to be flung off.

Model Type: CS Navy Water Ski Sled

Class: All-purpose, one-man, tactical, surface sea sled.

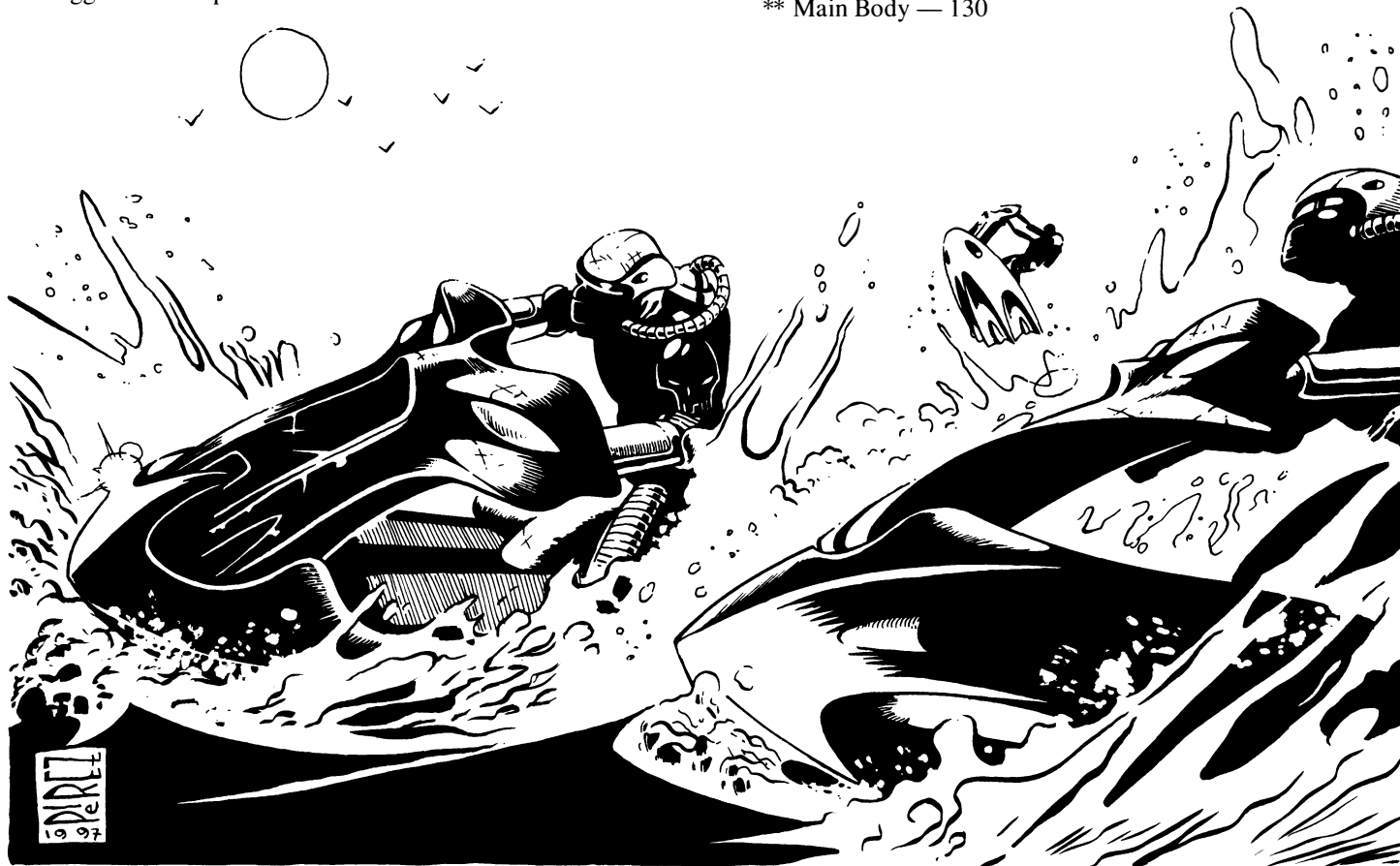
Crew: One

M.D.C. by Location:

* Air Jets (2; rear) — 50 each

* Headlights (2; eyes) — 15 each

** Main Body — 130



* Items marked with a single asterisk are small and/or difficult targets to strike, including the pilot. Attackers must make a called shot and even then are -3 to strike.

** Depleting the M.D.C. of the main body destroys the sled. Destroying one jet reduces speed by half and makes the sled -2 to dodge. Destroying both jets renders the sled immobile (but can be salvaged and repaired).

Speed:

Driving on the ground: Not possible.

Flying: Not possible.

Surface Water Speed: 110 mph (176 km; 94.6 knots); cruising speed is considered to be 40-60 mph (64 to 80 km or approximately 44 knots).

Underwater Speed: Not possible.

Range: Liquid fuel jet skis have a range of 500 miles (800 km). Nuclear powered jet skis have a five year life.

Bonuses: +2% to piloting skill: Can make quick turns, leaps of up to 15 feet (4.6 m) high and 40 feet (12.2 m) across, and is +1 on initiative and +3 to dodge.

Statistical Data:

Height: 4 feet (1.2 m)

Width: 3 feet (0.9 m)

Length: 8 feet (2.4 m)

Weight: 800 lbs (360 kg)

Cargo: Can carry or pull an additional 300 lbs (135 kg).

Power System: Liquid fuel, or nuclear with an average energy life of five years.

Weapon Systems: Can fire two mini-torpedoes (typically 1D4x10 M.D.; one mile/1.6 km range).

In addition, the pilot can attempt to fire pistols or rifles, but is -2 to strike at speeds between 10-40 mph (16 to 64 km); -4 at speeds greater than that and -15% to pilot the jet ski/sled at low speeds, and -30% at high speeds, whenever using one hand to drive and the other to shoot.

Standard Sensors Include: Radiation detector, mini-computer, laser distancing system (4000 foot/1220 m range), homing beacon (12 hour, 200 mile/320 km range) and short-range directional radio (20 miles/32 km).

Market Cost: The Navy Jet Ski is exclusive to the CS Navy, but Northern Gun, Manistique Imperium and the Black Market offer an equivalent vehicle at the following prices: Liquid fuel sled/ski: 45,000 credits, nuclear: One million credits.

CS Wave Demon

Combat Patrol Hydrofoil

The Wave Demon is an extremely fast, lightly armed, two-man combat watercraft that might be thought of as a water version of the Sky Cycle. One of the few pieces of modern equipment in the Nautical Specialist Service (NSS) inventory, the Wave Demon was originally created for inshore, lake and river patrols, as well as light combat. The Coalition Navy has since taken control of all serviceable NSS Wave Demons and ordered dozens more for its own operations. The Navy intends to deploy Wave Demons as inexpensive, reliable and effective multi-role vehicles in the same manner as the Army has deployed Sky Cycles for decades. Plans call for Wave Demons to be allocated for every CS Navy base and surface ships for scouting, patrolling, picket duties, raids and pursuits against pirates and enemies, message delivery, and similar tasks.

Wave Demons are the fastest watercraft in the CSN fleet. This is not surprising as the single nuclear-powered aircraft-style turbofan engine is the largest component of this armored, combat watersled. Reduction of water and air friction was a major consideration in the design; when the craft is moving, only three hydrofoils touch the water, and it has a low, aerodynamic profile, with both pilot and gunner sitting in-line to decrease wind resistance. Many components of the Wave Demon are interchangeable with Sky Cycle parts, and it resembles an aircraft more than a watersled or hydrofoil.

Model Type: AWC-012 Wave Demon

Class: Quick-Response Combat Patrol Watersled

Crew: Two: pilot and gunner.

Speed: 130 mph (208 km or 112 knots)

M.D.C. by Location:

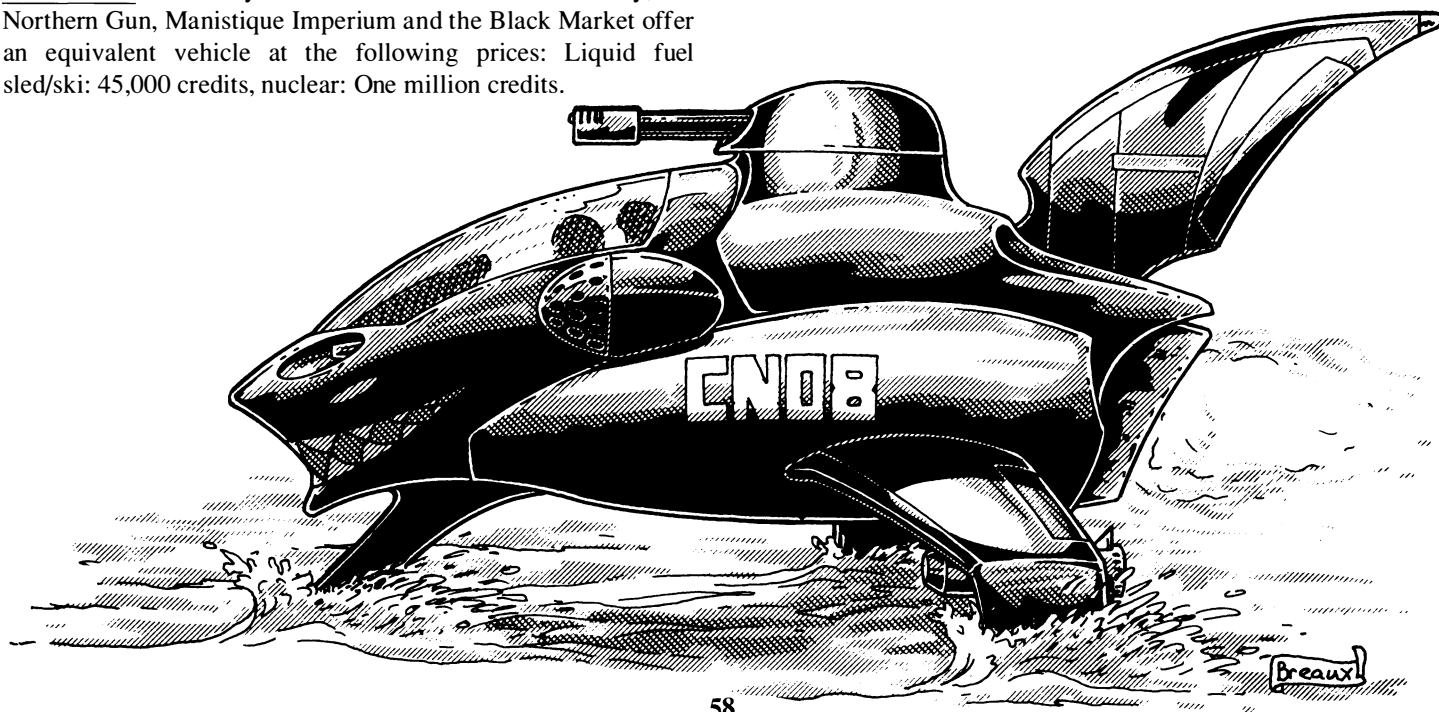
*Forward Mounted Laser Turret — 50

*Rear Mounted Rail Gun Turret — 60

Mini-Missile Launchers (2) — 50 each

* Medium Torpedo Launchers (2) — 40 each

Turbofan Jet Engine — 95



* Hydrofoil Struts (3) — 50 each
Reinforced Crew Compartments — 50 each
**Main Body — 150

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a “called shot” to hit and even then he is -4 to strike. There is a like penalty to hit the pilot or gunner who are also small and shielded targets.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

Statistical Data:

Height: 6 feet, 7 inches (2 m)

Width: 5 feet (1.5 m)

Length: 13 feet (3.9 m)

Weight: 2 tons fully loaded.

Cargo: Two small storage compartments beneath the seats with about three feet (0.9 m) of space for extra clothing, weapons and personal items.

Power System: Nuclear, average energy life is 15 years.

Black Market Price: 1.8 million credits for a new, undamaged, fully powered Wave Demon with complete weapons package.

Not generally available on the Black Market, but the Coalition has sold 100 models to client states such as Fort El Dorado.

Weapon Systems

1. CR-4T Laser Turret: A heavy laser turret identical to that found on the Sky Cycle is mounted at the nose of the craft. It is controlled by the pilot and is capable of 180 degree rotation and a fixed, straight angle of fire.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 6D6 M.D. per dual blast.

Range: 4000 feet (1200 m)

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4 to 6).

Payload: Effectively unlimited.

2. CR-25 Mini-Missile Launchers (2): Flanking the pilot’s compartment on the sides of the watercraft are two rapid-fire mini-missile launchers. Each launcher holds 12 missiles for a total of 24 mini-missiles.

Primary Purpose: Assault

Secondary Purpose: Anti-Monster

Missile Type: Any mini-missile type can be used but standard issue are armor piercing (1D4× 10 M.D.) and plasma (1D6× 10 M.D.) missiles.

Mega-Damage: Varies with missile type.

Range: About one mile.

Rate of Fire: One at a time or volleys of two, four, six or 12.

Payload: Twenty-four; 12 in each launcher.

3. Medium Torpedo Launchers (2): A single medium torpedo is mounted on each side of the watersled for anti-submarine and anti-ship combat. The pilot controls these weapons.

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Ship

Mega-Damage: Varies with torpedo type; standard issue are High Explosive torpedoes which inflict 3D4× 10 M.D.

Range: 10 miles (16 km)

Rate of Fire: One at a time or a volley of two.

Payload: Two.

4. C-40R2 Rail Gun Turret: Twin mounted C-40R rail guns identical to the primary weapon of the PA-06A SAMAS are attached to the gunner’s compartment turret. Both guns fire simultaneously at the same target. The gunner’s turret is capable of 360 degree rotation, and the twin C-40R guns themselves can be elevated up to 90 degrees.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Mega-Damage: A burst is 40 rounds from each gun and inflicts 1D4× 10+20 M.D.!

Range: 4000 feet (1200 m)

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4 to 6).

Payload: 4000 rounds in an internal drum magazine, that’s 50 twin bursts! Reloading is a time consuming process that requires the use of specialized equipment and trained mechanics, it cannot be done in the field.

5. Systems of Note: The Wave Demon has all of the sensors and systems common to all power armor, plus a short-range sonar; can detect underwater targets. Range: 80 miles (128 km).

Special Bonuses: +3 to dodge when at speeds above 60 mph (96 km). Trained CS Navy pilots get an additional +5% to *pilot warship/patrol boat* rolls to pilot the Wave Demon.

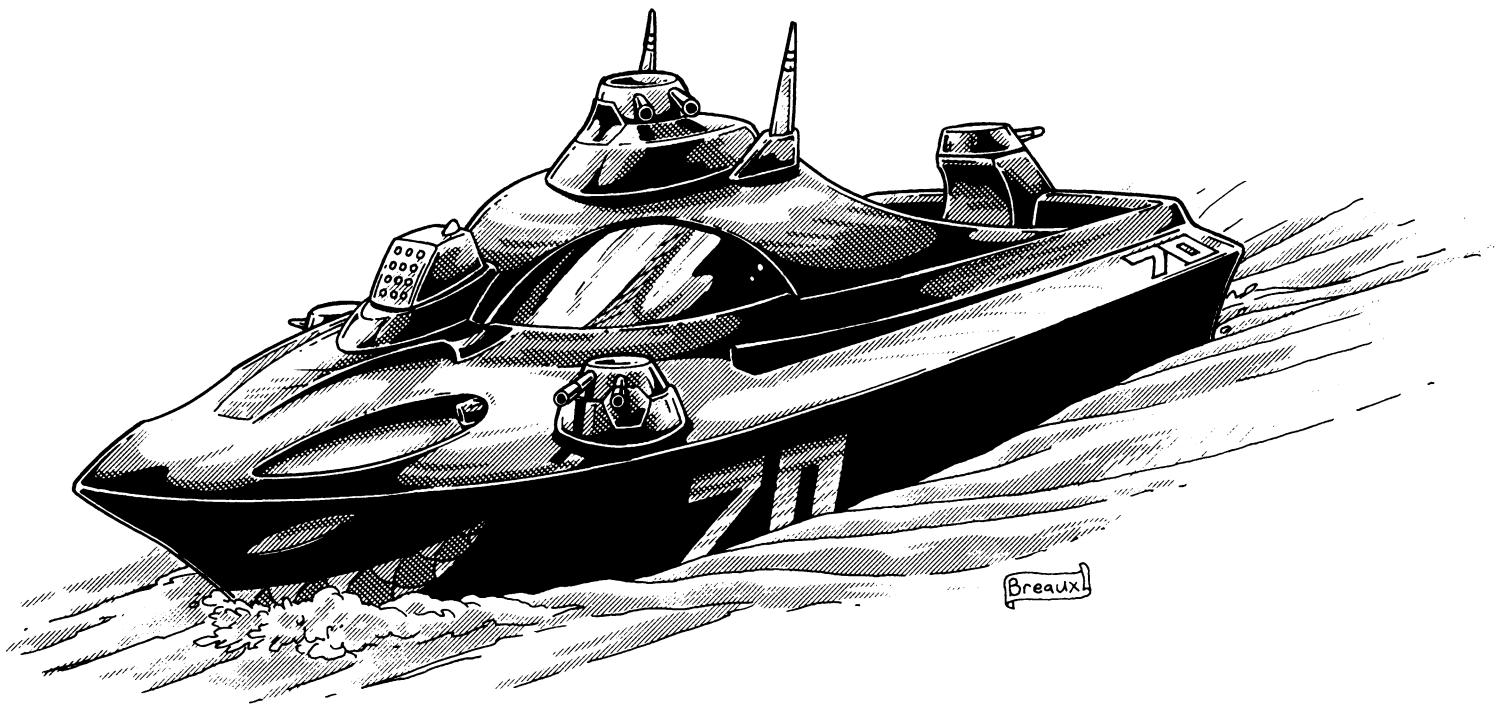
CSN Mark I Barracuda

Modular Patrol Boat

Barracuda Patrol Boats are the Coalition’s watchdogs that safeguard the rivers, lakes and coastal waters of CS territories, possessions and sea lanes. Though small, compared to blue-water vessels, these patrol boats are hardy and heavily armed; they can usually take any vessel or monster of comparable size that comes their way. The “brown water” (river) fleet of the CS Navy is composed predominantly of Barracuda MPBs, Wave Demons, water sleds, power armor and a handful of larger vessels, including the Mark IV Hurricane and a few Iron Heart Hunter-Killers.

The Coalition Navy calls upon the Barracuda to defend most of its inshore waters, including the Great Lakes, the Gulf of Mexico and the Mississippi and Missouri Rivers. Lone Star’s fleet has 18 Barracudas, the Mississippi-Missouri “brown water” fleet 28, and the Great Lakes 50 (Free Quebec possesses two dozen). No matter where they are stationed, these boats are routinely sent on missions as varied as convoy protection, pirate hunting (especially the river variety), monster fighting and extermination, reconnaissance, fire-fighting, rescue operations, seek & destroy missions, showing the flag, and even fire support missions for friendly ground units!

To perform the varied tasks assigned to it in three distinctive combat environments, the Barracuda was designed with a modular weapon system. This system consists of five weapon stations, two for heavy and three for light weapons. The specific armament is selected by the Commander to suit his tastes and the specific needs of the assignment. Only the bow torpedo tubes are standard for all boats of the Barracuda-class. Options for the two heavy weapons stations include a short-range missile launcher, C-144 cannon, CM-80 mortar or water cannon. Armament for the small turrets can be CR-4T lasers, dual anti-aircraft rail guns, or heavy-duty Enforcer rail guns. The ability to choose weapons



based on operational needs gives the CSN maximum performance from every Barracuda and a tremendous degree of versatility from a single patrol craft design.

Any mix of weapons is possible but the following are standard Barracuda configurations by mission type:

Type I Commerce/Convoy Protection: 2 missile launchers, CR-4T laser, and two C-40R2 AA rail guns.

Type II Recon, S&D Patrols and Pirate Hunting: C-144 cannon, missile launcher, two CR-4T lasers and one C-40R2 AA rail gun.

Type III Fire-Fighting and Rescue Operations: Water cannon, missile launcher, and three CR-4T lasers (plus two extra inflatable rafts).

Type IV Fire-Support Gunboat: C-144 cannon, CM-80 Mortar, two CR-4T lasers or C-50R Enforcer rail guns, and one C-40R2 AA rail gun.

Type V Anti-Vampire Gunboat: Two water cannons, a C-40R2 AA rail gun and two C-50R Enforcer rail guns loaded with silver or wooden ammunition.

Model Type: CPB-001 Barracuda

Class: Fast Patrol Craft

Crew: Six enlisted sailors; a pilot/commander of Master Chief Petty Officer rank, sensors operator/co-pilot, a main gunner and three additional gunners.

Speed: 55 mph (88 km or 47.3 knots) surfaced.

Troop Transport Capacity: A full squad of infantry (8-10 men) or four power armored soldiers.

M.D.C. by Location:

Bridge — 105

Small Turrets (3) — 60 each

Heavy Turrets (2) — 130 each

Torpedo Tubes (2) — 90 each

* Radar/Communications Sensor Array (2) — 70 each

** Main Body — 300

Reinforced Crew Compartment (below decks) — 100

* Destroying both sensor arrays will blind the ship's sensors and knock-out the communications system (missiles and

torpedoes are fired at -2 to strike, relying on their own homing sensors; range for all weapons drops to line of sight). Each array is a relatively small target, requiring a called shot at -2 to strike.

** Depleting the M.D.C. of the main body will cause the boat to sink in 1D4 minutes. There is a single inflatable raft, made of heavy-duty rubber (1000 S.D.C./10 M.D.C.), stored in a deck compartment large enough to accommodate the entire crew.

Statistical Data:

Height: 16 feet (4.8 m)

Width: 18 feet (5.4 m)

Length: 65 feet (19.5 m)

Weight: 36 tons

Cargo: There is a large storage area that holds all the supplies necessary for an extended mission. Supplies for a mission normally include three weeks of food and water, a long-range radio, a first-aid kit, robot medical kit (RMK), four CP-40 rifles, one CP-50 Dragonfire rifle, 24 standard E-clips, 12 rifle grenades and four suits of CA-4 Mk1 Navy body armor. A reinforced locker (50 M.D.C.) in the cargo area holds extra ammunition; it holds 10,000 extra rail gun rounds and 50 short-range missiles, C-144 shells or CM-80 mortar bombs (or any combination of the three).

The Barracuda also has a cabin area for off-duty sailors and embarked infantry. It has a head, six bunks, a mess table and chairs, a cramped kitchen and an entertainment system consisting of a television, VCD and stereo.

Power System: Nuclear, average life is 15 years.

Market Cost: Not available on the Black Market; estimated cost is 40 million credits.

Weapon Systems

1. Torpedo Tubes (2): At the bow of the Barracuda is a pair of torpedo tubes connected to an internal magazine equipped with an automatic reloading system.

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Sea Monster

Mega-Damage: 2D4× 10 M.D. (HE) or 1D6× 10 M.D. (Plasma).
The CSN standard-issue load is High Explosive light torpedoes.

Range: 5 miles (8 km).

Rate of Fire: One at a time or volleys of two. Torpedoes are replaced for the next melee attack by the automatic reloading system.

Payload: 40 total.

2. Light Weapons Turrets; Optional Armament (3): As part of the modular weapon system, the Barracuda has three small turrets; there is one atop the bridge and two near the bow. Depending on the boat's mission, these can be armed with CR-4T lasers, C-40R2 AA dual rail guns, or C-50R Enforcer rail gun. Regardless of the weapons employed, the turrets can rotate a full 360 degrees.

Option 1 — CR-4T Laser: A heavy laser identical to that found on the Sky Cycle. It is tied to the Barracuda's nuclear power supply for an unlimited payload.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 6D6 M.D. per dual blast.

Range: 4000 feet (1200 m)

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4 to 6).

Payload: Effectively unlimited.

Option 2 — C-40R2 AA Rail Guns: For anti-aircraft defense a pair of C-40R SAMAS rail guns mounted side by side can be substituted for the usual CR-4T laser. The guns fire simultaneously and can be elevated up to 90 degrees.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Mega-Damage: A burst is 40 rounds from each gun and inflicts 1D4× 10+20 M.D.!

Range: 4000 feet (1200 m)

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4 to 6).

Payload: 8000 rounds in an internal drum magazine, that's 100 twin bursts! Reloading the drum is time consuming (takes 15 minutes) but can be done by a trained gunner using a special tool kit stowed in the cargo hold.

Option 3 — C-50R Enforcer Rail Gun: This is the same heavy rail gun that is found on the UAR-1 Enforcer. It can move up and down in a 30 degree arc.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: A burst is 80 rounds and inflicts 1D6× 10 M.D., one round does 1D6 M.D.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6)

Effective Range: 4000 feet (1200 m)

Payload: 8,000 round drum, that's 100 bursts. Reloading the drum is time consuming (takes 15 minutes) but can be done by a trained gunner using a special tool kit stowed in the cargo hold.

3. Heavy Weapons Turrets; Optional Armament (2): Also part of the modular weapons system are two large turrets for heavy weapons, one located fore and one aft of the bridge. These turrets are capable of 180 degree rotation. As with the lighter weapons, the heavy armament is tailored specifically for the boat's mission.

Option 1 — Missile Launcher: A Barracuda is usually armed with at least one of these box-shaped, rapid-fire, short-range missile launchers. The launcher is a multi-purpose weapon that can be used to engage aircraft, ships, monsters, enemy personnel and even shore installations.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Ship/Assault

Missile Type: Any short-range missile type can be fired but the standard load is armor piercing or plasma (1D6× 10 M.D.) missiles.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of three, six or twelve.

Payload: 24 total.

Option 2 — C-144 Rail Cannon: A large bore, self-loading automatic cannon just like those found on the army's Grinning Skull MBT. The barrel can be raised or lowered in a 70 degree arc.

Primary Purpose: Anti-Ship/Anti-Armor

Secondary Purpose: Fire Support

Mega-Damage: 2D4× 10 M.D. per blast

Rate of Fire: 4 blasts per melee round

Effective Range: 6000 feet (1830 m)

Payload: 35 shells

Option 3 — CM-80 Mortar: A mortar is basically just a wide tube with a firing pin at the bottom supported by a base plate and a bipod. Mortar ammunition is short finned bombs which launch on a high but short arc after striking the firing pin at the bottom of the tube. The CM-80 is used as a light artillery weapon to bombard shore targets and support friendly troops, especially Naval Infantry.

Purpose: Indirect Fire Support

Mega-Damage: Fragmentation inflicts 1D6× 10 M.D. to a 20 foot (6 m) blast radius, plasma does 2D4× 10 M.D. to a 40 foot (12.2 m) radius, and smoke that does no damage but fills a 40 foot (12.2 m) area.

Rate of Fire: The weapon fires one mortar bomb at a time, but a two-man team can load and fire a number of bombs equal to the number of combined hand to hand attacks of the gunner. A single operator can fire only once every two melee attacks.

Minimum Range: Cannot fire at targets closer than 120 feet (36 m)

Maximum Range: 12,000 feet (3,600 m)

Payload: 50 bombs total.

Option 4 — Water Cannon: A heavy-duty water cannon that fires a stream of pressurized water. The cannon is highly lethal to vampires but is also excellent for fire-fighting. There is a virtually unlimited payload for the cannon because water is pumped from the body of water on which the boat is floating. Few Barracuda boats are equipped with this weapon, no more than 24 at one time. Most of the boats armed with water cannons are located in the Gulf of Mexico and Rio Grande area.

Primary Purpose: Anti-Vampire

Secondary Purpose: Fire-Fighting

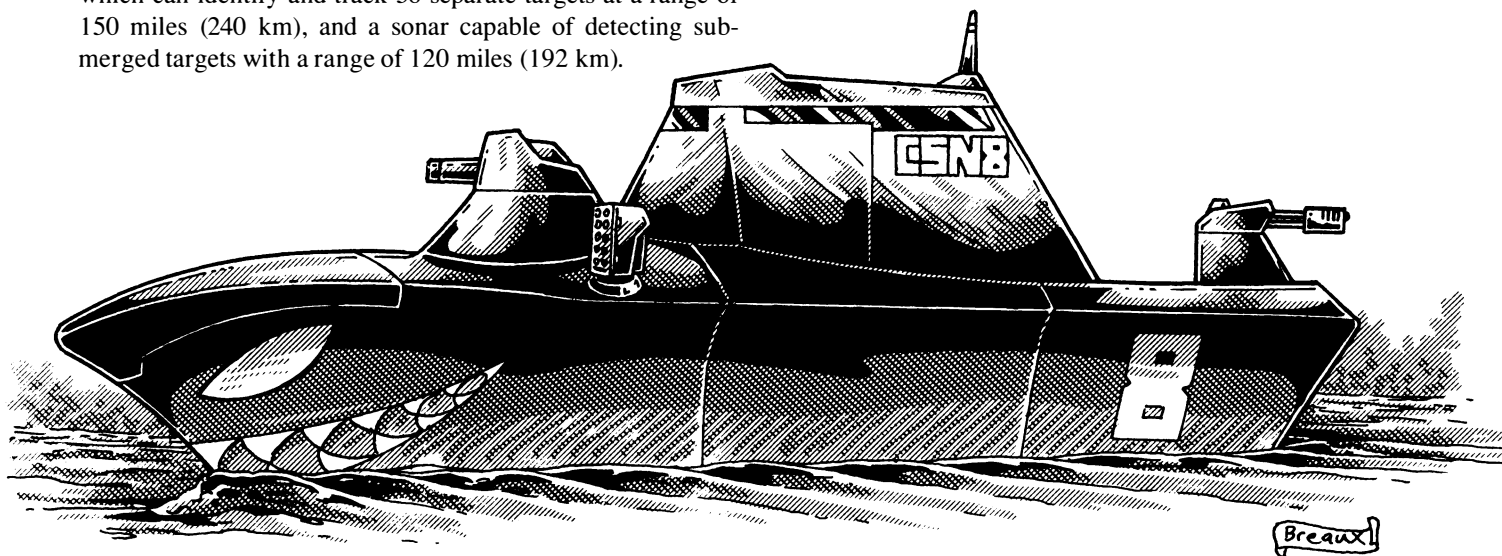
Damage: Inflicts 4D4× 10 hit point damage to vampires. Regular humans suffer 1D6 S.D.C./H.P damage plus a 01-65% likelihood of being knocked down (loses initiative and two melee attacks).

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6).

Effective Range: 1200 feet (365 m)

Payload: Unlimited.

4. Sensor Systems of Note: The CPB-001 has all the standard robot sensors and systems, in addition to an enhanced radar, which can identify and track 56 separate targets at a range of 150 miles (240 km), and a sonar capable of detecting submerged targets with a range of 120 miles (192 km).



CSN Mark IV Hurricane

Submersible Patrol Boat

North America has experienced a tremendous upsurge in the production of light warships in the latter years of the first century and the early years of the second century P.A. The watercraft division of Iron Heart Industries was but the tip of the iceberg; virtually every armaments company and waterfront kingdom built shipyards, collectively producing about 100 light warships per year. The result was the proliferation of small national navies, independent merchants, pirates and privateers, especially in the Great Lakes region. This disturbed the leadership of the Coalition States greatly. To balance things in the Coalition's favor, the government commissioned the development of a high-tech "lake supremacy" patrol craft to ensure CS domination of the Great Lakes. The Mark IV Hurricane is that craft.

The Hurricane is the ultimate in North American light warship technology. It is a dedicated fast attack craft and commerce raider with a design that combines speed, heavy armaments and advanced stealth systems. Dual nuclear-powered engines propel the craft at 70 mph (112.6 km) with a great degree of maneuverability. The weapons systems include a medium torpedo tube, twin rapid-fire missile launchers and a heavy-duty particle beam cannon normally found on much larger vessels. But the stealth systems are really what set the Hurricane apart. The hull is made of a special mega-damage plastic composite material that absorbs both radar and sonar beams (*read sensory equipment* skill rolls to detect the craft are at a penalty of -40%). Engine noise is muffled and, at speeds below 40 mph (64 km), they make no noise whatsoever. The most impressive capability of the Hurricane, however, is that with all hatches buttoned up, the craft can submerge! It can dive to depths of 600 feet (183 m), has a ten hour endurance and when stationary underwater, is virtually undetectable (-60% to *read sensory equipment* skill rolls by surrounding vessels).

Hurricane patrol craft are capable of defeating most other light warships in North America. On the downside, they are expensive and cannot stand up to large vessels such as the Sea King or MIN Escort Cutter. Only twenty-five Hurricane patrol boats were produced and the CSN has no plans to build more until the year 110 P.A. At present, the CS Navy is only using the Hurricane to hunt pirates and privateers. A standard tactic is to submerge at a choke point or, with CS merchant ships acting as bait, at a prearranged ambush site to overwhelm passing enemy ships through the element of surprise. In a state of total war (a likely possibility) the same tactics would be employed against the merchant shipping of enemy maritime kingdoms and their allies.

Model Type: CPB-004

Class: Hurricane-Class Submersible Patrol Gunboat

Crew: Six; a captain, first mate (co-pilot), radar/sonar operator, communications technician and two gunners. A skeleton crew consisting of a single pilot and one gunner doubling as a radar operator can operate the vessel. In addition to the six crewmen two passengers can be squeezed onto the boat for short durations.

M.D.C. by Location:

Bridge — 120

Main P-Beam Turret — 110

Short-Range Missile Launchers (2) — 65 each

Torpedo Tube (1) — 70 each

Depth Charge Launcher — 50

* Radar/Communications Sensor Arrays (2) — 70 each

Reinforced Crew Compartment — 115

** Main Body — 290

Reinforced Crew Compartment (below decks) — 105

* Destroying both arrays will blind the ship's sensors and knock-out the communications system (missiles and torpedoes are fired at -2 to strike, relying on their own homing sensors; range for all weapons drops to line of sight). Each array is a relatively small target, requiring a called shot at -2 to strike.

** Depleting the M.D.C. of the main body will cause the boat to sink in 1D4 minutes. There is a single inflatable raft large enough for the maximum crew that is stored in a special compartment.

Speed:

Water Surface: 70 mph (112 km)

Underwater: 20 knots (36.8 km/23 mph)

Range: Can stay submerged for up to ten hours before water seals begin to leak and oxygen supplies run out. Before it can dive again the hurricane must remain surfaced for two hours to replenish its air supply.

Maximum Depth: 600 feet (183 m).

Statistical Data:

Height: 14 feet (4.2 m)

Width: 16 feet (4.8 m)

Length: 32 feet (9.6 m)

Weight: 28 tons

Cargo: Storage lockers are spaced throughout the interior and contain all the supplies necessary for an extended mission. Altogether the lockers hold 3 weeks of food and water, a long-range radio, a portable sonar/radar, a first-aid kit, a robot medical kit (RMK), one CT-30 underwater rifle, 5 clips of torpedo-grenade ammunition, two CP-40 rifles, one CP-50 Dragonfire rifle, 24 standard E-clips, 12 rifle grenades, four suits of CA-4 Mk1 Navy body armor, and one Sea SAMAS.

There is also a single cramped cabin in the hold area with two bunks for off-duty sailors.

Power System: Nuclear, with an energy life of 12 years.

Market Price: Exclusive to the CS Navy; approximate cost is 80 million.

Weapon Systems

1. Short-Range Missile Launchers (2): Two rapid-fire short-range missile launchers are mounted on the sides of the ship near the bridge. The launchers are operated from the bridge by the main gunner. Missile attacks are used to engage enemy ships or saturate deck crews with shrapnel.

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Aircraft

Missile Type: Any short-range missile type can be fired from the launcher. A standard load is plasma (1D6× 10 M.D.) missiles or fragmentation (1D4× 10 M.D.) missiles to clear enemy decks.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in volleys of two, three or four.

Maximum Effective Range: Varies with missile type; up to 5 miles.

Payload: 20; 10 per launcher. An additional 40 short-range missiles are contained in a reinforced storage locker (60 M.D.C.) in the hold.

2. Torpedo Tube (1): Beneath the waterline at the bow of the vessel is a single medium torpedo tube. It is fed from an internal magazine by an automatic loader that reloads a torpedo after one has been fired. The standard tactic for assaulting large surface vessels is to launch both missile volleys and torpedoes to overwhelm the enemy.

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Sea Monster

Torpedo Type: Any medium torpedo can be fired from the launch tube but high explosive torpedoes (3D4× 10 M.D.) are the standard load. Plasma torpedoes (2D6× 10 M.D.) are frequently used for assaults on supernatural sea creatures.

Mega-Damage: Varies with torpedo type.

Rate of Fire: One at a time. The automatic reloading system inserts another torpedo from the magazine into the tube, ready to fire for the next melee attack.

Maximum Effective Range: 5 miles (8 km).

Payload: Six

3. Particle Beam Cannon: A stubby, twin-barrelled, large bore particle beam cannon is mounted on the main turret located forward of the bridge. This is a powerful weapon that is remarkably effective against enemy ships at close range. The cannon is hooked to the nuclear power supply of the vessel and has an effectively unlimited ammunition supply. The turret enables the double-barrelled cannon to be rotated 360 degrees to fire in any direction. To engage low-flying aircraft, the cannon can also be elevated up to 60 degrees.

Primary Purpose: Anti-Ship/Sea Monster

Secondary Purpose: Anti-Aircraft

Mega-Damage: 2D6× 10 M.D. per simultaneous double blast, the blast from a single cannon inflicts 1D6× 10 M.D.

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4-6).

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

4. C-40R2 Rail Gun Turret: A smaller turret is located to the rear of the bridge equipped with twin C-40R rail guns, each identical to the PA-06A SAMAS weapon, mainly to engage enemy aircraft. Both guns fire simultaneously at the same target. The gunner's turret is capable of 360 degree rotation, and the twin C-40R guns themselves can be elevated up to 90 degrees.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Mega-Damage: A burst is 40 rounds from each gun and inflicts 1D4× 10+20 M.D.!

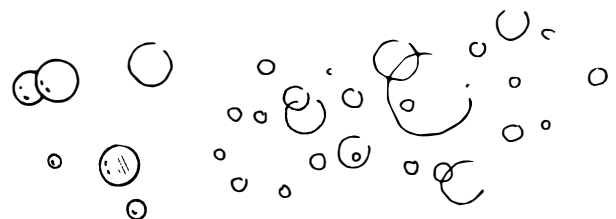
Range: 4000 feet (1200 m)

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4 to 6).

Payload: 8000 rounds in an internal drum magazine, that's 100 twin bursts. Reloading is a time consuming process that requires the use of specialized equipment and trained mechanics, it cannot be done in the field.

5. Sensor System Note: The CPB-004 submersible gunboat has all the standard robot sensors and systems in addition to an enhanced radar, which can identify and track 56 separate targets at a range of 150 miles (240 km), and a sonar capable of detecting submerged targets with a range of 200 miles (320 km).

Stealth Systems: Radar and sonar absorbent plastic construction makes the Hurricane impossible to detect at ranges greater than 50 miles (80 km). There is also a -40% penalty to *read sensory equipment* skill rolls to detect the craft even when within 50 miles (80 km).



CSN Guided Missile and Escort Vessels

Guided missile vessel types include cruisers, destroyers and frigates. Once these ships were designed for different tasks, but all assumed the role of escort vessels when submarines and aircraft became the dominant weapons of naval warfare. Escort ships are the guardians of other vessels that are susceptible to attack or very valuable, such as merchant ships, aircraft carriers and amphibious warfare ships. To defend these vessels, guided missile ships are equipped with a mixture of anti-aircraft and anti-submarine armaments.

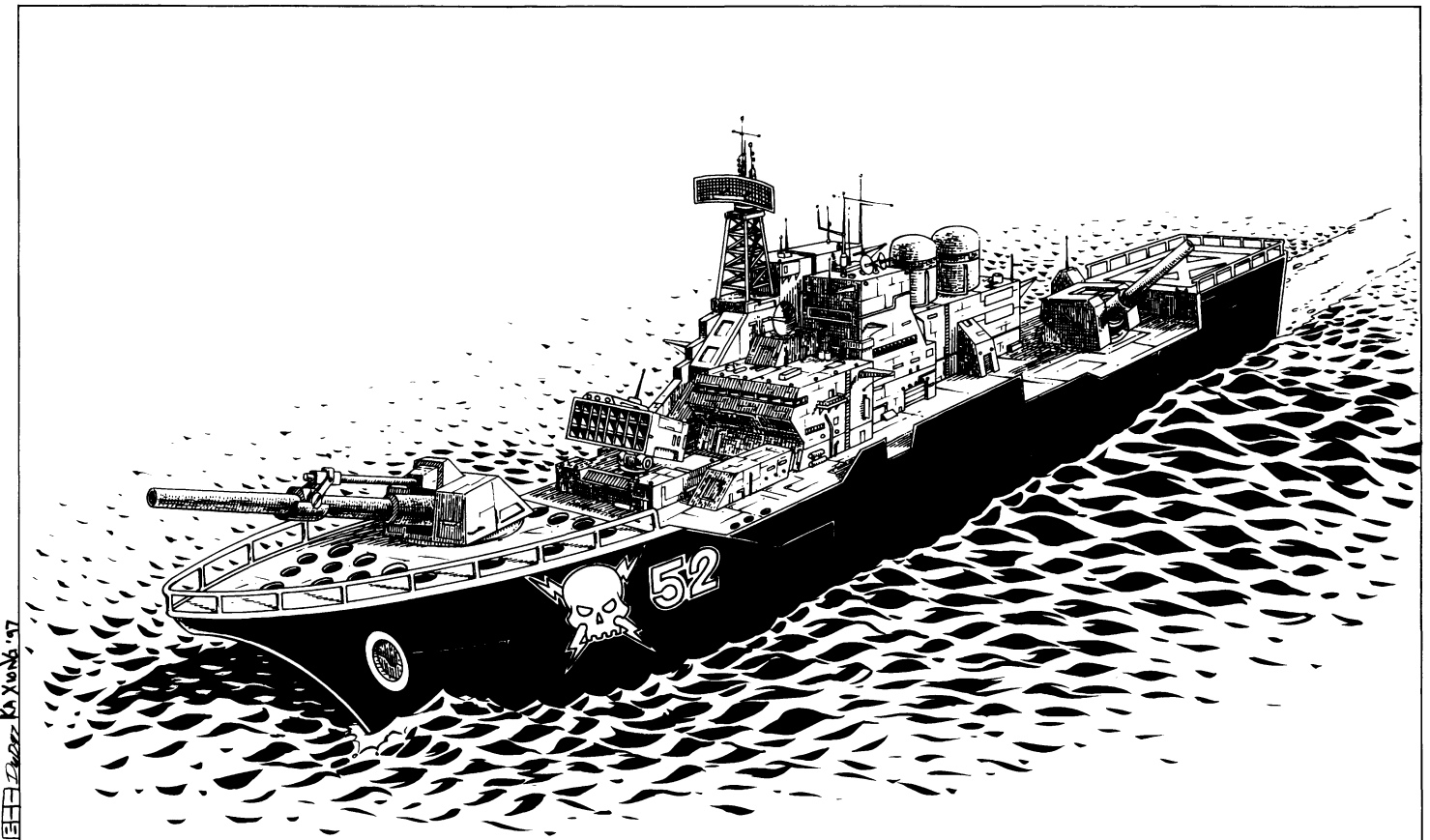
In combat operations, guided missile boats are rarely, if ever, alone. They work in groups to defend VIP ships of the type described above. **Cruisers** tend to stay close to the VIPs to provide an anti-aircraft defense. **Frigates** are scout vessels that operate in a screen around the main group, restlessly searching for submarines. **Destroyers** are a cross between the frigate and cruiser and can fill either role. Guided missile boats work together as a team to keep their charges safe.

Despite their primary function as escorts, guided missile ships can conduct other missions. They are unfit for front-line battle against large enemy warships unless operating as part of a large group themselves. Still, guided missile ships are, at times, dispatched alone or in pairs to conduct missions of reconnaissance, commerce raiding, to provide fire support for amphibious raids, or to support covert or special operations with transportation, communications, medical treatment and extraction.

Improved IHA Sea King Guided Missile Cruisers

The purchase of four Iron Heart Armaments Sea King cruisers by CS Free Quebec marks the real beginning of the CS Navy. These four vessels quickly racked up an impressive kill count that helped to convince the CS Council to found a Coalition Navy. Four additional Sea Kings have since been acquired for the CSN, bringing the total to eight. Two were purchased legally from Iron Heart, the other pair were captured during the CS invasion of *New Kenora*. All eight CS Sea Kings have been upgraded with the highly advanced Aegis MkXII radar system. Before the Rifts, the Aegis was state-of-the-art for United States Navy escort ships that protected Super-Carriers. Golden Age Weaponsmiths, Inc., recovered several of these systems from the sunken Norfolk ship depot. Their engineers removed the systems from damaged USN vessels, duplicated them and for a tidy sum, refitted the Sea Kings of the Coalition.

The eight CS Sea King cruisers are *CSS Texas*, *CSS City of Iron*, *CSS Fort El Dorado*, *CSS Isle d'Orleans*, *CSS Ranger*, *FQS Redeemer*, *FQS Formidable* and *FQS Trois-Rivières* (FQS is short for Free Quebec Ship, denoting alliance with the rebel CS Free Quebec). These eight vessels are described on pages 120-121 of **Rifts Mercenaries** with the following exceptions:



1. **Embarked Power Armor:** Carries 40 regular SAMAS or 30 Super SAMAS piloted by naval infantry RPAs.

2. **Helicopters:** Rather than Iron Eagle choppers, these vessels carry four VTOL Shrike Interceptors or Dagger bombers or four CH-10 Black Lightning/Sea Storm helicopters.

3. **Mark XII Aegis Radar System:** An incredibly advanced system that gives three-dimensional, 360 degree radar coverage and has an incredible detection range of 800 miles (1280 km). It can simultaneously track and identify 144 targets at a time. Moreover the supercomputer-controlled system can be connected to the radar systems of other CS warships, greatly extending range. The super-computer collects and feeds data directly to the weapon fire-control systems of all connected warships. Bonuses: +10% to *read sensory equipment* skill rolls, +2 on initiative, and +1 to strike.

4. **Nuclear Weapons:** CSN Sea Kings carry four Mk108 Firefly and six Tomahawk nuclear weapons.

5. **Eagle Unmanned Aircraft (EUA):** There is a EUA kept aboard ship for long-range reconnaissance and bomb damage assessment missions.

CSS James Bay-Class Iron Heart Destroyers

Another vessel of Iron Heart Armaments design in CS Navy service is the *James Bay-Class Destroyer*. This was a recent creation of the engineers at IHA intended to fill the gap between the Triton and Sea King. Only three were made, none of which made their way to the market. When the CS invaded Kenora, they captured the three shiny new destroyers that were receiving

their finishing touches. The ships were completed at CS shipyards, absorbed into the Navy and christened the *James Bay*, *Mactier*, and *Citadel*.

James Bay destroyers are modern high-tech warships equal in sophistication to any other ships of their size in the NGR or New Navy. For their compact size, these ships are heavily armed, crammed with almost as much firepower as the larger Sea King cruiser. They are equally equipped to handle both anti-submarine and anti-aircraft operations; additionally, this destroyer can conduct missions of commerce raiding and amphibious warfare with reasonable proficiency. The CSN is very impressed with this latest Iron Heart product and is converting a CS shipyard to build more. Within a decade, the Navy plans to replace all pre-Rifts destroyers and frigates with James Bay-class ships.

Model Type: MD-7 James Bay, MD-8 Citadel, MD-9 Mactier

Class: Guided Missile Destroyer

Crew: 120; 8 officers, 13 chief petty officers, 99 enlisted.

Troop Capacity: There is room aboard for a complement of 20 Naval infantry RPAs in Super SAMAS and 10 Sea SAMAS power armor.

Speed: 36 knots (42 mph/67 kmph)

M.D.C. by Location:

Bridge — 280

Missile Launchers (2) — 150 each

Torpedo Tubes (2) — 100 each

Rail Gun Turret — 120

Cannon Turret — 200

Depth Charge Launchers (2) — 55 each

* Main Body — 1,450

*Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. There are enough



flotation devices and inflatable life rafts to accommodate everyone aboard.

Statistical Data:

Height: 32 feet (9.75 m)

Width: 60 feet (18.3 m)

Length: 485 feet (148 m)

Displacement: 7,000 tons

Cargo: Can store 500 tons of extra supplies.

Power System: Nuclear; average energy life of 20 years.

Market Price: Not available.

Weapon Systems

1. Heavy Torpedo Tubes (2): At the bow of the ship are two heavy torpedo tubes fed from an automated torpedo bay. These are the ship's primary anti-submarine weapons.

Primary Purpose: Anti-Submarine

Secondary Purpose: Anti-Ship/Anti-Sea Monster

Mega-Damage: 4D6× 10 M.D. (HE or Plasma)

Rate of Fire: One at a time or volleys of two. Can fire a maximum of 4 volleys per melee round.

Effective Range: 20 miles (32 km)

Payload: 80 torpedoes.

2. Medium Missile Launchers (2): Directly aft of the bridge to the stern of the ship are the launchers for the destroyer's guided missiles. The rapid-fire medium missile launchers are automatically reloaded from an internal magazine after each volley. Within a couple of minutes, the ship can unload its entire payload to blanket enemy forces over the horizon. The captain will rarely fire off the entire payload, keeping missiles in reserve to defend against aircraft.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault/Defense

Missile Type: Can fire any medium missile type, including the special Mk108 Firefly nuclear weapon. Standard issue is High Explosive (2D6× 10 M.D.) or Fragmentation (2D4× 10 M.D.) missiles. Normally 6 special Firefly nukes are kept aboard.

Mega-Damage: Varies with missile type.

Rate of Fire: Volleys of two, four, six, twelve or twenty-four. Can fire up to 3 volleys per melee round.

Effective Range: About 40 miles (64 km).

Payload: 96 missile per launcher. There are 192 additional missiles stored in the cargo hold that can be used to refill the launchers. This takes about 30 minutes.

3. Five-inch Cannon Turret: A single five-inch cannon is mounted on a turret at the bow of the ship. This weapon is a scaled-down version of the eight-inch guns found on the Sea Kings. It was included as a result of the popularity of the heavy gun turret on the latter warship. The cannon's rounds use special propellants that give them great range and damage capabilities.

Primary Purpose: Fire Support/Anti-Shore Installations

Secondary Purpose: Anti-Ship

Mega-Damage: 3D4× 10 M.D. to a blast radius of 30 feet (9.1 m)

Rate of Fire: Up to three shots per melee.

Effective Range: 10 miles (16 km)

Payload: 50 total.

4. Rail Gun Turret: A heavy rail gun turret is mounted atop the rear section of the bridge. It is designed to knock down missiles or enemy aircraft. Serious consideration has been given

to replacing this weapon with a standard-issue CSN C90R CIWS turret in Coalition-built models. No decision has been made as of yet.

Primary Purpose: Anti-Aircraft and Defense

Secondary Purpose: Anti-Ship

Mega-Damage: A burst is 40 rounds and inflicts 3D4× 10 M.D.; can only fire bursts.

Rate of Fire: Standard

Effective Range: 11,000 feet (about two miles/3.2 km).

Payload: 8000 rounds; that's 200 bursts.

5. Depth Charge Launchers (2): This weapon is located at the stern of the ship and is used to engage underwater submarines and sea monsters.

Primary Purpose: Anti-Submarine

Secondary Purpose: Anti-Monster

Mega-Damage: 2D4× 10 M.D. — explosive canisters.

Rate of Fire: One at a time or volleys of two. A single depth charge or a pair can be launched three times per melee round.

Effective Range: 2000 foot (610 m) depth.

Payload: 100 total; 50 depth charges for each launcher.

6. Helicopters: The destroyer has a landing pad to accommodate two CSN choppers, either Sea Storms or Sea Wasps, or a combination of the two. These helicopters are used mainly to hunt submarines and are therefore equipped with torpedoes. If necessary, the choppers can be used in the gunship role to attack surface warships and support amphibious assaults.

7. Systems of Note: Equipped with the same sensors as the Mark IV Hurricane.

CSS Revenge-Class Refitted Pre-Rifts Destroyers

The majority of the CS Navy's guided missile destroyers are pre-Rifts USN *Arleigh Burke-class* warships refitted by Golden Age Weaponsmiths, Inc. Six of the upgraded destroyers were purchased, including the *Revenge*, *Conqueror*, *Glorieux*, *Victoire*, *Sabre* and *Samuel de Champlain*. These are reasonably capable combatants, approximately the equal of Iron Heart Tritons, and are suitable for escort duty. Like most GAW products, these destroyers are somewhat fragile and underpowered when compared to the modern vessels of other nations. Because of this, the Coalition plans to gradually phase out the Revenge-class and replace them with James Bay-class destroyers.

Model Type: MD-1 Revenge, MD-2 Conqueror, MD-3 Glorieux, MD-4 Victoire, MD-5 Sabre, MD-6 Samuel de Champlain.

Class: Guided Missile Destroyer

Crew: 342 total; 27 officers, 24 chief petty officer, 291 enlisted.

Speed: 30 knots (35 mph/54.4 kmph)

M.D.C. by Location:

Bridge — 150

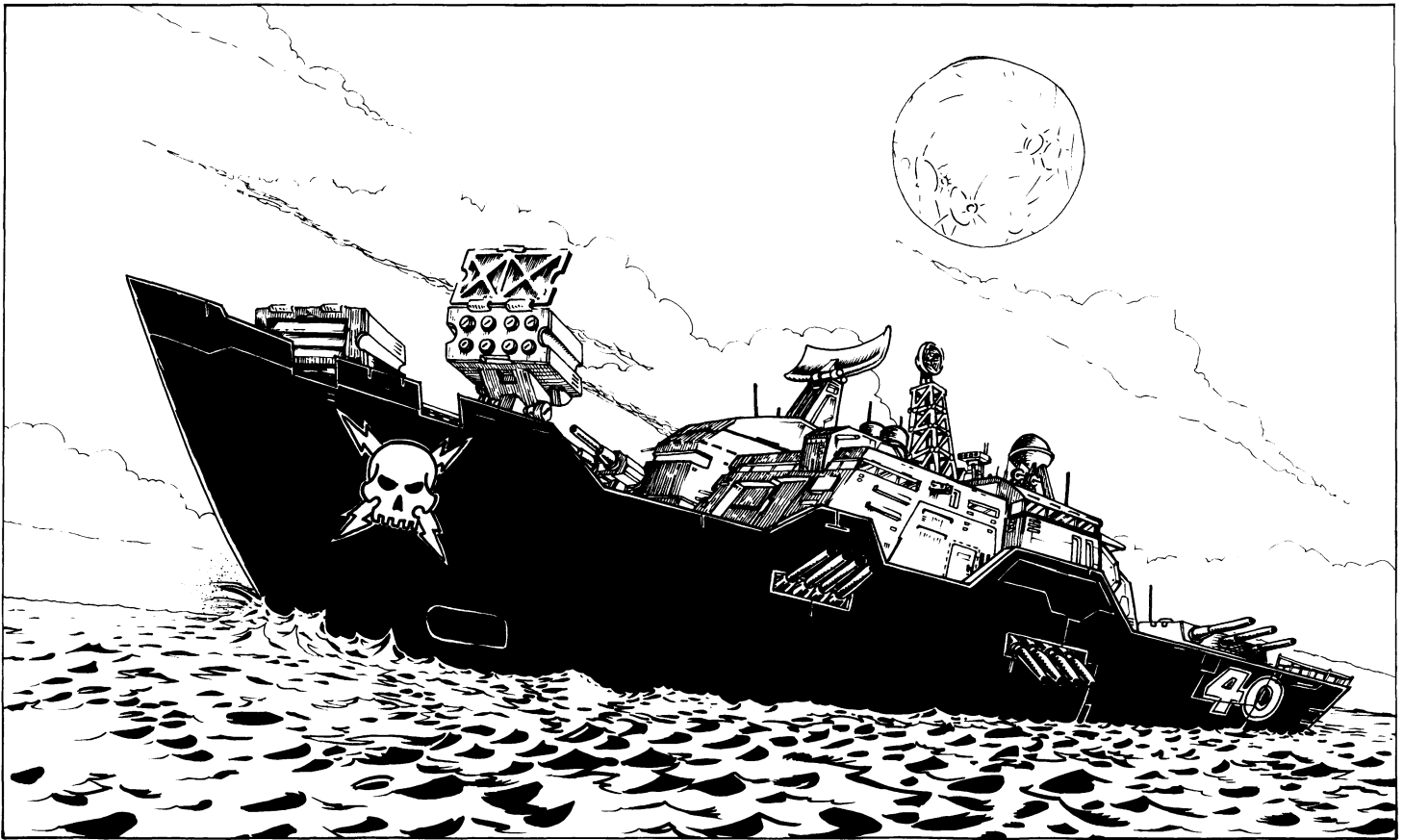
VLS Missile Launchers (96) — 10 each

Torpedo Tubes (96) — 35 each

C90R CIWS Turrets (2) — 100 each

Cannon Turret — 125

*Main Body — 520



*Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. There are enough flotation devices and inflatable life rafts to accommodate everyone aboard.

Statistical Data:

- Draft: 30 feet (9.4 m)
- Width: 66 feet (20.3 m)
- Length: 504 feet (153.7 m)
- Displacement: 8,300 tons
- Cargo: Can carry 200 tons of extraneous cargo.
- Power System: Nuclear, average energy life is 15 years.
- Market Price: Not available.

Weapon Systems

1. Medium Torpedo Tubes (6): For anti-submarine warfare, the destroyer is equipped with six medium torpedo tubes. Unlike the torpedo tubes of modern warships, these are not fed from an internal magazine and have to be manually reloaded. The torpedo room crew can load fast enough for the ship to fire one volley per melee round.

- Primary Purpose: Anti-Ship/Anti-Submarine
- Secondary Purpose: Anti-Sea Monster
- Mega-Damage: Inflicts 3D4× 10 M.D. (HE) or 2D6× 10 M.D. (Plasma).
- Rate of Fire: One at a time or volleys of two, three, four or six. Can fire one volley per melee round.
- Effective Range: 10 miles (16 km).
- Payload: 60 torpedoes.

2. VLS Missile Launchers (96): Ninety-six single-missile Vertical Launch System tubes built into the deck of the destroyer. There are two cells or clusters of missiles, one 64-missile cell forward of the bridge and one 32-missile cell aft. These mis-

sile launchers are the destroyer's main weapon system, used to engage all manner of targets, including aircraft, warships and inshore targets.

- Primary Purpose: Anti-Ship and Anti-Aircraft
- Secondary Purpose: Assault/Defense
- Missile Type: Can fire any long-range missile type. A standard missile load consists of fifty High Explosive (3D4× 10 M.D.), forty Plasma (3D6× 10 M.D.), four Tomahawks, and two Mk108 Firefly nuclear missile/torpedoes.
- Mega-Damage: Varies with missile type.
- Rate of Fire: One at a time or volleys of two, four, six or 8.
- Effective Range: About 40 miles (64 km).
- Payload: 96 missiles.

3. Five-inch Cannon Turret: This heavy cannon, mounted on a turret at the bow of the ship, is almost identical to that found on the James Bay-class destroyer. It is a reliable weapon that was standard armament for USN warships long into the twenty-first century. The cannon fires IHA ammunition that uses special propellants that give them great range and damage capabilities.

- Primary Purpose: Fire Support/Anti-Shore Installations
- Secondary Purpose: Anti-Ship
- Mega-Damage: 3D4× 10 M.D. to a blast radius of 30 feet (9.1 m)
- Rate of Fire: Up to three shots per melee.
- Effective Range: 10 miles (16 km)
- Payload: 50 total.

4. CIWS C90R Gatling Rail Guns (2): This is a modern electro-magnetic version of the pre-Rifts Phalanx Close-In Weapon System (CIWS). It is a last-ditch weapon system intended to destroy missiles and aircraft that sneak past the carrier group's other defenses. The C90R is a six-barrelled

20mm electromagnetic cannon that fires special depleted uranium-tipped armor piercing ammunition that shreds even mega-damage aircraft in a matter of seconds! Like its Phalanx predecessor the C90R CIWS is an unmanned, automated weapon system that is controlled by a pair of radars - one radar to track the targets and another to guide the bullets to intercept the target.

Primary Purpose: Anti-Missile

Secondary Purpose: Anti-Aircraft/Defense

Mega-Damage: A burst is 60 rounds and inflicts 3D4× 10 M.D.

Rate of Fire: 6 attacks per melee round.

Effective Range: 6,000 feet (1828 m)

Radar Targeting Bonus: +4 to strike.

Payload: 6,000 rounds per gun, that's 100 bursts each.

5. Helicopters: The destroyer has a landing pad to accommodate two CSN choppers, either Sea Storms or Sea Wasps. These helicopters are used mainly to hunt submarines and are therefore equipped with torpedoes. If necessary, the choppers can be used in the gunship role to attack surface warships and support amphibious assaults.

6. Systems of Note: Same as the James-Bay class destroyer.

CSN Refitted Wasp-Class Amphibious Warfare Ships

Two of the US Navy warships discovered and refitted by Golden Age Weaponsmiths were of the *Wasp-Class* amphibious warfare ships. Before the Coming of the Rifts, these warships were second in size and importance only to the Aircraft Carriers. The focus of Naval operations in the era of the New Cold War was not on blue water but on coastal areas. Action in a coastal region means amphibious operations — i.e. sea to land assaults — missions for which the Wasps were built. The Wasp-class ship design is for one main purpose: to transport Marine Infantry, with their supporting equipment and aircraft, over the oceans for amphibious landings.

A Wasp amphibious ship is best described as a smaller, box-shaped aircraft carrier with large areas for troops, vehicles and cargo, plus all of the equipment needed to deliver this load to an enemy shore. The deck of the ship is a large rectangle, originally built to support a combination of about forty helicopters and VTOL aircraft. Unlike the aircraft of a carrier, these were included only for defense and amphibious landing support (both transport and air support) — the Coalition uses an arsenal of SAMAS and a handful of aircraft. There is also, at the stern of the craft, a huge so-called “well deck” or hangar that can hold three landing craft which are used to move troops to shore. For vehicles, there is a two floor parking garage-style area that is connected to the well deck by a ramp. Additionally, there are maintenance rooms, an armory for infantry equipment, a fitness center, recreational areas and many staterooms for embarked personnel.

Within a matter of hours, the VTOL aircraft and landing vessels can move all of the embarked troops, vehicles and combat material to an enemy shore, all while the Wasp sits safely over

the horizon. Even after troops have been delivered, the Wasp-class ship is equipped to assist them with long-range weapon support, and as a command and control center. The vessel has an expansive medical facility complete with operating rooms, a radiology department and up to 600 beds (when troops are disembarked)! As a “command” ship or center, there is a weather office, sophisticated communications package, Combat Information Center for the ship's Commander, plus smaller, separate Command Departments for Marine Forces, Intelligence, the Air Group (SAMAS, etc.), Logistics and for an Admiral and his staff!

The Coalition States Navy currently has two refitted, pre-Rifts Wasp-class ships in service, the *CSS Iron Heart* and *CSS Missouri*. Designs and construction of additional, perhaps even more modified, Wasp-class vessels are being considered, with an estimated 8-12 such vessels to be added to the Navy.

The ability to conduct amphibious landings is vital to the CS Navy's role in territorial expansion and military strategy and tactics, especially in and around the Great Lakes and Gulf of Mexico. While other CSN vessels can transport large numbers of troops, none has the added Command and support features so integral to the success of a landing. Without the medical facilities and huge cargo and vehicle storage areas of these ships, the Coalition Navy would have considerable difficulty supporting a large and long-term Military occupation or invasion mission, especially if air support was not possible or too obvious (travel by water can offer greater stealth and secrecy than the large, flying Coalition aircraft). Not to mention the fact that these ships can deliver a powerful punch of 480 troops and 640 power armor all at once! Far exceeding any current aerial transport vehicles.

Note: The Iron Heart and Missouri never go to sea alone. When these ships do leave port, it is as part of a multi-ship CSN task force that includes a minimum of one aircraft carrier, two cruisers and six frigates or destroyers.

Model Type: AWS-1 Iron Heart, AWS-2 Missouri

Class: Nuclear-Powered Amphibious Warfare Ship

Crew: 1080 total; 98 officers, 61 chief petty officers, and 921 enlisted personnel.

Aircraft Capacity: 56 total: 24 Sea Wasp helicopters, 12 Warbird Rocket Cycles, 12 Wind Jammer Sky Cycles, 8 Sea Striker fighter-bombers, and 3 Death Bringer APCs. See *Coalition War Campaign* for war machines not described in this book.

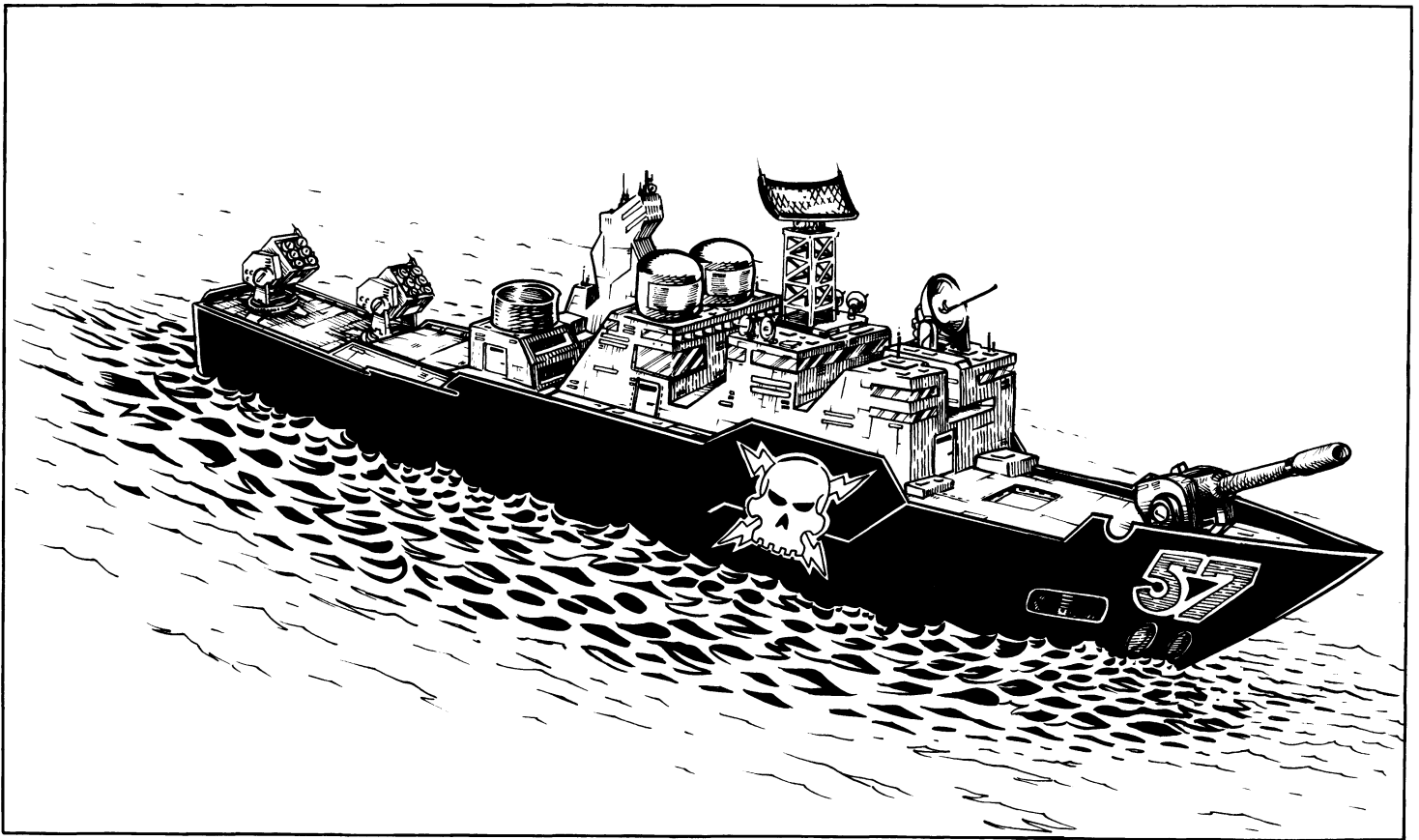
Troop Capacity: 1950 total embarked troops from one of the CSN's Naval Infantry divisions. This force is divided into the following components:

A Headquarters Group of 70 officers, intelligence analysts, logistics experts, meteorologists and radio operators.

One Recon/Special Ops Company consisting of 40 Sea Dog combat divers, 10 Nautical Commando troops, and 36 Naval Infantry RLT Commandos in power armor.

One Combat Engineer or “Sapper” Platoon of 40 personnel and equipment, including a handful of bulldozers and similar heavy vehicles, trained to construct fortifications, build pontoon bridges, clear mine fields, etc.

One Medical Group of 22 doctors and nurses who operate the hospital facilities aboard the warship. These facilities include six operating theaters, radiology and dental departments, 18 inten-



sive care beds, six isolation ward beds, and 36 other beds. Plus 540 beds in nearby enlisted staterooms that can be used for patients when the troops are disembarked.

2 Armor Troops (companies) of 28 CXT-50 tanks & 224 troops.

One Mechanized Air Infantry Battalion: 740 personnel to operate 340 Super SAMAS, 200 Sea SAMAS and 200 Smiling Jack SAMAS.

One SP Artillery Platoon of 4 SP (self-propelled) Mark IX Missile Launcher Vehicles and 24 personnel.

Two Howitzer Batteries with 48 total personnel and 12 GR-155 electromagnetic howitzers.

An Artillery Support Company of 42 personnel and 14 ammunition carrier trucks (100 M.D.C., speed 90 mph/144km, hold 160 missiles or 240 155mm shells).

One Enlarged Infantry Battalion of 676 naval infantry, 100 of which pilot Hellraisers, Maulers, Hellfires and other small combat bots and ground power armor.

Speed: 27.6 mph (44 km or 24 knots).

M.D.C. by Location:

- Medium Missile Launchers (2) — 150 each
- CIWS C90R Rail Gun Turrets (3) - 120 each
- C-50R Enforcer Rail Guns (8) - 50 each
- Hull per 40 ft (12.2 m) area - 80

*Flight Deck - 1,200

** Island/Bridge Structure - 2,200

*** Main Body - 8,000

* Destroying the flight deck means that only aircraft with VTOL capabilities and flying power armor can continue to take-off and land. Even VTOL aircraft will have difficulty operating from the ruined deck; piloting rolls to land or take-off are at -15%!

** Destroying the island/bridge structure means that control of the main sensors, weapon systems and communications systems is shifted to the Combat Information Center below-decks at no penalty. The ship's propulsion system can still be operated from the engine room but at -20% to piloting rolls and -10% to speed; all weapon systems and sensors are disabled. If the island/bridge is destroyed, the ship can still fight but its ability is greatly reduced and it is vulnerable to enemy attack.

*** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. There are enough flotation devices and inflatable life rafts to accommodate everyone aboard.

Statistical Data:

Draft: 27 feet (8.2 m)

Width: 107 feet (32.6 m)

Length: 844 feet (257.3 m)

Displacement: 40,500 tons

Cargo: Extensive area for cargo and extra supplies amounting to 125,000 cubic feet (3,539.3 m). Plus there is also a storage area for personal effects for all crew members and passengers.

Power System: Nuclear; average energy life is 15 years.

Market Price: Not available; nobody manufactures and sells this hulking ship.

Weapon Systems

1. Medium Missile Launchers (2): Two rapid-fire medium-range missile launchers are mounted on the deck, one at the stern and another on top of the island/bridge structure. The launchers are used to defend the vessel against incoming missiles and enemy aircraft. Unlike most ship-based missile launchers, these two are not fed by an automatic loading system, meaning that the payload is severely limited and the ves-

sel underpowered. As a result, CSN amphibious warfare ships are normally escorted by a cruiser and one or more destroyers or frigates to beef-up its defenses.

Primary Purpose: Anti-Aircraft/Anti-Missile

Secondary Purpose: Defense

Mega-Damage: 3D6x10 M.D. (HE) or 2D6x10 M.D. (fragmentation).

Rate of Fire: One at a time or volleys of two, four or eight.

Effective Range: 40 miles (64 km).

Payload: 16 total; 8 missile per launcher. In the cargo hold there are 240 additional medium-range missiles that can be used to reload the launchers. It takes about ten minutes for a trained crew to reload the launchers.

2. CIWS C90R Gatling Rail Guns (3): This is a modern electro-magnetic version of the pre-Rifts Phalanx Close-In Weapon System (CIWS). It is a last-ditch weapon system intended to destroy missiles and aircraft that sneak past the carrier group's other defenses. The C90R is a six-barrelled 20mm electromagnetic cannon that fires special depleted uranium-tipped armor piercing ammunition that shreds even mega-damage aircraft in a matter of seconds! Like its Phalanx predecessor, the C90R CIWS is an unmanned, automated weapon system that is controlled by a pair of radars — one radar to track the targets and another to guide the bullets to intercept the target.

Primary Purpose: Anti-Missile

Secondary Purpose: Anti-Aircraft/Defense

Mega-Damage: A burst is 60 rounds and inflicts 3D4x10 M.D.

Rate of Fire: 6 attacks per melee round.

Effective Range: 6,000 feet (1828 m)

Radar Targeting Bonus: +3 to strike.

Payload: 12,000 rounds per gun, that's 200 bursts each!

3. C-50R Enforcer Rail Guns (8): Mounted on the deck side rail are eight rail guns of the same model found on the UAR-1 Enforcer. These belt-fed machine-guns are provided to engage gunboats and exposed enemy personnel. The rail guns can rotate in a 180 degree arc and can move up and down in a 30 degree arc.

Primary Purpose: Assault

Secondary Purpose: Anti-Personnel

Mega-Damage: A burst is 80 rounds and inflicts 1D6x10 M.D., one round does 1D6 M.D.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6)

Effective Range: 4000 feet (1200 m)

Payload: A detachable, light drum magazine holds 800 rounds, that's 10 bursts. Replacing a drum is an easy task and takes only 2 melee attacks/actions if a spare drum is handy. An armored locker next to the gun holds five spare ammo drums.

4. Aircraft: Remember the carrier has a sizeable air group.

5. Systems of Note: All systems aboard these amphibious warfare ships are identical to those of the *Joseph Prosek*-class Aircraft Carriers.

CSN Supply-Class Merchant Marine Transports

Transportation of goods between the states of the Coalition is accomplished mainly by the merchant-marines and their fleet of commerce ships. Water is the main route for shipping since it is impractical to carve roads through miles of untamed wilderness where hundreds of monsters and high-tech bandits lurk, waiting to prey on supply convoys. Besides, all five of the CS are connected by the Great Lakes and Mississippi River, making travel by water the natural choice. For the vital task of moving supplies between the CS outposts and settlements, the workhorse has been, for many years, the reliable transport ships of the Supply-class.

Ships of the Supply-class have been built at yards in all five States and have plied North American waters for almost two decades. There are over a hundred of these ships in various states of repair, some are barely serviceable relics, while others are brand new. The ships are built in two standard configurations, one for duty on the Great Lakes and oceans, and the second, a barge-like craft with a flat bottom for use on the shallow waters of the Mississippi. Both configurations are lightly armed, have a flight deck for a VTOL airplane or helicopter, and are designed to hold cargo containers or fuel tanks for crude oil and gasoline.

Note: The Supply-class transport cannot survive alone in hostile waters and are thus protected by CSN warships. On the Great Lakes or ocean areas, escorts are normally destroyers or frigates. On the Mississippi, Barracuda patrol boats provide protection.

Model Type: CT-008 Supply-class

Class: Merchant Marine Transport

Crew: 32 merchant-marines; the commander has the rank of Master Chief Petty Officer; also, one crewman is trained as a mechanic.

Troop Capacity: One battalion/640 total in cramped, uncomfortable conditions if no other cargo is carried. Maximum duration for the troops would be a couple of days because the ship does not have the facilities to accommodate them. Troops would only be moved in this manner for an emergency amphibious operation.

Speed: 30 mph (48 km or 26 knots).

Range: When fully loaded, the transport has energy enough to travel 10,000 nautical miles (11,515 statute miles/18,424 km) before needing to refuel at a CS port facility.

M.D.C. by Location:

CR-4T Laser Turrets (4) — 55 each

Landing Pad — 120

* Bridge — 270

** Main Body — 420

* Destroying the bridge results in the loss of main sensors and communications systems! The ship's propulsion system can be operated from the engine room but at -20% to piloting rolls.

** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. There are enough flotation devices and inflatable life rafts to accommodate everyone aboard.

Statistical Data:

Height: 38 feet (12 m)

Width: 75 to 90 feet (23 to 27.4 m)

Length: 276 feet (84 m)

Displacement: 42,000 tons fully loaded.

Cargo: Carries 15,000 tons of cargo stores in containers, or 5,000 tons of liquid cargo/fuel in removable tanks. In addition, there are cabins for the crew with lockers for personal items, and a weapons locker in the bridge that holds twenty C-12 rifles, 40 standard E-clips, sixteen C-18 pistols and 32 pistol E-clips.

Power System: Electric engine requiring frequent refuelling.

Market Price: 35 million credits for a brand new, fully fuelled Supply-class transport. These are available only to CS client states and allies. Independent kingdoms and wealthy merchants use cargo frigates.

Weapon Systems

1. CR-4T Laser Turrets (4): Heavy laser turrets identical to the one found on the Sky Cycle are mounted two to a side around the bridge structure. These are operated by gunners and are capable of 180 degree rotation and can be elevated in a 90 degree arc.

Primary Purpose: Defense

Secondary Purpose: Anti-Aircraft

Mega-Damage: 6D6 M.D. per dual blast.

Range: 4000 feet (1200 m)

Rate of Fire: Equal to the combined number of hand to hand attacks (usually 4 to 6).

Payload: Effectively unlimited.

2. Aircraft: At the bow is a landing pad large enough for one VTOL fighter, one CS model helicopter or three Sky Cycles. Because CSN aircraft assets are limited, they are provided only to transport convoys in dangerous areas, like the Devil's Gate area, for short periods. Most supply ships also have a have dozen Sea SAMAS and 6-12 Smiling Jacks or traditional Death's Head SAMAS.

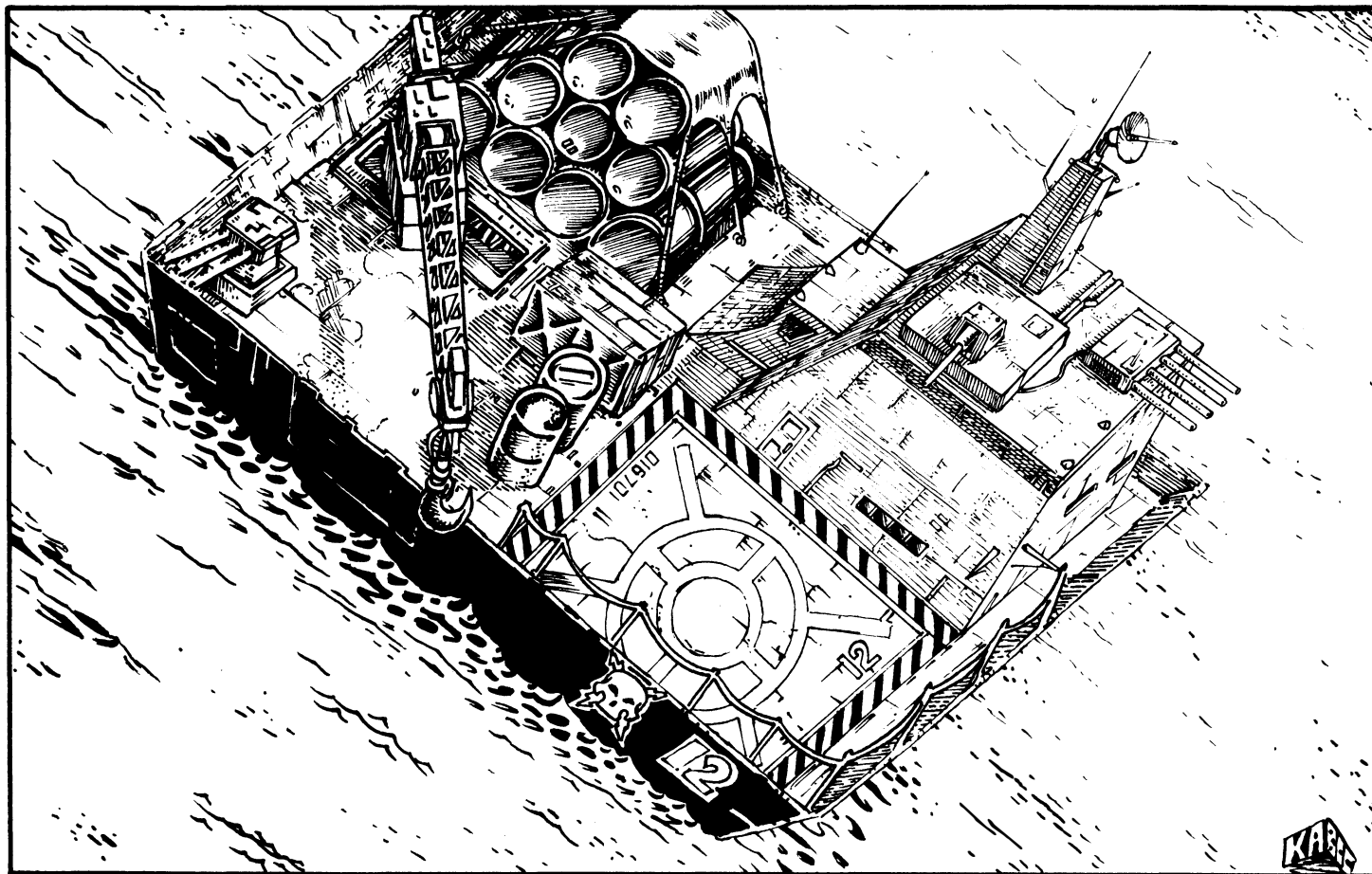
3. Robot Loaders (2): Stowed in the forward area beneath the landing pad are two robot lifters used to load and unload cargo. These lifters are stripped-down versions of the UAR-1 Enforcer, consisting of frame, power plant and controls — there are no sensors, weapons or even a closed cockpit! If the transport were boarded, the lifters could be used in hand to hand combat, but not very well since they are slow, bulky and hard to maneuver.

Robot Lifter: 120 M.D.C., adds one attack per melee, +2 to parry to those of the pilot; hand to hand damage is identical to UAR-1 Enforcer training on page 45 of the **Rifts® RPG**.

4. Sensor System Note: This is a no-frills class of ship with limited systems. The only sensors are the following:

1. Radar: A simple navigation radar to detect large obstacles and ships. Range: 10 miles (16 km).

2. Radio Communications: Long-range, directional radio with a range of 100 miles (160 km), plus a short-range system with a 5 mile (8 km) range. There is an intercom for intra-ship communications.



Ballistic Missile Attack Submarines

CS submarines are teardrop-shaped metal tubes that prowl the ocean depths (Great Lakes too). These ships are very different from conventional surface vessels, because they are designed to submerge and travel beneath the waves, hidden from view. When submerged, submarines are very difficult to detect and, therefore, very dangerous. A submarine can be lurking anywhere, at any time, ready to sink surface craft with torpedoes or launch missiles or power armored troops against sea, land or air targets. As such, the submarine has the same unnerving effect on the regular sailor as does the Sapper or Commando on rear area infantry soldiers.

There was, in the first half of the Twentieth Century, a revolution in naval warfare in which the submarine and aircraft carrier supplanted the big gun battleships as the decisive weapons of the sea. Frigates, destroyers and cruisers became nothing more than roving defense platforms armed with anti-aircraft and anti-submarine weaponry to escort transport carriers and commerce ships. They became domesticated sheepdogs rather than wolves. Carrier-based aircraft and submarines assumed the role of the predators in naval warfare. Of these two, the submarine is the deadly *lone wolf*.

Submarines are very different than carriers in appearance, design and function, although in their own way, subs are every bit as deadly. Aircraft Carriers are primarily weapons of sea control and power projection. Carriers operating in a group charge the enemy directly, seeking to establish dominion over the water and sky. Submarines, on the other hand, are stealthy hunters. They cannot establish a visual presence nor can they project power inland, but, cloaked from detection by the depths of the sea, they are lethal assassins, destroying enemy ships from beneath the waves, unseen. A submarine stealthily approaches its prey to ambush it with a sudden, unexpected, volley of torpedoes. Often a submarine will just lie in wait at a natural choke point rather than actively stalk its prey; both tactics work with equal success.

The ballistic missile submarine, like the smaller attack subs, also relies on stealth. It, however, does not seek to destroy sea-going vessels, its goal is to sneak close enough to the enemy's territory to launch a devastating salvo of nuclear warheads on land, typically at military and manufacturing targets and supply houses, occasionally large warships and civilian populations.

Currently the CS Navy has only a handful of submarines. Few such vessels survived the Great Cataclysm to be inherited from the US Navy. Furthermore, until the development of the Navy, the CS had minimal use for warships of any kind — power armor and Spider Skull Walkers, adaptable to water environments like the Great Lakes, sufficed. Stemming from this, there is currently far less emphasis on submarines than surface vessels in the CS Navy. The Coalition does have plans to expand its submarine force but this effort is considered secondary to the acquisition of Aircraft Carriers and small, fast patrol boats (the latter being ideal for river and lake patrols). CSN submarine activity is focused mainly in the Gulf of Mexico and secret operations around monster infested Atlantis. At present, the submarines are used mostly for reconnaissance purposes, sur-

veying the coasts and shadowing Splugorth vessels, especially Kittani submarines and magical frigates. Coalition subs are occasionally loosed for limited-scale combat operations, often against Gulf and South American pirates and privateers, as well as Splugorth Slavers operating in the Gulf of Mexico.

Some Notes on Anti-Submarine Warfare

The most difficult challenge of anti-submarine warfare lies not in destroying, but in detecting submarines.

The only useful sensory system to detect a submerged submarine is sonar, which has two modes, passive and active. In the active mode, the system sends out a pulse of sound to bounce off any nearby ships or objects. While this increases the chances of detecting an enemy, active sonar also gives away the position of the ship to all vessels within sensor range (+30% to *read sensory equipment* skill rolls)! For this reason, most ships use active sonar only to locate a hostile submarine whose presence is already known (i.e. contact made on passive sonar, or an enemy submarine has already attacked once, or a friendly vessel has mysteriously sunk, etc.). **Note:** Helicopters, Sky Cycles, patrol boats, guided torpedoes and mines typically use active sonar.

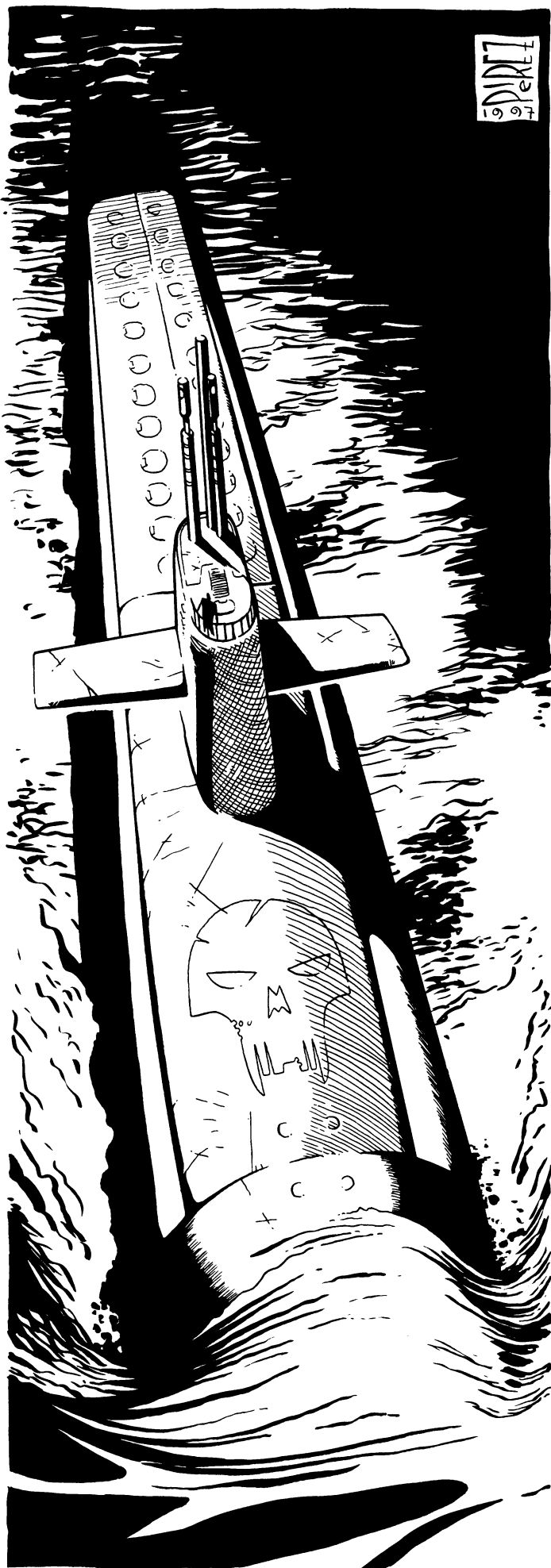
Passive sonar does not generate any sound, it merely “picks up” ambient noise. This means that passive, unlike active, sonar does not give away the position of the ship. However, it is far more difficult to detect a submarine because the operator must sift through the background noise to find what he thinks is an enemy sub. Often, they will not be able to detect a submarine, let alone distinguish its location from background static, unless the sub is moving quickly and doesn't care about stealth (making noise). The difficulty in making such determinations with passive sonar inflicts a skill penalty to *read sensory equipment* of -5% to locate surface sea craft and -20% to detect submarines.

Due to the many sonar countermeasures that have been developed, it is relatively easy for submarines to avoid detection, even by active sonar! Most submarines are equipped with an “anechoic coating” that absorbs the sound pulses sent out by sonar and are undetectable when *motionless* or at *slow speeds* (under 15 mph/24 km). Even if detected, a submarine can quickly “hide again” by launching acoustic decoys, diving to great depths (5000+ feet/1524 m) or by hiding in a thermal layer. These tactics typically add an additional skill penalty of -10% to -20% to skill rolls to detect the evading submarine.

Defiance-Class Refitted Ohio

Ballistic Missile Submarines

Ballistic missile submarines of the US Navy constituted the strongest leg of the nuclear “triad” that protected the United States during the Cold War of the 20th Century. Several decades into the 21st Century, there was a worldwide push for nuclear disarmament and it seemed that the New World Order had finally ushered in an era of peace. For a time, Trident missiles and most others of their kind, around the world, were decommissioned. The United States retired its fleet of *Ohio-Class* ballistic missile submarines, dismantled all but a few Trident II D-5 missiles, and development of new SSBNs stopped.



The sudden beginning of the New Cold War caught America unprepared. Her military forces still held the technological upper hand but had been drastically reduced in size. As part of a hurried rearmament program, the government reactivated many mothballed, obsolescent vessels, including a handful of Ohio-Class SSBNs and Trident missiles. By the time the submarines were ready for action, the Great Cataclysm was already beginning to tear the world asunder. The entire east coast was shattered. Many submarines, ready for launching but still on dry dock, were caught in the destruction and were lost under a hundred feet of water where they remained until late in the 9th decade, Post Apocalypse when Golden Age Weaponsmiths began their salvage operation.

Golden Age was able to salvage two ballistic missile submarines from the Norfolk depot, *SSBN-737 Kentucky* and *SSBN-739 Nebraska*. These vessels were repaired, refitted and purchased by the Coalition Navy. Renamed the *CSS Defiance* and *CSS Reprisal*, the submarines have been deployed by the CS to deter any aggression by the Splugorh forces of Atlantis. Each sub is armed with a full complement of long-range missiles. When these submarines joined the fleet, the government made a point of broadcasting their capabilities in general terms over the CS unscrambled television microwave network. This was done not so much to inform the Coalition's populace but to intimidate eavesdropping enemies like Atlantis!

Coalition plans for the Ohio/Defiance-class of submarine are very limited. Once these vessels were the most technologically advanced and quietest submarines on Earth, but after three centuries of internment under water, they are ancient, difficult to maintain and terribly vulnerable to modern warships and power armor troops. The real strength of the submarines are their armament of hundreds of long-range missiles. The CS government has no intentions of loosing the deadly armament of the two SSBNs except in a dire emergency, such as a full-scale Splugorh invasion of the North American continent (which is a real possibility only in the minds of the Coalition Military; the Splugorh have no such plans). As a matter of fact, the CS Navy plans to retire the two vessels in the next decade. When retired, the submarines will be totally destroyed.

Defiance-class subs are normally kept in harbor, because Atlantis is well within the range of long-range missiles launched from the subs when parked safely in a secret CS port. When the SSBNs do go to sea, they usually travel alone or with an attack submarine escort (any larger group would draw attention).

Model Type: SSBN-737, SSBN-739

Class: Ballistic Missile Nuclear Submarine

Crew: 157 total; 15 officers and 142 enlisted; including 12 Sea SAMAS who can be launched from torpedo tubes to engage the enemy or try to destroy incoming torpedoes.

M.D.C. by Location: Refortified with modern M.D.C. materials
Torpedo Tubes (4) — 10 M.D.C. each

Long Range Missile Tubes (24) — 15 M.D.C. each

* Bridge Tower — 150 M.D.C.

* Main Body — 350 M.D.C.

* Depleting the M.D.C. of the bridge tower or main body destroys the ship's structural integrity, causing it to sink. There are enough flotation devices and life rafts to accommodate everyone on board, but these are only useful if the submarine is surfaced! If the vessel sinks below 3000 feet (914

m), the pressure will crush the submarine, killing everyone inside — absolutely no survivors! Even at a comparatively modest depth of 500 feet (152.2 m), anybody exiting the sub without power armor or special deep-sea diving gear will suffer from the bends and die.

Speed

Water Surface: 32.6 mph (52 km or 28 knots)

Underwater: 34 mph (54.4 km or 30 knots)

Endurance: 70 days before needing to replenish supplies.

Maximum Depth: The submarine can withstand pressure up to 3,000 feet (914 m) deep.

Statistical Data:

Draft: 36.5 feet (11.13 m) surfaced.

Width: 42 feet (12.8 m)

Length: 560 feet (170.8 m)

Displacement: 18,750 tons submerged, 16,764 tons surfaced.

Cargo: Limited to storage space for crew members' personal items.

Power System: Nuclear; average energy life of 9 years.

Market Price: Not available.

Weapon Systems

1. Torpedo Tubes (4): Mainly for defensive purposes, the submarine is equipped with four medium torpedo tubes located amidships. Against a serious opponent it is more likely that the vessel would cut and run than stick around to fight.

Primary Purpose: Defense

Secondary Purpose: Anti-Ship

Mega-Damage: 3D6x10 M.D. (HE) or 4D6x10 M.D. (plasma).

Rate of Fire: One at a time or volleys of two, three or four.

Effective Range: 10 miles (16 km).

Payload: 24 torpedoes total; a full melee round/15 seconds is required to reload a single torpedo.

2. UMG-133A Long-Range Missile Launchers (24): Aft of the bridge tower are twenty-four Trident missile launchers arranged in two columns of twelve one-shot launchers. There is a total of 336 warheads. Just one Ohio carries more firepower than the combined might of the CSN's aircraft carriers and aircraft!

Primary Purpose: Strategic Deterrence

Secondary Purpose: Anti-City/Stronghold

Mega-Damage: Varies with missile type; typically heavy or multi-warhead long-range nuclear missiles.

Rate of Fire: Maximum of six missiles per melee round.

Effective Range: Typically about 1,000+ miles (1608 km).

Payload: 24 long-range missiles with automatic reload that takes one melee round.

3. Systems of Note: The submarine has the following systems:

1. Passive Sonar: Range is 10 miles (16 km). This system collects all of the backdrop noise in the area, which must be sifted through to detect enemy vessels. The sonar can track 30 different targets and identify 100 different vessels from their acoustic signature, including all pre-Rifts American and Soviet submarines.

2. Active Sonar: Range is 50 miles (80 km). A system that locates targets by bouncing sound off objects and vessels. It gives away the submarine's position, however, and thus is rarely used. Can also track 30 targets and identify all of the same vessels as the passive system.

3. Targeting Computer System: All of the information collected by sensors is sent to a central combat computer that processes information and feeds a target solution to the fire-control subsystems. Operators of the torpedo tubes are +1 to strike.

4. Communications: Range is 100 miles (160 km). There is a sophisticated combo package that includes directional, wide-band and all FM/HF/UHF/VHF radios, and satellite systems (useless due to lack of satellites). To use any of these systems, the submarine must release a radio buoy or rise to periscope depth (about 100 feet/30.5 m). For intra-ship communications, there is a telephone system and a public address system.

5. Full Environmental System: A system that is identical to the standard system for robot vehicles found on page 214 of the **Rifts® RPG**, except that there is a 70 day air supply.

6. Stealth Systems: Extensive measures have been taken to reduce the noise made by the sub's systems when it is underway. There is an anechoic coating, and more importantly, the reactor moves water by convection, not pumps, making the Defiance/Ohio one of the most quiet nuclear subs on Earth! *Detection Penalty:* Enemy sonar operators have a -20% penalty, in addition to any other penalties, to detect the Ohio/Defiance.

7. Acoustic Decoys: Launched from mini-torpedo tubes amidships, the decoys broadcast an acoustic signature designed to mask the submarine's signature and confuse incoming torpedoes (50% chance to deflect normal torpedoes). Decoys can be launched two at a time, and reloading the mini-tubes requires one melee. The sub normally carries 20 decoys.

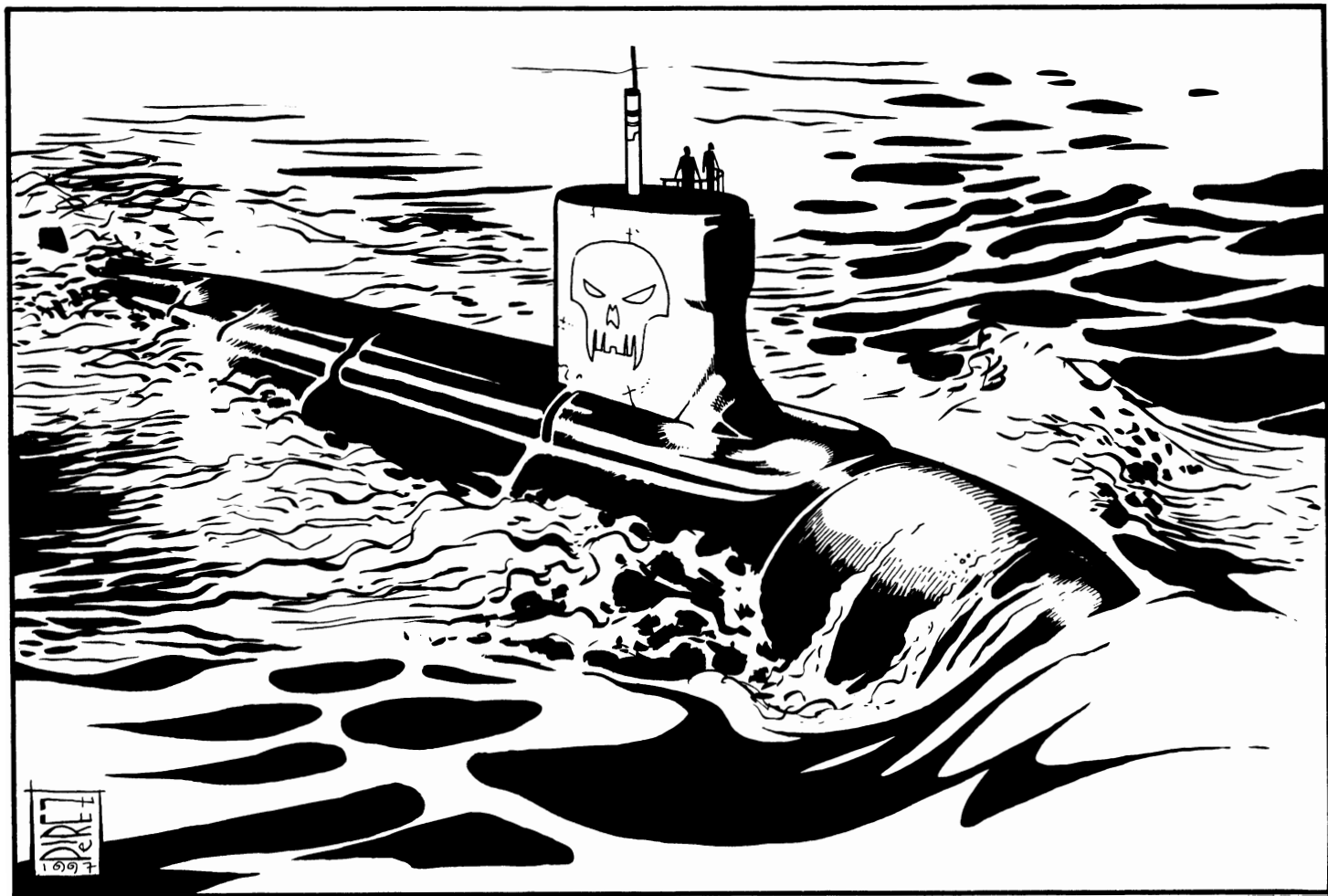
CSS Shark-Class

Refitted Pre-Rifts Attack Submarines

A total of six attack submarines of pre-Rifts design have been refitted for the Coalition. These are from a mix of ship types that include vessels of the *Los Angeles-*, *Seawolf-* and the newer *Centurion-class*. All of these recovered USN submarines were still active at the time of the Great Cataclysm and, as such, had full, modern systems. There was little work for Golden Age to prepare these vessels for combat, just routine maintenance and minor repairs. The only alteration to the basic design was the addition of lightweight, Mega-Damage, plastic composite armor around the hull and vital spaces. The CSN has renamed the finished ships after ocean predators: the *CSS Shark*, *CSS Hammerhead*, *CSS Thresher*, *CSS Manta Ray*, *CSS Seawolf*, and *CSS Skullfish*.

In combat, the attack submarine operates alone in a manner very similar to that of a sniper. Like the sniper, the attack sub has less firepower than most of its opponents. To gain success, it must approach its targets unseen, attack with surprise and then hide again. They can attack anywhere and any time. The focus of the sub captain is on stealth, not fighting; firing torpedoes requires a simple touch of a button whereas stealth requires intelligence, patience and more importantly, guts — it takes a lot of courage to disregard the presence of escort vessels and concentrate on the target. Effective submarine captains are resourceful and adept at hiding, those who aren't are buried in a watery grave.

Attack submarines are extremely versatile vessels capable of performing a wide variety of missions besides anti-ship and anti-



submarine warfare. Other standard missions include submarine rescue (i.e. rescue of personnel from sunken submarines), mine warfare (mining important sea routes and ports), intelligence gathering (electronic and reconnaissance), special operations support (infiltration & extraction of nautical commandos), and Tomahawk precision missile strikes.

Model Type: SSN-01 Shark, SSN-02 Hammerhead, SSN-03 Thresher, SSN-04 Manta Ray, SSN-05 Seawolf, and SSN-06 Skullfish.

Class: Nuclear-Powered Attack Submarine

Crew: 132 total; 12 officers and 120 enlisted crew. Also can accommodate 12 passengers; these are normally power armor combat swimmers (Trident and/or Sea Sams) — either Nautical Commandos or Naval Infantry RLT Commandos.

M.D.C. by Location:

Torpedo Tubes (4) — 10 M.D.C. each

VLS Missile Tubes (12) — 25 M.D.C. each

* Bridge Tower — 150 M.D.C.

* Main Body — 320 M.D.C.

* Depleting the M.D.C. of the bridge tower or main body destroys the ship's structural integrity, causing it to sink. There are enough flotation devices and life rafts to accommodate everyone aboard — but these are only useful if the submarine is surfaced! If the vessel sinks below 1200 feet (366 m), the pressure will crush it, killing everyone inside — no survivors!

Speed:

Water Surface: 35 mph (56 km or 30 knots).

Underwater: 34 to 40.6 mph (54.4 to 65 km or 29.4 to 35 knots).

Endurance: 90 days before needing to replenish supplies.

Maximum Depth: 1200 feet (366 m)

Statistical Data: Statistics are presented in a general format and vary from sub to sub because the six pre-Rifts CSN attack submarines came from three different classes.

Height: 33 to 36 feet (10 to 11 m)

Width: 33 to 39 feet (10 to 12 m)

Length: 328 to 361 feet (100 to 110 m)

Displacement: 6,300 to 7,460 tons submerged, 7,147 to 9,150 tons surfaced.

Cargo: Limited to storage space for crew members' personal items.

Power System: Nuclear; average life span of 20 years.

Market Price: Not available.

Weapon Systems

1. Torpedo Tubes (4): At the bow of the vessel are four heavy torpedo tubes. These are its primary armaments used to engage all naval contacts from sea monsters to aircraft carriers. After firing a volley of torpedoes, the captain normally moves the submarine to prevent enemies from locating its exact position. The torpedo tubes can also launch standard CSN mines.

Primary Purpose: Anti-Ship/Anti-Submarine

Secondary Purpose: Assault

Mega-Damage: 4D6x10 M.D. (HE or plasma)

Rate of Fire: One at a time or volleys of two, three or four. Can fire up to 4 volleys per melee, thanks to an automated reloading system.

Effective Range: 20 miles (32 km).

Payload: 32 torpedoes.

2. VLS Tomahawk Missile Launchers (12): Twelve single-missile Vertical Launch System tubes are built into the deck of the submarine aft of the bridge tower. These can fire any type of long-range missile, including the CSN version of the Tomahawk nuclear cruise missile and the Mk108 Firefly nuclear torpedo. Normally there are four nuclear Tomahawks and 2 Fireflies kept aboard but the CSN has enough to outfit the submarine with a full twelve Tomahawks and six Fireflies in battle conditions.

Primary Purpose: Assault

Secondary Purpose: Strategic Deterrent

Missile Type: Can fire any type of long-range missile, including Tomahawk and Firefly nuclear weapons. A standard load consists of High Explosive (4D6x10 M.D.) missiles.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of two, three, four or 6.

Effective Range: About 1000 miles (1600 km)

Payload: 12; additional missiles are stored aboard, including twelve standard HE and a number of nuclear missiles. Reloading the VLS launchers requires one melee/15 seconds per tube.

3. Systems of Note: All systems are identical to those of the *Ohio/Defiance*-class carriers, *see description above*.

CSS Orca-Class Attack Submarine

The Orca is the Coalition's own design of attack submarine. It was developed to replace the aging pre-Rifts subs purchased from Golden Age Weaponsmiths. Submarine design is fairly standard and thus, the Orca is built largely along the same lines as the pre-Rifts US submersibles. It too is a long, tear-shaped vessel with a protruding bridge tower, the only stylistic difference is the traditional CS Death's Head design: the bow is a large skull-face, very much like the old Death's Head transport.

The CSS Orca operates in the same manner as the pre-Rifts CSN attack subs and has all the same basic features, sensors and capabilities; the CSS Orca is just a bit more capable than the others owing to its more modern construction. This vessel is built completely of mega-damage composite materials with integrated anechoic material to reduce sonar signature. Also, the Orca has extra VLS tubes, automated quick-reloading systems for all weapons and two batteries of dual ion cannons. For special support operations, the larger Orca has more room to hold combat swimmers and a hangar area big enough for one CNR-006 Sea Spider Walker or two mini-submarines.

Already the CSS Orca is involved in fleet operations but it will be some time before follow-on ships of this class make their way to the fleet. Procurement of Orca submarines is slow due to the Navy's concentration of resources in the carrier expansion program and Regular Army (the needs of the Quebec and Tolkeen conflicts are monopolizing CS manufacturing and resources). As a result, new subs are being built at a rate of one every two or three years. The CSN does plan to build a minimum of four more Orca-class subs which have already been named *CSS Dolphin*, *CSS Hunchback*, *CSS Dragon Ray*, and *CSS Horn Whale*. Most large subs are deployed in the Gulf of

Mexico and the Atlantic Ocean, but one Orca Class submarine prowls the depths of Lake Michigan.

Model Type: SSN-07 Orca

Class: Nuclear-Powered Attack Submarine

Crew: 98 total; 10 officers and 88 enlisted sailors; 8 of which pilot Sea SAMAS as part of its standard complement.

Troop Capacity: 40 regular infantry or 20 troops in SAMAS power armor (any kind). Normally, embarked troops come from the Naval Infantry Reconnaissance Landing Teams or the Nautical Commandos. SAMAS or Trident power armor can be launched from the torpedo tubes or from airtight hatchways.

M.D.C. by Location:

Torpedo Tubes (4) — 65 each

VLS Missile Tubes (24) — 90 each

Ion Cannon Turrets (2) — 110 each

Submarine Hangar Hatch — 100

* Bridge Tower — 450

** Main Body — 850

Reinforced Crew Compartment — 200

* Destroying the bridge tower results in the total loss of all main sensors, weapons and communications systems! The ship's propulsion system can still be operated from the engine room but at -20% to piloting rolls; all weapon systems and sensors are disabled. Without the bridge tower, the submarine is not combat-worthy, and it cannot dive below 1.5 miles (2.4 km) without fear of rupture and death from the pressure of ocean depths.

** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. The environmental system continues to function as long as the reinforced crew compartment is intact, meaning the crew can be rescued by another submarine. If the vessel sinks below 1.5 miles (2.4 km), the pressure will crush the compartment, killing everyone inside — no survivors!

Speed: 40.6 mph (65 km or 35 knots)

Endurance: 120 days before needing to replenish supplies. The submarine will typically return to port after 90 days to reduce the stress placed on the crew.

Underwater Depth: 1.5 miles (2.4 km).

Statistical Data:

Height: 40 feet (12.2 m)

Width: 46 feet (14 m)

Length: 396 feet (120.8 m)

Color: Grey, but sometimes painted in a camouflaged pattern.

Displacement: 21,500 tons submerged, 18,250 tons surfaced.

Cargo: Limited to storage space for crew members' personal items and equipment for commando teams.

Power System: Nuclear; average energy life of 20 years.

Market Price: Not available.

Weapon Systems

1. Heavy Torpedo Tubes (4): At the bow of the vessel are four heavy torpedo tubes; two built into the skull's eye sockets and two others below the chin. These are the primary armaments used to engage all naval contacts from sea monsters to aircraft carriers. After firing a couple of volleys of torpedoes, the captain normally moves the submarine to prevent enemies from locating its exact position. The torpedo tubes can also launch standard CSN mines.

Primary Purpose: Anti-Ship/Anti-Submarine

Secondary Purpose: Assault

Mega-Damage: 5D6x10 M.D. (HE or plasma)

Rate of Fire: One at a time or volleys of two, three or four. Can fire up to 4 volleys per melee thanks to an automated reloading system.

Effective Range: 20 miles (32 km)

Payload: 40 torpedoes.

2. VLS Missile Launchers (24): Built into the deck aft of the bridge are twenty-four single-missile Vertical Launch System tubes just like those on the Shark-class of submarine. These can fire any type of long-range missile, including the CSN version of the Tomahawk nuclear cruise missile and the Mk108 Firefly nuclear torpedo. Normally six Tomahawks and 4 Firefly nuclear weapons are kept aboard. In a total war situation, the CSN has enough nukes to outfit the Orca with a full 24 Tomahawks and ten Fireflies.

Primary Purpose: Assault

Secondary Purpose: Strategic Deterrent

Missile Type: Can fire any type of long-range missile, including Tomahawk and Firefly nuclear weapons. A standard load consists of High Explosive (4D6x10 M.D.) missiles.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of two, three, four, six, twelve or twenty-four. Can fire up to two volleys per melee, thanks to an automatic reloading system.

Effective Range: About 1000 miles (1600 km)

Payload: 72 HE missiles plus nuclear missiles. The crew can

load the nuclear weapons in five minutes/20 melees, or four missiles per melee/15 seconds.

3. Concealed Ion Cannons (2): Two heavy ion cannons can rise up from concealed panels on the deck; one forward and one aft of the bridge tower. These are mainly used for close-in defensive combat and against aircraft when the Orca is surfaced.

Primary Purpose: Defense

Secondary Purpose: Anti-Aircraft

Mega-Damage: Inflicts 6D6 M.D. per blast or 1D6x10+12 M.D. for a dual simultaneous blast at the same target.

Rate of Fire: Equal to combined number of hand to hand attacks.

Effective Range: 1,800 feet (548.6 m)

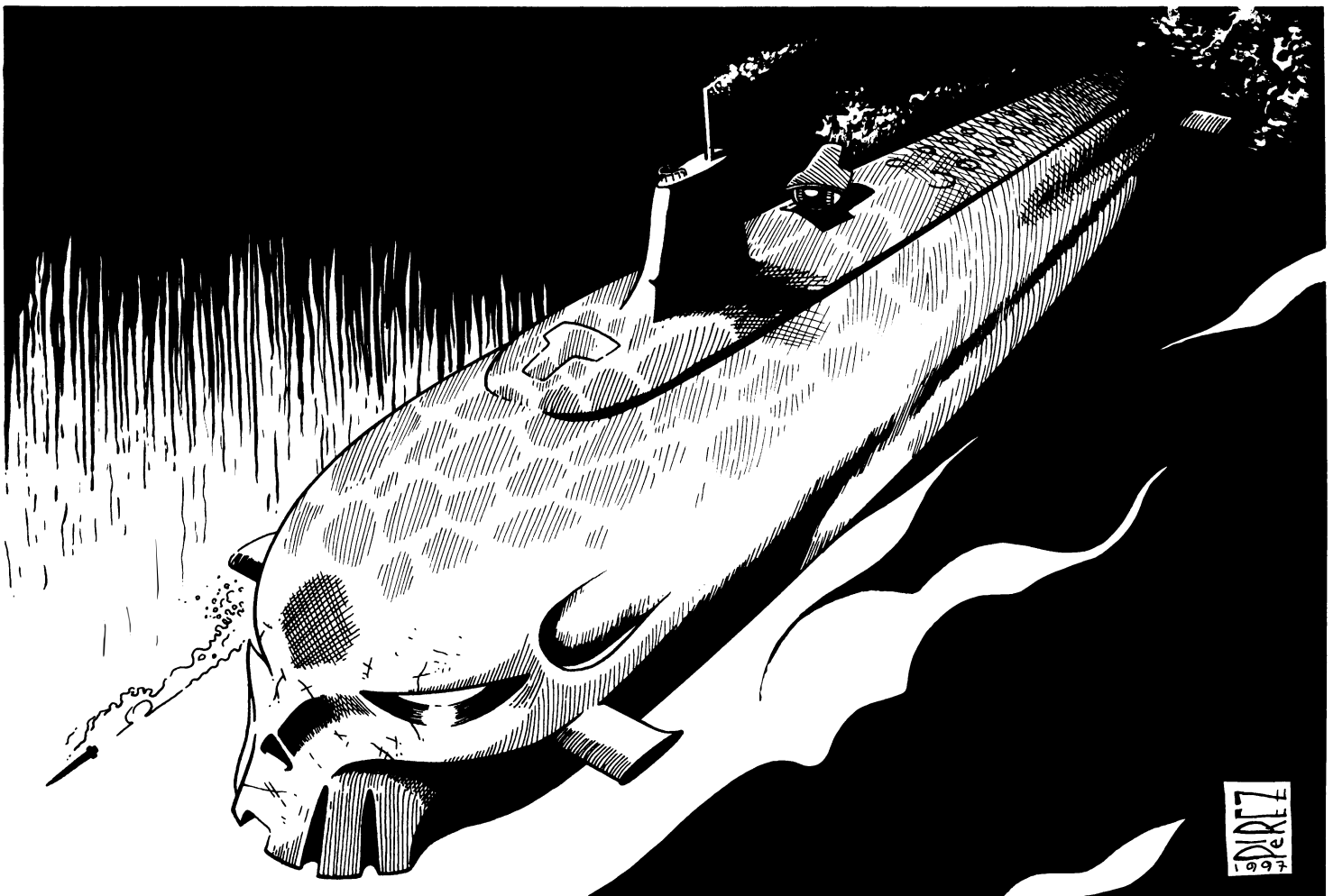
Payload: Effectively Unlimited.

4. Commando Forces: Remember that the Orca can carry up to forty commando divers and has a hangar for either one Sea-Spider walker or two mini-submarines. Sea SAMAS power armor (and others) can also exit through the hangar.

5. Systems of Note: The submarine has the following systems:

1. Passive Sonar: Range is 20 miles (32 km). This system collects all of the backdrop noise in the area which must be sifted through to detect enemy vessels. The sonar can track 50 different targets and identify 100 different vessels from their acoustic signature, including all pre-Rifts American and Soviet submarines.

2. Active Sonar: Range is 80 miles (128 km). A system that locates targets by bouncing sound off objects and vessels. It gives away the submarine's position, however, and is thus rarely



used. Can also track 50 targets and identify all of the same vessels as the passive system.

3. Targeting Computer System: All of the information collected by sensors is sent to a central combat computer that processes information and feeds a target solution to the fire-control sub-systems. Weapons operators are +1 on initiative and +1 to strike.

4. Communications: Range is 300 miles (480 km). There is a sophisticated combo package that includes directional, wide-band and all FM/HF/UHF/VHF radios, and satellite systems (useless due to lack of satellites). To use any of these systems, the submarine must release a radio buoy or rise to periscope depth (about 100 feet/30.5 m). For intra-ship communications there is a telephone system and a public address system.

5. Full Environmental System: A system that is identical to the standard system for robot vehicles found on page 214 of the **Rifts RPG**, except that there is a 180 day air supply.

6. Stealth Systems: The non-metal composite structure of the submarine combined with anechoic material and an ultra-quiet propulsion system makes the Orca even more quiet than the Ohio/Defiance-class. *Detection Penalty:* Enemy sonar operators have a -20% penalty in addition to any other penalties to detect the submarine.

7. Acoustic Decoys: Launched from mini-torpedo tubes amidships, the decoys broadcast an acoustic signature designed to mask the submarine's signature and confuse incoming torpedoes (50% chance to deflect normal torpedoes). Decoys can be launched two at a time, and reloading the mini-tubes requires one melee. The sub normally carries 20 decoys.

CS "Stingray" Mini-Sub

Looks like a big, long, submarine version of the Coalition underwater sea sled. It has a fairly low profile, flat and wide, with a Death's Head design for the forward section. Approximately 240 are currently in active service throughout the Great Lakes and river channels, including the Hudson River. Another 240 are currently in dry dock and 200 are in production.

Model Type: SSN-10 Stingray

Class: Nuclear-Powered Attack Mini-Submarine

Crew: 3 total; Pilot/Captain, co-pilot/gunner, communications officer plus eight passengers, plus troops.

Troop Capacity: 10 — can include light power armor troops like the Trident. If SAMAS or other heavy power armor is used, reduce troop capacity by half.

M.D.C. by Location:

* Torpedo Tubes (2) — 45 each

* Laser Cannons (4) — 50 each

* Belly Gun Laser Turret (1) — 30

** Main Body — 400

Reinforced Crew Compartment — 100

* A single asterisk indicates a small and/or difficult target to strike. An attacker must make a called shot, and even then is -3 to strike.

** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. The environmental system continues to function as long as the reinforced crew compartment is intact, meaning the crew can be rescued

by another submarine. If the vessel sinks below one mile (1.6 km), the pressure will crush the compartment, killing everyone inside — no survivors!

Speed: 40.6 mph (65 km or 35 knots).

Endurance: 120 days before needing to replenish supplies. The submarine will typically return to port after 90 days to reduce the stress placed on the crew.

Underwater Depth: One mile (1.6 km).

Statistical Data:

Height: 12 feet (3 m)

Width: 17 feet (5.1 m)

Length: 28 feet (8.5 m)

Color: Black

Displacement: 12.5 tons submerged, 9.6 tons surfaced.

Cargo: Limited to storage space for crew members' personal items, SCUBA gear, weapons and basic equipment.

Power System: Nuclear; average energy life of 20 years.

Market Price: Not available.

Weapon Systems

1. Torpedo Tubes (2): At the bow of the vessel are a pair of torpedo tubes. These are the primary armaments used to engage all naval contacts from sea monsters to aircraft carriers. After firing a couple of volleys of torpedoes, the Captain normally moves the submarine to prevent enemies from locating its exact position. The torpedo tubes can also launch standard CSN mines.

Primary Purpose: Anti-Ship/Anti-Submarine

Secondary Purpose: Assault

Mega-Damage: 3D6x10 M.D. (HE or plasma)

Rate of Fire: One at a time or volleys of two or four. Can fire up to four volleys per melee thanks to an automated reloading system. **Effective Range:** 10 miles (16 km)

Payload: 14 torpedoes.

2. Mini-Torpedo Launcher (1): Concealed in the space between the teeth of the Death's Head is a small, two tube, rapid-fire mini-torpedo launcher

Primary Purpose: Anti-Ship/Anti-Submarine

Secondary Purpose: Assault

Mega-Damage: 1D4x10 M.D. (HE or plasma)

Rate of Fire: One at a time or volleys of two or four. Can fire up to four volleys per melee thanks to an automated reloading system.

Effective Range: One mile (1.6 km)

Payload: 40 mini-torpedoes.

3. Laser Cannons (4): A pair of blue-green laser cannons are mounted on the lower sides of the forward section. These are mainly used for close-combat and light assaults, as well as self-defense. Can be fired underwater and when surfaced. Each pair of guns face forward, but have a 30 degree arc of fire, up and down.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: Inflicts 3D6 M.D. per single blast or 6D6 per double blast, 1D6x10 per triple blast and 2D4x10 per quadruple blast (all four guns firing simultaneously).

Rate of Fire: Equal to combined number of hand to hand attacks.

Effective Range: 2000 feet (610 m).

Payload: Unlimited.



4. Belly Gun (1): A double-barrelled blue-green laser turret mounted on the underbelly of the sub. The turret can rotate 360 degrees and has a 50 degree arc of fire.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: Inflicts 3D6 M.D. per single blast or 6D6 per double blast.

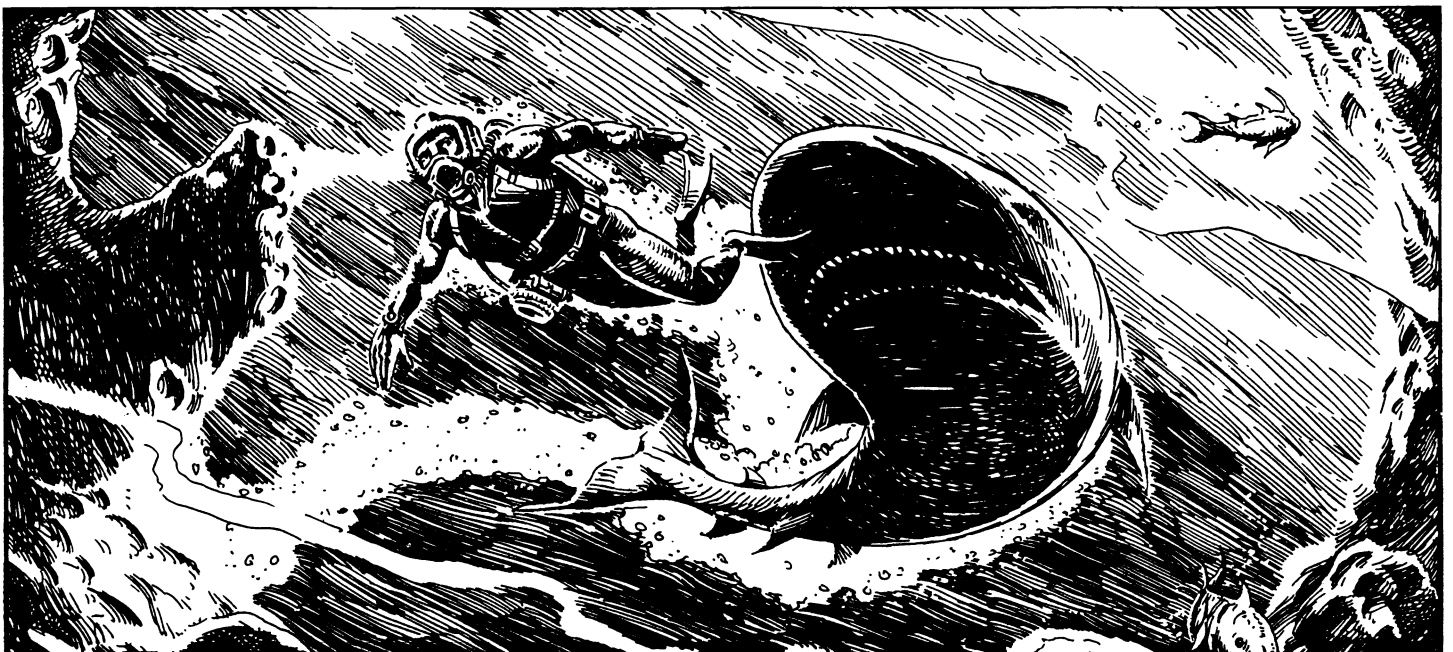
Rate of Fire: Equal to combined number of hand to hand attacks.

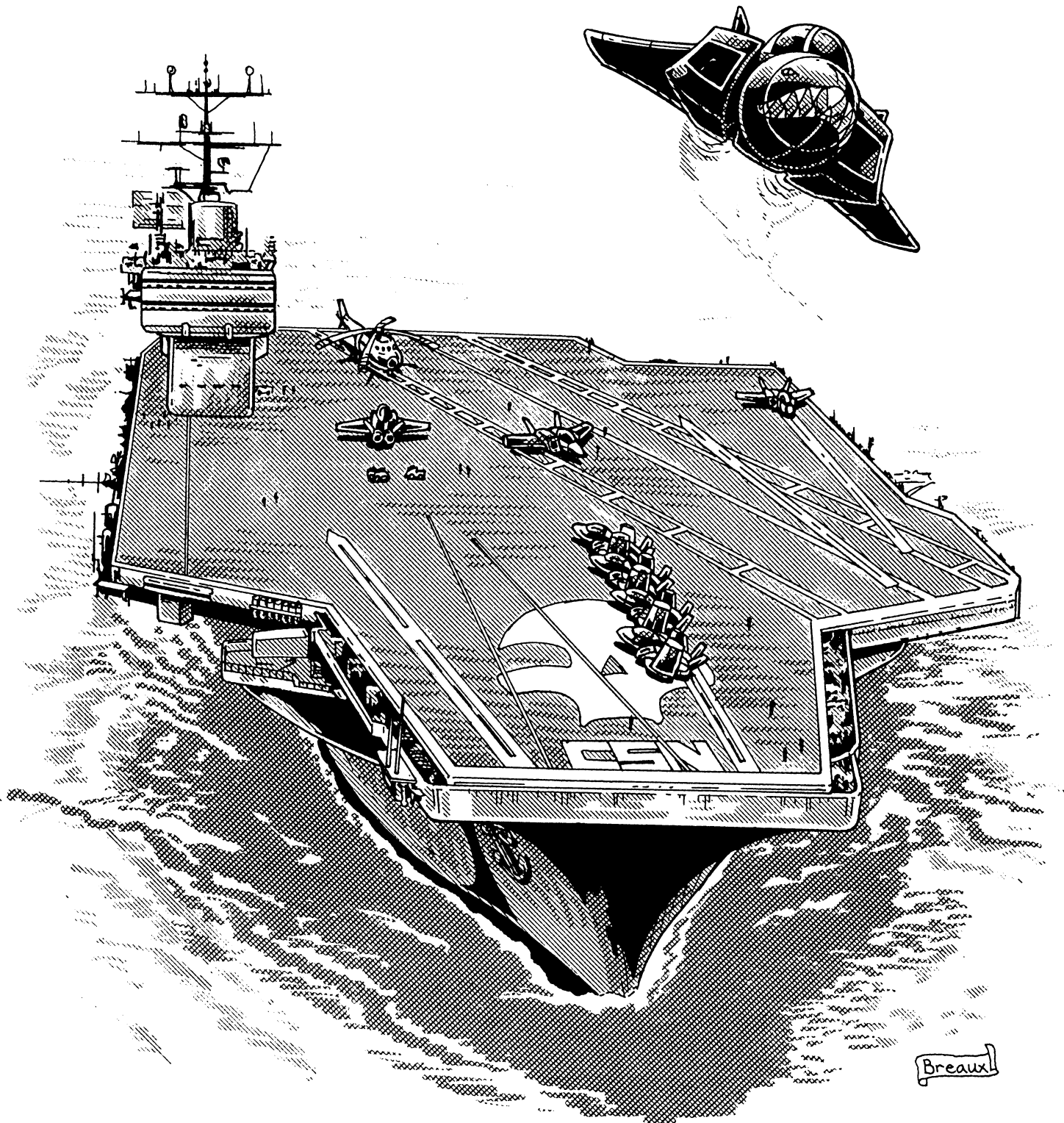
Effective Range: 2000 feet (610 m).

Payload: Unlimited.

5. Commando Forces: The mini-sub can carry a light squad of 10 troops, or a heavy power squad of five.

6. Systems of Note: Standard submarine systems.





CSN Aircraft Carriers and Carrier Aircraft

Aircraft Carriers have been the dominant weapon in naval battles ever since they were first developed between the two World Wars of the 20th Century. The mating of aircraft to warship ended the battleship era and made it possible to fight sea battles without the contesting fleets actually coming within sight of each other. Aircraft and missiles, not guns, assumed a vital role in sea combat — important in both the destruction and defend of Naval vessels. As a floating sea and air base, the Aircraft Carrier can engage and destroy the enemy whether he's at sea, in the air, or on land!

A nuclear-powered carrier is a tremendous asset for any Navy or government. With the aid of its escorts a Carrier can easily establish command of the sea and also project power over vast distances. Aircraft Carrier groups are the conventional brawn of a Naval force. Its weapons, the embarked aircraft, seek out and destroy the enemy's warships, aircraft, merchantmen, land installations and personnel. The Carrier is a nautical titan capable of accomplishing virtually any mission short of an actual amphibious landing. Just the presence of a Carrier anchored off a hostile shore is often enough to scare an enemy into submission.

The Coalition Navy has been fortunate enough to inherit three United States Navy (USN) Super-Carriers that survived the Great Cataclysm. These large and imposing vessels are the heart of the CS Navy war fleet. Emperor Prosek was quick to embrace the Super-Carrier as the instrument of the Coalition's destiny at sea. At his insistence the government allocated funds to expand the CSN's Carrier force despite the tremendous construction costs. Already there is a new Aircraft Carrier of CS design in construction, the *USS Chi-Town*, which is due to join the fleet in 106 P.A. Two additional Carriers of the Chi-Town class will join the fleet by the year 109 P.A.

The Joseph Prosek Series

Refitted Pre-Rifts Aircraft Carriers

The three Aircraft Carriers of the Joseph Prosek series were all recovered, refitted and modified by *Golden Age Weaponsmiths, Inc.*, for the CS Navy. Golden Age discovered the Carriers amidst a treasure trove of US Navy equipment stored in mega-damage concrete shelters entombed under a hundred feet (30.5 m) of water at Norfolk, Virginia. Inside the airtight shelters, the Carriers were remarkably preserved in near fighting condition — which is not surprising since the concrete storage bunkers were designed to withstand a direct nuclear attack!

Protected from the fury of the Great Cataclysm, and from decades of corrosion in the environmentally controlled confines of the shelters, the USN Aircraft Carriers *CVN 73 George Washington*, *CVN 82 Ranger* and the *CVN 85 Lexington* languished in silence for centuries. The oldest of the three, the *George Washington* of the *Theodore Roosevelt*-Class, was a Navy Reserve training ship being refitted to enhance its capabilities; since its refitting by Golden Age Weaponsmiths, the ship has been renamed the *CSS Joseph Prosek*. Similarly, the *CVN 82 Ranger* was in port undergoing a SLEP (Service Life Extension Pro-

gram) upgrade and was thus spared destruction. This carrier, renamed the *CSS Quebec*, was the first of its class laid down in the early 2050s, which was, incidentally, the last class of surface Carriers built by the US Navy (the next class was the submerged Ticonderoga-class; see **Rifts Underseas™**, pages 128-132 for details on it). The remaining carrier, the *CVN 85 Lexington*, has been renamed the *CSS Lone Star*, and was also the Ranger-Class completed in 2061.

Due to the excellent condition of the Carriers, the salvage effort was far more difficult for Golden Age than the refitting process. Once the ships were freed from the bunkers, it was a simple matter to clean, service and reactivate warship's weapon systems. Modifications to the Carriers were confined to the installation of mega-damage ceramic armor plating around the vital spaces (the flight deck, bridge/island structure, etc.), minor upgrades to communications and sensors, and substitution of Coalition weapon systems for the old USN armament.

GM Note: The CSN Carriers are too valuable to be left unguarded and thus operate in mini-fleets or task forces called Carrier Groups. A standard CSN carrier group consists of an Aircraft Carrier, a Sea King Cruiser, one or two Destroyers and two Frigates. Furthermore, combat aircraft and power armored troops are part of the vessel's weapon compliment and the equivalent of a small army.

Coalition Aircraft Carriers

Model Type: CVN 73 Joseph Prosek, CVN-82 Quebec, and CVN-85 Lone Star.

Class: Nuclear-Powered Aircraft Carrier

Crew: 4,600 total (boat: 200 officers and 2800 enlisted crew, air group: 200 officers and 1400 enlisted crew).

Aircraft Capacity: 94 total: 12 Super-Tomcats, 12 Shrike Interceptors, 24 Sea Strikers, 12 NB-10 Dagger Bombers, 24 Sky cycles, 6 Navy Sea Storm helicopters and 4 Death Bringer transport APCs.

Troop Capacity: 1,500 total. Embarked troops come from one of the CSN's naval infantry divisions. Of the total compliment, two companies (400 troops) are Air RPA specialists who typically operate the 180 *Super SAMAS* and 140 *Sea SAMAS* power, 20 IAR-4 Special Forces "*Striker*" *SAMAS*, 24 old-style "*Death's Head*" *SAMAS* and 24 "*Smiling Jack*" *Light Assault SAMAS*, and 10 *Hellraiser bots* (the latter for ship defense). Other specialist troops include a company (160) Sea Dogs, a squad of 10 Nautical Commando troops, and 36 Naval Infantry RLT Commandos.

Other Resources of Note: 60 surface sea sleds, 40 underwater sea sleds, 20 Barracuda Stealth SCUBA armor, 40 Lightning Strike armor, 40 Trident power armor suits, 60 Sea *SAMAS*, and two Sea Spiders.

Speed: 30 knots (54 km/34.5 mph)

M.D.C. by Location:

CIWS C90R Rail Gun Turrets (4) — 120 each

MLRS Missile Turrets (3) — 360 each

Hull per 40 feet (12.2 m) area — 80

* Flight Deck — 4,000

** Island/Bridge Structure - 3,200

*** Main Body - 12,000

* Destroying the flight deck means that only aircraft with VTOL capabilities can continue to take-off and land. Even VTOL aircraft will have difficulty operating from the ruined

deck; piloting rolls to land or take-off are at -15%; power armor troops are not effected.

** Destroying the island/bridge structure results in the total loss of all main sensors, weapon systems and communications systems! The ship's propulsion system can still be operated from the engine room but at -25% to piloting skill rolls; all internal "ship" weapon systems and sensors are disabled. If the island/bridge is destroyed the carrier is no longer combat-worthy and is, for all intents and purposes, a vulnerable hulk of metal with only carrier-based aircraft and power armor for defense.

*** Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. There are enough flotation devices and inflatable life rafts to accommodate everyone aboard.

Statistical Data:

Draft: 40 feet (12 m)

Width: 261 feet (78.3 m)

Length: 1110 feet (333 m)

Weight: 97,000 tons displacement.

Cargo: In addition to the embarked troops and air group, the carrier can carry approximately 6,000 tons of extraneous cargo. Crew members and passengers have a locker (4x4x4 feet/1.2 m) for person effects.

Power System: Nuclear; average energy life of 20 years.

Market Price: Not available. The CS purchased these carriers under a special arrangement with Golden Age Weaponsmiths Inc. at a cost of 2 billion credits each and some favorable trade terms.

Weapon Systems

1. CR-160 MLRS Missile Launchers (3): The carrier's main weapons and defense are three Multiple-Launch Rocket System turrets. The eight tube launchers are identical to the standard armament of the Mark IX Missile Launcher Vehicle. Each of the three launchers has its own magazine that holds 240 missiles and replenishes the launcher every 5 seconds. The MLRS missile turrets can rotate a full 360 degrees to face any direction.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Missile Type: The MLRS can fire any long-range missile type but plasma (3D6x10 M.D.) and fragmentation (3D4x10 M.D.) missiles are standard.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of two, four or eight. Can fire up to 3 volleys per melee round.

Effective Range: About 500 miles (800 km).

Payload: 720 total; each MLRS launcher has a separate payload of 240 missiles. There are an additional 720 long-range missiles in the cargo hold to refill the magazines; this process requires a crew of mechanics and takes about one hour.

2. CIWS C90R Gatling Rail Guns (4): This is a modern electro-magnetic version of the pre-Rifts Phalanx Close-In Weapon System (CIWS). It is a last-ditch weapon system intended to destroy missiles and aircraft that sneak past the carrier group's other defenses. The C90R is a six-barrelled 20mm electromagnetic cannon that fires special depleted uranium-tipped armor piercing ammunition that shreds even mega-damage aircraft in a matter of seconds! Like its Phalanx predecessor the C90R CIWS is an unmanned, automated

weapon system that is controlled by a pair of radars — one radar to track the targets and another to guide the bullets to intercept the target.

Primary Purpose: Anti-Missile

Secondary Purpose: Anti-Aircraft/Defense

Mega-Damage: A burst is 60 rounds and inflicts 3D4x10 M.D.

Rate of Fire: 6 attacks per melee round.

Effective Range: 6,000 feet (1828 m)

Radar Targeting Bonus: +4 to strike.

Payload: 60,000 rounds per gun, that's 500 bursts each!

3. Aircraft: Remember that the most potent weapons of the carrier are its aircraft and flying power armor listed previously.

4. Systems of Note: To better fight and survive in a combat environment the Carriers are equipped with a host of advanced sensors and communication systems. All of these systems are computerized and linked to a bank of super-computers located deep in ship's nerve center, the island/bridge structure. Information from all the systems is rapidly collected, collated, sorted and displayed in the bridge from where the Command Staff can control all of the ship's systems and the dissemination of information. This provides the capabilities for rapid response, precision coordination of troops and aircraft, and rapid execution of commands. The drawback to this is that if the island/bridge structure is destroyed the carrier is blind, deaf and terribly vulnerable.

Some of the more noteworthy systems include:

1. Air-search radar: Range is 200 miles (320 km). Radar can track up to 200 aerial targets simultaneously and can identify 2,000 different targets including aircraft (pre-and post-Rifts), dragons and flying creatures. There is also a Doppler weather radar and backup radar system.

2. Surface-search radar: Range is 50 miles (80 km) and can track 100 specific surface targets (vessels) simultaneously and identify 1,000 different vessels, power armor and sea monsters.

3. Target Acquisition Radar: Range is 30 miles (48 km). This is a small, fast acquisition radar used to detect missile attacks; it feeds data directly to the weapons control computers of the MLRS launchers and CIWS turrets. Weapon system operators are +1 to strike and +1 on initiative.

4. Sonar: Range is 30 miles (48 km). Can track 60 separate targets and identify 500 different vessels including all known Triax and pre-Rifts American and Soviet submarines.

5. Communications: Range is 300 miles (480 km). There is a sophisticated combo package that includes directional, wide band and all of FM/HF/UHF/VHF radios, high altitude (effectively satellite systems, using sub-orbital balloons), and command and control features such as video teleconferencing between ships. For intra-ship communications there is a telephone and a public address system.

6. ECM/Electronic Warfare Suite: This is an electronic-warfare system used to defeat enemy radar-guided missiles and weapons. To that end there is a radar warning receiver and a wide-band jammer to scramble the guidance system of radar-guided weapons. Radar guided weapons are at -10 to strike.

7. Full Environmental System: There is an airtight, pressurized environmental protection system to safeguard the crew from nuclear, biological and chemical weapons. For all intents and purposes the system is identical to the standard system of robot vehicles found on page 214 of the **Rifts RPG** except that the air supply is virtually unlimited (lasts for over a year).

8. Eagle Unmanned Aircraft (EUA): Six EUAs are kept aboard ship for long-range reconnaissance and bomb damage assessment missions. Described in the aircraft section.

CSS Chi-Town-Class CSN

Multi-Purpose Aircraft Carrier

Scheduled to join the fleet in the year Post-Apocalypse 106 is the first capital warship of Coalition design and construction, the *CSS Chi-Town*. This vessel is officially an Aircraft Carrier but is in reality a Carrier, Amphibious Warship and Battleship all rolled into one. In stark contrast to the *Joseph Prosek*-class ships, which are essentially traditional floating air bases, the Chi-Town is a true multi-purpose warship equipped with numerous and varied offensive and defensive weapon systems plus a small air group and a 1200 troop compliment! The ship is, as was the intention of its design, a single-ship fleet capable of conducting any mission from sea control to amphibious landings without need of escort or support vessels.

CSS Chi-Town is the most heavily armed warship in the CS Navy, and one of the largest, second only to the Joseph Prosek-Class Carriers. This multi-purpose vessel will become the CS Navy's workhorse in the second century P.A. Eventually, when more ships of this class are completed, they will replace the re-fitted USN Super-Carriers and amphibious ships currently in service. To perform the amphibious end of its duties the CSS Chi-Town has an internal well deck that holds two Sky Lifter APCs, enough to transport the entire troop compliment. These APCs can exit the ship, even when it is in motion, through a landing ramp at the bow which can also deliver troops right to shore where the coastline permits.

Some compromises in design did have to be made to merge the varied capabilities of battleship, carrier and amphibious vessels. As a result, the CSS Chi-Town has less armaments than a battleship, carries fewer aircraft than a Carrier, and holds fewer troops than an amphibious ship. Furthermore, it has no runway area like a super-carrier and as a result cannot handle regular (non-VTOL) aircraft. Still, the versatility of its weapons and troops is overwhelming, providing it enough firepower to sweep aside most small fleets, and armored troops enough to conquer most small to medium-sized armies, and without help from other vessels!

The CSS Chi-Town is more than just an incredible warship, it is also a tremendous achievement for the Coalition States. By integrating recovered technology from the old American Empire and merging it with their own advancements, the CS have created a warship approaching the sophistication of a New German Republic/Triax or even New Navy combat vessel. This is quite a feat considering that this is only the *first* Coalition design for a capital ship! If the CSS Chi-Town is any indication of the future of the CS Navy, the Coalition States have created a powerful branch of the Military that will serve them well and which should insure the CS of remaining a leading world power (there is a real chance for the CS Navy to edge out the NGR and New Navy for the second spot, but Atlantis is likely to remain in top rank for centuries to come).

Two follow-on ships of the CSS Chi-Town-Class are planned for delivery in the year P.A. 109. These will be the *CSS Arkansas* and *CSS Iowa*. The Iowa will be built near Old Chicago on

the shore of Lake Michigan. When it is finished the Iowa alone will have power enough to dominate Lake Michigan. This will allow the CS Navy to redeploy many of its other Great Lakes vessels to the Gulf of Mexico and its Atlantic fleet based at Halifax.

The CSS Chi-Town

Model Type: CVN-1

Class: Nuclear-Powered Multi-Purpose Aircraft Carrier

Crew: 2,880 total (boat: 160 officers and 1800 enlisted crew, air group: 120 officers and 800 enlisted crew).

Aircraft Capacity: 62 total: 12 Shrike interceptors, 12 Sea Striker fighters, 8 Dagger bombers, 20 Sky Cycles, 4 Navy Sea Storm and 4 CH-12 Demon Locust helicopters, and 2 Sky Lifter transport APCs.

Troop Capacity: 1200 total embarked troops from one of the CSN's naval infantry divisions. This force is divided into the following components:

One Armor Troop (company) of 14 CXT-50 tanks, 24 Hell-raisers, 10 IAR-3 Skull Smashers, 12 IAR-5 Hellfire, 4 Sea Spiders, and 96 Skelebots!

A Reinforced Mechanized Infantry Company of 200 RPA specialists 72 pilot *Super SAMAS*, 72 "*Smiling Jack*" *Light Assault SAMAS*, 44 *Sea SAMAS* and 12 "*Striker*" *SAMAS*.

One Infantry Battalion 640 Navy Infantry in Shark body armor; 20% with jet packs and 10% on Warbird Rocket Cycles.

One SP Artillery Platoon of 4 SP (self-propelled) Mark IX Missile Launcher Vehicles and 24 personnel.

Two Howitzer Batteries with 48 total personnel and 12 GR-155 electromagnetic howitzers.

An Artillery Support Company of 42 personnel and 14 ammunition carrier trucks (100 M.D.C., speed 90 mph/144km, hold 160 missiles or 240 155mm shells).

One Special Operations Company consisting of 40 Sea Dogs, 10 Nautical Commando troops, 36 Naval Infantry RLT Commandos.

A Headquarters and Intelligence Group of 50 officers, analysts and radio operators.

Other Resources of Note: 20 surface sea sleds, 40 underwater sea sleds, 20 Wave Demons, 20 Barracuda Stealth SCUBA armor, 20 Lightning Strike armor, 40 Trident power armor suits, and 40 Sea SAMAS; in addition to troop compliments listed above.

Speed: 35 knots (65 km/40.6 mph)

M.D.C. by Location:

Heavy Torpedo Tubes (8) — 100 each

C-406 Tri-Cannon Turret — 2,500

CR-400 Missile Turret — 750

CIWS C90R Rail Gun Turrets (6) — 120 each

MLRS Missile Turrets (2) — 360 each

C-50R Enforcer Rail Guns (4) — 50 each

Hull per 40 ft (12.2 m) area — 80

* Flight Deck — 3,000

** Island/Bridge Structure — 3,800

*** Main Body — 13,000

* Destroying the flight deck means that only aircraft with VTOL capabilities can continue to take-off and land. Even VTOL aircraft will have difficulty operating from the ruined

deck; piloting rolls to land or take-off are at -15%; power armor troops are not effected.

** Destroying the island/bridge structure results in the total loss of all main sensors, weapon systems and communications systems! The ship's propulsion system can still be operated from the engine room but at -25% to piloting skill rolls; all internal "ship" weapon systems and sensors are disabled. If the island/bridge is destroyed the carrier is no longer combat-worthy and is, for all intents and purposes, a vulnerable hulk of metal with only carrier-based aircraft and power armor for defense.

***Depleting the M.D.C. of the main body destroys the ship's structural integrity, causing it to sink. There are enough flotation devices and inflatable life rafts to accommodate everyone aboard.

Statistical Data:

Draft: 40 feet (12 m)

Width: 187 feet (56.1 m)

Length: 910 feet (273 m)

Weight: 78,000 tons displacement.

Cargo: In addition to the embarked troops and air group, the carrier can carry approximately 10,000 tons of extraneous cargo. Crew members and passengers each have a locker (4x4x4 feet/1.2 m) for personal effects.

Power System: Nuclear; average energy life of 20 years.

Market Price: Not available. The CS construction price per CSS Chi-Town-Class Carrier is in the neighborhood of 2.7 billion credits.

Weapon Systems:

1. Heavy Torpedo Tubes (8): Six tubes are located in the front, three on either side of the landing ramp, and two tubes aft. In combat the torpedoes are normally used in conjunction with other weapon systems to quickly overwhelm enemy vessels.

Primary Purpose: Anti-Ship/Submarine

Secondary Purpose: Anti-Sea Monster

Mega-Damage: 4D6x10 M.D. (HE or Plasma).

Rate of Fire: Up to 8 torpedoes per melee round.

Effective Range: 20 miles (32 km).

Payload: 100 torpedoes.

2. C-406 Tri-Cannon Turret (1): Dominating the area forward of the island/bridge is an enormous, heavily-armored triple cannon turret reminiscent of those on 20th century battleships. The Coalition resurrected the big 406mm cannons for its "fighting carrier" to overpower enemy vessels in close-range engagements and to support its amphibious operations. Major alterations to the original design were necessary as it dated back to 1936 America! CS engineers increased automation to decrease crew requirements (down to 55 versus 113), and also incorporated lightweight composite materials to reduce the overall weight to 1,200 tons. The most drastic design change was the inclusion of an electromagnetic booster system to increase the range of shells. Due to the tremendous energy requirements of the booster system the turret has its own nuclear power plant built-in. The turret can rotate in a 180 degree arc.

Primary Purpose: Assault

Secondary Purpose: Fire Support

Shell Type: C-405 cannon ammunition is unique and must be specially produced for the CSN at a Chi-Town munitions fac-

tory. Unlike most ammunition the shell and powder charge are separate, and are loaded separately into the cannon by heavy machinery - the projectile/shell alone weighs one-and-a-quarter tons!

Armor Piercing shells are used for anti-ship combat and inflict 1D4x100 M.D. to a 10 foot (3 m) blast radius. The remaining shell types are used primarily for shore bombardment and include Plasma shells that inflict 1D6x100 M.D. to a 50 foot (15.2 m) blast radius, and Fragmentation that inflict 4D6x10 M.D. to an 80 foot/24.4 m blast radius.

Mega-Damage: Varies with shell type.

Rate of Fire: Two rounds per cannon per minute (for a total of 6 shots every 4 melee rounds).

Effective Range: 35 miles (56 km)!

Targeting Bonuses/Penalties: The cannon is designed to engage enemy vessels not small moving targets. There are bonuses to hit large targets; +1 to strike if larger than 400 feet (122 m), and +4 to strike targets of 1000 feet (305 m) or more. Penalties are -4 to strike targets smaller than 150 feet (45.7 m), -8 to strike targets smaller than 50 feet (15.2 m), and -15 to strike targets smaller than 10 feet (3 m).

Note: The cannon can be used to bombard shore installations and troop formations at no bonuses and no penalties (a straight roll of the dice) if there is an artillery spotter in radio contact. A common CSN tactic is to send RLT or Nautical Commandos ashore to target enemy forces and fortifications.

Payload: 200 shells total. A standard load includes 45 armor piercing, 55 plasma and 100 fragmentation shells.

3. CR-400 Long-Range Missile Turret (1): Behind and elevated slightly above the triple-cannon is a big Multiple-Launch Rocket System turret. This is a forty tube launcher fed from a magazine of four hundred missiles that replenishes the launcher every 15 seconds/one melee round. Unlike the secondary batteries this MLRS turret is strictly an offensive weapon system provided to attack enemy vessels and shore installations. The turret can rotate a full 360 degrees to face any direction.

Primary Purpose: Anti-Ship

Secondary Purpose: Assault

Missile Type: Any long-range missile type but the standard issue are proton torpedo missiles (6D6x10 M.D.). This launcher can also fire CSN Mk108 Firefly nuclear munitions, eight of which are carried aboard and protected by a detail of naval infantry around the clock. CS Council authorization is needed to use the weapons. Loading the nukes takes just one melee round (see description above for details)!

Mega-Damage: Varies with missile type.

Rate of Fire: Volleys of four, eight, sixteen, twenty or forty missiles at a time! Can only fire a total of 40 missiles per melee.

Effective Range: About 1000 miles (1600 km).

Payload: 200 missiles. There are an additional 200 long-range missiles in the cargo hold to refill the magazine; this reloading process requires little effort on the part of the weapon crew and takes about an hour.

4. Secondary CR-160 MLRS Missile Launchers (2): For air defense purposes the carrier is equipped with two secondary MLRS launchers. These eight tube launchers, located aft of the island/bridge structure, are identical to the standard armament of the Mark IX Missile Launcher Vehicle. Each launch-

er has its own magazine that holds 160 missiles and replenishes the launcher every 5 seconds. The MLRS turrets can rotate a full 360 degrees to face any direction.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Missile Type: The MLRS can fire any medium-range missile type but fragmentation (2D6x10 M.D. and a 40 ft/12.2 m blast radius) or plasma (4D6x10) missiles are typical.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of two, four or eight. Can fire up to 3 volleys per melee.

Effective Range: About 40 miles (64 km).

Payload: 220 total; each MLRS launcher has a separate payload of 110 missiles.

5. CIWS C90R Gatling Rail Gun (6): This is a modern electromagnetic version of the pre-Rifts Phalanx Close-In Weapon System (CIWS). It is a last-ditch weapon system intended to destroy missiles and aircraft that sneak past the other defenses. The C90R is a six-barrelled 20mm electromagnetic cannon that fires special depleted uranium-tipped armor piercing ammunition that shreds even mega-damage aircraft in a matter of seconds! Like its Phalanx predecessor the C90R CIWS is an unmanned, automated weapon system that is controlled by a pair of radars — one radar to track the targets and another to guide the bullets to intercept the target.

Primary Purpose: Anti-Missile

Secondary Purpose: Anti-Aircraft/Defense

Mega-Damage: A burst is 60 rounds and inflicts 3D4x10 M.D.

Rate of Fire: 6 attacks per melee round.

Effective Range: 6,000 feet (1828 m)

Radar Targeting Bonus: +4 to strike.

Payload: 12,000 rounds per gun, that's 100 bursts each! It takes 2D4 minutes to reload these gun.

6. C-50R Enforcer Rail Guns (4): Mounted on the deck side rail are four rail guns of the same model found on the UAR-1 Enforcer. These belt-fed machine-guns are provided to engage gunboats and exposed enemy personnel. The rail guns can rotate in a 180 degree arc and can move up and down in a 30 degree arc.

Primary Purpose: Assault

Secondary Purpose: Anti-Personnel

Mega-Damage: A burst is 80 rounds and inflicts 1D6x10 M.D., one round does 1D6 M.D.

Rate of Fire: Equal to number of combined hand to hand attacks (usually 4-6)

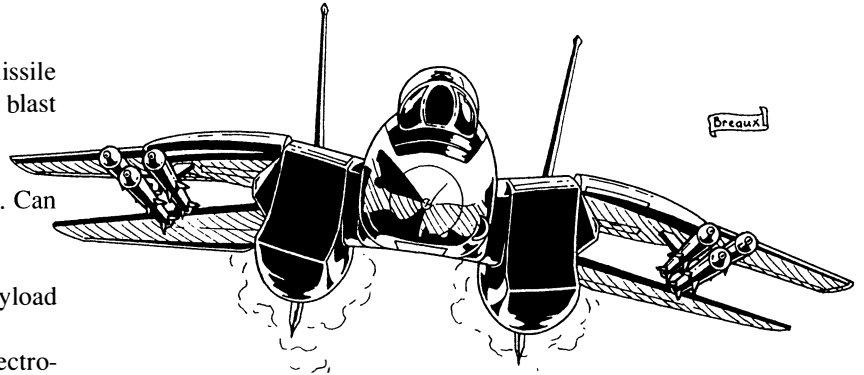
Effective Range: 4000 feet (1200 m)

Payload: A detachable light drum magazine holds 800 rounds, that's 10 bursts. Replacing a drum is an easy task and takes only 2 melee attacks/actions if a spare drum is handy. An armored locker next to the gun holds five spare ammo drums.

7. Aircraft & Armored Infantry: Remember the carrier has a sizeable air group, power armor troops and armored ground infantry.

8. Systems of Note: All systems aboard the Chi-Town are identical to those of the *Joseph Prosek*-class carriers, *see description above*.

CSN Air Force



Aircraft are an indispensable part of the CS Navy. They are the best means of air defense for Coalition warships, provide long-range attack and reconnaissance capabilities, and power armor units offer air, ground and sea capabilities. Interceptor aircraft are much deadlier and have greater range than any ship-based anti-air weaponry and offer vastly superior speed over the small and versatile power armor. Operating miles away from their offshore Carrier bases, Naval aircraft can rain destruction on enemy lands in the form of missiles and bombs. They can be sent to destroy enemy formations, military installations, industrial targets and even the civilian population. And, unlike the Naval Infantry, the Navy's other power projection force, aircraft can fly hundreds of miles inland to conduct deep-strike operations at the heart of enemy kingdoms or countries.

In addition to Carrier aircraft, the CSN also maintains formations of Sky Cycles and power armor. These vehicles are used mainly for coastal defense and reconnaissance but are also sometimes called upon for other operations such as air support for CSN warships and air to ground assaults (especially in river and lake areas).

CS Navy aircraft are capable of carrying-out the same four missions as ground-based aircraft: Reconnaissance, close air support (CAS), interdiction, and counter-air.

Reconnaissance is quite simply scouting for targets/threats whose location is marked for destruction by other aircraft, artillery or regular ground forces.

CAS or Close Air Support is a fancy term for attacking enemy ground units (tanks, infantry, bunkers, etc.) directly, usually in support of friendly troops.

Interdiction operations are aimed at preventing the flow of vital supplies to enemy forces. This is accomplished by attacking communications and supply routes as well as key facilities like ammo depots, fuel dumps, warehouses and factories.

Counter-Air or air superiority missions are flown to prevent enemy aerial operations and, ideally, to destroy the enemy's means to perform such operations (by destroying his aircraft). With the number and variety of aircraft at their disposal the CSN's air groups can conduct all of these missions. In an amphibious attack the CSN air groups would have to conduct all of these missions simultaneously, a task for which they are trained and prepared.

The aircraft of the CS Navy are, for the most part, different from those of the other Coalition Forces. This stems from the distinct requirements of the Navy.



Navy “Sea Striker”

The Sea Striker is a V-shaped aircraft somewhat reminiscent in its appearance to the 20th Century Stealth Bomber. It serves as the CS Navy’s main fighter/bomber and is a fast, tough, versatile combat jet designed for “quick response,” aerial combat and air to ground attacks — especially surgical strikes, hence its name. The aircraft has VTOL capabilities and can land and take off from small clearings and the decks of ships wide enough to accommodate its wingspan. It is dull grey-blue with white insignia and call numbers. A battery of mini-missiles and/or mini-torpedoes along with medium torpedoes or missiles constitutes its main combat capabilities. It was a tactical decision to opt for a large number of mini-missiles and/or torpedoes (72 of each or 144 total) rather than two dozen medium-range missiles.

Model Type: CSN-115

Class: Navy Combat Jet Fighter.

Model Type: Two: one pilot and one co-pilot/gunner.

M.D.C. by Location:

* Tail Fins (2) — 100 each

Wings (2) — 300 each.

Mini-Missile/Torpedo Launchers (4) — 100 each.

* Pylon Mounted Long-Range Missile Launchers (6) — 20 each.

Belly Gun (1; Laser Turret) — 100

** Main Body — 465

Reinforced Pilots’ Compartment — 130

* Items marked by a single asterisk, including the missile launchers and missiles under the wings, are difficult targets to hit; they require a called shot and even then the attacker is -3 to strike.

** Destroying one of the wings or depleting the M.D.C. of the main body will knock the bird out of the sky! Roll under piloting skill -40% for a successful crash landing (plane is wrecked, but crew is uninjured) or bail out!

Speed:

Driving on the ground: Not possible.

Flying: The jet propulsion system enables the Sea Striker to hover stationary up to 10,000 feet (3,050 m) or fly; VTOL capable. Maximum flying speed is approximately Mach 2.8 — 1840 mph (2944 km) and can climb to an altitude of 60,000 feet (18,288 m). Cruising and attack speed vary, but tend to be between 150 and 600 mph (240 to 960 km), depending on the target and the mission. Some attacks involve launching missiles from 5+ miles away, others are direct strafing runs and surgical strikes using the laser and mini-missile launchers.

Range: The nuclear power plant gives it continual power, but the jets overheat after 10 hours of continual use above Mach One speeds.

Statistical Data:

Height: 10 feet (3 m) for the actual body of the aircraft.

Width: 9 feet (2.7 m) body; wingspan 58 feet (17.6 m)

Length: 63 feet (19.2 m).

Weight: 26 tons fully loaded.

Cargo: Minimal storage space for weapons and inflatable life raft.

Power System: Nuclear

Black Market Cost: At least 50 million credits. It has never been available on the market; exclusive to the CS Navy.

Weapon Systems

1. High-Powered, Double-Barrelled Laser Turret: 360 degree rotation, 90 degree arc of fire.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Vehicle.

Mega-Damage: Each blast inflicts 2D4x10 M.D.

Rate of Fire: Equal to number of combined hand to hand attacks of the gunner.

Effective Range: 6000 feet (1828 m).

Payload: Effectively unlimited.

2. Mini-Torpedo Launchers (2): The bottom pair of launchers fires air-to-sea mini-torpedoes; mini-missiles can be substituted as the mission requires.

Primary Purpose: Anti-Submarine Warfare (ASW).

Secondary Purpose: Assault

Mega-Damage: Varies with torpedo type. Typically loaded with HE or armor piercing torpedoes (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Rate of Fire: One at a time or volleys of two, four, six or twelve. Automatically reloads.

Effective Range: About one mile (1.6 km).

Payload: 72 total; 36 per each launcher.

3. Mini-Missile Launchers (2): The top pair of launchers fires air-to-air and air-to-ground mini-missiles; mini-torpedoes can be substituted as the mission requires.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Mega-Damage: Varies with missile type. Typically loaded with armor piercing (1D4x10 M.D.) or plasma (1D6x10) missiles.

Rate of Fire: One at a time or volleys of two, four or six. Automatically reloads.

Effective Range: About one mile (1.6 km).

Payload: 72 total; 36 per each launcher.

4. Pylon Mounted Long-Range Missiles (6): These missile launchers are used mostly on attack and anti-warship missions. As many as three long-range missiles or torpedoes (as the mission requires) can be mounted under each wing, so pilots usually save them for “key” targets only. Medium-range missiles or torpedoes can be substituted.

Primary Purpose: Anti-Vehicle.

Secondary Purpose: Anti-Aircraft.

Mega-Damage: Varies with missile type.

Rate of Fire: One by one or volleys of two, four or six missiles. Commonly used types are Plasma/Heat (5D6x10 M.D.) and Proton Torpedo (6D6x10 M.D.).

Effective Range: Between 400 and 1,800 miles.

Payload: Six total; three missiles or torpedoes per wing.

5. Depth Charges (2): A pair of depth charges have been attached to the undercarriage. These are included in the weapons package to attack enemy subs or sea creatures lurking in the ocean depths.

Primary Purpose: Anti-Submarine.

Secondary Purpose: Anti-Sea Monster.

Mega-Damage: 2D4x10 M.D. for standard HE canisters or 4D6x10 M.D. for nuclear depth charges (rarely used by the CS Navy).

Rate of Fire: One at a time or a volley of two.

Effective Range: One mile (1.6 km) depth.

Payload: Two

6. Sensors & Features of Note: Has all the standard robot sensors and systems as well as the following:

1. Vertical Take-Off and Landing (VTOL): The aircraft can land on any relatively even surface the width of its wingspan.

2. Enhanced Doppler Radar: Can identify and simultaneously track up to 96 different targets. Range: 500 miles (800 km).

3. Sonar: Can detect underwater targets. Range: 5 miles (8 km).

4. H.U.D. Helmet: Significantly improves the reaction time of the pilot for firing weapons (missiles & laser). Gives a bonus of +1 on initiative and +1 to dodge, unless the pilot is surprised.

“Shrike” Interceptor

The CSN-117 “Shrike” is a sleek, fast, one-seat interceptor. It was developed to protect CSN aircraft carriers from enemy aircraft strikes, to which the big ships are extremely vulnerable. The aircraft is a dedicated fighter-interceptor designed to shoot down enemy aircraft and establish air superiority. Rather than create an entirely new plane for the job, which would cost tens of millions of credits and take years, it was decided to modify the basically sound design of the Sea Striker into an interceptor version. The resultant aircraft was called the Shrike.

Visually the Shrike resembles its predecessor but is more streamlined and has just one seat in the pilot compartment. To increase the dogfighting performance of the fighter, its speed and maneuverability were increased. The engines were enlarged in an effort to bring the top speed to Mach 3.5 and to improve maneuverability by streamlining the airframe which had the secondary effect of reducing the plane’s radar cross section. A sophisticated fly-by-wire system has been added to enhance the agility of the aircraft by drastically reducing the response time between the pilot’s action and the aircraft’s reaction. These combined measures make the Shrike an agile, stealthy attack jet.

The Shrike has a substantial advantage in speed and mobility (it is the fastest jet fighter on the continent) and a formidable weapon system, including the introduction of the AIM-180 AS-RAAMM missile for close-in dogfights. This missile, built with substantial assistance from Triax, is a shock weapon designed to saturate an enemy aircraft with multiple sub-missiles launched from a single larger missile, and thereby overwhelm the enemy.

Model Type: CSN-117 Shrike

Class: Interceptor Jet Fighter.

Crew: One pilot

M.D.C. by Location:

Tail Fins (2) — 100 each

Wings (2) — 270 each

Wing Mounted Medium-Range Missile Launchers (2) — 50 each

* Pylon Mounted Long-Range Missile Launchers (6) — 20 each

Belly Mounted Laser Turret — 100

** Main Body — 390

Reinforced Pilot’s Compartment — 130

*The missiles under the wings are difficult targets to hit; they require a called shot and are at -3 to strike.

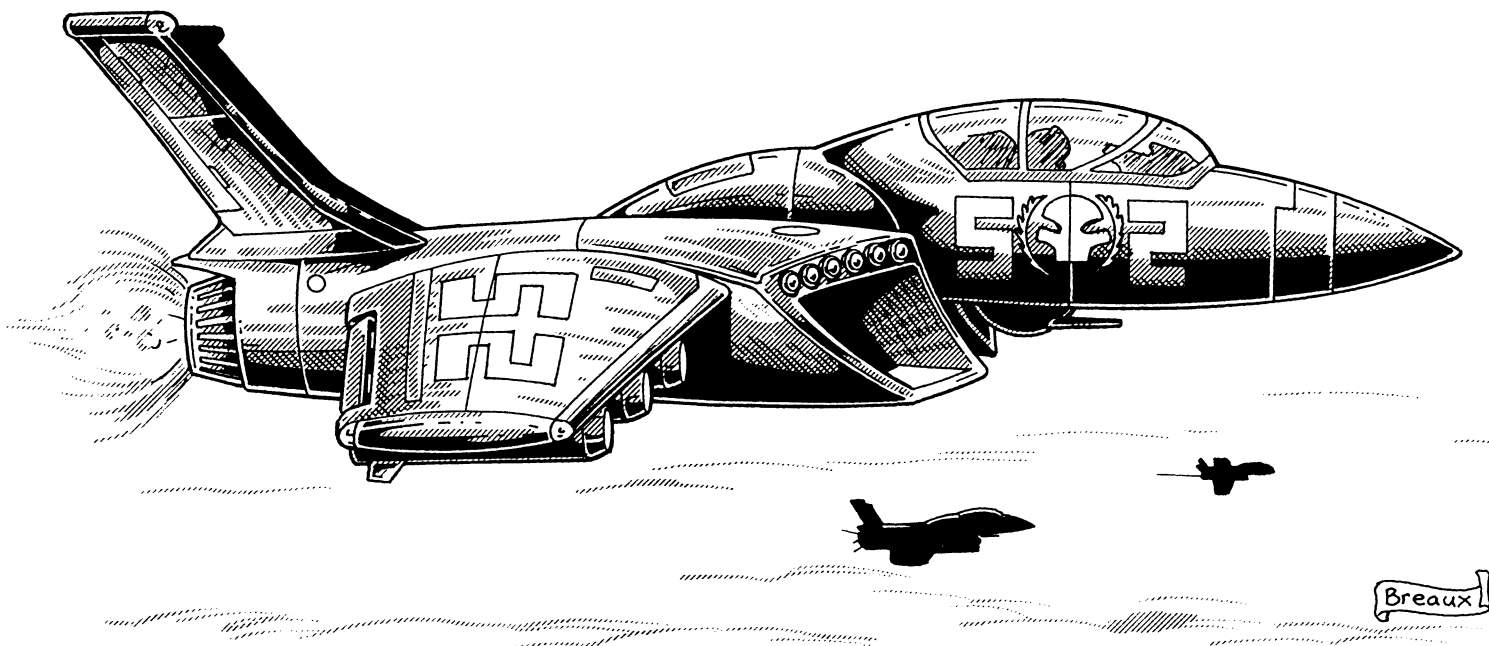
**Destroying one of the wings or depleting the M.D.C. of the main body will knock the bird out of the sky! Roll under piloting skill -40% for a successful crash landing (plane is wrecked, but crew is uninjured).

Speed:

Driving on the ground: Not possible.

Flying: The jet propulsion system enables the Shrike to hover stationary up to 10,000 feet (3,050 m) or fly; VTOL capable.

Maximum flying speed is Mach 3.5 — approximately 2,345 mph (3,752 km). Cruising and attack speeds vary, but tend to be between 400 and 600 mph (640 to 960 km), depending on the



target and the mission. Virtually all attacks involve launching missiles from ranges of 10+ miles (8+ km) but occasionally involve close-range dogfights with the laser cannon.

Range: The nuclear power plant gives it continual power, but the jets overheat in 10 hours of continual use above 200 mph (320 km), or 4 hours if going above 600 mph (920 km). Going at below 200 mph (320 km) with occasional rest stops will allow the plane to travel indefinitely.

Statistical Data:

Height: 9 feet (2.7 m).

Width: 8 feet (2.4 m) body; wingspan 56 feet (17.1 m).

Length: 60 feet (18.3 m)

Weight: 21 tons

Cargo: Minimal storage space (about 1 foot/0.3 m) for weapons and extra clothing.

Power System: Nuclear.

Black Market Price: At least 50 million credits. None are available on the black market. Production of the Shrike has been slow, only three squadrons (36 aircraft); one squadron per aircraft carrier have thus far been built - all for the CS Navy. Further production will only be enough to keep up with CSN demands.

Weapon Systems

1. High Intensity Laser Turret: This is one of the latest CS developments, a high-powered laser with greater penetration than previous models.

Primary Purpose: Anti-Aircraft and Missiles.

Secondary Purpose: Defense

Mega-Damage: Each blast inflicts 2D4x10 M.D.

Rate of Fire: Equal to number of combined hand to hand attacks per melee.

Effective Range: 6000 feet (1830 m).

Payload: Effectively unlimited.

2. Pylon Mounted Long-Range Missiles (6): These missile launchers are the primary armament used to destroy enemy aircraft at long range (before they can reach the Shrike's supporting carrier). Pilots fire the missiles at the first opportunity to quickly down enemy aircraft.

Primary Purpose: Anti-Aircraft & Warships.

Secondary Purpose: Defense

Mega-Damage: Varies with missile type. Proton Torpedo (6D6x10 M.D.) is the standard load.

Rate of Fire: One by one or volleys of two, four or six missiles.

Effective Range: Between 400 and 1,800 miles (640 to 2880 km).

Payload: Six missiles.

3. AIM-180 ASRAAMM Wing-Mounted Missile Launchers

(2): The Advanced Short-Range Air-to-Air Multiple Missile or ASRAAMM was developed specifically for the CSN-117 Shrike Interceptor. This advanced missile was made possible only through a cooperative effort by Coalition Armaments and Triax Industries. ASRAAMM appears to be a regular medium-range missile but when launched, breaks apart into a volley of four (4) separate short-range, heat-seeking missiles. This is a considerable advantage for the pilot of a Shrike interceptor in a dogfight. By firing just a few ASRAAMMs, the pilot can saturate the sky with missiles, often guaranteeing a hit or kill and overwhelming opponents by sheer volume of firepower!

The AIM-180 ASRAAMM utilizes advanced electronics technology for its complicated targeting program and is the only missile of its type found the world over (Triax actually regards the CS version to be an experimental test version, while they perfect an even better ASRAAMM system). Rumors suggest the design is based on reverse engineering of an alien missile salvaged from a war machine that was destroyed by CS forces near a Rift site in Texas. Of course, the CS and Triax both deny such allegations.

Currently, this new type of missile is top secret and has only been deployed by the CS a few times, so there are only a handful of eye-witnesses who have seen it in action and even fewer outside the CS Brass who even know of its existence. Production of the AIM-180 ASRAAMM has only just begun and the CSN-117 Interceptors are the only CS aircraft authorized to use it. So far, the system has performed well and includes several pirate ships, enemy power armor and monsters among its confirmed kills (in most cases, they were obliterated).

When a pilot fires ASRAAM, the medium-range missile casing speeds halfway to the target (usually several miles), at which point it blows apart, launching four smaller short-range missiles. Immediately the four smaller missiles lock-on to the enemy threat and close the distance in a volley of four missiles. The sudden transformation of ASRAAM from a single medium-range missile into a volley of short-range weapons is terribly hard to defend against due to the surprise factor (defenders are -3 to hit the incoming missiles). In close range engagements, ASRAAM is an incredibly effective weapon unmatched by any other in use by human armies the world over!

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Range: 15 miles (24 km)

Mega-Damage: Short-range fragmentation missiles inflict 6D6 M.D. each or 3D4x10 M.D. per volley of four missiles.

Rate of Fire: One/four at a time or in volleys of two/eight, three/12 or four/16 at a time. One volley counts as one melee attack regardless of the number of missiles fired.

Guidance Package Bonus: Each ASRAAM sub-missile has its own infrared targeting system, giving the pilot a bonus of +3 to strike with each missile/volley.

Payload: A total of 12 AIM-180 ASRAAMs each with four smaller missiles — 12x4 (48 short-range missiles inflicting 6D6 M.D. each).

4. Sensor System Note: Has all the standard robot sensors and systems, as well as the following:

1. Vertical Take-Off and Landing (VTOL): The aircraft can land on any flat surface the width of its wingspan, including irregular terrain.

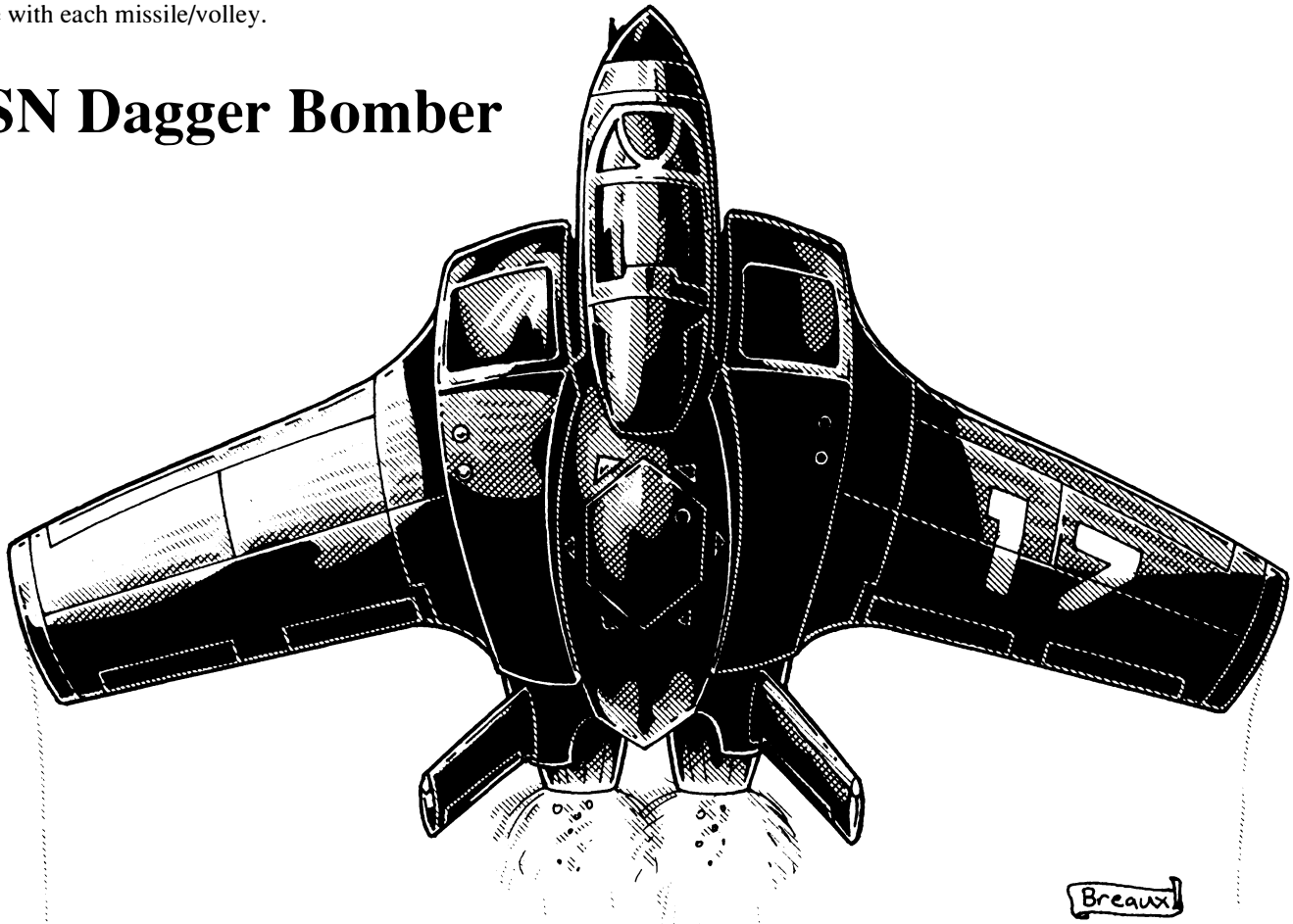
2. Enhanced Radar: Can identify and simultaneously track up to 96 different targets. Range: 500 miles (800 km).

3. Reduced Radar Cross Section: Makes the Shrike a stealthy aircraft, and attempts to locate it with radar incurs a penalty of -25% to the operator's *read sensory equipment* skill.

4. H.U.D. Helmet: Significantly improves the reaction time of the pilot for firing weapons (missiles & laser). Gives a bonus of +2 on initiative unless the pilot is surprised.

5. Fly-By-Wire System: Vastly increases the agility of the fighter aircraft. Bonuses of +1 on initiative (in addition to that from H.U.D. helmet above), +3 to dodge, and +10% to *piloting* skill on aerial and combat maneuvers.

CSN Dagger Bomber



The CSN-118 Dagger is a comparatively small, low profile, stealth bomber. It is a specialty aircraft dedicated to air to ground attacks as a bomber. Inspired by the stealth aircraft of the old American Empire, the CS Navy wanted a modern stealth bomber of its own to overfly enemy air defenses unseen and destroy key targets with surgical precision — like an assassin's dagger. The problem was that even with a few models of pre-Rifts stealth planes, the Coalition was unable to produce the bomber they wanted. Rather than abandon the project, the Navy

turned again to Triax to help them build one in a cooperative effort. After only 10 months, the combined design teams unveiled the first Dagger bomber (**Note:** With the expertise gained from building this aircraft, the CS engineers were later able to build the SF-7 Talon without Triax's assistance; see *Coalition War Campaign*, page 176.)

As a result of the advanced technology and manufacturing techniques available to Triax, the Dagger is everything the CS

Navy asked for and more. The basic swept wings and airframe were redesigned by using computers to diminish the radar cross section of the plane to a point where it is less than that of the average song-bird. For even greater stealth, radar absorbing material was blended into the composite armor plating. These measures make the Dagger invisible to radar equipment. Furthermore, it is an incredibly small aircraft with a 50 foot (15.2 m) wingspan and only 45 feet (13.7 m) in length.

Triax also installed a super-computer with hardened circuits, able to withstand microwaves and EMPs, and to control the advanced avionics/electronics systems. These systems include enhanced radar, plus a precision infrared imager and closed-circuit camera system. The stealth system and sensors combined with the Dagger's large bomb load and impressive speed of Mach 1.5 makes it a weapon to be feared. These aircraft are the "sledgehammers" of the CS Navy's ground attack force, able to pound the enemy into rubble. High-tech bombers can be used to secretly conduct reconnaissance of enemy territory and, of course, to destroy sensitive targets like airfields, enemy command centers, communications complexes, military installations, bunkers, roads, bridges, ships, and key economic assets (like oil platforms, factories, etc.). In the wake of such precise bombing, friendly ground troops can more easily conquer enemy forces. Unfortunately, due to the high cost of this mini-stealth bomber, each Aircraft Carrier has only one squadron of 12 Daggers. There are plans to expand the number of squadrons per carrier but not before the year 110 P.A. The New German Republic air force is seriously considering adding the Dagger Bombers to their forces after witnessing how well it has performed for the CS. With a second government buying the aircraft, the production facilities would expand and the cost per model would decrease, making them more readily available to the CSN.

Model Type: CSN-118 Dagger

Class: Navy Stealth Bomber

Crew: Two; one pilot and one co-pilot/gunner.

M.D.C. by Location:

* Tail Fins (2) — 80 each

Wings (2) — 220 each

* Retractable Medium-Range Missile Launchers (2) — 50 each

* Laser Cannon — 100

* Pylon Mounted Long-Range Missile Launchers (4) — 20 each

** Main Body — 360.

Reinforced Pilot's Compartment — 150.

* Items with a single asterisk are difficult targets to hit. They require a called shot and the attacker is at -3 to strike. Normally the missile launchers are retracted and cannot be fired upon (see below).

** Destroying one of the wings or depleting the M.D.C. of the main body will knock the bird out of the sky! Roll under piloting skill -40% for a successful crash landing (plane is wrecked, but crew is uninjured) or bail out. **Note:** The laser cannon is held inside the main body of the bomber and cannot be targeted separately.

Speed:

Driving on the ground: Not possible.

Flying: The jet propulsion system enables the Dagger to hover stationary up to 10,000 feet (3,050 m) or fly; VTOL capabilities. Maximum flying speed is Mach 1.5 — 990 mph (1,584 km).

Cruising and attack speeds are much lower than maximum speed, usually in the range of 100 to 500 mph (160 to 800 km) to minimize the aircraft's infrared signature. Pilots usually fly at under Mach One when trying to avoid radar detection. Maximum altitude is 60,000 feet (18,228 m).

Range: The nuclear power plant gives it continual power, but the jets overheat after 12 hours of continual use above 400 mph (640 km), or six hours if going above Mach One. Going at or below 300 mph (480 km) will allow the plane to travel indefinitely, restricted only by the endurance of the crew.

Statistical Data:

Height: 8 feet (2.4 m).

Width: 10 feet (3.4 m) for the actual body; wingspan 50 feet (15 m).

Length: 45 feet (13.7 m)

Weight: 30 tons fully loaded.

Cargo: Minimal storage space for weapons and extra clothing.

Power System: Nuclear, with a 15 year life.

Black Market Price: At least 80 million credits. It has never been available on the black market.

Weapon Systems

1. High Intensity Laser Cannon: For stealth purposes, the cannon is not mounted on a belly turret but rather in a recessed compartment on the right side of the fuselage. Whenever the cannon is to be fired, the door to the compartment snaps open, closing again when the final laser pulse leaves the barrel.

Primary Purpose: Defense

Secondary Purpose: Anti-Aircraft

Mega-Damage: Each blast inflicts 2D4x10 M.D.

Rate of Fire: Equal to number of combined hand attacks of the pilot.

Effective Range: 6000 feet (1830 m).

Payload: Effectively unlimited.

2. Internal Bomb Module: The midsection of the Dagger is a large bomb bay that contains a hexagonal magazine loaded with 48 laser-guided bombs. These guided bombs, which are the rough equivalent of medium-range missiles, are dropped through the bay doors in rapid succession. The bomb bay doors close automatically when the last bomb is released. The accuracy of these bombs is extremely high, allowing the aircraft to hit specific targets, not just carpet bomb. A favorite mission of pilots, because of its difficulty, is tank or "botplinking": the pinpoint targeting and removal of armored vehicles.

The hexagonal module or bomb magazine is removable. Reloading the module is no easy task, taking a crew of trained technicians nearly one hour to complete. Ground crews can, however, easily replace a spent module with a pre-loaded one in under five minutes, greatly reducing the turnaround time between sorties! Standard procedure for a Dagger bombing mission calls for three loaded modules to be prepared for each participating bomber, that's a total of 144 bombs per plane!

Primary Purpose: Assault and Anti-Warship.

Secondary Purpose: Anti-Vehicle and Bunker.

Mega-Damage: Varies with missile type. Standard armament is multi-warhead (2D4x10 M.D.), plasma or HE (2D6x10 M.D.) missiles.

Rate of Fire: One at a time or volleys of 2, 4, 6, or 8.

Effective Range: About two miles (3.2 km or 11,600 feet/3535 m) above the ground.

Payload: 48 bombs are stacked in the hexagonal magazine.

3. Retractable Medium-Range Missile Launchers (2): A retractable missile launcher is located on each side of the pilots' compartment. Each launcher holds two medium-range missiles for air to air combat and defense of the Dagger. The launchers are retracted inside the aircraft until just before they are fired.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Defense.

Mega-Damage: Varies with missile type.

Rate of Fire: One by one or volleys of two or four.

Effective Range: About 40 miles (64 km).

Payload: 2 missiles per launcher for a total of 4 missiles.

4. External Wing Hardpoints (4): Four hardpoints are located on the underside of the wings, each able to mount one long-range missile. The addition of these missiles degrades the aircraft's stealth considerably and are therefore unused on most missions where stealth is necessary.

Primary Purpose: Anti-Vehicle & Warships.

Secondary Purpose: Anti-Aircraft.

Mega-Damage: Varies with missile type. Standard armament is either plasma/heat (6D6x10 M.D.) or nuclear multi-warhead (2D4x100 M.D.).

Rate of Fire: One by one or volleys of two or four missiles.

Effective Range: Between 400 and 1,800 miles (640 to 2880 km).

Payload: Four missiles total; two per wing.

Sensor System Note: The Dagger has all the standard robot sensors and systems, as well as the following:

1. Vertical Take-Off and Landing (VTOL): The aircraft can land on any flat surface the width of its wingspan, including irregular terrain.

2. Enhanced Radar: Can identify and simultaneously track up to 96 different targets. Also, in a look-down configuration it can be used to accurately map the ground on reconnaissance missions. Range: 500 miles (800 km).

3. Stealth Package: To achieve almost total radar stealth, the Dagger was designed to have an extremely small radar cross section - less than that of most song-birds - and is also coated with radar absorbing material. As a result, the bomber is virtually invisible to modern sensory equipment and attempts to locate the aircraft using radar incurs a whopping -80% penalty to the operator's *read sensory equipment* skill! **Note:** If the Dagger is armed with external long-range missiles (weapon system number 4 above), the penalty to detect the bird with radar drops to -25%.

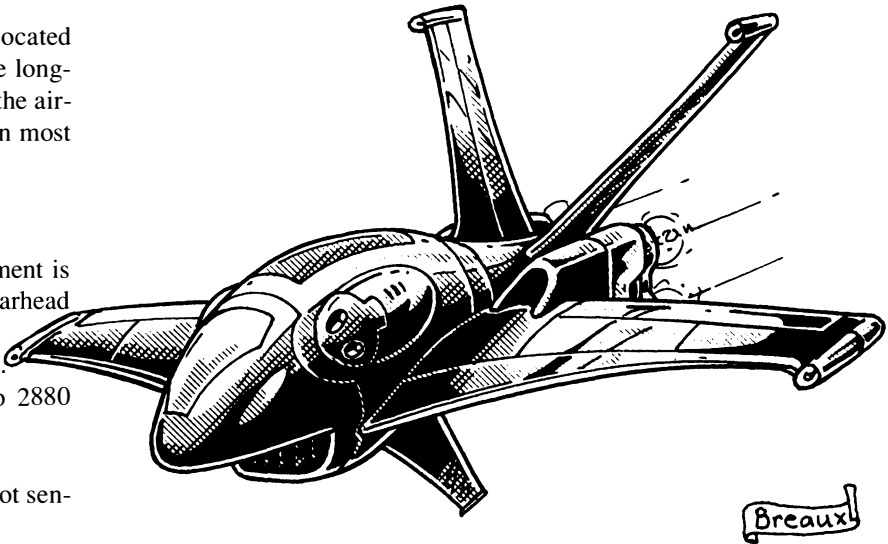
4. Advanced Laser Targeting System: Can "paint" targets at ranges of 40 miles (64 km) and can be used to designate targets for friendly aircraft that are far beyond line of sight. Confers a bonus of +3 to strike.

5. Closed-Circuit Camera System: A sophisticated closed-circuit camera is located in the nose of the aircraft that can be used to identify enemy aircraft at ranges of 50 miles (80 km). Great for maintaining stealth, since the camera will not give the enemy warning of the Dagger's presence like active radar does.

6. Advanced Infrared Imager: A forward-looking infrared imager that has incredible resolution and allows the aircraft's computer to identify targets from their heat signatures alone. Thus the Dagger can distinguish between Grinning Skull and Iron Hammer tanks, or between Nightwing and Grey Falcon jets, using just the imager.

7. Hardened Circuits & Avionics: The computer circuits used in the Dagger's avionics systems have been hardened to withstand the effects of scramblers and electro-magnetic pulses.

8. Chaff: In the rear area of the aircraft is an eight-shot chaff launcher that fires cylinders holding thousands of small, reflective aluminum streamers. When released, these streamers mask the Dagger's radar signature and also confuse incoming missiles (50% chance of deflecting normal missiles).



Eagle Unmanned Aircraft (EUA)

The Eagle is a small, automated aircraft used by major CSN warships for reconnaissance purposes. They are actually robots equipped with sophisticated artificial intelligence programs similar to those of the Skelebots. Unlike the Skelebots, the job of the Eagle is strictly to gather intelligence about the enemy; it is not capable of fighting. To complete their tasks, Eagle robots are equipped with numerous high-tech features, including all optical imagery equipment available, a wide-band radio to gather electronic intelligence, a nuclear engine for extended range and a radar absorbent coating to avoid radar detection (-15% to *read sensory equipment* skill rolls).

Eagle aircraft are normally used to scout hostile territory or areas where the risk to human pilots or a reconnaissance team is deemed to be too high. Normal missions include fire support control for shore parties, bomb damage assessment after airstrikes and reconnaissance. All information collected by the Eagle is shipped back to its parent vessel via coded radio transmissions.

Model Type: CSN-120 Drone

Class: Unmanned Robot Aircraft

Crew: None; artificial intelligence.

M.D.C. by Location:

Tail Fins (2) — 25 each

Wings (2) — 80 each

** Main Body — 95

** The entire robot aircraft is small and difficult to hit. A called shot must be announced and even then the attacker is -2 to strike. Destroying one of the wings or depleting the M.D.C. of the main body will knock the bird out of the sky!

Speed:

Driving on the ground: Not possible.

Flying: 500 mph (800 km); maximum altitude 15,000 feet (4572 m).

Range: 600 miles (960 km); typically a fuel based engine to keep the robot aircraft inexpensive and expendable.

Statistical Data:

Height: 6 feet (1.8 m) from belly to the tip of the tail fins.

Width: 10 foot (3.4 m) wingspan.

Length: 11 feet (3.6 m)

Weight: 1000 pounds (450 kg).

Cargo: None

Power System: Fuel engine; occasionally experimental drones are solar or nuclear powered.

Weapon Systems: None

Robot Skills: Piloting 98%, basic math 98%, radio: basic 98%, radio: scramblers 85%, navigation 85%, intelligence 75%, detect concealment 60%, detect ambush 40%.

Sensors & Equipment of Note: High resolution camera with passive nightvision (2000 ft/610 m), infrared (one mile/1.6 km), and thermo-imager (4000 ft/1220 m) lenses, long-range radio (range: 500 miles/800 km), external audio pick-up (range: 800 ft/224 m), internal PDD recorder (stores up to 12 hours of audio and video footage), and radar: detect and track 24 separate targets at a range of 100 miles/160 km. Note: Can be data-linked to Aegis radar system.

Black Market Price: At least one million credits, but it has never been available on the black market.

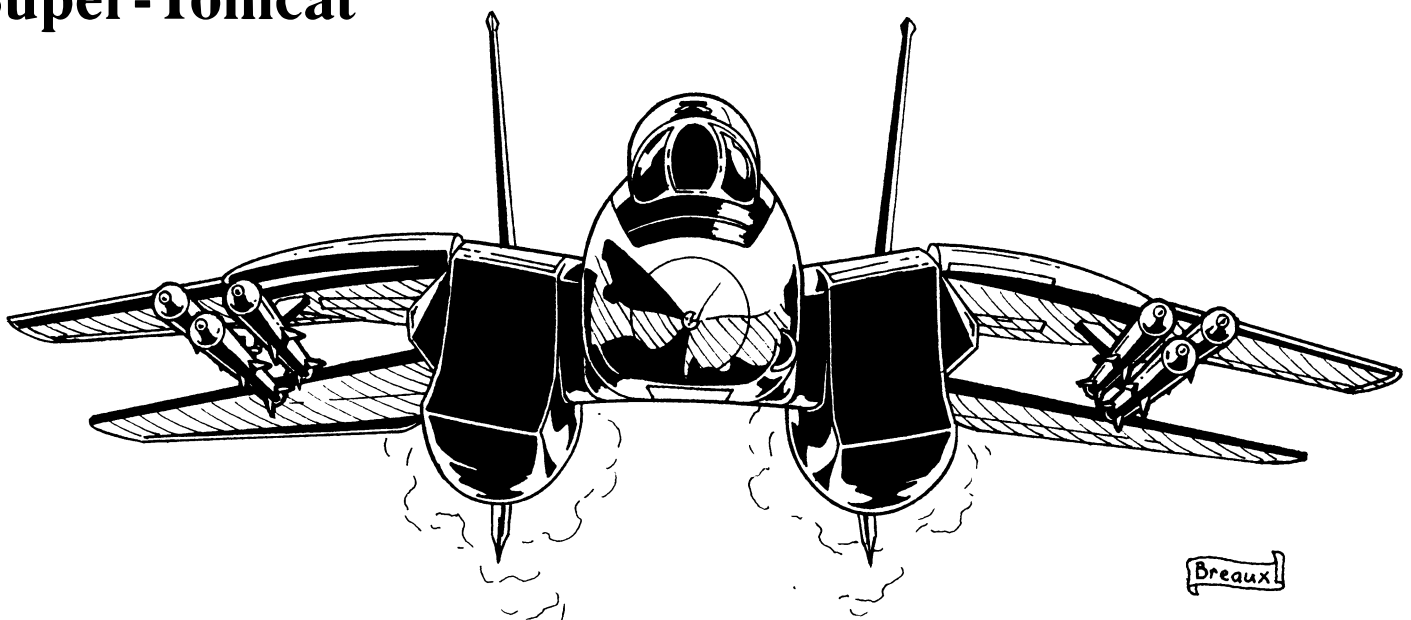
GAW-F14 Improved Super-Tomcat

The F-14 Tomcat is a relic from the old American Empire. During the latter years of the 20th Century, the F-14 was considered to be the best fighter/interceptor in the world, and it was the backbone of each US Navy Carrier's combat aircraft. Its primary role was to defend the Carriers from airborne enemy threats, using AIM-54 Phoenix missiles to shoot down "bandits" at ranges in excess of 100 miles (160 km)! Following an absence of many decades, the old standby of the US has reappeared as the GAW-F14 Improved Super-Tomcat produced by Golden Age Weaponsmiths, Inc.

In their relentless hunt for pre-Rifts military caches, scouts from GAW stumbled upon a series of naval depots along the eastern coast in the mid-80's P.A. Inside these massive, hardened concrete shelters were discovered mothballed USN warships, including three old aircraft carriers, protected from decay and in near-mint condition. Side by side with the Aircraft Carriers were dozens of old F-14 aircraft. Unable to find buyers for the equipment, GAW left the planes and ships in the shelters. When Emperor Prosek authorized the development of the Navy, GAW found a powerful customer and ally. With CS funding, the ancient Tomcats were brought back into service. Of the 144 total F-14s recovered by GAW, fully half (72) have been refitted and purchased by the CS Navy.

As plans were made to refit the Super-Carriers for active service, the CSN's Admirals realized the need for interceptors. At that time, no suitable aircraft existed in the CS arsenal; thus the Shrike, Dagger, Talon and others were designed. Until enough were available, the Navy decided to use Golden Age Weaponsmith's refitted F-14s as a quick and cheap interim solution. The Improved GAW-F14s delivered to the CS Navy feature modern electronics systems, improved armor, plasma warheads attached to old AIM-54 missiles, and M.D. ramjet ammunition for the old M61 gatling cannon. With these improvements, the Super-Tomcat is a decent combatant able to hold its own against most aerial opponents.

The Super-Tomcat is markedly inferior to modern jets like those described previously, but are adequate fighters ideal as back-up interceptors. Eventually, all of the venerable Super-Tomcats will be replaced. However, they have earned a special



place among many members of the military who have lobbied to keep them in service as secondary aircraft. It is also important to note that Golden Age Weaponsmiths is not prohibited from selling the Super-Tomcat on the free market.

Model Type: Improved GAW-Grumman F-14 Super-Tomcat

Class: Attack Fighter & Interceptor.

Crew: Two; pilot and weapon systems operator/co-pilot.

M.D.C. by Location:

** Wings (2) — 450 S.D.C./5 M.D.C. each

* Pylon Mounted Missiles (8) — 5 M.D. each

Reinforced Pilots' Compartment — 175 S.D.C./2 M.D.C.

** Main Body — 1800 S.D.C./18 M.D.C.

* The missiles under the wings are difficult targets to hit; they require a called shot and are at -2 to strike.

** Destroying one of the wings or depleting the M.D.C. of the main body will knock the bird out of the sky! Roll under piloting skill -40% for a successful crash landing (plane is wrecked, but crew is uninjured).

Speed

Flying: The twin F110-400 turbofan engines of the Super-Tomcat enables the fighter to reach maximum flying speeds of Mach 2.3; approximately 1,515 mph (2,424 km). Cruising speeds vary according to the situation but tend to be sub-sonic, usually between 300 and 500 mph (480 and 800 km). The maximum altitude for the Tomcat is 56,000 feet (16,800 m).

Range: 800 miles (1280 km) before requiring refuelling.

Statistical Data:

Height: 16 feet (4.8 m)

Width: 64 feet (19.2)/38 ft (11.4 m)

Length: 62 feet (18.6 m)

Weight: 36 tons

Cargo: None

Power System: Conventional turbofan combustion engines.

Black Market Price: GAW, Inc. markets the Super-Tomcat at four million credits each, or 42 million credits for a squadron of 12.

Weapon Systems

1. M61 20mm Gatling Cannon: This is the same pre-Rifts gatling cannon originally installed on the F-14. The cannon is armed with mega-damage, armor piercing ramjet ammunition.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Mega-Damage: A burst is 30 rounds and inflicts 1D6x10 M.D.

Rate of Fire: Equal to pilot's hand to hand attacks per melee.

Effective Range: 4000 feet (1220 m)

Payload: 600 rounds, equal to 20 bursts!

2. Modified AIM-54 Phoenix Air-to-Air Missiles (6): With the F-14s was a stock of ancient AIM-54 missiles which the technicians at Golden Age Weaponsmiths repaired for use by the Super-Tomcat. Each missile is fitted with a modern plasma warhead for medium-range air-to-air intercept missions.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Mega-Damage: 3D6x10 M.D.

Rate of Fire: One at a time or in volleys of up to six.

Effective Range: 125 miles (200 km)

Payload: 6 missiles total.

3. Wing Mounted Long-Range Missiles (2): A pair of long-range missiles are mounted, one on each wing, to combat enemy aircraft at ranges greater than that of the Phoenix missile.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Mega-Damage: Varies with missile type. Standard issue is plasma/heat (3D6x10 M.D.).

Rate of Fire: One at a time or a volley of two.

Effective Range: Between 400 and 1,800 miles (640 to 2880 km).

Payload: Two missiles total.

4. Systems of Note: GAW, Inc. has outfitted the Super-Tomcat with most of the features common to robot vehicles and power armor. These include standard radio communications, ejector seats, an environmental crew compartment and a laser targeting system. Additionally, the plane has the following:

1. Enhanced Radar: Can identify and simultaneously track up to 42 different targets. Range: 250 miles (400 km).

2. H.U.D. Helmet: Significantly improves the reaction time of the pilot for firing weapons (missiles & cannon). Gives a bonus of +2 on initiative unless the pilot is surprised.

CS CH-10N Sea Storm Attack Helicopter

This is fundamentally the same model helicopter as the Army's *Black Lightning*, with only minor modifications, different colors and insignia, and a different nickname by the Navy. Sea Storm helicopters are used to insert and extract ground and sea troops, for cargo and troop transport, EVAC, search and rescue, close air support for marine infantry, to interdict enemy commerce shipping and, when the mini-missile pods have been replaced with mini-torpedo pods, for anti-submarine and small boat warfare. The helicopter is reasonably well armored and has impressive firepower and maneuverability. A squadron of four to eight gunships can destroy tanks, ground APCs, small to medium air transports, patrol boats, small subs and ships, and sea monsters, as well as engage enemy power armor, other helicopters, ground troops, stationary targets and giant bots. To better battle submarines, the Sea Storm is equipped with depth charges that can be dropped from the air. They are ineffective, however, against squads of power armor troops that outnumber them, as well as the faster Rocket Cycles and fast, maneuverable airborne enemies.

Model Type: CH-10N Sea Storm

Class: Helicopter Gunship.

Crew: Four: Pilot, co-pilot/gunner, communications officer/gunner and another gunner. It can also carry four human-sized passengers or two power armor troops — the addition of a pair of SAMAS can add to the gunship's combat abilities and element of surprise.

M.D.C. by Location:

*** Four-Blade Top Rotors — 100 (25 each blade)

* Nose Laser (1) — 35

* Nose Rail Gun (1) — 25

* Wing Rail Guns (4; two per wing) — 40 each

* Mini-Torpedo or Missile Tubes (8; four per wing) — 10 each

Sensor Clusters (2; side) — 50 each
Weapon Wings (2; a weapon mount) — 70 each
Landing Runners (2) — 40 each
Reinforced Pilots' Compartment — 110
** Main Body — 200

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -4 to strike.

** Destroying the main body knocks the helicopter out of the sky and destroys it completely.

***Destroying one of the main rotors will knock the helicopter off course (pilot loses initiative and three melee actions that round, or the next, to maintain control), speed is reduced by 20% and the pilot suffers a -20% on all subsequent piloting skill rolls. Destroying two rotors will knock the bird out of the sky! Roll under piloting skill -40% for a *successful* crash landing —the helicopter doesn't explode or disintegrate on impact. If successful, the chopper is wrecked, but crew and passengers are uninjured and crash damage is half.

A crash will do 4D6x10 M.D. to the helicopter and crew, and 1D6x10 M.D. to a 50 foot (15.2 m) radius from the point of impact from flying debris, etc.

Speed:

Ground: Not possible.

Flying: The Sea Storm can hover stationary, and travel at a maximum flight speed of 300 mph (480 km). Cruising and attack speed vary, but tend to be between 100 and 200 mph (160 to 329 km) and it has excellent VTOL capabilities.

Altitude: A maximum ceiling (altitude) of 20,000 feet (6096 m). Combat height (the height in which air to ground attacks are possible): 3000 feet (910 m).

Range: Liquid fuel engine with a range of approximately 500 miles (800 km). The absence of a nuclear or other "high-tech" engine and fuel supply makes the helicopter inexpensive.

Statistical Data:

Height: 15 feet (4.6 m)

Width: Body: 10 feet (3 m) wide; wingspan: 17 feet, 2 inches (5.23 m); main rotors have a diameter of 50 feet (15.2 m).

Length: 40 feet (12.2 m)

Weight: 8 tons fully loaded.

Cargo: Limited; it can also carry four human-sized passengers or two power armor troops. However, it can haul up to 20 tons suspended underneath it (reduces maximum speed to 80 mph/128.7 km).

Power System: Liquid fuel engine.

CS Cost: 750,000 credits. Ishipeming and Golden Age Armaments both offer a "knock-off" for one million credits, but getting fuel can be difficult.

Weapon Systems:

1. Nose Mounted Laser (1): A laser is mounted in the chin of the Sea Storm. It serves as an additional defense and combat measure against the enemy. Although facing forward, the gun can be positioned up and down 30 degrees. Typically controlled by the co-pilot.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Anti-Ship and Defense.

Mega-Damage: A single blast is 4D6 M.D.

Rate of Fire: Equal the pilot's number of hand to hand attacks.

Effective Range: 3000 feet (910 m)

Payload: Effectively unlimited.

2. Nose Rail Gun (1): Controlled by the pilot or the co-pilot/gunner.

Primary Purpose: Anti-Aircraft and Seacraft.

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: A full damage burst from the rail gun is 30 rounds and inflicts 6D6 M.D.

Maximum Effective Range: 4000 feet (1220 m)

Rate of Fire: Equal to the combined hand to hand attacks of the pilot (usually 4-6).

Payload: 3,000 round drum feed for 100 bursts.

3. C-33 Weapon Appendage Rail Guns (2 sets): Two high-powered, gatling gun style rail guns are built into the weapon wings on both sides of the helicopter. One or both can be fired simultaneously at the same target, however both weapon wings (4 rail guns) cannot be fired in tandem at the same target. They are specifically designed to be anti-aircraft and power armor weapons but are equally ideal for strafing the decks of ships, and boats and sea creatures (not particularly effective against underwater targets). The weapon wings are fixed forward.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: A full damage burst from one rail gun is 40 rounds and inflicts 1D6x10 M.D., two guns 2D6x10 M.D. Simultaneous dual bursts on the same target counts as one melee attack.

Maximum Effective Range: 4000 feet (1220 m)

Rate of Fire: Equal to the combined hand to hand attacks of the gunner (usually 4-6).

Payload: 2,000 round drum feed for 50 bursts per *each* rail gun; 8,000 rounds (200 bursts) total! Reloading a drum will take about 20 minutes for those not trained, but a mere five minutes by characters with engineering or field armorer skills.

4. Tube Mini-Torpedo Launchers (8) on the Weapon Wings:

They can be controlled by the pilot or the co-pilot/gunner.

Helicopters assigned to NAC can fire mini-torpedoes. Mini-missiles can be substituted for air to ground or air to air combat missions.

Primary Purpose: Anti-Armor and Anti-Personnel.

Secondary Purpose: Defense

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time, or volleys of two, three, five, ten or twenty-four.

Effective Range: About one mile (1.6 km)

Payload: 48 total; 24 mini-torpedoes (or missiles) per wing.

5. Depth Charges: As many as six depth charges can be attached to and dropped from the underbelly of the helicopter. When specifically hunting underwater quarry, one or both sets of the C-33 Rail Guns can be removed (they are a modular system) and replaced with wing mounted depth charges. Two depth charges can be put in place for each of the rail guns (4 depth charges per wing).

Mega-Damage: Typically 2D4x10 M.D. underwater (1D6x10 on surface). Detonates at a specified depth and/or upon contact.

Rate of Fire: Can drop one, two or four at a time.

6. Features of Note: Doppler radar bounces a signal off the surface of water or land and measures the frequency shift produced by the relative movement of source and reflector. It

can be used to track storms and to compute the helicopter's position.

A winch and hook is used to raise and lower people (especially in rescue operations) or supplies. It can accommodate a maximum weight of 20 tons.

The helicopter also has all the standard sensors and features of most aircraft, such as radar, long- and short-range communications, etc.

CS CH-12N Sea Wasp Attack/Transport Helicopter

As with the Sea Storm 'Chopper above, the Sea Wasp differs from its Army counterpart, the *Demon Locust*, only in its nickname. The CS Navy uses the Sea Wasp in the same functions as the Sea Storm, close air support for Naval Infantry, interdiction of enemy commerce, limited troop transport, and anti-submarine warfare. For the latter mission, the medium missile and mini-missile pods are replaced with torpedoes. It is also used for low altitude reconnaissance, rescue, insertion and extraction of ground and sea troops, combat, infantry support, and light cargo hauling.

Also, because of its ability to transport ten troops, the Sea Wasp is used for vertical envelopment during amphibious landings. Vertical envelopment is the process of landing troops behind enemy defensive positions to avoid casualties. **Note:** This tactic can also be carried out with the *Death Bringer* and *Sky Lifter APCs*; see **Rifts Coalition War Campaign** for details concerning other CS war machines and military equipment.

Model Type: CH-12N Sea Wasp (modified CH-12)

Class: Helicopter Gunship and Troop Transport.

Crew: Four: Pilot, co-pilot/gunner, communications technician and a secondary gunner. It can also carry a full squad (10) of human-sized troops or five power armor soldiers.

M.D.C. by Location:

- *** Four-Blade Top Rotors — 120 (30 each blade)
- * Forward Laser Cannon Turret (1) — 100
- * Nose Sensors (2) — 25 each
- * Wing Rail Guns (2; one per wing) — 40 each
- * Mini-Missile/Torpedo Tubes (6; three per wing) — 40 each
- Weapon/Missile Wings (2) — 100 each
- Retractable Landing Gear (1 set) — 30
- Reinforced Pilots' Compartment — 110
- ** Main Body — 250

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -4 to strike.

** Destroying the main body knocks the helicopter out of the sky and destroys it completely.

***Destroying one of the main rotors will knock the helicopter off course (pilot loses initiative and three melee actions that round, or the next, to maintain control), speed is reduced by 20% and the pilot suffers a -20% on all subsequent piloting skill rolls. Destroying two rotors will knock the bird out of the sky! Roll under piloting skill -40% for a *successful* crash landing —the helicopter doesn't explode or

disintegrate on impact. If successful, the chopper is wrecked, but crew and passengers are uninjured and crash damage is half.

A crash will do 4D6× 10 M.D. to the helicopter and crew, and 1D6× 10 M.D. to a 50 foot (15.2 m) radius from the point of impact from flying debris, etc.

Speed:

Ground: Not possible.

Flying: The Sea Wasp can hover stationary, and travel at a maximum flight speed of 250 mph (400 km). Cruising and attack speeds vary, but tend to be between 100 and 200 mph (160 to 329 km) and it has excellent VTOL capabilities.

Altitude: A maximum ceiling (altitude) of 20,000 feet (6096 m). Combat height (the height in which air to ground attacks are possible): 3000 feet (910 m).

Range: Liquid fuel engine with a range of approximately 700 miles (1120 km; extra large fuel tanks). The absence of nuclear or other "high-tech" engines and fuel supply makes the helicopter inexpensive.

Statistical Data:

Height: 20 feet (6 m)

Width: Body: 12 feet (3.6 m) wide; wingspan: 22 feet (6.7 m); main rotors have a diameter of 60 feet (18.3 m).

Length: 65 feet (19.8 m)

Weight: 19 tons fully loaded

Cargo: Limited; enough room to add ten passengers or equivalent cargo.

Power System: Nuclear or liquid fuel.

CS Cost: 925,000 credits. Ishpeming and Golden Age Armaments both offer a "knock-off" for 1.3 million credits, but getting fuel can be difficult.

Weapon Systems:

1. Forward Mounted Laser Cannon (1): A laser cannon is mounted in a turret under the front of the Sea Wasp. It can rotate 360 degrees and has a 180 degree arc of fire. Typically controlled by the co-pilot.

Primary Purpose: Anti-Aircraft and Anti-Armor.

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: A single blast does 1D4× 10 M.D.

Rate of Fire: Equal the pilot's number of hand to hand attacks.

Effective Range: 4000 feet (1200 m)

Payload: Effectively unlimited.

2. Nose Rail Gun (1): Controlled by the pilot or the co-pilot/gunner.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: A full damage burst from the rail gun is 30 rounds and inflicts 6D6 M.D.

Maximum Effective Range: 4000 feet (1220 m)

Rate of Fire: Equal to the combined hand to hand attacks of the pilot (usually 4-6).

Payload: 3,000 round drum feed for 100 bursts.

3. Wing Rail Guns (2): Controlled by a gunner.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Personnel and Defense.

Mega-Damage: A full damage burst from one rail gun is 40 rounds and inflicts 1D4× 10 M.D.

Maximum Effective Range: 4000 feet (1220 m)

Rate of Fire: Equal to the combined hand to hand attacks of the gunner (usually 4-6).

Payload: 6,000 round drum feed for 150 bursts per each of the two wing guns; 12,000 rounds and 300 bursts total.

4. Canister Torpedo or Mini-Missile Launchers (6) on the Weapon Wings: This weapon system is typically controlled by the gunner. Mini-torpedoes are standard for this Navy aircraft, although *mini-missiles* are substituted for air to air and air to ground combat missions.

Primary Purpose: Anti-Ship, Submarine, Armor and Personnel.

Secondary Purpose: Defense

Mega-Damage: Varies with torpedo or missile type.

Rate of Fire: One at a time, or volleys of two, three, four or five.

Effective Range: About one mile (1.6 km)

Payload: 60 total; 10 mini-torpedoes per each of the six launchers.

5. Medium-Range Torpedo Launchers (4): Built into the weapon wings are heavy launchers that can fire either medium-range torpedoes or missiles depending on the necessity of the mission. Torpedoes are used against large and armored ships, submarines, and sea monsters. Missiles are used for air to air and air to ground combat missions against tanks, robots, large aircraft and ground targets. They can be launched by the co-pilot or a gunner.

Primary Purpose: Anti-Armor and Anti-Ship.

Secondary Purpose: Anti-Aircraft and Defense.

Mega-Damage: Varies with missile type; often cruise missiles.

Rate of Fire: One at a time, or in volleys of two or four.

Effective Range: About 50 miles (80 km).

Payload: Eight; four per wing launch unit.

6. Features of Note: Doppler radar bounces a signal off the surface of water or land and measures the frequency shift produced by the relative movement of source and reflector. It can be used to track storms and to compute the helicopter's position.

A winch and hook is used to raise and lower people (especially in rescue operations) or supplies. It can accommodate a maximum weight of 20 tons.

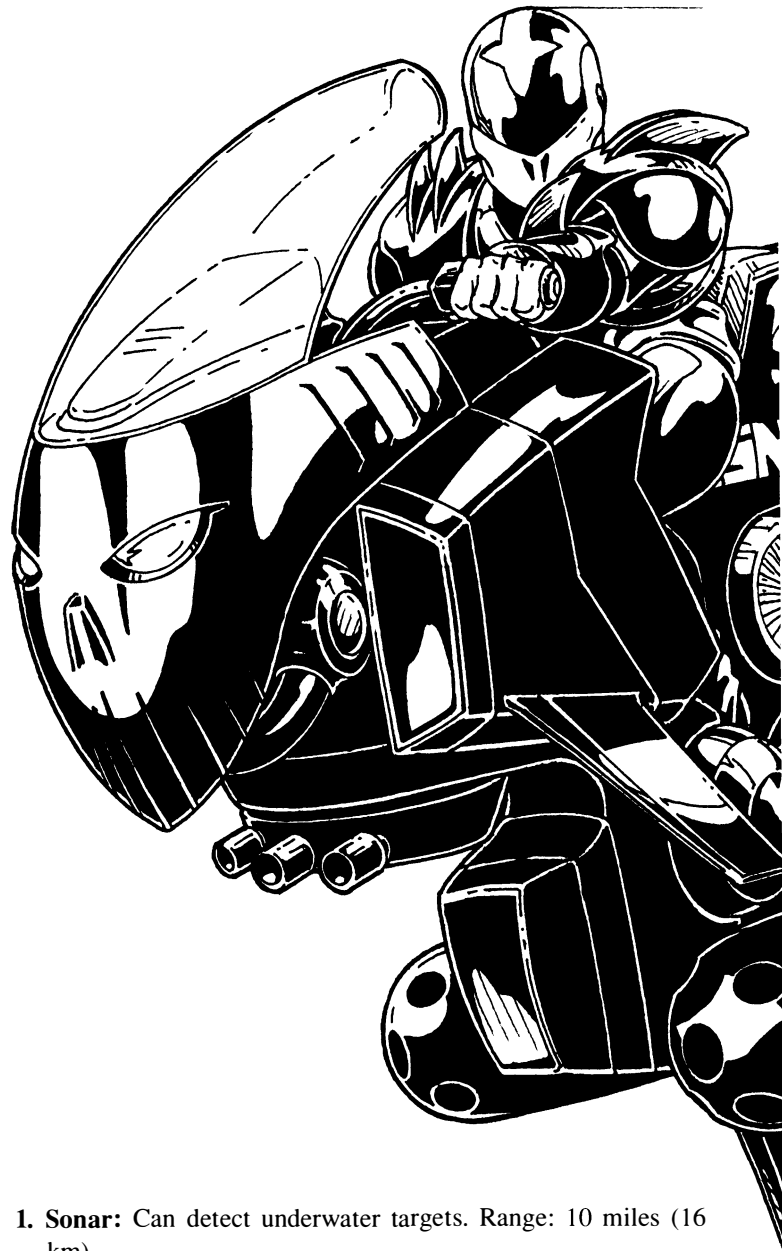
The helicopter also has all the standard sensors and features of most aircraft, such as radar, long- and short-range communications, etc.

Standard AFC-023 Sky Cycle

Hundreds of standard Army AFC-023 Sky Cycles have been transferred for use with the CS Navy. The Sky Cycles were selected for their proven effectiveness, low cost and availability now that the Army has switched to newer models. Stockpiles of newer Sky Cycles are somewhat limited and are thus jealously guarded by the Army, leaving the Coalition Navy with old-style Cycles.

For the Navy, the primary missions for the Sky Cycle are anti-submarine warfare (ASW) and anti-power armor engagements. They are used in the same way as helicopters in pre-Rifts times, launched from cruisers, destroyers and frigates to detect and engage submerged threats. Very little has changed in the overall design of this classic Sky Cycle, except for the following.

Note: See the **Rifts® RPG**, pages 201-202, for complete statistics.



1. Sonar: Can detect underwater targets. Range: 10 miles (16 km).

2. Torpedo Launchers (2): The standard CR-21 side-mounted missile launchers have been replaced with torpedo launchers; either a ten shot mini-torpedo pod or a single medium torpedo.

Primary Purpose: Anti-Submarine Warfare (ASW).

Secondary Purpose: Anti-Aircraft and Power Armor.

Mega-Damage: Varies with torpedo type. Standard medium torpedoes are HE inflicting 3D4x10 M.D., mini-torpedoes do 1D6x10 M.D.

Rate of Fire: One at a time or volleys of two, four, or five.

Effective Range: 10 miles (16 km) for medium torpedoes, one mile (1.6 km) for mini-torpedoes.

Payload: One medium torpedo per launcher for a total of 2, or 10 mini-torpedoes per launcher for a total of 20 torpedoes.

3. Smoke Dispenser: The dispenser itself is unchanged, only the nature of its projectiles; instead of obscuring smoke clouds, Navy sky cycles drop either flares or brightly colored smoke grenades to mark the suspected locations of enemy submarines or other aquatic danger.

Monsters of the Deep

Creatures common to North American Waters

North America is home to hundreds (if not thousands) of alien creatures who have migrated to Earth through the Rifts. These monsters are not confined to D-bee humanoids and land bound predators who inhabit the forests and ruins, but include aquatic creatures that inhabit lakes, rivers, swamps and ocean coastlines. Some are reminiscent of the classical sea serpent while others are truly exotic — some dull-witted predators, others highly intelligent.

In addition, flying creatures such as gryphons, pegasus, Dragondactyls, Leatherwings and others may nest on islands and fly out over the sea in search of easy prey — including sailors and adventurers on board ships, swimmers, and travelers along or near the coastline. Dragons, some demons, pirates, and the occasional sorcerer, refugee, criminal, or recluse also find secluded islands as ideal locations for their lairs.

The following are just *some* of the more notable menaces found in the Great Lakes and other large lakes throughout the old American and Canadian Empires.

Sea Serpents

The term “sea serpent” is used in very general and broad terms to identify almost any kind of long, giant sea creatures, including monstrous fish, such as the Horned Demon Fish, to dragon-like serpents — serpents having long, snake or eel-like bodies. These so-called “sea serpents” are found in both fresh and salt water, although those described here are mostly of the freshwater variety who inhabit lakes, rivers, and swamps. These large monsters tend to be very aggressive and territorial. Some snake through the water and strike from the shadowy depths or from behind a hiding place, while others spear through the water like torpedoes, attacking anything in their path, including large warships.

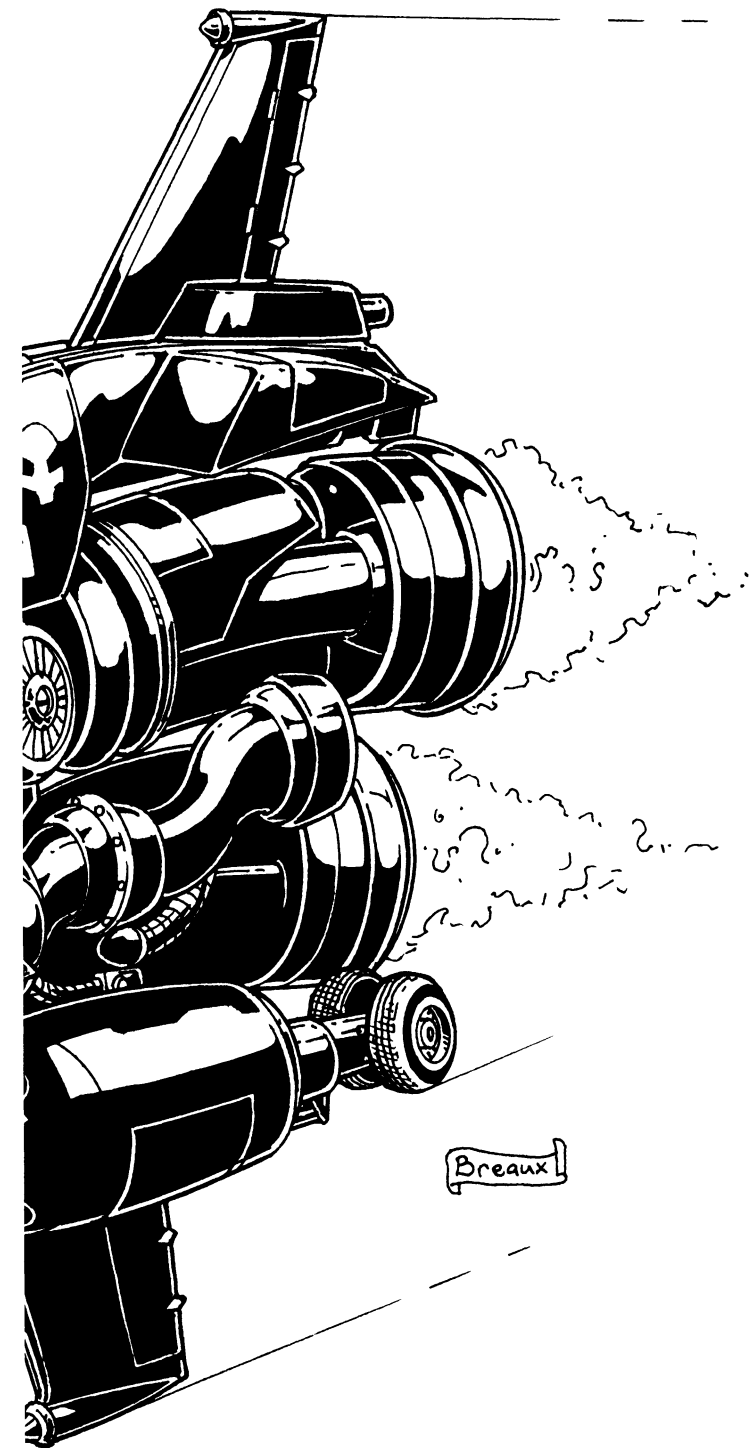
Notable Sea Serpents

- Aqua-Hydra
- Crab Warriors
- Dragon-Fish
- Horned Demonfish
- Horned Whale
- Maelstrom-Maker
- Water Serpent

Other Notable Beasts

- Giant Leech
- Giant Waterstrider
- Swamp Sludger

Note: Also see **Rifts® Conversion Book (One)** and/or **Monsters & Animals, 2nd Edition** for a host of additional creatures suitable for a Rifts® campaign.





Aqua-Hydra

The Aqua-Hydra is a long, aquatic serpent with a long, slashing tail, four short legs with clawed, webbed feet, a pair of long arms with clawed webbed fingers, and fish-like fins strategically located along its body. As the name suggests, the Aqua-Hydra has *five* heads that can act independently of each other. Like the True Hydra, this creature tends to be stupid and has a temperament that can be summed up as nasty, brutish and mean. The sea serpent is very territorial, always spoiling for a fight, and enjoys killing. Although it is a hunter who feeds on fish, mammals and other sea monsters, its favorite prey are humanoids. The Aqua-Hydra often attacks and hunts humans and D-bees for the sheer sport and kills for pleasure. The aquatic dragon delights in sinking and capsizing ships and drowning and/or torturing sailors who fall victim to its murderous spirit. The horrid beast has been known to stalk and play cat and mouse games with lone sea vessels for hours, sometimes days, snatching victims one or two at a time, before leaving them alone. Vessels found at sea without crews are typically the victims of the Aqua-Hydra. In addition to attacking ships, the creature will not hesitate to lash out at power armor troops, small groups of demons, a lone dragon and other sea monsters or intruders with little or no provocation.

Nobody knows for certain whether or not the Aqua-Hydra is related to True Dragons, but most suspect that they are a brutish sub-species of dragon. Aqua-Hydras possess many of the same basic characteristics common to dragons, including gathering and keeping a treasure-trove in their lairs at the bottom of the sea or lake (typically worth 4D6×1,000 credits), has breath attacks,

bio-regenerates, and speaks a crude dialect of Dragonese. However, its I.Q. is low and magical abilities are extremely limited, as are its powers of metamorphosis.

Although they exhibit cunning and are good, although lazy, hunters always in search of easy prey, Aqua-Hydras are also scavengers who will consider eating just about anything that looks edible. One Coalition report tells of witnessing an Aqua-Hydra dig up and try to eat an anti-tank mine — blowing one of its heads to smithereens in the process. After recovering from a few minutes of shock, the monster's other heads began eating the pieces of the missing head.

Aqua-Hydra — NPC Villain and Monster

Also known as the Lake Hydra or Sea Hydra.

Alignment: Anarchist, miscreant or diabolic.

Attributes: I.Q. 1D4*, M.E. 3D6, M.A. 1D6, P.S. 1D6+24, P.P. 2D6+10, P.E. 3D6+6, P.B. 1D6+2, Spd. 2D4×10, swimming speed is doubled. *If a 4 is rolled add an additional 1D4, maximum I.Q. is eight. All attributes are considered supernatural.

Size: 15-20 feet (4.6 to 6 m) tall, 40-70 ft (12.2 to 21.2 m) long.

Weight: 4 to 10 tons (3.6 to 9 metric tonnes)

M.D.C.: 2D6×100

Horror Factor: 15

P.P.E.: 3D6×10 and an additional 2D6 per level of experience.

Average Life Span: 900-1200 years.

Average Level of Experience: 1D4+2

R.C.C. Skills: Land navigation, wilderness survival, prowl, climb, and camouflage, all starting at the base level (no bonuses).

Natural Abilities: Natural swimmers (98%; swims like an eel) who breathe both air and water, and can live underwater or on dry land indefinitely (the latter is likely to see its lair in or near a swamp or other body of water, even if it is small or shallow). Maximum depth tolerance is 2 miles (3.2 km), resistant to cold, heat and fire (half damage), nightvision 300 feet (91.4 m), excellent normal vision, see the invisible, impervious to disease and poison and will eat literally anything from carrion to toxic waste. Bio-regenerates 2D6 M.D. per minute, but this can only be done while submerged in water (regeneration is not possible on dry land), and can regenerate severed limbs (tail, fins, arms, etc.) in 2D4 hours; heads cannot be regrown.

Water Affinity (special): Knows the time of day and direction by scanning the heavens and tides at 60% +3% per level of experience.

Sense the direction and speed of water currents and tides, changes in the currents and tides, and dramatic underwater disturbances within 10 miles (16 km) at 60% +3% per level.

Chemoreceptor (special): Similar to a shark, the creature has chemical sensitive receptors in the mouth that enables the Aqua-Hydra to detect minute changes in the salinity and chemical components of the water. Identify chemicals by taste: 65%, track by taste alone: 55% (+20% to follow blood trail); range: two mile (3.2 km) radius.

Chameleon Color Change (special): Can instantly change color at will; primarily blotchy browns, tans, grays, white and reds; +20% to prowl ability when hiding.

Metamorphosis (special): Can transform into a giant (20 ft/6 m long) eel with a single head. It can also reduce its true size by half at double the usual duration. Duration: One hour per level of experience.

Breath Attacks (special): All Aqua-Hydras are immune to the effects of these breath attacks.

1. Toxic Vapors. One or two heads can breathe forth a highly irritating chemical similar to, but more powerful than, tear gas. It reacts with the eyes, nose, throat and skin of everyone who is sprayed. The vapor causes eyes to sting and water, impairing vision, and also burns the throat and nasal passages, making breathing difficult. Characters dressed in environmental body armor or wearing gas masks are immune to this attack.

Damage/Effects: Mild corrosive inflicts 2D6 S.D.C. damage per melee round, victims are also -10 on initiative and to strike, parry, and dodge, as well as -2 attacks/actions per melee round and reduce speed by 25%. To save, a character must roll 16 or higher.

Duration of penalties: 1D6+1 melee rounds in air, 1D6+3 rounds underwater.

Range: 100 feet (30.5 m), six feet (1.8 m) wide.

Note: Underwater, the vapors create an opaque cloud that covers a 20 foot (6 m) radius, but range is reduced by half.

2. Acid Spray: Typically two heads spit acid. To save, a character must roll a 15 or higher. A successful save means half damage.

Damage: 1D4×10 M.D.

Duration: The acid droplets continue to eat at the target, inflicting 1D6 M.D. per melee for 1D4 melee rounds after the initial attack and damage.

Range: 50 feet (15.2 m), six feet (1.8 m) wide.

3. Breathe Fire: Typically only one head can breathe fire.

Damage: 1D6 M.D. per level of experience.

Range: 120 feet (36.6 m), six feet (1.8 m) wide; 20 feet (6 m) underwater and at half damage.

Vulnerabilities: Cannot regenerate unless submerged in water (salt or fresh). Its foul temper and vile nature also tends to work against the creature.

Magic: Has a limited number of *ocean magic* spells, including sense magic, turn dead, change current and grow tentacles (see **Rifts® Underseas**). They can also cast water to wine, spoil (in this case, water only), tongues, repel animals, call lightning, and float in air.

Psionics: None

Combat: Ten; two per each head!

Bonuses: +3 on initiative, +4 to strike, +2 to parry and dodge, +4 to dodge underwater, +2 to roll with impact, +1 on all saving throws, and +4 to save vs horror factor; all are in addition to attribute bonuses.

Damage: As per supernatural P.S. attribute. Restrained punch or bite inflicts 1D4 M.D., full strength punch, stomp or bite does 4D6 M.D., power punch, stomp or bite 1D4×10 M.D., kick or slashing tail attack 5D6 M.D., or magic breath.

Enemies: The only instinctive enemies of the Aqua-Hydra on Earth are the Horned Whale, Demon-Fish and large, predatory sea serpents. Of course, they frequently clash with humans (particularly the CS Navy who feels it is their unofficial duty to exterminate them), as well as true dragons (of whom they are jealous; hatchlings are favored targets — adults are too powerful and deadly), Water Serpents, Dragonfish, and Crab Warriors.

Allies: They sometimes associate with other powerful, evil beings, particularly demons, pirates and sorcerers.

Habitat: The Aqua-Hydra is equally suited for life in water or on land. It does, however, become uncomfortable if forced to go long periods (more than a week) without immersing itself in water. For this reason, Aqua-Hydras prefer to live in swamps or in, or near, lakes. The more daring or stupid among them will establish a lair in the sewer systems of 'burbs or cities to scavenge for food and pick off fishermen and those on the shore.

The Aqua-Hydra has both gills and lungs, so it can live underwater or on dry land indefinitely. They seem to prefer cool, freshwater lakes and marshlands most, and infest the Great Lakes (particularly Superior, Michigan and Huron), the Hudson River, Ohio River, Mississippi River, Lake Nipigon, Lake Winnepigosis, Lake Winnipeg, Lake Manitoba, and the Saint Lawrence Seaway. They are also found, to a lesser degree, in the Gulf of Saint Lawrence, Chesapeake Bay, and Al-bemarie Sound; a few have even been reported in the icy waters of the Hudson Bay, James Bay, and along the Atlantic coast/eastern sea board. They are rarely seen in warm waters (like the Pacific Ocean, Caribbean, or Gulf of Mexico), nor extremely cold waters, but 3,000-4,000 are estimated to inhabit Lake Superior alone.



Crab Warriors

Crab Warriors are a species of semi-intelligent alien predators who inhabit sandy beaches and river banks. These creatures are not related in any way to Earth crustaceans but are crab-like in appearance. A Crab Warrior has six legs, two oversized claws or pincers, and a pair of short horns over its eyes, which are set in recessed hollows on its head. The creature is protected by a sandy colored exoskeleton that is in composition very similar to ceramic tank armor, and is just as durable!

Crab Warriors do not live underwater, in spite of their appearance, amazing natural swimming abilities, and the fact that they spend 50-60% of their lives in and under water. These creatures live on shore, clustered around seas, lakes and rivers. Their favorite environments are sandy beaches and sand dunes where they can dig and hide. Caves, rocky outcroppings and even forests are also acceptable. They are found throughout the *Gulf of Mexico*, *Gulf of Honduras*, *Caribbean Islands*, *Land of a Thousand Rivers (Brazil)* and what's left of *Florida*. They often migrate north in the summer months and are found along the *Mississippi* and *Ohio Rivers* and other large tributaries that run into the sea, as well as *Lakes Erie* and *Ontario*. These "River" Crab Warriors are often nomads or members of pirate bands. Pirates, including those on the Great Lakes, often try to recruit Crab Warriors as part of their crew because the Crab-men offer fighting power and underwater capabilities (attacks, sabotage, spying, reconnaissance, etc.) without incurring the cost of expensive power armor or mini-sub.

Crab Warriors are natural hunters who feed on the meat and bones of their catch — preferably humanoids — but also raid cargo and storehouses of meats, poultry, fish, fruit and vegetables. They are known to travel 500 miles (800 km) in search of prey and are famous for setting ambushes along rivers, in sand dunes (where they burrow and hide) and underwater. Ambushes, followed by hit and run raiding tactics, are the most common among Crab Warriors whose motives for attacking are typically those of a hunter. They need food — unfortunately humans and humanoids are their prey of choice. Crab Warriors are smart enough to gather at heavily trafficked locations and wait in ambush underwater or on dry land (or both). Ships that cruise through an ambush point or set anchor near a clan of these creatures, are likely to be boarded and attacked. The Crab Warriors' favorite ploy is to grab and pull land-creatures into the water where they, the Crab Warriors, have the advantage.

In order to catch prey unawares, the crab creatures will lurk in shallow waters or hide in sand dome shelters, using their keen hearing to detect the approach of victims. When a Crab Warrior is concealed by a dome shelter, the character gets a +2 bonus to initiative on the first melee round of combat. A dome shelter can be built of wet sand or gravel and has 1D4×100 S.D.C. (equal to 1-4 M.D.C.). To build such a shelter, a Crab Warrior must first dig a shallow pit, then run around the pit backwards which pushes the sand up to form a curved wall. The dome is both water and airtight and holds 2D4 hours worth of air. Such domes are also used for shelter.

Small attack groups typically number 1D6+4 members, medium bands 3D4+8 members, large groups 4D4+12, and clans or tribes are typically 2D4×10+20; it is a rarity to find more than this at any one location. They have no use for human technology or magic and rely on their natural abilities (note that their huge claws are too big and clumsy to use most human weapons and devices, even simple tools). While the Coalition Navy considers them the equivalent of water-based “Xiticix,” Crab Warriors can relate better to humanoids than the “bug-men,” and do occasionally communicate and associate with humans and D-bees.

Crab Warriors — NPCs & Villains

Also known as “Crab-man” or “Devil Crab.”

Player Note: Crab Warriors are not particularly well suited for extended land-based adventures or the type of diverse campaigns and settings necessary for player characters, thus they are not recommended as optional player characters.

Alignment: Any, typically selfish or miscreant.

Attributes: I.Q. 1D4+3, M.E. 2D6+4, M.A. 1D6+2, P.S. 2D6+18, P.P. 1D6+14, P.E. 3D6+8, P.B. 1D6, Spd. 1D4×10+10 on land and underwater. Physical attributes are considered supernatural.

Size: 5-6 feet (1.5 to 1.8 m) tall and 10-15 feet (3 to 4.6 m) in diameter.

Weight: 700 to 1,200 pounds (315 to 540 kg)

M.D.C. by location:

* Feelers/Antennae (2) — 6+1D4 each

* Horns (2) — 20+2D6 each

Legs (6) — 24+2D6 each

Huge Pincer Claws (2) — 100+1D6×10 each

Main Body: 32+2D4×10 plus P.E. attribute number and 3D6 per level of experience.

* Items marked with an asterisk are difficult to strike, so the attacker must make a “called shot” and even then is -4 to strike.

Horror Factor: 14

P.P.E.: 6D6

Average Level of Experience: 1D4+3; use the same experience table as the Juicer O.C.C.

Average Life Span: 90 years

R.C.C. Abilities: Land navigation (+15%; applies to undersea landmarks and travel too), underwater navigation (+10%), undersea survival (+20%), camouflage (+20%), detect ambush (+15%), detect concealment (+10%), sea holistic medicine (+15%), marine biology (+10%), climb (+10%), prowl, and undersea salvage.

Natural Abilities: Natural swimmers 75% +1% per level of experience, maximum depth tolerance is 4000 feet (1200 m), resistant to heat and fire (does half damage), fair vision (about half the range of humans), and can see infrared light and in dim water, and bio-regeneration of 1D6×10 M.D.C. every 24 hours; feelers can be regrown in 6D6 days and claws or legs within 1D4+2 months. Can function in salt or fresh water but prefers salt.

Incredibly keen sense of hearing (special): Can detect a human footfall at 300 feet (91.5 m), or through 20 feet (6.1 m) of earth or stone/concrete — 60 feet (18.3 m) to hear the equivalent underwater. Can also hear in a slightly greater range than Dog Boys. Reduce penalties for being blind or in total darkness by 75%!

Prehensile Feelers (special): Between the horns is a pair of long, antenna-like feelers. These sensitive organs enable the Crab Warrior to feel his way around in total darkness as well as detect subtle movement and temperature in air and water. Can detect a change in wind or water current and temperature at 60% +3% per level of experience, and detect movement (even from behind) within a 50 foot (15.2 m) radius. They can also pick up chemical scents in the air or water to detect changes in the salinity and chemical components of the water. Identify chemicals by taste: 55%, track by taste alone: 40% (+20% to follow blood trail); range: one mile (1.6 km). Each feeler can move independent of the other and can dodge attacks (same as below).

Vulnerabilities: Cold inflicts double damage. Dehydrates after being out of water for more than three weeks. Reduce P.S. and P.E. by one point for each day thereafter without water. When P.E. is reduced to zero, the creature lapses into a coma and will die in 1D6 days unless immersed in water (roll to save vs coma and death).

Magic: None.

Psionics: Considered a major psionic with the following powers: Hydrokinesis, empathy, telepathy, presence sense, levitation, resist hunger, resist thirst and mind block.

I.S.P.: M.E. x4 plus 1D6 per level of experience.

Combat: Four attacks per melee round, plus one at levels 3, 6, 9, 12 and 15.

Bonuses: +5 on initiative, +3 to strike and parry, +4 to dodge, +4 to pull punch, +3 to disarm, +4 to roll with impact, claws count as paired weapons; all bonuses are in addition to attribute bonuses.

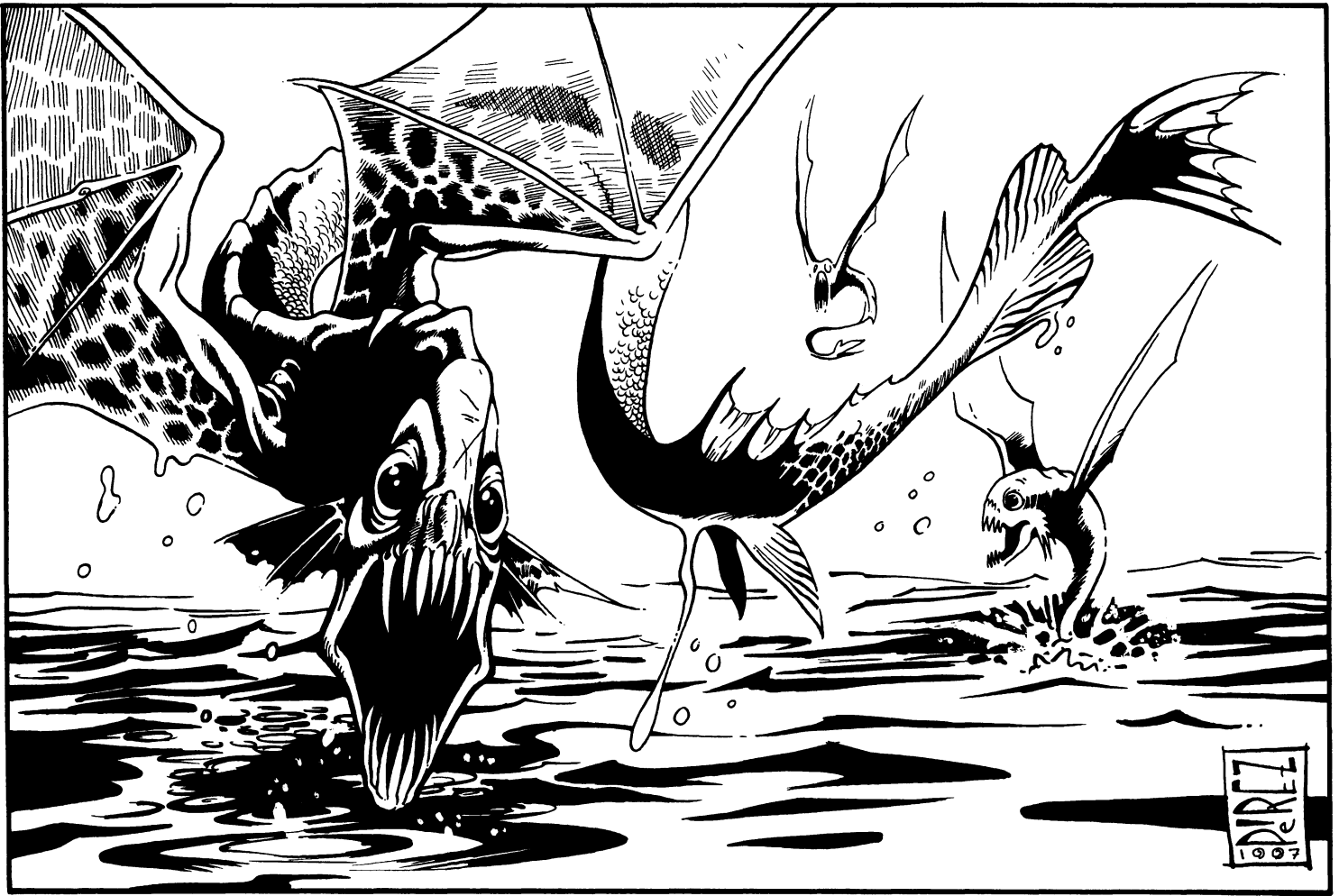
Damage: Restrained claw strike does 4D6+10 S.D.C. A full strength claw strike inflicts 5D6 M.D., clawed power punch/strike 1D6×10 (but counts as two attacks), gore with horns does 3D6 M.D., head butt 2D6 M.D., kick or stomp with legs 1D6 M.D. A charging ram with horns or body inflicts 6D6 M.D. (counts as two attacks) and it is likely (01-70% chance) that human-sized victims are knocked off their feet and hurled 20 feet (6.1 m); victims lose initiative and two melee attacks.

Enemies: Have no natural enemies but consider most humanoids as prey. The Coalition States considered them dangerous monsters to be routed from rivers and lakes whenever they are encountered.

Allies: Crab Warriors typically stay with their own kind, but occasionally associate with other non-humans (usually other aquatic life forms) and even humanoid pirates. They do not recognize the territories of any kingdom above or below the waves, and “hunt” wherever they choose. It is important to note that most Crab Warriors are hunters and raiders who only hunt or take what they need and seldom kill for possessions, wealth, or power. Revenge, on the other hand, may be extracted for murder and torture of their loved ones.

Habitat: Crab Warriors typically dwell on sandy or gravel-covered beaches and river banks. They prefer to live in warm, tropical climates but are known to migrate to temperate areas in the summer, returning south in the winter months.

Populations of Crab Warriors also exist in Africa and the Indian subcontinent; possibly parts of Asia as well.



Dragonfish

These terrible “sea serpents” plague the Great Lakes and connecting tributaries. They are aquatic predators called Dragonfish because they have leathery wings (which serve as fins underwater), scaly serpentine bodies, and gaping maws filled with long stabbing teeth; they are not related to actual dragons in any way, shape or form. Unlike so-called flying-fish that just leap above the water, Dragonfish have wings and can actually fly through the air like a bird. They use this flying ability to hunt, enabling them to locate prey at great distances, and to attack surface creatures, including birds, animals and the crews of ships, and even strike at nonedible targets like power armor clad divers, mini subs, robots, planes and helicopters.

Schools of Dragonfish are brazen and willing to attack any creature that moves, regardless of its size. It is not unheard of for them to assault pterodactyls, gryphons and adult dragons, as well as besiege a ship! However, attacks en masse against large ships are uncommon, and the ravenous hunters have come to recognize most Coalition vessels (and crews), large and small, as too dangerous a foe and avoid them. In fact, Dragonfish will abandon an attack against any opponent(s) who prove to be too dangerous and deadly, even if they outnumber him/them six to one; they prefer comparatively easy prey and seldom fight to the death. Although they travel in packs or schools that can number over one hundred, they typically strike as small groups in waves of 2D4+3 members per group. They do not exhibit the frenzy of sharks, nor will they eat their own kind. On the other hand, they

will attack and eat just about anything from livestock, humans and demons to birds, insects, fish and crustaceans.

Dragonfish are long, slender creatures covered with fine multicolored scales that range from bright red to yellow to light blue. Their fins and large leathery wings are translucent and dark in color, usually green, purple or dark blue. The tail is long and serpent-like with top and bottom fins near the tip. What ruins the otherwise beautiful appearance of the Dragonfish is its blunt face dominated by bulging eyes and a maw filled with rows of razor-sharp, needle-like teeth. The fin on the end of the tail has seven long barbs which can be used to slash and cut when they use their tails as a whip.

Dragonfish — NPC Monster

Alignment: Considered to be a miscreant predator.

Attributes: I.Q. 1D4+1 (high animal intelligence), M.A. 1D4, M.E. 1D6, P.S. 2D6+6, P.P. 2D6+10, P.E. 2D6+12, P.B. 2D6+2, Spd. 4D6 swimming or 22+1D4×10 flying.

Size: 6-10 feet (1.8 to 3 m) long, with a wingspan of 10 feet (3 m)

Weight: 60 to 100 lbs (27 to 45 kg)

M.D.C.: 4D6 +P.E. attribute number.

Horror Factor: 13

P.P.E.: 2D6

Average Life Span: 15 years.

Natural Abilities: Swim 98%, fly, prowl 50% (silent gliding), sees in color and infrared spectrum of light, keen hawk-like vision able to spot a rabbit at 2-3 miles (3.2 to 4.8 km), nightvision 1500 feet (457 m), aquatic but can survive out of

water for 2D4 hours, and depth tolerance is one mile (1.6 km). Regenerates 1D4 M.D.C. per 24 hours and can regrow a tail or wing-fin within 4D4 weeks.

Vulnerabilities: None per se.

Magic: None.

Psionics: None.

Combat: Three attacks per melee round.

Damage: Bite inflicts 3D6 M.D., or tail strike which does 1D6 M.D.

Bonuses: +2 on initiative, +4 to strike, +3 to dodge, +5 to dodge while in flight, +8 to save vs horror factor; all in addition to attribute bonuses.

Allies: None per se, although they generally leave healthy Aquahydras, Horned Demon-Fish, Rhino-Whale, Maelstrom and other giant aquatic predators alone, and sometimes school around a single Horned Demon-Fish.

Enemies: Humans, large sea monsters, and birds of any sort. These creatures are hostile to all flying creatures and attack them immediately, regardless of size, and even adult dragons will be attacked.

Habitat: Mainly dwell in large bodies of water like lakes, but some do inhabit large river systems. In North America they are concentrated in the Great Lakes and the lower Mississippi (especially the delta region). A typical school of dragonfish numbers 4D6+6 members.

Giant Leech

Wherever the water is marshy or slow-flowing, and where warm-blooded animals are found, there are leeches. The giant leech is a much larger and deadly breed of the regular variety, and is capable of killing animals as big as a moose in under a minute! It is unknown whether these creatures are mutant leeches transformed by the Earth's magical energies or creatures from another world. There are even those biologists who suspect that the giant leech is a genetically engineered predator released by some nefarious group like the Federation of Magic, Gene-Splicers or the Coalition, although this is unlikely. Giant Leeches are stupid but aggressive predators.

Giant Leech — NPC Monster

Alignment: Considered to be a miscreant predator.

Attributes: Low I.Q. of 1-2, M.A. 1, M.E. 1D4, P.S. 1D6+8, P.P. 2D6+3, P.E. 2D6+8, P.B. 1D4, Spd. 2D6 on land, 3D6+6 underwater.

Size: 3 to 5 feet (0.9 to 1.5 m) in length.

Weight: 3 to 15 lbs (1.35 to 6.75 kg)

Hit Points: P.E.x3

S.D.C.: 4D6+20

Horror Factor: 12

P.P.E.: 1D4

Average Life Span: 2 years.

Natural Abilities: Swim 98%, prowl 80%, climb 60/55%, land navigation 50%, and heals twice as fast as humans.

Chemoreceptor (special): Enables the creature to locate prey and to detect minute changes in the chemical components of the water. Identify chemicals by taste 75%, track by taste 68%. Range: 500 feet (152.5 m). No penalties to combat from darkness or blindness. Depth tolerance is 400 feet (122 m).

Vulnerabilities: Regular table salt inflicts 2D6 S.D.C. per ounce and has an H.F. of 16 for giant leeches. When confronted with salt, it will normally detach from its victim and attempt to slip away. They also dislike extreme cold and heat.

Magic: None.

Psionics: None.

Combat: Two attacks per melee round.

Bonuses: +2 to strike, +1 to dodge; in addition to attribute bonuses.

Damage: Bite inflicts one M.D. Every round thereafter, the leech drains its victim of 2D6 M.D.C./hit points (yes, this means it can drain the body fluids of an average human in well under 15 seconds). The bite is painless and there is a 50% chance of the attack going unnoticed if the character is asleep. It can (often inadvertently) smother its victim if it covers the head with its large, soft body (suffocates within 1D4+1 minutes).

A giant leech *cannot* eat its way through mega-damage body armor or materials. If it attacks a character in full body or power armor, the leech will detach to look for another victim after one melee round.

Note, where there is one leech, 3D4 others will be close by and attracted by the scent of blood and other chemicals released when one of their kind feeds.

Allies: None; a dull-witted predator.

Enemies: Water Serpents and Striders prey on giant leeches and are their main natural enemy. Leeches consider all mammals to be prey.



Habitat: Swampy waters, marshes, slow-moving rivers and even some still lakes. They are especially common in the sewer systems of ruined cities, 'Burbs, and can even find their way into the sewers of active and well defended cities. Leeches are not pack animals but a group of 3D4+2 will normally inhabit the same general, small area (5000 square feet/152 m).

They are common throughout the swamplands of the south and the marshlands of Michigan, Wisconsin, Pennsylvania, New York, and the region once known as the Province of Ontario.

Horned Demon-Fish

The Horned Demon-Fish is a gigantic monster of the deep. It is without doubt, a monster from another world. Although it exhibits amazing cunning, high animal intelligence and an all too demonic cruelty, it is neither a demon nor possesses human intelligence. This foul creature feeds on aquatic mammals, surface dwellers and other large predators. It has a wicked temper, plays cat and mouse games with ships and submarines, chews up (and if lucky, spits out) power armor, and will attack ships and kill for pleasure. They are pale grey or white in color, with blotches of pink around the eyes and mouth, and hints of pale green on the fins and tail. Its scales are huge, about the size of a man, its long, sword-like teeth are 3-5 feet (0.9 to 1.5 m) long, and its maw is big enough to swallow a mini-sub or several SAMAS whole! A pair of long, conical horns grow out from above the eyes and toward its back. Two pair of smaller horns rise up from its neck.

Horned Demon-Fish — NPC Monster

Alignment: Considered to be a diabolic predator.

Attributes: Animal I.Q. of 1D4+1, M.A. 1D4, M.E. 1D4, P.S. 3D6+40, P.P. 2D6+4, P.E. 2D6+14, P.B. 1D4, Spd. 4D6+40 underwater; 1D4 on dry land, where it can drag itself along with its powerful fins or snake along as best it can.

Size: 100 to 150 feet (30.5 to 152 m) long; 18 to 24 feet (5.5 to 7.3 m) in diameter at the head. The jaws can unhinge and open to roughly the same diameter as the head!

Weight: 600 tons!

M.D.C. by Location:

Large Horns (2) — 800 each

Small Horns (4) — 200 each

* Eyes (2) — 46 each

* A Single Tooth (many) — 80 each

Small Fins (4-6) — 350 each

Tail Fin — 1000

Spine Fin (1; long) — 750

Main body — P.E. x400

* Items marked with an asterisk are difficult to strike, so the attacker must make a "called shot" and even then is -5 to strike.

Horror Factor: 16

P.P.E.: 1D6x10

Average Life Span: Unknown, probably over 200 years.

Natural Abilities: Swim 98%, prowl 48%, heals twice as fast as humans, keen vision, can see the infrared and ultraviolet, good sense of smell, impervious to normal cold (magic cold does half damage).



Chemoreceptor (special): Enables the creature to locate prey and to detect minute changes in the chemical components of the water. Identify chemicals by taste 60%, track by taste 50% (+15% to track blood). Range: One mile (1.6 km). Depth tolerance is three miles (4.8 km).

Vulnerabilities: None, other than its penchant for cruelty and stubbornness that leads it to engage in battles it cannot win and sometimes to fight to the death.

Magic: None.

Psionics: None.

Combat: Four attacks per melee round.

Bonuses: +2 to strike, +1 to dodge; in addition to attribute bonuses.

Damage: Restrained head butt or flipper strike inflicts 6D6 M.D., a full strength head/horn butt or tail slash 1D6×10 M.D., power head/horn butt 2D6×10 M.D. (counts as two melee attacks). A charging ram with head/horns or body inflicts 3D6×10 M.D. (counts as two attacks) and a full power ram (maximum speed) does 1D4×100 M.D. and is likely (01-80% chance) to capsize any vessel smaller than 100 feet (30.5 m) long! Those in power armor, robot vehicle or a small submarine (and who survive) will be momentarily stunned (no melee actions) for 1D4 melee rounds. A restrained bite does 1D4×10 M.D., a full strength bite 3D6×10 M.D.!

Allies: None per se; although they sometimes associate with practitioners of magic and powerful supernatural beings who can communicate with them and offer opportunities to reap death and destruction. The Indian god Uktena, has been known to enlist these vile monsters.

Enemies: Water Serpents and Striders prey on horned demonfish and are their main natural enemy. Demonfish consider all mammals to be prey.

Habitat: The Atlantic Ocean, particularly along the eastern coast of North America, and the Arctic Ocean, particularly the Baffin Bay, Hudson Bay, and Beaufort Sea. According to local legends, one or perhaps a mated pair are said to live in Lake Michigan. It is "presumed" that these ocean monsters could not survive in a freshwater lake and that the legends are false (these Demon-Fish would have to be uncommonly cunning to avoid detection). However, locals, including Indian Shamans, insist otherwise, and ships, including CS vessels, do mysteriously disappear on this dangerous lake.

Horned Whale

In the decades since the cataclysm, the Earth's oceans and seas have become home for millions of alien creatures from all across the Megaverse. One such species is the intelligent, gigantic whale known as the Horned or Rhino-Whale. These beings are very similar to Earth whales, although they originate from an alien, water filled planet in a distant galaxy. Like Earth whale species, the Horned Whale has the same basic shape and physiology, a long tail, fins, and two eyes near the hinge of the jaw. The only visible difference is the thick covering of horn-plate armor that covers its back and head, and which ends at the tip of the nose where a large, thick, curved horn offers serious defense against predators and enemies.

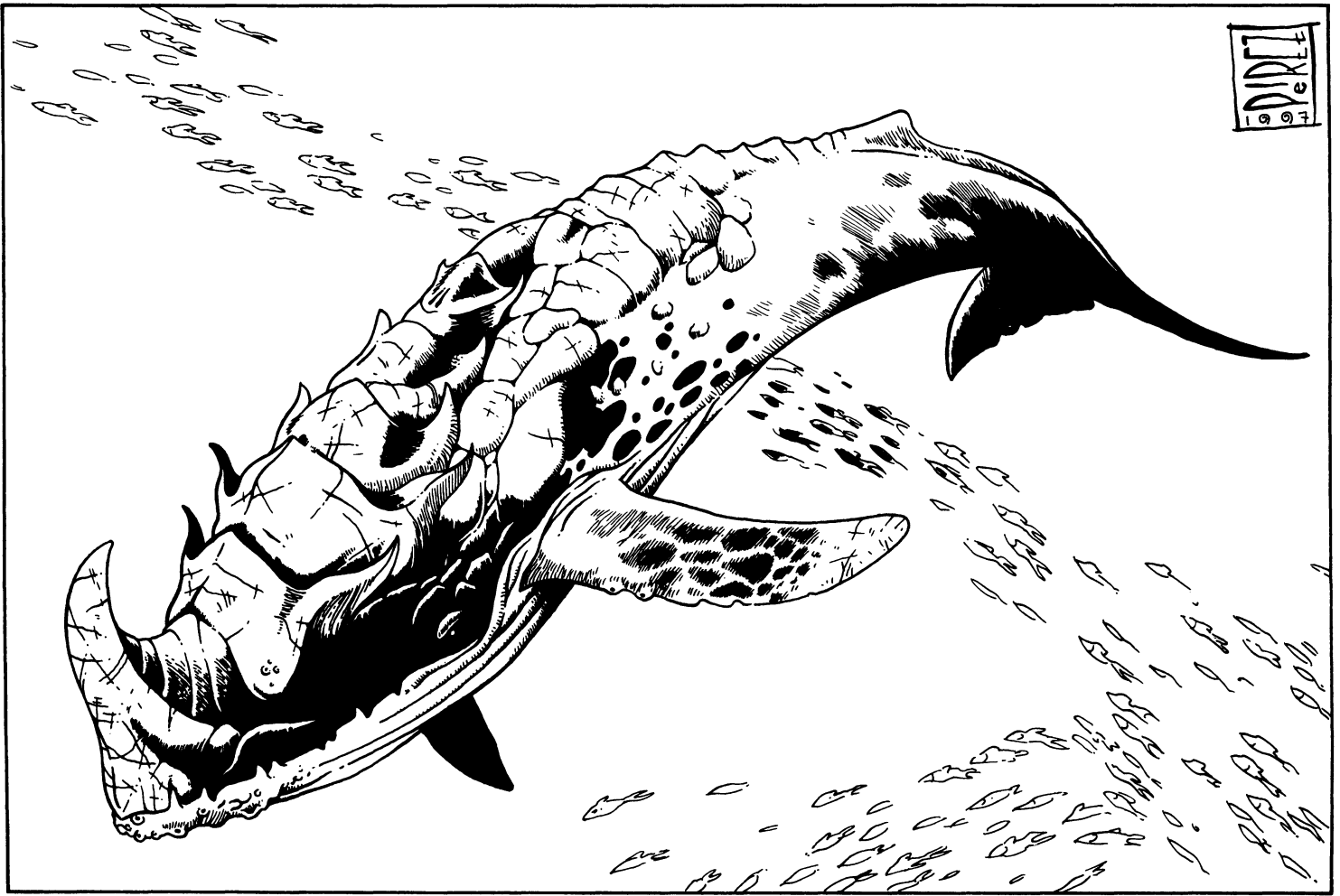
The horn plating covering this animal is both a natural defense and offense mechanism. Its applications for defense are obvious; the plates are very dense and incredibly resilient, more

so than modern tank armor. Unlike tank armor, these plates can heal when damaged because they are actually composed of living cells -just like human bones! As an offensive weapon, the horn can be used to ram, jab, and gore enemies, the plates offer protection and padding from head butts and allow ramming with the head and upper body. The whale also has short, sharp teeth, similar to a Killer Whale's, and the creature can learn to wield the same *Ocean Magic* as Earth Whales (see **Rifts® Underseas** for complete details), but these inflict relatively minor damage. A full speed ram turns the Horned Whale into a living torpedo that can pierce and sink even large ships!

An enraged Horned Whale is a deadly foe and more dangerous than a half dozen sea serpents. Thankfully for sea animals and sea vessels, they are friendly, inquisitive, freedom-loving creatures with a high regard for all life. They are a bit more aggressive than Earth whales and quick to defend themselves and their friends with force, but use violence sparingly and never kill for pleasure. Only beings of evil, or those with evil intentions, need fear them, for all Horned Whales share the moral belief that they have been granted power in order to protect the weak (are especially protective of dolphins and other whales). Thus, they act as self-appointed champions of freedom and life, using their powers and knowledge to preserve the balance of nature and destroy supernatural evil. Horned Whales do not believe in interfering with the natural balance of things, and thus, do not obstruct predators like sharks and humans from eating prey animals. Where they draw the line is at over-fishing, pollution, and the sadistic behavior of evil supernatural beings.

Lorica Wraiths, Storm Riders, Sea Serpents, Gene-Splicers, Zomba, Stidjron, the Lord of the Deep and its minions, undead, Maelstrom-Makers, Tomach, Naut'Yll and Horune Pirates have all been identified as evil by these noble champions, and are attacked on sight. Other groups like humans, Kreel-lok and Splugorth minions are not exempt from either their brand of justice or protection. These groups confuse the alien whales because the actions of individuals within the groups vary so greatly. Some people, like the Tritonians, New Navy, CS Navy and even the Kittani, befriend and protect sea creatures. On the other hand, there are some humans who dump waste into the ocean or kill for sport, or Splugorth minions that enslave sentient beings like dolphins and whales. Because of this, the Rhino-Whales tend to be wary around these groups. Seafarers, including pirates, have learned to use discretion in seas protected by the Horned Whale, and that these whales are often satisfied with their departure from their territories rather than their destruction (so fleeing a Rhino-Whale is a smart move). Also note that these whales are less concerned about what happens on the sea, as they are with what occurs "in" the sea — creatures and actions above the waves aren't considered part of their domain, although they do concern themselves with "outside" events that affect their underwater kingdom.

The Horned Whales on Earth are very concerned about the future of the oceans, seas and lakes. They are greatly disturbed by the large number of supernatural predators that engage in the wholesale slaughter of naturally occurring sea animals and other life forms. Also, they fear that evil forces like the Horune pirates and Naut'Yll will come to dominate the oceans. To prevent their fears from being realized, the Horned Whales patrol the oceans tirelessly, fighting evil in all its forms, fighting alone or with the



aid of other champions of good like Amphibs, Pneuma-biforms, whales and dolphins (see **Rifts® Underseas** for details).

Some of the horned whales on earth are becoming so concerned about the destiny of the planet that they've considered enlisting the help of ocean mages to create a permanent dimensional gateway to their home planet. Such a gateway would allow greater numbers of horned whales to come to the assistance of earth in the event of a great crisis. It would also allow Horned Whales trapped on earth, and other selected species (like dolphins, whales, fish, etc.), to travel to the planet to live, play and explore. The only thing that prevents them from taking such action is that their own world has its share of dangerous predators (hence the Rhino-Whale's natural defenses) which might find their way to Earth.

Horned Whale — NPC

Also known as the Rhino-Whale and Sea Rhino.

Alignment: Principled, scrupulous or unprincipled.

Attributes: I.Q. 3D6+5, M.E. 3D6+6, M.A. 2D6+6, P.S. 2D6+24, P.P. 3D6, P.E. 3D6+14, P.B. 2D6+6, Spd. 6D6+40. Supernatural attributes.

Size: 60 to 100 feet (18.3 to 30.5 m)

Weight: 50 to 220 tons (45 to 198 metric tonnes)

M.D.C.: 2D4×100 +3D4×10 per level of experience.

Horror Factor: 14

P.P.E.: 3D6×10+150

Average Life Span: 400 years.

Average Level of Experience: 1D4+3; use the same experience tables as the Killer Whale or Juicer.

R.C.C. Skills: Swim 98%, track & hunt sea animals (+20%), underwater navigation (+10%), undersea survival (+15%), one human language of choice (+15%), basic math (+20%), and sing (+10%).

Natural Abilities: Impervious to cold (no damage) and resistant to heat/fire (half damage), bio-regenerates 4D6 M.D. per minute and can regenerate lost members in 3D4 days, normal color vision, nightvision 6000 feet (1828 m), see the invisible, impervious to disease and poison, can leap 40 feet (12.2 m) straight up or lengthwise, dive 1000 feet (305 m) +100 feet (30.5 m) per level of experience, and can hold breath for 2D6+20 minutes.

Depth Tolerance: Four miles (6.4 km)

Electromagnetic Sensitivity: Same as the dolphin.

Sense Magnetic North: Same as the dolphin.

Sonic Echo-Location: Same as the dolphin.

Ley Line Boost (special): Doubles their normal M.D.C., speed, damage and magic capabilities (range, duration, damage) and adds two hand to hand attacks whenever on a ley line or in a magic triangle. Also see magic and psionics.

Magic: Knows all water elemental magic from levels 1-4 and the following *ocean magic* spells (see **Rifts® Underseas**): air swim, breathe air, communicate with sea creature, sound sponge, astral projection, calm storms, heal wounds, ley line transmission, and turn dead. The bulk of Horned Whales on Rifts Earth, about 80%, have also learned the whale singer spellsongs: song of calling and song of danger, which are used to communicate with other whales.

Psionics: Natural psychics with numerous psionic abilities, including the ability to use telepathy at will without having to spend I.S.P., plus detect psionics, resist fatigue, object read, presence sense, see aura, telekinesis, mind block auto-defense, and group mind block.

I.S.P.: M.E. number +2D4×10 and 2D6 per level of experience.

Combat: Four attacks per melee round, plus one at levels 3, 6, 8, 11, and 14.

Bonuses: +3 on initiative, +5 to strike, +3 to dodge, +6 to roll with punch, +10 to save vs horror factor, +2 to save vs magic and +3 to save vs psionics; all in addition to attribute bonuses.

Damage: Tail slap (restrained) inflicts 2D6 M.D., full strength tail strike does 1D4×10 M.D., head butt 3D6 M.D., restrained horn jab 2D6 M.D., full strength horn strike/stab 5D6 M.D., power horn attack 1D6×10, fin strike 1D6 M.D., and a bite does 3D6 M.D.

A charging ram with horn inflicts 2D4×10 M.D. (counts as two attacks) and a full power ram (maximum speed) does 3D6×10 M.D. and is likely (01-60% chance) to capsize any vessel smaller than 80 feet (24.4 m) long! Those in power armor, robot vehicle or a mini-sub (and who survive) will be stunned (no melee actions) for one melee round.

Allies: Most are on good terms with whales, dolphins, Pneumabiforms, Amphib mutants, Ocean Mages and Sea Druids, as well as most characters of good alignments. Also protects the regular, non-sentient animals of the sea. Feel some kinship with the people of Tritonia and are likely to come to their aid in a conflict.

Enemies: Horned Whales are self-appointed champions and protectors of the oceans and thus have many enemies. These include Lorica Wraiths, Storm Riders, Zomba, Stidjron, the Lord of the Deep and its minions, Gene-Splicer created sea monsters, Aqua-Hydras, Maelstrom-Makers, Tomach, Naut'Yll and Horune pirates — most of which are attacked on sight. Horned Whales on their own or with other good undersea beings, will actively seek out these creatures and destroy them. They are wary of humans and the Splugorth minions, but are willing to leave them be unless these forces act in an aggressive or menacing manner towards the oceans or “innocent” sea creatures.

Habitat: Oceans and seas around the world. These supernatural whales can survive in any large body of water but prefer those with cold temperatures. On Earth they are found mainly in the Baltic Sea and North Atlantic, sometimes venturing down the Saint Lawrence Seaway as far as Lake Ontario. Horned whale pods number 1D4+1, but they are solitary creatures and are more often encountered alone. Approximately 6,000 to 8,000 Horned Whales are currently believed to inhabit the oceans of Rifts Earth, worldwide.

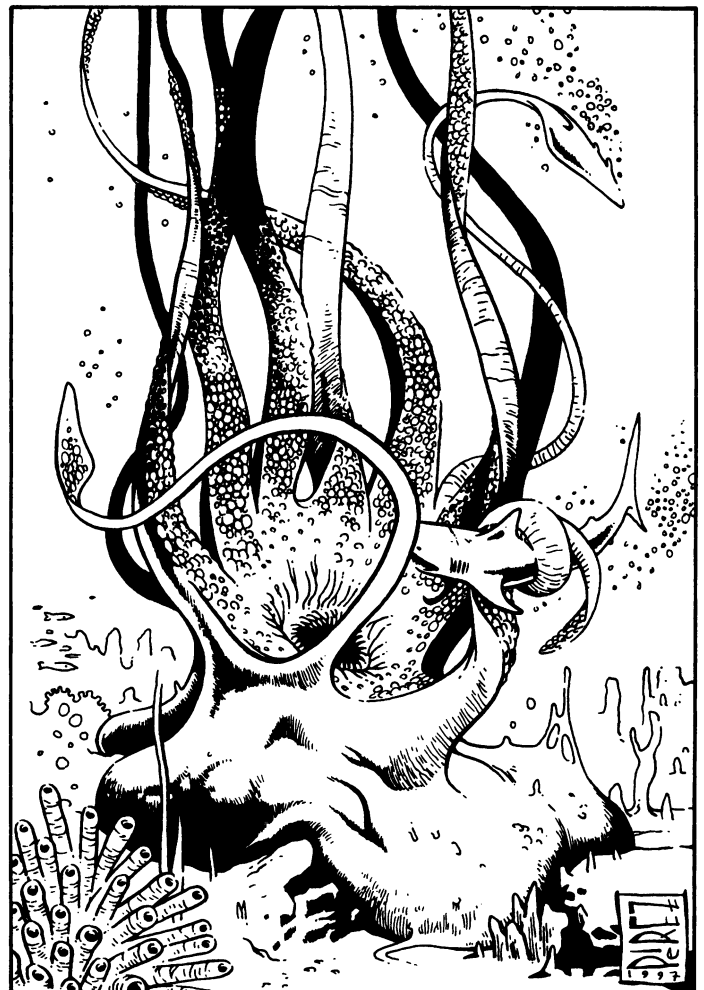
Maelstrom-Maker

Maelstrom-Makers are evil psychic creatures of pure evil. Some have even compared them to the legendary Old Ones (powerful alien intelligences from another world and age). However, while being maleficent forces of magic and destruction who delight in the killing of sentient life forms, they are not alien intelligences. Nor are they anything as simple as the giant

octopus or squid they resemble. These malignant forces of evil lurk along the bottoms of rivers, lakes and oceans, waiting to ambush swimmers and water vessels. The whirlpool or “maelstrom” these monsters can create is of sufficient force to drag small ships and boats to the bottom. They also like to terrorize seafaring travelers and pick them off, one by one. When humanoid prey (the most fun) is not available, the Maelstrom-Maker will snare ordinary sea creatures to torture and eat.

The monster is a P.P.E. vampire, but unlike most predators of this kind, it has a very efficient metabolism and only requires 100 points of P.P.E. a month to survive, which is about the same amount a Psi-Stalker must consume in a week! However, Maelstrom-Makers frequently kill, enslave and torment animal and humanoid prey to sate their sadistic nature. They are cruel, murderous creatures who delight in the fear and suffering of those around them, particularly their victims. For this reason, they are hated and feared by most sentient beings, even evil ones like the Horune. Yet, there are those that speak of the monster’s seductive “beauty” and enticing power.

A supernatural being, this hideous thing is considered a greater demon or even a godling. As such, it possesses great magical abilities and supernatural powers. One such power is to make a Witchery Pact to create a *Sea Witch* (one per level of the monster’s experience). These foul human and D-bee servants of evil can be male or female, but must devote themselves to a life of inflicting sorrow, suffering and evil into the world. The Maelstrom-Maker takes great relish in creating such disciples of evil.



Other, lesser minions may include pirates and foul-hearted beings who worship and protect the monster.

The Maelstrom-Maker is a large, purplish black blob covered in mucus encased in a thin, fleshy membrane. 2D6+10 tentacles rise from this living bag of putrid slime. They have no eyes or any other orifices except for a huge jagged-toothed maw located at the center of the body. When the monster physically attacks, its main weapons are the mass of tentacles which are used to smash, grab, slap, jab, and crush its victims. However, its true power comes from its magic, psionics, seductive/corrupting aura and evil nature.

Maelstrom-Maker — NPC Villain & Monster

Alignment: Miscreant or Diabolic.

Attributes: I.Q. 1D6+14, M.E. 2D6+10, M.A. 2D6+12, P.S. 4D6+28, P.P. 3D6+4, P.E. 3D6+12, P.B. 1D6, Spd. 4D6+10. Supernatural attributes.

Size: 50 to 60 feet (15.2 to 18.3 m)

Weight: Two to four tons (0.9 to 1.8 tonnes)

M.D.C. by Location:

1D6+10 Tentacles — 4D6+10 M.D.C. each.

Main Body — 1D6×100+80

Horror Factor: 16

P.P.E.: 2D4×10 +20 per level of experience; this is in addition to the 100 P.P.E. it needs to survive. Note, it can draw upon ley line energy to cast spells, but cannot draw on it to feed.

Average Life Span: Unknown; probably thousands of years, may be immortal.

Average Level of Experience: 1D4+5 level spell caster/godling, although some have been known to reach as high as 15th level. An experience table is not given as it takes a thousand years or more to advance in level.

Natural Abilities: Swim 98%, impervious to cold and disease, impervious to pressure (can travel unlimited depths), breathe without air, climb 80%/80% (sometimes climbs out of water or onto a boat), can see and follow electrical impulses and electromagnetic energy released by the earth, machines, electrical cable/conduit, and muscle movement — no blindness penalties under any condition (range 3000 feet/914 m), bio-regenerate 1D6×10 per melee round, and regrow an entire tentacle in 12 hours.

Commune with the Environment: This is a supernatural power that is both magical and psionic in nature. It gives the monster a mental picture and clear sense of any water environment that it inhabits. This means it always has a clear idea of its location, depth, time of day, and immediate surroundings (1000 ft/305 m radius) including water temperature, currents, and the creatures around it, from fish and barnacles to human intruders.

Create Maelstrom (special): The creature can spin rapidly enough underwater to create a great spinning whirlpool with a 120 foot (36.6 m) radius in a large body of water (lakes, rivers, etc.). This funnel pulls objects towards the center at a rate of 10 feet (3 m) per melee round (people, canoes, rowboats and vessels under 20 feet/6 m are drawn to the center at 30 feet/9 m per melee). Victims will become dizzy and disoriented; 30% chance of drowning if not wearing environmental armor. Boats and ships are likely to be able to power themselves out of harm's way (01-30% chance if a sail or row type, 01-60% if a motorized vessel), provided they are farther

than 60 feet (18.3 m) from the center; the maelstrom has no effect on ships larger than 120 feet (36.6 m).

Once an object reaches the twenty foot area at the center of the whirlpool, it is simultaneously crushed and dragged to the bottom, suffering 1D6×10 M.D. per melee round. When dead center is reached, all items are submerged and suffer an additional 1D4×100 mega-damage. There is a 01-90% chance of all hands drowning. Killing the creature or casting a dispel magic barrier spell will stop the whirlpool instantly. The P.P.E. of all victims that perish in the maelstrom goes to the Maelstrom-Maker!

P.P.E. Creation Cost for the Maker: 50 points.

Duration: 1D6 minutes per level of experience.

Create Sea Witch: The *Sea Witch* is fundamentally the same as the Witch O.C.C. described in **Rifts® Conversion Book (One)**, except any spell casting abilities will be selected from either Water Elemental spells or Ocean Magic spells, and the *Sea Witch* gets the additional power to hold his or her breath one minute per each P.E. point and survive depths of 100 feet (30.5 m) per each M.E. point. The creature can only make one witch per level of its experience.

Magic: All Water Elemental and Ocean Magic spells!

Psionics: The creature is considered a master psionic with the following abilities: use telepathy at will without having to spend I.S.P. (1000 foot/305 m radius — 1000 miles/1600 km with Sea Witches that it has created), all healing and sensitive abilities, levitation, telekinesis (super), hydrokinesis, empathic transmission, hypnotic suggestion, mentally possess others, mind bind, and P.P.E. shield.

I.S.P.: 100 +3D6 per level of experience.

Combat: Twelve attacks per melee round!

Bonuses: +3 on initiative, +3 to strike, +6 to parry, +1 to dodge, +6 to disarm, +8 to pull punch, +10 to save vs mind control and possession, +2 to save vs psionics, and +6 to save vs horror factor; all are in addition to attribute bonuses.

Damage: As per supernatural strength, psionics or magic; bite does 1D6×10 M.D.

Allies: Other evil beings, with Water Serpents, Splugorth, demons, dark gods, and evil sorcerers being the most typical. They also frequently solicit worshippers (the monster likes to pass itself off as a god), and may also have slaves and/or henchmen.

Enemies: Horned whales, dolphins, whales and Pneuma-Biforms are natural enemies who fight the Maelstrom-Maker, protect and warn seafarers and come to the assistance of those in its clutches (at least whenever possible). Cyber-Knights, True Atlanteans and other champions of good are also construed to be potential enemies. The Coalition States have no idea this thing exists, and the Maker avoids trouble with them, in order to keep its insidious presence a secret.

Habitat: Any watery environment large enough for the creature to use its maelstrom ability including rivers, lakes, seas and oceans. One is "suspected" of living in *Mills Lake* (Wisconsin between Duluth & Minneapolis), the *Mississippi River* and the *Gulf of Mexico*. However, one (perhaps two) is known to live in *Lake Erie*, another in *Georgian Bay* (off Lake Huron near Sudbury/Iron Heart), one in *Lake Pakowki* (near the border of Alberta and Montana, 140 miles/224 km southeast of Calgary), and several are said to inhabit the waters in and around Atlantis, among other places around the world.



Swamp-Slugger

A reptilian humanoid with a low intelligence; roughly equal to a six or seven year old child. These creatures are generally shy and avoid human contact, except to steal food and bright, shiny objects. They attack other humanoids only when provoked, threatened, or attacked first. Although frightening in appearance, they are amazingly gentle and have been known to rescue lost children and pets and carry them to a safe place or near a campsite. However, they are also troublesome because they will sneak into camps and ransack them in search of food, shiny objects and interesting trinkets. Unfortunately, these “trinkets” can include gems, magic items, weapons, and components to machines (most of which the Swamp-Slugger has no use for even if he could figure out how to use it)! They typically use simple weapons and tools, including stolen Vibro-Blades, Neuro-Maces, clubs, swords, etc., including magical and Techno-Wizard devices. Sludgers gather food, fish and steal everything they need.

Swamp Sludgers often travel and explore alone or in small groups of 1D4+1. A clan rarely numbers more than 30.

Swamp-Slugger —

NPCs, Villains, & Optional R.C.C.

Also known as “Sludger” and “Old Man of the Swamp.”

Player Note: Swamp Sludgers can make for fun player characters for players who enjoy challenges and role-playing. These characters are likely to start off fairly shy, innocent, overly curi-

ous, and not overly bright. They have little comprehension of civilization, customs or laws, although they have a high regard for life, personal freedom, and know good from evil. Worse, they see nothing wrong with taking anything they find attractive. This means, on one hand the character is likely to share its food, defend a friend and fight evil, but on the other hand, eat other people’s food, steal items, urinate in public, accidentally fire a weapon into a crowd or accidentally start a vehicle or machine, innocently offend people (start a brawl), and break the law in simple ways without a thought.

Alignment: Any; typically good or selfish. Those who turn evil are usually wicked in the extreme.

Attributes: I.Q. 1D6+2, M.E. 2D6+3, M.A. 1D6+8, P.S. 3D6+8, P.P. 2D6+7, P.E. 2D6+8, P.B. 2D6, Spd. 4D6 on land, double swimming.

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

Weight: 140 to 200 pounds (63 to 90 kg)

M.D.C.: Lesser mega-damage creatures; P.E. attribute number +1D6 M.D.C. per level of experience. Most don’t care to wear much clothes or body armor.

Horror Factor: 12

P.P.E.: 6D6

Average Level of Experience: 1D4+1; use the same experience table as the Wilderness Scout.

Average Life Span: 80 to 100 years.

R.C.C. Abilities: Land navigation (+15%; applies to undersea landmarks and travel too), swim (+20%), prowl (+5%), climb, palming (+10%), concealment (+16%), pick pockets (+5%), wilderness survival (+20%), camouflage (+5%), detect concealment (+5%), identify plants (+10%), fish (+10%), track animals, speaks Gobblely 80%, and one language of choice (+10%), hand to hand: basic, and two ancient W.P.s of choice. Two additional skills can be selected at levels 3, 7, and 11 from any of the following skill categories: Domestic, Physical, Piloting (simple vehicles or horse), Science (math only), Technical, or Ancient W.P.s.

Natural Abilities: Natural swimmers, maximum depth tolerance is 300 feet (90 m), good day vision, excellent nightvision (1000 feet/305 m) and bio-regenerates 2D6 M.D.C. every 24 hours. Can function in salt or fresh water but lives in fresh water.

Vulnerabilities: None per se, other than their low I.Q. and lack of social skills.

Magic: None.

Psionics: Considered a major psionic with the following powers: presence sense, sixth sense, sense evil, empathy, resist hunger, resist fatigue and mind block.

I.S.P.: M.E. x2 plus 1D6 per level of experience.

Combat: Two plus those from hand to hand.

Bonuses: +2 on initiative, +1 to strike and parry, +2 to dodge, +3 to pull punch, +3 to roll with impact, +3 to save vs disease and poisons; all bonuses are in addition to attribute bonuses.

Damage: As per P.S. or via weapon.

Enemies: None per se, although they have learned that Coalition troopers are killers (they tend to kill D-bees like Sludgers on sight), and recognize other dangerous humanoids and predators.

Allies: None per se, although they may befriend people of any race who show them kindness, or who fight a common enemy.

Habitat: Swamp-Sludgers are found throughout the marshlands, bayous, and everglades of the south, and parts of Michigan and Ontario.



Water Serpents

Water Serpents are dark colored, snake-like predators that are probably distant cousins of the much larger Sea Serpents, and may be distant cousins of true dragons. These creatures inhabit only fresh bodies of water, including lakes, rivers and marshy areas throughout the eastern half of North America (uncommon in the arid west and frozen north). They are a constant danger and source of trouble in the sewer systems of the 'burbs and even large cities with poor sanitation and safety measures. The Water Serpent loves sewers because there is usually ample prey in the way of rodents and insects, as well as edible (for it) sewage. They are also known to inhabit ancient ruins, catacombs and caves that are regularly filled or flooded by water. In an urban environment, the Serpents often leave their dank, subterranean lairs to prey upon stray animals, pets, children, street people, and the unsuspecting. Cowardly and sneaky, Water Serpents often hunt in threes, strike from behind and avoid prey that appears strong and capable —better to ensnare a sleeping bum, drunk, or lost child or puppy than engage in a serious battle.

A trait these predators share with sea serpents is that of heightened aggressiveness. Water Serpents are very territorial and will attack any creature that encroaches on their space or

any place they consider their lair. However, they are clever enough to avoid other, larger predators and are usually able to recognize and elude soldiers, police officers, Dog Boys and hunting parties. When these creatures attack, they usually lunge for the throat, groin or leg in an attempt to kill or cripple immediately. The next attack is typically to ensnare its prey with its long snaking body to inflict damage by constriction while biting at the same time. Once the prey is incapacitated (not necessarily killed), it is dragged to the Serpent's lair where the monster finishes the kill and eats at its leisure. On occasion, children and animals are kept alive for days, even weeks, as pets and playthings before the Water Serpent tires of it, kills it and devours it.

Water Serpent — NPC Monster

Alignment: Considered to be a miscreant or diabolic predator.

Attributes: High animal I.Q. 1D4+6 with almost human cunning, M.A. 1D4, M.E. 1D6+8, P.S. 1D6+20, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D4+2, Spd. 6D6+20 on land, double in the water! P.S. and P.E. are considered supernatural.

These creatures are fairly intelligent and understand what is dangerous, including weapons, armor, vehicles, and people dressed in a particular way. They even recognize insignias of the police and military, and know the best places to hunt and hide, as well as means of escape.

Size: 15 to 30 feet (4.6 to 9.1 m) long.

Weight: 200 to 400 pounds (90 to 180 kg).

M.D.C. by Location:

Horns (2; head) — 12 each

Tail section — 4D6+30

Main Body — 6D6+60

Horror Factor: 11

P.P.E.: 1D6

Average Life Span: 10 years

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%, can taste blood in water up to one mile (1.6 km) away and can track the blood scent/trail to its source 80%, can breathe air as well as water, but begins to have trouble breathing after an hour and will die within 4D6 hours out of water. Bio-regenerates 4D6 M.D.C. per 24 hours and can regrow horns or tail within six months. Depth tolerance is 1000 feet (305 m).

Prehensile Tail (special): Can be used like a tentacle and a whip to strike opponents and prey, as well as to entangle, grab and carry prey and items. Sometimes steals things that surface dwellers regard as "special."

Constricting Body (special): Like a boa constrictor, the Water Serpent can entangle prey in its long body and constrict its muscles to inflict damage by crushing its victims. Each constriction counts as one melee action and inflicts 3D4 M.D. Its muscle control is such that it can hold a captive snugly without injury, inflict S.D.C. damage (in 2D6 increments) or mega-damage as noted above (in 1D4 increments). Swimming animals, including humans in body armor, are easily overcome in this fashion (victims are -4 to strike and parry while entangled).

Magic: None.

Psionics: None.

Combat: Four attacks per melee round.

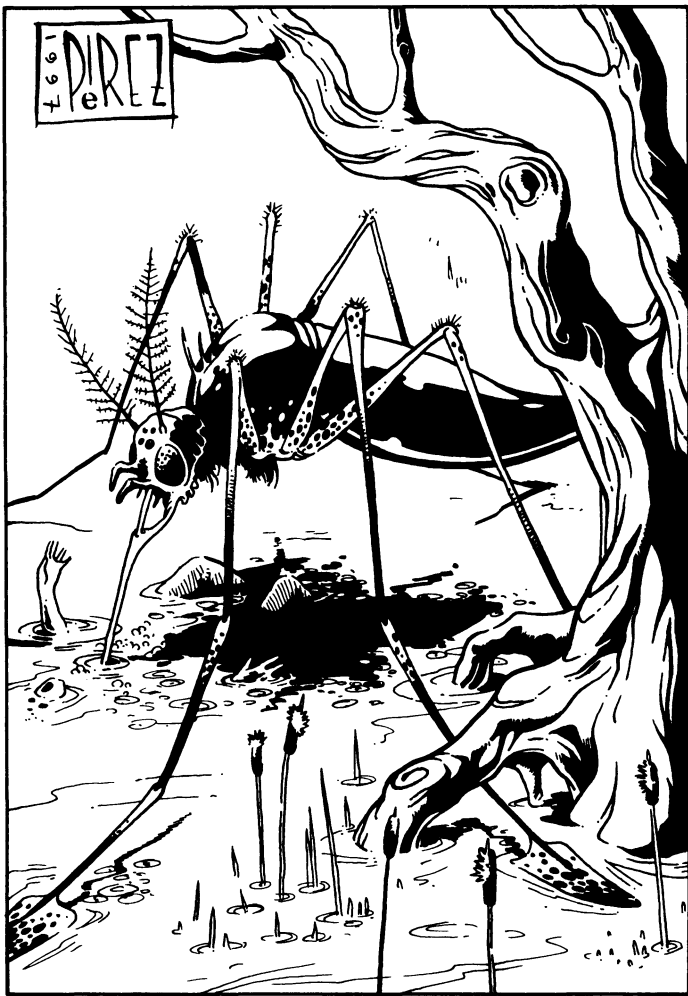
Bonuses: +2 on initiative, +3 to strike, +2 to dodge, +3 to entangle, +8 to save vs poisons/toxins and disease, and +5 to save vs horror factor; all are in addition to attribute bonuses.

Damage: Bite does 3D6 M.D., a tail swat or head butt inflicts 2D6 M.D., goring with horns 3D6 M.D., and also see constriction. Large water serpents, over 20 feet (6.1 meters) in length, inflict an additional 1D6 M.D. per attack.

Allies: Other Water Serpents and typically hunt in groups of three and congregate in groups of 3D6. They seldom live or hunt alone, so if one is encountered, others will be close at hand. Sometimes they willingly serve as guards, spies and killers for other powerful supernatural beings, Sea Witches, or evil sorcerers.

Enemies: Humans, and other competing predators.

Habitat: Any freshwater, including lakes and rivers, but prefer swamps, marshlands and the sewers of the 'Burbs and large cities.



Giant Waterstriders

Waterstriders are giant, mosquito-looking creatures the size of a pickup truck! Their name is derived from the fact that they can walk on water, typically in a pronounced striding motion. Six, long, stilt-legs that end in broad, flat paddles allow these lightweight creatures to move more rapidly over the surface of water than on land. The bodies of these alien monsters are covered by rubbery, mega-damage exoskeletons with hard chitinous coverings on the legs and back, every bit as tough as man-made

body armor. They also have a 3-4 foot (0.9 to 1.2 m) long, mosquito-like proboscis which they use to stab prey and drain the bodily fluids.

Animals are their usual victims, but humans and D-bees are subject to their attacks as well. Waterstriders are most likely to attack 1-3 night travelers and people who are asleep, sick or injured. However, they also attack healthy humanoids by knocking them down or into a corner, pinning them with their legs and stabbing them with their needle-like appendage to drain them of blood (typically 2D4 pints; the stab inflicts 1D6 S.D.C. damage). Prey that offers too much fight will be left alone — the typical bug will flee when 30-50% of its M.D.C. is depleted. Waterstriders are most commonly encountered in swamps, marshes and on or near slow moving bodies of water (where they lay their eggs), but can also be encountered in woodlands and dank caves, sewers and ruins. During the day, Waterstriders may hunt alone or in small swarms of 3D4 members. Nocturnal hunters, they are at their most dangerous at night when they are likely to be encountered in swarms of 3D6 to 6D6. Although attracted to light, they fear fire, and are easily fended off by torches or feisty combatants (they don't like prey that puts up a fight or can inflict grievous harm, remember). **Note:** Waterstriders are attracted to noise, including engine noise, and the scent of sweat and blood. Simvan sometimes ride these creatures. There are even a few pirate groups with Simvan who use the Waterstriders for air and waterborne cavalry units.

Giant Waterstrider — NPC Monster

Alignment: Considered to be a miscreant predatory monster.

Attributes: Low animal I.Q. 1D4, M.A. 1D4, M.E. 1D6, P.S. 2D6+20, P.P. 2D6+6, P.E. 2D4+20, P.B. 1D4, Spd. 1D4×10+20 flying or skittering across the water, half running on dry land.

Size: 10-15 feet (2 to 4.6 m) tall, 15-20 feet (4.6 to 6.1 m) in diameter with legs spread, and wingspan of 10-15 feet (2 to 4.6 m).

Weight: 300 to 400 pounds (135 to 180 kg).

Average Life Span: 2-4 years; lays 5D6 eggs each spring.

M.D.C. by Location:

* Head — 80

* Eyes (2) — 45 each

* Needle Nose (1) — 50

Wings (2; protected by chitin armor when not flying) — 30ea. * Legs (6) — 35 each

Main Body — P.E. x3 (66 M.D.C. minimum)

Horror Factor: 12; 16 for a swarm that outnumbers its prey three to one.

P.P.E.: 3D6

Natural Abilities: Can walk on and run/skate across water, swim 50% (worm-like larva 95%), climb 85%, prowl 50%, land navigation 90%, impervious to disease and poison, and keen sense of smell — can track by smell 68% (+12% to track blood or sweat scent), recognize odors 80%, and is only at half penalties when blinded or in darkness.

Magic: None.

Psionics: None.

Combat: Five attacks per melee round; pin and wrestle.

Bonuses: +1 on initiative, +2 to strike, +4 to dodge, +3 to save vs horror factor; all are in addition to attribute bonuses.

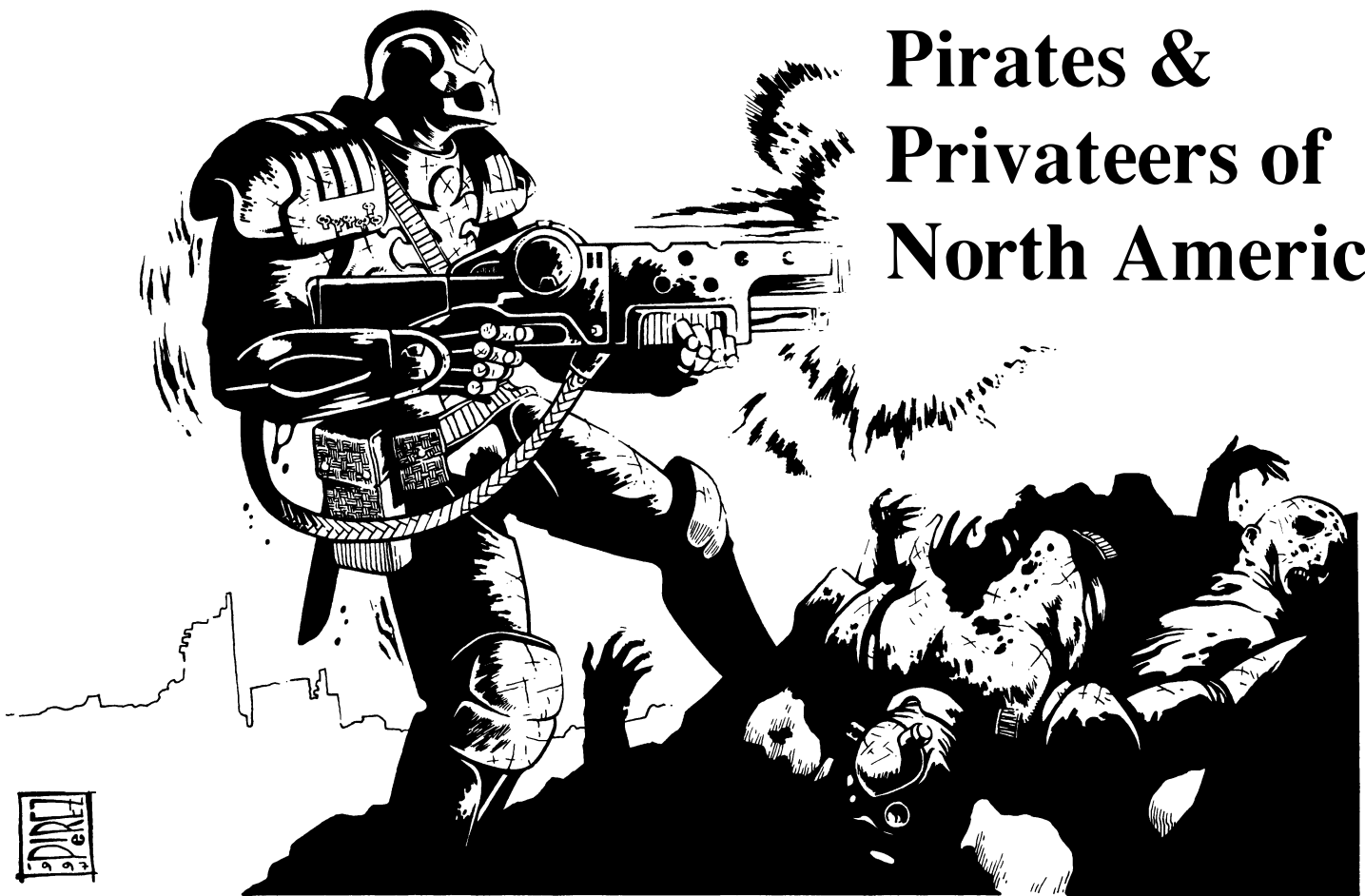
Damage: Kick/Leg strike inflicts 2D6 M.D., head butt 2D6, or charging body slam 3D6 M.D. (counts as one attack for this fast moving creature when on water or flying).

The needle-like proboscis inflicts 1D6 S.D.C. damage from a typical stab designed to pierce the skin and drain blood (super sharp). However, it can also be used as a spearing or slashing weapon that does up to 1D6 M.D. per attack. One pint of blood is drained per melee round, reducing the character's hit points (ignore S.D.C.) by 15% per pint drained! Coma and death is likely when six or more pints are drained by the Waterstrider (a typical adult human has 8 to 12 pints depending on his size/bulk). Only a blood transfusion or magical healing (half the normal amount restored per touch because blood is being replenished) can save the character.

Habitat: Swamps, bogs, and marshes throughout North America.

Allies: None, although sometimes used as pets and riding animals by Simvan and others.

Enemies: Humans and other competing predators. The CS actively engages in their extermination near human communities.



Pirates & Privateers of North America

Pirates are the bandits of the high seas. Their trade is as old as sea travel itself. From the Sea People of Egyptian times to the buccaniers of the Caribbean, seafaring rogues and cutthroats have made their fortune by plundering merchant vessels, kidnaping, extortion and raiding.

The oceans, seas, lakes and waterways of Rifts Earth are teeming with pirates. These bands seek and plunder ships and raid coastal towns, storehouses and merchant caravans. Some travel as deep inland as 100 miles (160 km), sending armed bands after valuable booty — booty being anything from food and supplies to weapons, electronics, magic, precious metals, and gems.

In response to the danger pirates represent, nearly all merchant ships on Rifts Earth are armed. Most travel in convoys escorted by patrol boats or combat cruisers and even destroyers. Most have dozens of marines, many in power armor suits, while others enlist practitioners of magic and powerful beings, including the supernatural. In confined waters like the Great Lakes, pirates are at a bit of a disadvantage since friendly forces and reinforcements are often only minutes away (shore-based jet aircraft, Sky Cycles and power armor can reach most locations in 15-45 minutes). To be successful, pirate groups must attack swiftly, with extreme (often deadly) force and employ sophisticated tactics. Such tactics include the use of booby traps, am-

bushes, feints to draw escorts away from merchant ships, jamming radio transmissions to block distress calls, and the use of coordinated ship, aircraft and marine power armor strikes to overwhelm opponents. Some captains try to ram or chase cargo ships onto reefs and sand bars, or use magic to summon storms and fogs to obscure their actions and to incapacitate and/or take control of the target vessel(s). The most notorious and feared pirates use magic, mystical weapons, and monstrous or supernatural forces (demons, dragons, monster riders, aliens, etc.) in their arsenal of tricks and tactics.

The objective of most pirates is to disable or otherwise subdue target ships and remove their cargo. Many pirates have little or no interest in kidnapping or murder, and simply do whatever it takes to board the vessel and steal valuables, leaving the ship and crew relatively unscathed. This can be a smart policy because murderous and destructive pirates draw the greatest attention from the authorities and merchants who hire mercenaries and private armies to hunt down and destroy such bandits. Those who rarely kill and leave ships with minimal damage are comparatively low priority. The Coalition takes a particularly dim view of piracy, which means the CS Navy spends a full 30% of its time tracking them down and bringing them to justice or a watery grave. The CS Navy spends another 30% of its time escorting cargo and merchant vessels from port to port.

Removing booty is often a problem even after a ship is captured. Especially in heavily patrolled areas (like the Great Lakes) where pirates can't afford to wait around for long periods of time while unloading all the cargo — to do so is to fall victim to a counter-attack or rescue team. Again, magic can be excellent for waylaying would-be rescuers or a means of escape. In any case, pirates tend to grab the most obviously valuables and accessible cargo, and leave. Few will spend more than 5-10 minutes on any one vessel. Another tactic is to grab the most important items and accessible valuables (including people for ransom) and to scuttle (sink) the ship. The exact coordinates of the sunken ship are noted so that pirate salvage teams can return to loot it. Some even attack from below the waves, sinking merchant ships without warning, and returning later with submersibles and power armor to salvage the cargo from the bottom of the lake, sea or whatever. Others take the entire ship — cargo, crew and all — using a skeleton crew from the pirate vessel to operate the captured ship. The ship is later sold or modified and used as part of the pirates' fleet.

High-technology and equally sophisticated and powerful magic, makes it possible for pirates and hijackers to function as light, mobile assault teams that can sweep in from the air or sea, attack (typically using hit and run tactics), grabbing relatively small, easily transportable items, valuables and hostages for ransom and departing (even magically teleporting valuables and select members of the raiding team miles away), without using a ship in the attack. A land base or a water vessel can be miles away but still easily accessible by magic or fast vehicles.

Another growing breed of ship-jacking rogues are **river pirates**. Many rivers throughout the world are used as major highways for shipping goods, especially the Amazon and its tributaries, the Nile in Africa, the Mississippi, Rio Grande, Colorado River, and numerous others, large and small. Of course, the largest and longest are the most heavily trafficked, but even comparatively small rivers used by local communities can be

staked out by River Pirates. These brown water brigands often wait on the banks of rivers, hide by camouflage or natural land cover and attack passing ships, rafts and barges. Such attacks, ambushes and holdups can utilize blockages, dams, mines, rocket launchers, rail guns, power armor, water skis and sleds, boats, robots, armored vehicles, magic, monsters and/or hostages, to name a few. All that separates River Pirates from regular bandits is their choice of targets: river boats. Frequently, the brigands have no ships of their own, except maybe makeshift rafts to unload cargo from captured merchant vessels, or fast moving water skis or underwater sea sleds. Most live on shore and travel by overland routes — nothing more than Highwaymen who use rivers as their highway.

Pay for pirate groups is traditionally based on the booty captured. Large operations pay a small percentage of plunder. The largest portion, 20-40%, usually goes to the Captain and 10%-20% to his First Mate, 2%-5% going to special operatives (spell casters, assassins, power armored warriors, etc.), while the rest of the booty is divided evenly among the remaining crew. Smaller pirate groups (4-20 members) divide the plunder into even shares, with the Captain getting four to ten shares and the first mate, petty officers and other valuable crew members receiving two to five shares. For seafaring and most lake pirates, food, room and board and the most basic of supplies and equipment is provided on board the ship and/or at a secret base/hideout at no or minimal cost for the crew.

To enjoy continued success without having to constantly be on the run, pirates need sanctuaries — hideouts and havens where they can lay low for a while. These are quite simply safe areas where the pirates can divvy up loot, repair equipment, perform routine maintenance, refuel vehicles, recover from injuries, hide from the authorities, rest and relax. For this reason, many groups keep hideouts in out of the way locations where they can go periodically to “disappear.” Besides rest areas, pirates also need places where they can take captured ships, or “prizes” as they are called, fence stolen cargo and booty, buy new equipment and replenish supplies. Neutral kingdoms and coastal city-states are often willing to provide pirate groups with all of these services. In return for giving sanctuary and providing vital services, these kingdoms get rich from payments of pirate loot. Dozens of such pirate sanctuaries exist on the Great Lakes and most coasts and islands the world over. The Splugorth are infamous for given such villains a safe haven and buying booty, particularly ships and otherwise hard to fence items, including Coalition power armor and bots.

Pirate O.C.C.

Pirates are a cross between a sailor, a two-bit bandit, and high-tech Headhunter. They know how to swim, sail and pilot ships as well as how to shoot energy rifles, use M.D.C. armor, and sea sleds. In addition, most are fair to excellent fighters, know how to set ambushes and traps, board ships and fight in close quarters. About one third have 1D4 cybernetic implants or partial bionic augmentation. Where anything valuable is known to take to sea, these criminals are to be found making their fortune by plundering them.

Not all pirates are evil scoundrels who engage in acts of vandalism, theft, murder, rape, kidnapping, torture, and wanton de-

struction. There are a few pirate bands that do not kill, rape or plunder indiscriminately, but limit their attacks to rich or tyrannical targets like modern Robin Hoods of the seas. The vast majority however *are* brigands with little respect for life or dignity. About 33% of all pirates make 50% or more of their profits from the slave trade. Pirate Slavers are the worst kind of scum and disliked, even loathed, by other pirates.

O.C.C. Note: Many other O.C.C.s will be included among a pirate crew. At least 20% will be members of the *Pirate O.C.C.*, another 20% will be a combination of *Sailor O.C.C.*, *Merchant Marine O.C.C.*, and/or *Privateer*.

The rest can include any or all of the following:

Juicers (1-5%)

Crazies (1-5%)

'Borgs (1-5%)

Headhunters (3-8%)

Power Armor Pilots (typically 10-15%)

Grunts/Soldiers/Mercs (typically 5-15%)

Bandits/Thugs (5-10%)

Professional Thieves (usually less than 2%)

Professional Gamblers (usually less than 1%)

Smugglers (1-3%)

Safe-Crackers (usually less than 1%)

Bounty Hunters (usually less than 1%)

Operators (2-6%; always need a good mechanic)

Wilderness Scouts (1-3%)

Other Men at Arms or Adventurer O.C.C.s (1-5%)

Simvan Monster Riders (1-2%)

Psi-Stalker Warriors & Assassins (1-5%)

Psychic O.C.C.s (2-5%)

And even ...

Dragons (if any, usually one or two)

Demons (if any, 1-5%)

Superhumans (a rarity)

Among practitioners of magic, Water and Air Warlocks and Ley Line Walkers are the most popular among pirates, but any sorcerer and just about any O.C.C. may follow a life of piracy.

The racial breakdown of humans versus D-bees can vary dramatically from 10-90% D-bee or human depending on the region and circumstance. In North America, Simvan, Psi-Stalkers, Vanguard Brawlers, Orcs and Ogres are frequently found among pirate bands, especially among River Pirates.

The Minions of Splugorth, including the monstrous Metztla, frequently engage in piracy, as well as slavery, throughout the Atlantic Ocean, Caribbean, Gulf of Mexico, Mississippi River, and to the north, the Gulf of St. Lawrence, Labrador Sea, and occasionally the Hudson Strait, Hudson Bay, James Bay and the Great Lakes.

Likewise, South America has its share of regional pirates and bandits.

Pirate NPC Villain and Optional O.C.C.

O.C.C. Requirements: None, although a high P.S. and P.P. are extremely helpful, and those with a high I.Q. are often the leaders of pirate gangs.

Player Character Note: Pirates are ideal as NPC villains. Player characters who are pirates, especially those who have ridden with or are a recognized member of a notorious gang, are likely to be wanted criminals with a price on their heads. This



means encounters with Coalition troops, lawmen, and Cyber-Knights, not to mention rival pirate clans, *may* turn ugly. Likewise, bounty hunters, mercenaries, adventurers, and outlaws may want this character for the reward or revenge. The player character will undoubtedly have many enemies, from the CS and other authorities to townsfolk. To make matters worse, the pirate or pirate group with whom the character is associated, may have a reputation that is exaggerated or worse than deserved. Such an *outlaw* (even if a Robin Hood type) as a member of the player group *may* negatively affect the credibility and perception of the entire group — guilt or fear by association, i.e., if so and so is a friend/comrade, then the entire group must be just as bad (and can't be trusted and may not be wanted).

True stories of “good” swashbuckling pirate heroes are the stuff of stories and film, in reality, they are few and far between (less than 3%). Typically, such “pirate heroes” or good guys are patriots who attack only the ships of a particular nation (like the CS) or people (like D-bees or humans). But again, their hero status is really a matter of perception, for they are hated, feared and demonified by the nation or people they plunder and kill.

Players looking for a taste of piracy, but who want to play heroes rather than thieves and murderers, should take a look at the *Privateer* and *Merchant Marine O.C.C.s*.

Alignment: Usually selfish or evil; pirates of good alignments are almost unheard of and typically limited to Privateers and Robin Hood types. Robin Hood types and those who exclusively victimize the CS, other pirates, slavers, or evil forces may be any alignment, including *good*.

O.C.C. Abilities and Bonuses: Add 2D6+6 to S.D.C., +1D4 to P.E. attribute, +1 on initiative, and +3 to save vs horror factor.

O.C.C. Skills:

- Two Languages of choice (+20%)
- Basic Math (+10%)
- Radio: Basic (+10%)
- Pilot Boats: Two types of choice (+15%)
- Pilot: Water Sleds & Water Skis (+15%)
- Fishing (+5%)
- Climbing (+15%)
- Swimming (+20%)
- Interrogation (+10%)
- Find Contraband, Weapons & Cybernetics (+14%)
- Recognize Weapon Quality (+10%)
- W.P. Energy Rifle
- W.P. Sword
- W.P. Two of choice
- Hand to Hand: Expert
- Hand to Hand: Expert can be changed to hand to hand: martial arts or assassin (if an evil alignment) for the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select three rogue or espionage skills and three of choice, plus one additional skill at levels 3, 6, 9 and 12.

- Communications: Any (+5%)
- Cowboy: None
- Domestic: Any
- Electrical: Basic Electronics only.
- Espionage: Any (+5%)
- Mechanical: Basic Mechanics only.
- Medical: First Aid and Holistic Medicine only.

- Military: Any (+5%)
- Physical: Any (+5% to acrobatics only)
- Pilot: Any (+10%)
- Pilot Related: Any (+10%)
- Rogue: Any (+5%)
- Science: Math, Anthropology and Astronomy only (+10%)
- Technical: Any (+10% to lores, languages and whittling)
- Weapon Proficiencies: Any
- Wilderness: Any

Secondary Skills: The character also gets to select three secondary skills from the previous list at level one, plus another one at levels 3, 5, 8, and 11. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level.

Standard Equipment: Two energy weapons of choice and two archaic weapons (sword, mace, etc.), meat hook (1D6 S.D.C./H.P. damage), billy club (2D4 S.D.C./H.P. damage), dagger, a suit of M.D.C. body armor, 1D4 pairs of handcuffs, mess kit, canteen or water skin, sleeping bag, backpack, fishing hooks and line, 100 feet (30.5 m) of rope and a grappling hook, flashlight, cigarette lighter, pack of cigarettes, comb, pocket mirror, binoculars, and sunglasses or tinted goggles.

Specialized vehicles (jet skies, row boat, etc.), weapons, and equipment *may* be provided by the Captain or sponsor of the mission if the pirates are working for somebody else or as Privateers. However, individuals are generally *expected* to acquire and maintain their own gear, whether it be as little as a gun and life jacket to a suit of power armor and a trunk full of weapons.

Money: Starts with 1D4x1000 in credits and 1D4x1000 in saleable black market/trade items. The Captain of the ship typically provides his crew with a sleeping bunk, fresh water and lousy to excellent food depending on each individual ship. Some also provide some measure of medical care (again, can vary from lousy to excellent).

Cybernetics: None to start, but pirates often acquire 1D4 cybernetic implants or one bionic limb. In relatively primitive areas, cybernetic items are relatively rare, but contact with groups like the Splugorth, Northern Gun and the Black Market makes them available to pirates, especially those on the Great Lakes. In fact, the Splugorth are only too willing to provide the unique augmentation of living *symbiotes* (see **Rifts® Atlantis**).

Pirate Slaver O.C.C.

Pirate Slavers are the worst of the lot. They have no regard for life and liberty, except for their own, and actively engage in the capture and selling of slaves. About 60-75% of their income is made on the slave market, with the Splugorth buying 60-80% of their captives! The Splugorth flesh merchants pay top prices for healthy captives, so even a raid on a poor village will be profitable. Pirate Slavers know that their victims will be ruthlessly exploited and often slaughtered as food stock by the inhuman Minions of Splugorth, so only the most evil people will engage in slave running (typically miscreant and diabolic alignments).

Pirate Slavers also usually specialize in kidnapping, extortion and murder. Many have a good understanding of the use of poi-

sons and drugs, enjoy torture and interrogation, and may serve as enforcers, spies and hit men when things are slow.

Pirate Slaver NPC Villain

— **Not Recommended as an Optional O.C.C.**

R.C.C. Requirements: None, other than a disregard for life and a cruel streak, although a high P.S. and P.P. are extremely helpful, and those with a high I.Q. are often the leaders of pirate gangs.

Player Character Note: Fundamentally the same as the Pirate O.C.C., except that these characters are never of a good alignment; anarchist or any evil ones only.

Alignment: Anarchist or evil; typically miscreant and diabolic.

O.C.C. Abilities and Bonuses: Add 2D6+6 to S.D.C., +1D4 to M.E. attribute, +2 on initiative, +2 to pull punch, +2 to disarm, and +5 to save vs horror factor.

O.C.C. Skills:

Three Languages of choice (+20%)

Basic Math (+15%)

Radio: Basic (+10%)

Pilot: One ground vehicle of choice (+5%)

Pilot Boats: One type of choice (+10%)

Pilot: Water Sleds & Water Skis (+15%)

Climbing (+10%)

Swimming (+20%)

Detect Concealment (+10%)

Intelligence (+10%)

Interrogation (+15%)

Surveillance Systems/Tailing (+10%)

Track Humanoids (+10%)

Land Navigation (+12%)

W.P. Energy Rifle

W.P. Blunt

W.P. One of choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to hand to hand: martial arts or assassin (if an evil alignment) for the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select six skills of choice, plus one additional skill at levels 3, 6, 9, 12 and 15.

Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: Basic Electronics only.

Espionage: Any (+5%)

Mechanical: Basic Mechanics only.

Medical: Any

Military: Any (+5%)

Physical: Any

Pilot: Any (+5%)

Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: Math, Anthropology and Astronomy only (+5%)

Technical: Any (+10% to lores and languages)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select three secondary skills from the previous list at level one, plus another one at levels 3, 5, 8, and 11. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level.

Standard Equipment: Two energy weapons of choice and two archaic weapons, billy club (2D4 S.D.C./H.P. damage), neural mace or stun prod, survival knife, a suit of M.D.C. body armor, 1D4 pairs of handcuffs, mess kit, canteen or water skin, sleeping bag, backpack, 100 feet (30.5 m) of rope and a grappling hook, several 10 foot (3 m) lengths of chain and padlocks, flashlight, cigarette lighter, pack of cigarettes, binoculars, and sunglasses or tinted goggles.

Specialized vehicles (jet skies, row boat, etc.), weapons, and equipment *may* be provided by the Captain or sponsor of the mission if the pirates are working for somebody. However, individuals are generally *expected* to acquire and maintain their own gear. A few prison cells and manacles, chains and extra rope are provided on ship to contain and control prisoners/slaves. Most slave will have be placed in “leg irons” (manacles and chains to prevent them from running and fighting) and placed in the hold, packed tightly like sardines in a can — 10-33% typically die from heat, dehydration and malnutrition.

Money: Starts with 1D6x1000 in credits and 1D4x1000 in saleable black market/trade items. The Captain of the ship typically provides his crew with a sleeping bunk, fresh water and lousy to excellent food depending on each individual ship. Some also provide some measure of medical care.

Cybernetics: None to start.

River Pirate O.C.C.

River Pirates vary from those on the high seas mainly because they are much more similar to land based bandits and highwaymen who plunder barges, boats and travelers in and along rivers and small lakes. They usually attack in gangs on speed boats, jet skis and hydrofoils, as well as hovercycles and power armor. They often set traps and barriers to stop and/or trap the target vessel. Likewise, River Pirates also engage in smuggling, armed robbery and theft on dry land. A greater percentage (5-10%) will be O.C.C.s like the professional thief and gambler. In fact, because they often strike along river banks, they don't need many boating skills. Also see the brief discussion about River Pirates in the opening to the Pirate section.

River Pirate NPC Villain and Optional O.C.C.

R.C.C. Requirements: None, although a high P.S. and P.P. are extremely helpful, and those with a high I.Q. are often the leaders of pirate gangs.

Player Character Note: Fundamentally the same as the Pirate O.C.C.

Alignment: Usually selfish or evil; pirates of good alignments are almost unheard of and typically limited to Privateers and Robin Hood types. Robin Hood types and those who exclusively victimize the CS, other pirates, slavers, or evil forces may be any alignment, including *good*.

O.C.C. Abilities and Bonuses: Add 2D6+6 to S.D.C., +1 to P.E., +1 to P.P. attribute, +2 on initiative, +2 to roll with impact, and +3 to save vs horror factor.

O.C.C. Skills:

Two Languages of choice (+20%)

Radio: Basic (+10%)

Pilot: One ground vehicle of choice (+10%)

Pilot: One water vessel of choice (+15%)

Climbing (+15%)
 Swimming (+20%)
 Streetwise (+10%)
 Camouflage (+15%)
 Trap Construction (+15%)
 Trap/Mine Detection (+15%)
 Detect Ambush (+10%)
 Detect Concealment (+10%)
 Find Contraband, Weapons & Cybernetics (+14%)
 Prospecting/Recognize Gems (+10%; see *New West*)
 W.P. Energy Rifle
 W.P. Two of choice
 Hand to Hand: Expert
 Hand to Hand: Expert can be changed to hand to hand: martial arts or assassin (if an evil alignment) for the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select two rogue or espionage skills and four others of choice, plus two additional skill at levels 3, 6, 9 and 12.

Communications: Any (+5%)
 Cowboy: None
 Domestic: Any (+5%)
 Electrical: Basic Electronics only.
 Espionage: Any (+10%)
 Mechanical: Basic Mechanics only.
 Medical: First Aid only.
 Military: Any (+5%)
 Physical: Any
 Pilot: Any (+10%)
 Pilot Related: Any (+10%)
 Rogue: Any (+10%)
 Science: Math and Astronomy only (+10%)
 Technical: Any (+10%)
 Weapon Proficiencies: Any
 Wilderness: Any (+10%)

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, plus another one at levels 2, 4, 6, 10, and 13. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level.

Standard Equipment: Typically some type of body armor from gladiator and Bushman, to modified Coalition Dead Boy and Dog Boy armor (the latter is extremely common). Other common equipment includes tinted goggles or nonenvironmental helmet with or without visor, flashlight, cigarette lighter, pack of cigarettes, comb, pocket mirror, 100 ft (30.5 m) of light-weight rope, grappling hook, binoculars, knapsack, backpack, three large sacks, utility belt, air filter, and two canteens or water skins.

Weapons include a survival knife or hatchet, one or two Vibro-Knives, a pistol or revolver (energy or other), a rifle (energy or other), and 1D4+1 additional E-clips/ammo clips for the weapons.

Starts with a fair to good quality, but battered looking, Speedster or Firefly hovercycle, or water jet ski (reduce the usual M.D.C. by 2D4%).

Additional Equipment: Hand grenades, flares, magic items, special weapons, souped-up vehicles, better armor, etc., must be acquired later as the character gets booty or steals items.

Money: Starts with 3D4x100 credits worth of tradeable goods and 3D4x100 in universal credits.

Cybernetics: None to start.

Note: See *Rifts® New West* and *Lone Star* for more information about the life of an outlaw, gangs, and the bandits of Lone Star and the West.



Privateer O.C.C.

Some would argue that the Privateer is nothing but a pirate with diplomatic immunity and a license to steal (and kill). Privateering is actually a rather broad term that can include legitimate practices and services as ship escorts, defenders, naval infantry, scouts, spies, salvage experts, deep sea divers and even ship crewmen/sailors or cargo workers. On the darker side of things, Privateers can engage in espionage, smuggling, fencing, robbery, stealing cargo, kidnapping, extortion, smuggling, subversion, sabotage, assassination, torture, murder, scuttling ships, fighting pirates, helping pirates, amphibious assaults, beachhead raids, rescue missions, surgical strikes, seek and destroy missions, fighting the Coalition, working with or for the Coalition, and all manner of adventures on the rolling lakes and seas.

The only thing that differentiates Privateers from pirates and ordinary mercenaries is that they are hirelings of a nation, kingdom or powerful business company (like Northern Gun), licensed to engage in acts of piracy and brutality against enemies or rivals on the open water. A rival or enemy may be another shipping line, business or nation. The license allows these corsairs to return to the licensing nation for repairs and protection at no cost. In return, the sponsoring kingdom receives a percentage of all plunder acquired, usually 10-40% of the total. A few

coastal kingdoms in North and South America have been granting privateer licenses to seafaring mercenary groups and pirates. In fact, some pirates switch from being sanctioned agents of a kingdom and/or lawmen, back to open piracy as the situation and their mood best suits them. Pirates protected by a nation or similar powerful force can often avoid persecution as pirates/criminals from one nation by becoming a privateer for another.

It is important to note that while many pirates and villains take advantage of the questionable practice of privateering, at least half of all Privateers are good, honorable men and women who love life as a sailor and/or crave adventure on the high seas. Some become law men and heroes of renown, while other simply live out a life on the water as honest sailors and hard workers.

Privateer NPC and Player O.C.C.

R.C.C. Requirements: I.Q. 8, P.S. 10 or higher and a love of the sea; a high P.P. and P.E. are helpful, but not a requirement.

Player Character Note: Privateers can be heroes and well intentioned adventurers, sailors and mercenaries to thieving and murdering scum as bad as any pirate or slaver. Most people are wary of these sea-mercenaries.

Alignment: Any, depending on the individual, the life-style he has chosen and the people with whom he associates.

O.C.C. Abilities and Bonuses: Add 2D6+6 to S.D.C., +1 to P.E., +1 to P.P. attribute, +2 on initiative, +2 to roll with impact, and +3 to save vs horror factor.

O.C.C. Skills:

Two Languages of choice (+20%)
Basic Math (+10%)
Radio: Basic (+10%)
Navigation (+10%)
Pilot: Sailing (+15%)
Pilot: Ship (+5%)
Pilot: One water vessel of choice (+15%)
Swimming (+20%)
Streetwise (+8%)
Find Contraband, Weapons & Cybernetics (+14%)
Recognize Weapon Quality (+10%)
W.P. Energy Rifle
W.P. Three of choice
Hand to Hand: Expert

Hand to Hand: Expert can be changed to hand to hand: martial arts or assassin (if an evil alignment) for the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select three physical or technical skills and six others of choice, plus two additional skill at levels 3, 6, 9 and 12.

Communications: Any (+10%)
Cowboy: None
Domestic: Any (+5%)
Electrical: Basic Electronics only.
Espionage: Any (+5%)
Mechanical: Basic Mechanics only.
Medical: Paramedic only.
Military: Any (+5%)
Physical: Any
Pilot: Any (+10%)
Pilot Related: Any (+10%)

Rogue: Any
Science: Any (+5%)
Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, plus another two at levels 3, 6, 9, 12, and 15. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level.

Standard Equipment: Typically some type of mega-damage body armor, including modified Coalition Shark, Dead Boy armor or Dog Boy armor. Other common equipment includes tinted goggles or nonenvironmental helmet with or without visor, flashlight, cigarette lighter, pack of cigarettes, comb, pocket mirror, 100 ft (30.5 m) of lightweight rope, grappling hook, binoculars, knapsack, backpack, three large sacks, utility belt, air filter, and two canteens or water skins.

Weapons include a survival knife or meat hook (1D6 S.D.C.), one or two Vibro-Knives, a pistol or revolver (energy or other), a rifle (energy or other), and 1D4+1 additional E-clips/ammo clips for the weapons.

Specialized vehicles (jet skies, row boat, etc.), weapons, and equipment *may* be provided by the Captain or sponsor of the mission. However, individuals are generally *expected* to acquire and maintain their own gear, whether it be as little as a gun and life jacket to a suit of power armor and a trunk full of weapons.

Money: Starts with 1D4x1000 in credits and 1D4x1000 in saleable black market/trade items. The Captain of the ship typically provides his crew with a sleeping bunk, fresh water and lousy to excellent food depending on each individual ship. Some also provide some measure of medical care (again, can vary from lousy to excellent).

Cybernetics: None to start, but privateers often acquire 1D4 cybernetic implants or one bionic limb.

Notable Pirate Groups & Sanctuaries

Hundreds of pirate groups terrorize the oceans, seas, lakes and other waterways of Rifts Earth. The Great Lakes region alone is home to about fifty such groups that vary in size from a dozen to over a hundred members! Most of these pirate groups are minor menaces easily squashed by any one navy belonging to the six great powers of the region. A handful of these bands, however, are major military powers in their own right and have their own fortified base cities and fleets. What follows are brief descriptions of the major Great Lakes pirates and their sanctuaries.

The Black Bay Raiders

Black Bay lies about 40 miles/64 km east of Thunder Bay on the north coast of Lake Superior. The bay, known locally as Pirate's Bay, is approximately 37 miles (60 km) long and 13 miles

(21 km) across at its widest point, but only about 4.5 miles (7.2 km) across at the mouth. Six forts are positioned around the mouth of the bay to prevent enemies from entering (each with 20 armored troops, 500 M.D.C., and a pair of heavy laser cannons: 1D6x10 M.D.C. per blast, 6000 foot/1800 m range).

Until six months ago, five separate pirate groups shared the base of Black Bay in the interest of mutual defense. They instituted a policy of zero toleration for violence among themselves, and worked out an arrangement to share responsibility for the defense and upkeep of the bay's facilities including the town of Dorion. A council of the five leaders was formed to rule over Black Bay and settle all disputes at monthly assemblies in the port town of Dorion. Everything changed when **Gus Remington**, the leader of the strongest faction, decided to unite the pirates of the bay under his command. He was able to do so through scheming, backstabbing, assassination and an outright invasion of Dorion. With the other pirate leaders dead, and the threat of annihilation at the hands of "Remington's Raiders", the pirates quickly capitulated.

Remington has named the reorganized pirate force **The Black Bay Raiders**. The core of this force is Remington's merc company of 140 battle-hardened veterans. None of these men and women are actual pirates, they are all professional soldiers 100% loyal to Gus. In combat proficiency, these troops are equal to the CS Naval Infantry and excel at the same missions - maritime operations, amphibious landings and ship boarding. They have excellent equipment and provisions and are well-paid. (**Note:** These troops have the same statistics and equipment as the typical CS Grunt on page 256 of the **Rifts RPG**). In addition to the mercs, the Black Bay Raiders include a force of 500 assorted pirates, headhunters, juicers, assassins and city rats. These criminals are experienced sailors and warriors. As long as they are making good money and the mercs are around to keep order, the pirates will continue to serve Remington with undying loyalty.

The resources of the Black Bay pirates amount to the town of Dorion (which has its own repair yard, garage and nuclear power plant), the six forts, a refitted Missile Cruiser, one Sea King cruiser, a pre-Rifts submarine, 3 Tritons, 8 Black Eels, 2 USN patrol boats, one mini-aircraft carrier (800 M.D.C.) with 4 Grey Eagle jets, 6 NG Hunter robots, 28 CS Wave Demon watersleds, three Iron Eagle helicopters and 45 suits of assorted power armor (SAMAS, Triax Predator, NG Gladius and Chipwell). This equipment is employed to raid the merchant ships of lesser kingdoms and to attack the ships, vehicles and territory of Lazlo and Tolkeen.

Captain Gus Remington

Gus Remington was the prototypical Coalition success story, and in his youth, was a poster boy for military recruitment. Remington was born into a large farming family in the Iowa portion of Chi-Town, and grew up accustomed to the backbreaking labor of farming. At age eighteen, Gus enlisted in the Chi-Town military to escape the drudgery of small-town life and experience a new world of grand adventure. As it turns out, Remington was ideally suited for military life, graduated at the top of his class, and was recruited into the special forces. By age twenty-one, Gus was a full-fledged field operative, being sent to the remote frontier regions of the Coalition to fight for human freedom and supremacy. Following a distinguished five year military career, Gus spent another three years as a field agent for

the CS Intelligence Division. But at age twenty-six, Remington left the military to pursue a more lucrative freelance career.

In just one year, Gus organized a private mercenary army of company-size, which he called "Remington's Raiders." While the "Raiders" were strictly a merc outfit, it was composed largely of retired CS veterans and Coalition sympathizers. They frequently worked for the Coalition, performing delicate missions for CSID. In addition, they served as privateers licensed to raid enemy commerce on the Great Lakes.

By dumb luck, Gus got Remington's Raiders involved in a mad scientist's plot to destroy the Xiticix. The scientist, a man named Zach Krug, had developed an incredibly potent biological weapon which Remington hoped to sell to the Coalition. But somehow a group of adventurers supported by Tolkeen and Lazlo uncovered and foiled his plot. They managed to destroy all traces of the biological weapon, humiliating Gus in front of the Coalition, and inflicting serious damage on the Raiders. After this defeat, Gus Remington swore to take revenge on the adventurers, Lazlo and Tolkeen. In order to avenge himself, Remington felt it necessary to take control of all the Blood Bay pirates. With the might of the combined pirate fleets, Remington would then be capable of destroying the merchant ships of Lazlo and Tolkeen.

Remington is a worthy opponent who has an intimate knowledge of both infantry and naval tactics. He is a creative, resourceful commander who has surrounded himself with capable veteran soldiers. Since the failure of his scheme to supply the CS with Krug's biological weapon, Remington has become unstable at times, obsessed with getting revenge. Once he is in battle, however, he keeps his composure and the ability to think rationally. Although he can go toe to toe with the best in a fight, Remington prefers to use subterfuge, hit-and-run and ambush to defeat his enemies - it's safer and also more fun!

Statistical Data of Note

O.C.C. & Level of Experience: 9th level CS military specialist.

Alignment: Miscreant

Attributes: I.Q. 15, M.E. 12, M.A. 17, P.S. 16, P.P. 17, P.E. 20, P.B. 13, Spd. 24

Hit Points: 43; **S.D.C.:** 56

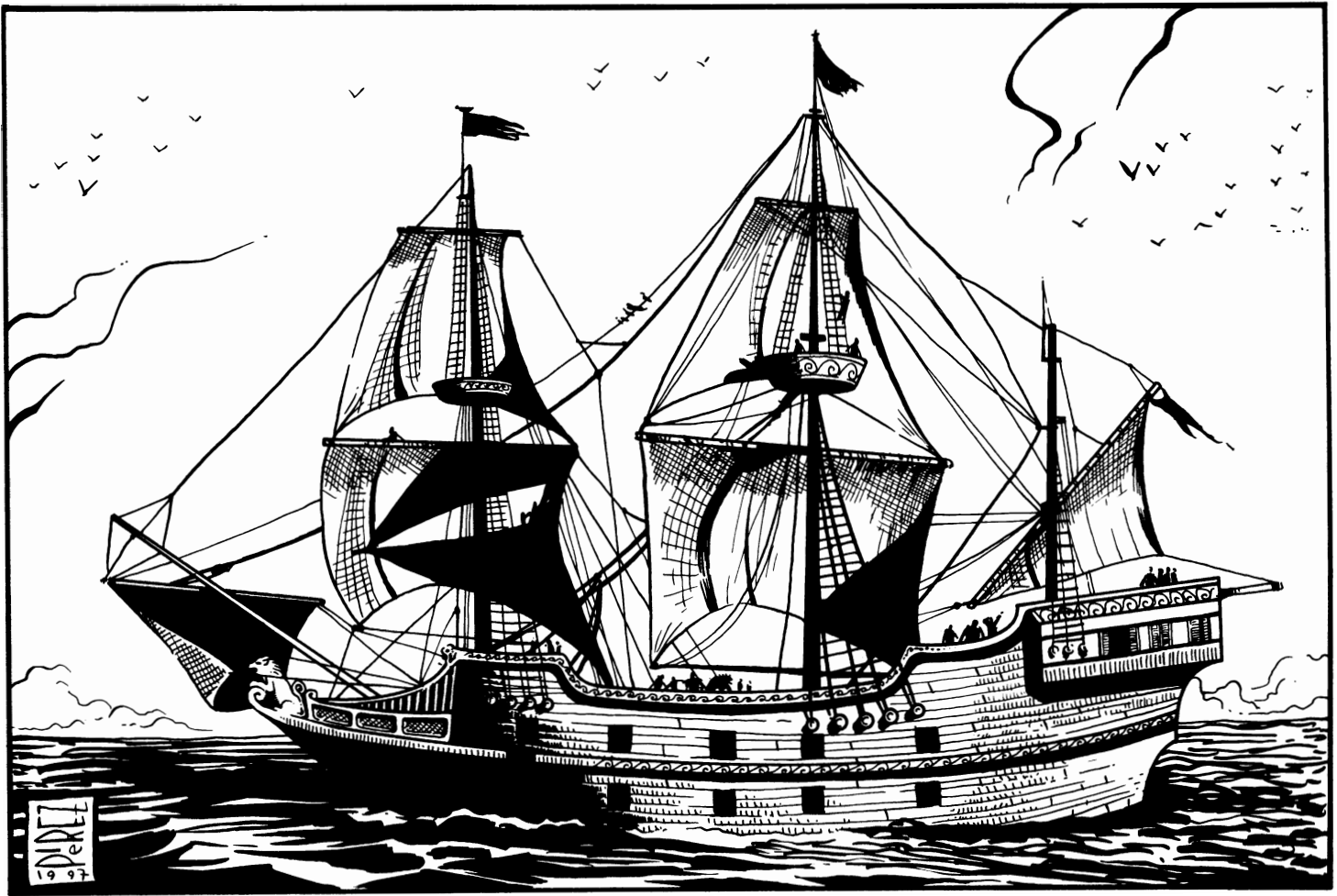
Weight: 188 lbs (84.6 kg); **Height:** 5 ft, 11 inches (1.79m)

Age: 28

Bonuses of Note: +3 to strike, +6 to parry/dodge, +4 to damage, +4 to roll with punch, entangle, knock-out on 17-20, kick attack for 1D6 damage, 45% chance to trust/intimidate.

Skills of Note: Radio: basic 95%, literacy 80%, computer operation 85%, intelligence 80%, pilot hovercraft 98%, robot combat elite: SAMAS, read sensory equipment 95%, weapon systems 90%, running, lore: demons & monsters 70%, streetwise 52%, pilot warships/patrol boats 72%, pilot helicopter 75%, prowl 65%, swimming 90%, S.C.U.B.A. 90%, boxing, climbing 70%, demolitions 98%, demolitions disposal 98%, NBC warfare 90%, detect ambush 80%, wilderness survival 80%, sniper, tracking 75%, radio: scramblers 85%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy and W.P. Knife.

Equipment: Camouflage Bushman armor (60 M.D.C.), C-18 pistol with 2 spare E-clips, Wilk's 447 laser rifle and 6 E-clips, two plasma grenades, vibro-knife, M-16 carbine, binoculars and hand-held computer.



Queenston Harbor

A Free City near the Ruins of Cleveland

Population Breakdown: Total population 165,000.

Humans: 80,000	Ogres: 500
Elves: 18,000	Simvan: 400
Goblins & Orcs: 35,000	Kisents: 200
Nuhr Dwarves: 2,000	

Splugorth Minions: 1500 (Kittani, T-Men and Altara mostly)
 Others: 27,000; a mixture of mutant animals, exotic D-bees, dragons, supernatural creatures, etc.

Queenston Harbor is a free port city built on the south shore of Lake Erie, near the ruins of Cleveland, by Queen Lilia Seabreeze. "Free port" means that the city-state is not formally affiliated with any other kingdom or nation, and its borders are open to anyone, including pirates. On most days, the port is crowded with a hundred or so ships from dozens of different kingdoms and pirate groups; Splugorth vessels have even been known to dock here on occasion. About the only nation on the Great Lakes that has never used the port is the Coalition States.

The free port city of Queenston is a trading and service center that caters specifically to the needs of pirates and privateers. It is something like a Great Lakes version of Slaver's Port in South America. Queenston is a wealthy city where millions of credits change hands on a daily basis. Clustered around the dock area are dozens of taverns, casinos, drug dens and inns where pirates can hang out. In the heart of the city is a trade quarter filled with

stores, shops and an open-air market where pirates can hawk loot and buy weapons, equipment and cybernetic augmentation. This quarter has two magic shops, a healer, official Northern Gun, Wilk's and Wellington Industries retail outlets, a huge operator shop, and a body-chop-shop run by the real Black Market.

A fleet of six **Windjammer** frigates protect the harbor; 1D4+2 of these warships are always within sight of the city, and the others are usually no further than 20 miles (32 km) away. Hidden beneath the waters of the port are more defenders, and a five-headed AquaHydra of exceptional intelligence named **Trash** (Miscreant; I.Q. 7, M.E. 15, M.A. 3, P.S. 28, P.P. 15, P.E.17, P.B. 5, Spd. 60, 120 swimming, M.D.C. 1500). The city has a professional army of 10,000 troops called the *Queenston Harbor Guard*.

The Guard is a combination of military defense force and police designed to keep the peace. Humans make up roughly one third of the force, the rest are a mix of orcs, ogres, elves, kittani, and Nuhr dwarves. All soldiers of the Guard are issued ancient-style uniforms and equipment that looks like something out of the 18th century. However, these seemingly benign uniforms are all potent techno-wizard items every bit as deadly as modern CS weapons. Each soldier is issued a talisman of armor, a firebolt musket and a kisentite bayonet; rather than muskets and bayonets, officers are issued a pair of firebolt pistols and a kisentite sword. The reason for these ancient-style military designs is two-fold. First, they blend in with the surrounding environment and decor, providing an almost invisible presence. Second, unknowing enemies and troublemakers are likely to un-

derestimate the Guard's abilities based on their appearance and not employ their maximum power against the Guard. This often allows the Guard to take care of a hostile situation before it escalates too far.

Architecture in Queenston Harbor is based on Victorian-era styles. Most of the buildings are constructed of stone blocks fitted together expertly by skilled dwarven masons. A high, thick, stone protective wall surrounds the city (500 M.D.C. per 10 foot/3 m area), except for the side facing Lake Erie. Guard towers are spaced along the wall at 100 foot (30.5 m) intervals. Each of the towers holds 10 soldiers, spare firebolt muskets and a TK Thunderfire cannon with 30 rounds of ammunition (see Windjammer description below).

Queenston Harbor Highlights

1. The Magic Pyramid: In the center of town is a white stone pyramid that towers over every other structure in the city. This 100 foot (30.5 m) tall edifice is a lesser version of the standard Splugorth-style magical pyramid. The building is used to harness the power of a ley line nexus, on which it sits, for communication, protection, weather control, transportation and to perform strong magic. Energy from the nexus is constantly being siphoned by the pyramid to power the city and also the building's own magic functions.

First Lord Nhazur, a renegade Splugorth High Lord minion, is the master of this pyramid. As a stone master, the D-bee is the only being in the city able to operate the building proficiently. Nhazur is also the guardian of the many vaults and chambers inside the pyramid (where the city's treasury and armory are located). He lives in a series of chambers on the first floor-level of the building and does not take kindly to the intrusions of strangers. The last group of drunken pirates who disturbed Nhazur were killed in a ley line storm as they were leaving port.

2. Temple of the Seven Waters: Overlooking the port from a small rise is a columned, Greek-style temple built of bluish marble. This building is a place of worship for the **Church of the Seven Waters**, a polytheistic faith devoted to the worship of the goddess Ippotomi and other sea gods and water spirits. There is only one priest at the temple, a seven foot tall, hooded, enigmatic being known only as **Tides**. No one knows much about either the priest or his faith, but many of the pirates have begun to pray and leave offerings at the temple for luck.

A full description of the Church of Seven Waters appears in the *Palladium RPG* supplement **Dragons & Gods**, on page 178.

3. The Palace: The home of Queenston Harbor's monarch and the seat of government is a large Victorian-style palace built of the same bluish marble as the Temple of the Seven Waters. This palace is an enormous building with over 100 rooms! Besides Queen Lilia and her staff, the palace also houses 1200 Guard troops and officers in the west wing.

There are 100 armed guards on duty at posts throughout the palace and its manicured grounds. The structure and its grounds are strictly off limits to all pirates and visitors without special permission. Common citizens and their children, however, are allowed onto the spacious grounds to picnic, play or just enjoy nature.

Queen Lilia Seabreeze

Queen Lilia is a True Atlantean of the Aerihman clan, born and raised on Atlantis. From the time she was born, Lilia was doted on by her parents, and as a result, grew up a willful and selfish child. As such, her loyalty to her family and clan was limited. Lilia had no wish to pursue the Aerihman destiny and left to explore the Megaverse as soon as her training as a line wizard was complete.

For many decades, she wandered aimlessly from galaxy to galaxy and from dimension to dimension. During the course of these journeys, she grew in stature and ability, made powerful allies and acquired great wealth. When Lilia decided finally to return to Rifts Earth, she did not return to her homeland where she was sure that the clan elders would view her with suspicion and put limitations on her flamboyant style. Instead, Lilia's destination was the Ohio Valley, where the Federation of Magic was rumored to remain. Sadly, all she found in Ohio was anarchy and bitter, old mages dreaming of the chance to get revenge on the Coalition.

Lacking any other direction, Lilia headed north and soon stumbled upon a pirate sanctuary near the ruins of Cleveland. Here, with the help of her allies, she decided to build her own free city with architecture and fashion based on that of the 16-18th centuries - her favorite period in Earth history. Lilia continued to allow pirates to unwind at the free city, mainly because of



the revenues brought in from business transactions with the corsairs. Slavery was the one area where she drew the line; the Atlantean is no paladin but even she despises the practice of slavery and will not allow it in her kingdom.

Queen Lilia is a fair and popular ruler. She enjoys the challenge of running a kingdom, and for the first time in her life, Lilia is happy. At Queenston Harbor, she is surrounded by her friends, admirers, and her paramour, the pirate captain Bronn Drake. The free city is very dear to her and has become the closest thing to a cause that she has. Lilia is likely to use all of the resources and alliances at her disposal to keep the free city secure and prosperous.

Statistical Data of Note

O.C.C. & Level of Experience: 15th level Ley Line Walker.

Alignment: Originally anarchist, but these days is leaning more towards unprincipled.

Attributes: I.Q. 18, M.E. 25, M.A. 15, P.S. 16, P.P. 10, P.E. 14, P.B. 22, Spd. 25

Hit points: 71; **S.D.C.:** 60

Weight: 190 lbs (85.5kg); **Height:** 6 ft, 8 inches (2.03m)

Age: 218

P.P.E.: 240

Combat: Hand to hand: basic, 5 attacks per melee or two by magic

Bonuses: +2 to strike, +3 to parry/dodge, +4 to damage, +4 to roll with punch, +5 to save vs psychic attack/insanity, kick attack for 1D6 damage, body flip/throw, critical strike on 19-20, 50% chance to charm/impress.

Magic: Knows all spell magic from levels 1-10 plus anti-magic cloud, create magic scroll, create zombie, close rift and dimensional portal.

Skills of Note: Radio: basic, dance, first aid, literacy, computer operation, lore: demons & monsters, lore: magic, lore: faerie, swimming, horsemanship and speaks Atlantean, Dragonese, gobblely, ogre, faerie and American, all at 98%. W.P. Staff, W.P. Knife and W.P. Energy Pistol.

Equipment: Talisman of armor (100 M.D.C.), kisentite dagger (2D6 M.D.), and hand-held computer.

Notable Pirates of Queenston Harbor

As previously mentioned, Queenston Harbor is a major port on the eastern Great Lakes, where pirate groups frequent by the dozens to conduct business. Most of these pirates work for small operations and have only a handful of torpedo boats or power armor. Queenston Harbor is, however, a port of call for two very major bands: The Nuhr Dwarves and Bronn Drake.

The Nuhr Dwarves

The Nuhr are a race of dwarves who hail from a dimension similar to the *Palladium World* but with more advanced technology. Their physical characteristics and natural abilities are identical to those of regular Palladium dwarves. Where the two differ is in the fact that the Nuhr practice a diluted form of rune magic! This magic is a unique cross between diabolism and techno-wiz-



ardry, whereby regular items are enchanted by being engraved with mystical symbols/runes. Nuhr dwarves make extensive use of this magic to the point where nearly every one of their tools, weapons and devices are enchanted.

Very few of these dwarves have found their way to Rifts Earth. The entire Nuhr population worldwide amounts to less than five thousand, with nearly half of that number living in Queenston Harbor. One segment of the Nuhr population has taken to piracy for adventure and excitement. **Sampson Rhees** is their leader, a stout dwarf warrior of one hundred years (Unprincipled, 7th level Palladium Soldier, I.Q. 17, M.E. 11, M.A. 17, P.S. 22, P.P. 10, P.E. 14, P.B. 8, Spd. 10, 45 hit points. Armed with Nuhr rune mail and axe, inflicts 4D6 M.D.). The first mate is Sampson's one-eyed cousin named **Duncan of Argyle**, a steadfast and brutal warrior (Miscreant, 6th level Palladium Mercenary, I.Q. 9, M.E. 11, M.A. 5, P.S. 27, P.P. 9, P.E. 16, P.B. 6, Spd. 6, 58 hit points. Armed with Nuhr rune mail and war hammer, inflicts 5D6 M.D., and returns when thrown).

There are about one hundred other Nuhr in the pirate band of Sampson Rhees. All are male, 3rd-5th level Palladium Men of Arms, have a minimum P.S. of 18, wear Nuhr Rune Mail armor (100 M.D.C.), carry a Nuhr rune weapon (3D6 to 6D6 M.D.) and an energy pistol of choice with two extra E-clips. In addition to the dwarves, there are twenty or so D-bee warriors in the pirate crew. The highest ranking non-dwarf is the tomach third mate **Ardgraz** (Aberrant, 6th level warrior, 493 M.D.C.).

All of the pirates fit aboard their only warship, an enchanted Nuhr ironclad ship called **The Mauler**. This vessel is one of the most powerful afloat on the Great Lakes and is feared throughout the eastern lakes and the Atlantic coast. The Mauler has 1000 M.D.C. and is protected with a special *aura of deflection* enchantment. This enchantment creates a magic field that deflects attacks; the ship gets to make a roll with impact at +4 against every attack for half damage, and on a roll of natural 20, the ship takes no damage! The weapons of the Mauler include a heavy ram-prow that inflicts 1D6x100 M.D.C., a big-bore that fires solid kisentite armor piercing rounds that inflict 1D4x100 M.D. each (range of 3000 feet/914 m, fires twice per round, 50 shot payload), and an eight-tube, medium-range missile launcher to defend against aircraft.

Sampson and his dwarven crew are not evil cutthroats, just misguided D-bees whose alien idea of a good time is to exchange a few shots with passing ships. Like children, these beings are very curious about Rifts Earth and eager for new adventures. Thus far, their activities have been limited to Lakes Ontario and Erie, the Saint Lawrence, and the North Atlantic.

Bronn Drake & the Vulture

The Vulture is a *Black Ship*, one of the dreaded three-masted, demonic boats with batwing sails from the Western Empire (see *South America One* pages 165-167, for details). Its captain is a pale-skinned, dark-haired and bearded swashbuckler named **Bronn Drake**. His first mate is his older-half brother, **Odan**. The brothers come from an influential and wealthy noble family in the Western Empire, distantly related to the royal family. As a result of these blood ties, the brothers were put in charge of one of the Empire's dreaded Black Ships.

Bronn and Odan are also the best of friends. This has served them well at sea and in battle for each can usually anticipate the

actions of the other. Odan is a calm, steady influence, who has a mind for the important little details. Bronn, on the other hand, is a loose cannon whose brash and aggressive tactics more often than not result in victory. Theirs was the best ship of the Western Empire before the Vulture was caught in a dimensional storm and Rifted to Earth.

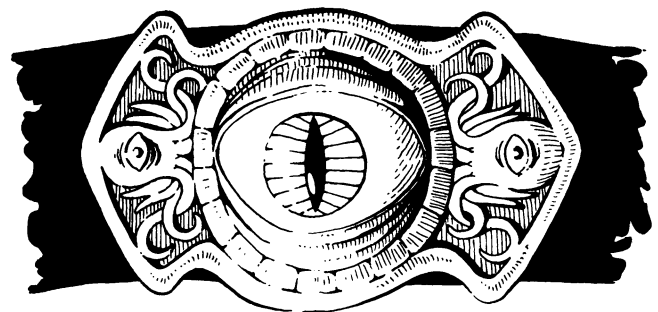
Since the Drake brothers arrived on Rifts Earth a decade ago, the Vulture has been all over the Atlantic. The brothers have raided countless coastal villages and successfully looted a hundred ships. They've worked for the Splugorth in the slave trade off Africa, worked as privateers on the Amazon, and pillaged merchant vessels on the Great Lakes. Unfortunately, being stuck on Earth for ten long years has started to wear on the relationship between the brothers and they are slowly growing apart. Bronn has fallen in love with Queen Lilia of Queenston Harbor, and is happy on Earth. On the other hand, Odan is obsessed with finding a way to return to the Western Empire.

The Vulture and its crew spend six months of the year in the Great Lakes and Saint Lawrence region. Their ship has become synonymous with terror in the vocabulary of many merchant sailors. During the rest of the year, the ship ranges from the coast of Africa, to Atlantis to the Amazon region of South America.

Bronn Drake: 9th level Pirate, Miscreant alignment, I.Q. 14, M.E. 12, M.A. 19, P.S. 10, P.P. 12, P.E. 11, P.B. 14, Spd. 7. Hit Points: 49, S.D.C.: 52. Equipment: Wears gladiator armor (70 M.D.C.), talisman of armor (100 M.D.C.), NE-4 plasma pistol, vibro-knife, and a lesser rune sword that inflicts 4D6 M.D.

Odan Drake: 12th level Summoner, Diabolic alignment, I.Q. 12, M.E. 14, M.A. 8, P.S. 20, P.P. 8, P.E. 9, P.B. 6, Spd. 12. Hit points: 60, S.D.C.: 17. Equipment: Talisman of armor (100 M.D.C.), Huntsman armor (40 M.D.C.), NG-56 pistol, and Atlantean Rune Necronstaff. Summoned Minions include two Baal-rogs (500 and 700 M.D.C.) and one White Jinn (1200 M.D.C.) demons.

Notable Equipment & Weapons of Queenston Harbor



Talisman of Armor

The buckle on the standard crossbelts issued to each soldier of Queenston Harbor is actually a magic talisman. This device enables the character to create an Armor of Ithan spell around himself three times a day. With the exception of their dual func-

tion and their appearance, these talismans are identical to the ones issued to the Splugorth Altara blind warrior women. These buckles are the only item of standard issue soldier equipment not produced in Queenston; all were purchased from Atlantis.

Enough talismans were bought for each soldier to be issued one. There are 250 extras stored under heavy guard in the armory to replace any talismans that are captured or destroyed. Queen Lilia herself controls the issue, donation or sale of these spare talismans, and she is loath to part with them.

Weight: 1 lb (0.45 kg)

M.D.C.: 100

Duration: Ten minutes (40 melee rounds) per activation.

Payload: 3 activations per 24 hour period; the talisman recharges every 24 hours.

Market Cost: 10 million credits. The cost is so high because the M.D.C. renews perpetually.

TW Firebolt Musket

The appearance of this techno-wizard weapon is reminiscent of the pre-Rifts 18th century *Brown Bess* flintlock musket. It fires a slightly more powerful version of the firebolt spell (see **Rifts RPG**, page 173) with great range and accuracy. This musket is very different than most TW weapons in that it can be used by normal people, not just by magic practitioners and psychics! The only drawback is that normal folks cannot reload the weapon. Once the weapon is fired, the musket's internal TW-cell needs to be recharged at pyramids or by men of magic.

Firebolt muskets are the standard issue weapon for all enlisted soldiers of the Queenston Harbor Guard. When the musket needs recharging, it is taken to the armoury building attached to the magic pyramid. Extra muskets are stored in all guardhouses, barracks and Windjammer ships, so that in an emergency, troops don't have to run all the way back to the pyramid to recharge their muskets.

Weight: 10 lbs (4.5 kg)

Mega-Damage: 6D6 M.D.

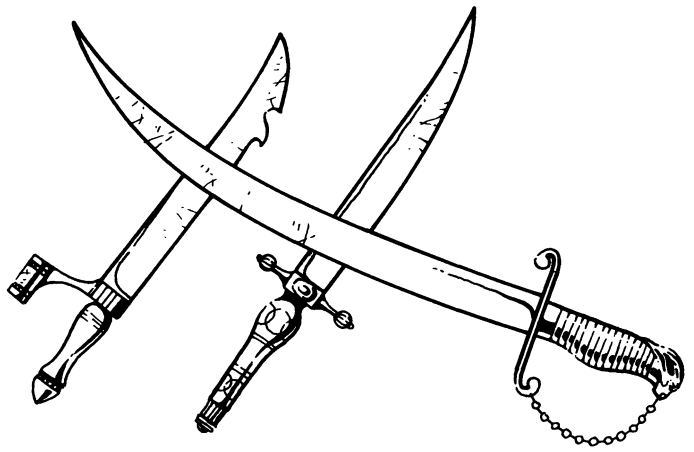
Rate of Fire: Aimed shots only.

Effective Range: 1600 feet (488 m)

Payload: 50 shots. Any magic practitioner can recharge the payload of the musket by spending 40 P.P.E.

Bonus: +1 to strike

Market Cost: 52,000 credits. Several thousand of these muskets have been sold to pirates/privateers, mercenaries, adventurers and also the Lazlo Militia.



Kisentite Bayonets & Swords

Kisentite is an ultra-dense and virtually indestructible metal from another dimension. It is named for the Kisents aliens who first discovered the secrets of forging this metal into weapons. The kisentite blade weapons forged by these D-bee master smiths are amazingly sharp and balanced (+1 to strike and +2 to parry). Queen Lilia discovered the Kisents aliens during her dimensional travels. Upon establishing Queenston Harbor, she opened a portal and recruited about a hundred of the Kisents to serve as weaponsmiths and mercenaries. Whenever supplies of the kisentite metal run low, she reopens the portal to acquire more. (For more details concerning kisentite and the Kisents aliens, see *Aliens Unlimited*, pages 143-144 & 164).

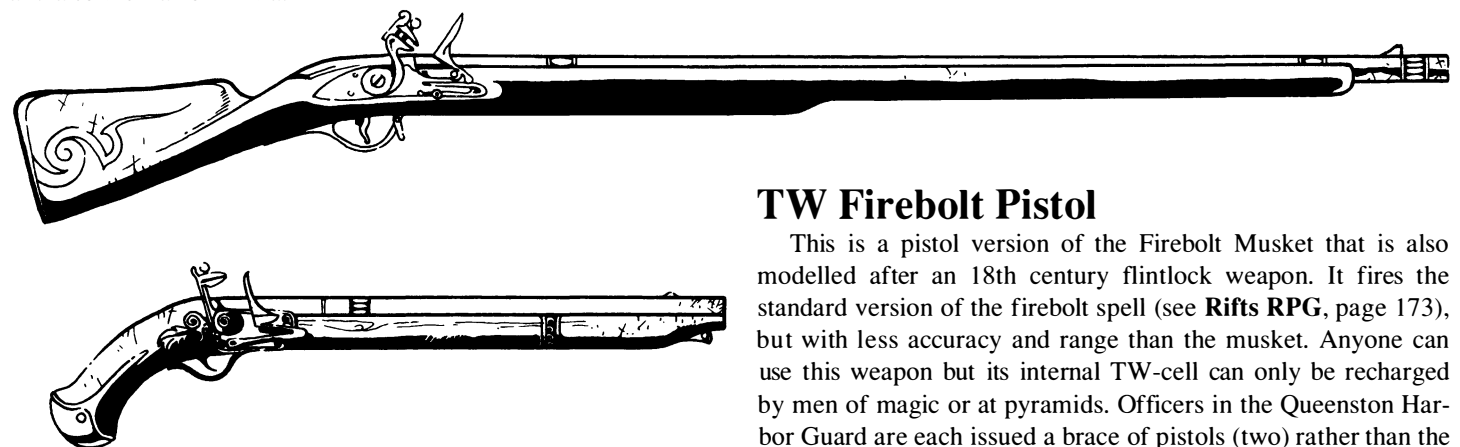
All Queenston Harbor soldiers are issued one kisentite weapon. Regular troops are given bayonets that attach to the muzzles of their muskets or as conventional daggers. Officers are issued short, curved swords.

Weight: 1.6 lbs (0.7 kg) for bayonets, 5 lbs (2.3 kg) for swords

Mega-Damage: Bayonets inflict 2D6 M.D., swords cause 2D6+3 M.D.; characters with a supernatural P.S. add their regular strength punch damage.

M.D.C. (special): It is possible to destroy Kisentite weapons but very difficult. They can only be hit by making a *called shot*, with a -1 penalty to hit (-5 for guns/projectile weapons). The weapons have an A.R. of 16 and 500 M.D.C.

Market Cost: 2,000 credits for bayonets and 4,500 credits for swords. Generally available only to residents and allies of Queenston Harbor.



TW Firebolt Pistol

This is a pistol version of the Firebolt Musket that is also modelled after an 18th century flintlock weapon. It fires the standard version of the firebolt spell (see **Rifts RPG**, page 173), but with less accuracy and range than the musket. Anyone can use this weapon but its internal TW-cell can only be recharged by men of magic or at pyramids. Officers in the Queenston Harbor Guard are each issued a brace of pistols (two) rather than the firebolt musket.

Weight: 4 lbs (1.8 kg)
Mega-Damage: 4D6
Rate of Fire: Aimed shots only.
Effective Range: 800 feet (224 m)
Payload: 35 shots. Any magic practitioner can recharge the payload of the pistol by spending 25 P.P.E.
Market Cost: 25,000 credits.

Windjammer TW Frigate

In keeping with the 18th century flair of Queenston Harbor, its navy is composed of frigates right out of the Age of Sail. All six of its ships are of the TW Windjammer class. Three-masted frigates complete with sails, spars, rigging, figurehead and broadside cannons. These ships were even crafted in the old-fashioned way by shipwrights and carpenters with simple hand tools right in Queenston. The Windjammers are formidable warships thanks to *ironwood* spells, converts S.D.C. materials to mega-damage and a glut of other magic systems and enchantments.

Besides the mystic ironwood conversion, the Windjammers are also enchanted with Armor of Ithan and the equivalent of a simple protection circle (see **Rifts RPG**, pages 182-183). This prevents *lesser* supernatural creatures, except those whose names are inscribed in the circle, from coming aboard the ship (effect is automatic and constant). The 20 techno-wizard TK cannons on the deck are every bit as lethal as modern missiles and can sink a Triton patrol boat in a single broadside volley! Its most potent magic however, is the *Dome of the Elements* mounted on the stern castle/poop. This indestructible crystal is as powerful as a greatest rune weapons and, in addition to casting spells, it can summon major elementals to defend the ship!

The Windjammer is an excellent vessel for coastal defense and harbour protection duties. With its complement of twenty cannons the frigate can pound enemy ships into flotsam like a floating artillery battery. However, because it relies on sail power or oars, the Windjammer is too slow for duty in open waters where enemy ships can avoid or outrun its barrage. Queen Lilia has authorized the sale of four Windjammers (minus the *Dome of the Elements*) that are currently under construction; these will be ready for purchase by the spring of 106 P.A.

Model Type: Queenston Harbor Windjammer

Class: Techno-Wizard Sail Frigate

Crew: 63 total; captain and first mate (warlock or ley line walker O.C.C.), two navigators, three engineers, chief gunner, a medical officer (healer or priest), cook, three assistant cooks, 20 gunners, and 30 additional seamen.

M.D.C. by Location:

* Front and Rear Masts — 50 each

* Mid-Mast — 90

Sails (7) — 30 each

Rudder — 200

TK Cannons (20) — 50 each

** Main Body — 750

*** Armor of Ithan — 150 M.D.C.

* Destroying a mast or sail will reduce the ship's sailing speed by 30%.

** Depleting the M.D.C. of the main body will cause the ship to sink in 1D4 minutes.

***The Armor of Ithan enchantment can be activated up to three times over a 24 hour period. Each activation lasts 15 minutes or until its M.D.C. is depleted, whichever comes first. The field precludes the use of the ship's TK cannons but does not hinder the crew from casting magic in any way.

Speed: Sailing 16 mph (26 km), All oars 6 mph (9.6 km); speed is doubled along ley lines due to the magical nature of the vessel!

Statistical Data:

Width: 30 feet (9 m)

Length: 130 feet (40 m)

Weight: 50 tons

Cargo: 10 tons

Power System: Natural wind power with magical back-up; see *Dome of the Elements* description under weapon system number two, below.

Market Price: 240 million credits for a new, undamaged Windjammer with all 20 TK cannons, but without the *Dome of the Elements*. Queen Lilia will not allow sales of frigates with the latter mystic system, but if she did, the cost of the ship would rise to two billion credits!

Weapon Systems:

1. TK Thunderball Cannons (20): These are TW versions of old style, muzzle-loading, cast iron cannons. Instead of gunpowder, these weapons use telekinesis to hurl cannonballs with mega-damage force. Ammunition for the cannon is also of an enchanted nature; standard issue is *thunderball* which creates a thunderclap (as the spell, see **Rifts RPG**, page 169) affecting everyone within 10 feet (3 m) of the point of impact. Another type of cannonball is called *thunderfire* that erupts in a fireball (as per the spell) when it strikes a target - but is more expensive and thus used sparingly. After each shot, the cannons have to be reloaded; this is a simple process of shoving another round down the muzzle that a trained crew can execute in seconds (about 2 melee attacks/actions).

The cannons are mounted 10 to a side in fixed gun ports. They cannot rotate or move, except for the most minute of adjustments (a couple of inches in any direction). Thus to aim the guns, the position of the ship must be changed, which takes about 1D4 melees under normal conditions. Only one side can be presented to the enemy at a time, meaning that ten is the maximum number of cannons that can be trained on a target. However, all ten can fire at one time in a devastating broadside attack!

Primary Purpose: Anti-Ship

Secondary Purpose: Anti-Shore Installations

Mega-Damage: Thunderballs inflict 5D6 M.D. per cannon, or 5D6×10 M.D. for an entire broadside. Damage from a thunderfire cannonball is 1D6×10 M.D., or 1D6×100 M.D. per broadside volley.

Rate of Fire: Two shots per melee round.

Effective Range: 3000 feet (914 m)

Payload: One; 200 additional thunderballs are stored aboard under normal conditions. For combat operations of an aggressive nature, 100 thunderfire cannonballs are also carried.

2. Dome of the Elements: Set into a stand on the poop of every Queenston Harbor Windjammer is an incredibly powerful magical device called the *Dome of the Elements*. These devices are solid, multi-faceted crystals, the size of a basketball, carved from naturally magic and mega-damage crystal that

comes from a faraway dimension. Each dome is hand-crafted and enchanted by a powerful D-bee warlock of unnamed origin, who in Queenston is known as **Tides**.

The Dome is indestructible and its magic is equal in power to the fabled greater rune weapons - there is not a single rune on the crystal nor is it intelligent. It is, however, linked to the home dimension of elementals. The dome can be used to cast air and water elemental magic as well as to summon and control actual elementals! In addition to elemental spells, the crystal dome can be used to cast regular spell magic.

When the device is finished and fitted to a Windjammer frigate, it is also mystically linked to the ship's captain and first mate. These two individuals, who must be either warlocks or ley line walkers, are the only ones who can draw on the Dome's P.P.E. and use its powers. If either of these individuals is slain, a new person can be mystically linked to the Dome of the Elements through a ritual performed by the warlock Tides.

Primary Purpose: Attack/Defense

Secondary Purpose: Sensors

M.D.C.: Indestructible.

Payload: 1,000 P.P.E.! Regenerates at a rate of 100 points per day. The Dome can be instantly and completely recharged at a ley line nexus or stone pyramid.

Spell Magic: Can be used to cast the following spells: anti-magic cloud (140), invisibility: superior (100; masks the entire ship), repel animals (7), see the invisible (4), speed of the snail (50), summon and control storm (300), sonar hearing (10), water wall (25), and impervious to fire (5).

Elemental Magic: Can be used to cast the following elemental spells: change wind direction (6), wind rush (10), calm storm (20), atmosphere manipulation (50), create fog (5), calm waters (15), and whirlpool (40).

Note: The Dome is considered to be a 15th level caster for the purposes of determining the range, duration and effects of spells it casts.

Elemental Control: Twice per 24 hour period, the Dome can be used to summon major air or water elementals. The summoning process takes only 1D6 melee rounds and there is a 75% chance of success! Summoned elementals obey the commands of the captain or first mate just as if he were a 15th level warlock.

Magic Bonuses: Whenever the ship captain and first mate are within 1000 feet (305 m) of the Dome, they gain the following bonuses: +30 S.D.C. (M.D.C. for mega-damage creatures), +2 to save vs magic and psionics, +4 to save vs horror factor and immune to possession attempts.

The Manitoulin Kingdom Privateers

Manitoulin is a large island on Lake Huron that runs parallel to the northern shore of the Georgian Bay. The kingdom is a small one with a total population of only 4,000; humans mostly, with about a thousand D-bees. **Fort Manitou**, a fortified town of 1,500 residents, is built on the ruins of Manitowaning and serves as the kingdom's capital. Economic activities on the island, besides a few shops at Fort Manitou, are limited to fishing on Lake Huron and hunting. The kingdom is not wealthy by any means. It has no army and is on friendly terms with nearby CS Iron Heart. If not for the fleet of privateers based at the capital, the Manitoulin Kingdom would be of no real importance.

The privateers of Fort Manitou are the shattered remains of a mercenary company called the **Steel Horsemen**. In their last contract as a merc outfit, the group was hired to capture a mining township north of Iron Heart. The mission was an absolute failure, the supply train never arrived and the main force was butchered by demonic predators. Every one of the survivors was fed up with life as cannon-fodder grunts and decided instead to become pirates at the urging of their commander, **Jace Mason** (5th level Headhunter). With their handful of remaining tanks and Grey Falcon jets, the Horsemen raided a pirate hideout, capturing a Triton patrol boat. The group then moved to Manitoulin island, where Jace had friends in the government, and became privateers.

In the three years since their arrival at Fort Manitou, the mercenaries have assembled quite a force. It consists of 160 personnel, three Black Eels, a modified Triton (the rail guns have been replaced with Iron Hammer MBT 200mm IH-B cannon turrets), six Grey Falcon jets and 26 suits of SAMAS power armor. The group steers clear of the six powers, except to hire on as additional escort muscle, a service that both Northern Gun and Manistique frequently employ. When trade wars erupt between lesser

kingdoms, the group usually gets involved, and wind up being major players in deciding the outcome. Occasionally, to make ends meet, they will raid smaller pirate groups.

The Iron Heart Avengers

When the Coalition invasion force swept over New Kenora, they missed a sizeable convoy that was on its way to the Tampico Military Protectorate in Mexico. In the weeks prior to the CS attack, salesmen from Iron Heart Armaments, Inc., had negotiated a huge arms deal with the officials at Tampico. To defend their oil tanker convoys from pirate attacks, the Mexican mercs decided to purchase their own fleet. Iron Heart Armaments agreed to provide Tampico with a Sea King cruiser, three Tritons, an Air Castle Bomber and 12 Grey Falcons. In return, Tampico provided an initial payment of 500 million credits and promised to make regular monthly payments. In order to make the delivery, Iron Heart assembled a convoy of merchant vessels and warships with skeleton crews and technical advisors.

The day before this convoy was to reach Tampico, the CS invasion struck. When the convoy of IHA employees arrived, they were met by a group of Grey Falcon jets and 2 Air Castle Bombers, one of which was not yet finished and still unarmed, that had managed to escape. **Gayle Beltzer**, a senior saleswoman, took charge of the group and began organizing them to rebuild Iron Heart using weapons schematics smuggled aboard one of the planes. Ultimately, just one Triton was sold to Tampico, primarily to get an initial start-up capital of 200 million credits. The rest became the fleet of the **Iron Heart Avengers**, a fleet dedicated to fighting the Coalition and restoring IHA.

The Avengers are one of the larger pirate groups, with a membership somewhere around 1,000. Half of these are anti-CS refugees, D-bee recruits and paid mercenaries. Its military assets include the Sea King flagship, 2 Air Castle bombers, an Air Cas-

tle transport plane (the unfinished aircraft converted to haul cargo and drop paratroopers), one Triton (the other was sunk by the CSN), 15 Grey Falcon jets, and a freighter which had been converted into a makeshift amphibious warship (1000 M.D.C., four rail gun turrets, can accommodate all 15 Grey Falcons, and carry an armor task force of 6 Iron Hammer MBTs and one Iron Bolt MLRS).

The long-term goals of the Avengers are to severely cripple the CS ability to wage war and to resurrect Iron Heart Armaments, Incorporated. It is unlikely that the group will be immediately successful in the latter pursuit. Thus far, they have been unable to secure any territory or save enough money to open a factory. Conversely, they have become very proficient at fighting the Coalition. In order to avoid instant destruction at the hands of the much larger CSN, the group has become highly mobile and uses hit and run tactics. The Avengers have established concealed bases on Newfoundland, the west coast of Africa, in Mexico near Tampico and on the Azores (where Splynncryth has allowed them to stay because he is curious and entertained by their successes). From these secret bases, the fleet roams in search of isolated CS targets like lone escort-type ships, coastal patrol boats, aircraft, etc.

Note: Because the CS controls the locks, the Avengers cannot get any further west on the Great Lakes than Lake Erie.

Pirate Equipment Note

References to equipment like the *Iron Eagle Helicopter*, *Black Eel Torpedo Boat*, *Triton Patrol Boat*, *NG Gladius*, *Chipwell power armor*, *Golden Age Armaments*, and more are all found in **Rifts® Mercenaries**. The *NG Hunter Robot*, and additional bots and odds and ends are found in **Rifts® Sourcebook (One)**.



Experience Tables

Pirate

1	0,000-1,900
2	1,901-3,800
3	3,801-7,300
4	7,301-14,300
5	14,301-22,800
6	22,801-34,300
7	34,301-45,800
8	45,801-70,300
9	70,301-92,800
10	92,801-122,300
11	122,301-148,000
12	148,001-185,800
13	185,801-245,300
14	245,301-290,800
15	290,801-340,000

River Pirate, Merchant Marine, Privateer O.C.C.

1	0,000-2,000
2	2,001-4,000
3	4,001-8,200
4	8,201-16,400
5	16,401-24,500
6	24,501-34,600
7	34,601-49,700
8	49,701-69,800
9	69,801-94,900
10	94,901-129,000
11	129,001-179,100
12	179,101-229,200
13	229,201-279,300
14	279,301-329,400
15	329,401-389,500

Pirate Slaver

1	0,000-2,120
2	2,111-4,240
3	4,221-8,480
4	8,441-16,880
5	16,880-24,880
6	24,881-34,880
7	34,881-49,880
8	49,881-69,880
9	69,881-94,880
10	94,881-129,880
11	129,881-179,880
12	179,881-229,880
13	229,881-279,880
14	279,881-329,880
15	329,881-389,880

CS Navy Sailor, CS Sea Dog

1	0,000-1,950
2	1,951-3,900
3	3,901-8,800
4	8,801-17,600
5	17,601-25,600
6	25,601-35,600
7	35,601-50,600
8	50,601-70,600
9	70,601-95,600
10	95,601-125,600
11	125,601-175,600
12	175,601-225,600
13	225,601-275,600
14	275,601-325,600
15	325,601-375,000

CS Naval Infantryman

1	0,000-2,050
2	2,051-4,100
3	4,101-8,250
4	8,251-16,500
5	18,501-24,600
6	24,601-34,700
7	34,701-49,800
8	49,801-69,900
9	69,901-95,000
10	95,001-130,000
11	130,001-180,200
12	180,201-230,000
13	230,001-280,400
14	280,401-340,500
15	340,501-400,600

CS Navy Commando

1	0,000-2,150
2	2,151-4,300
3	4,301-8,600
4	8,601-17,200
5	17,201-25,500
6	25,501-36,000
7	36,001-52,000
8	52,001-73,000
9	73,001-98,000
10	98,001-134,000
11	134,001-184,000
12	184,001-240,000
13	240,001-295,000
14	295,001-385,000
15	385,001-450,000

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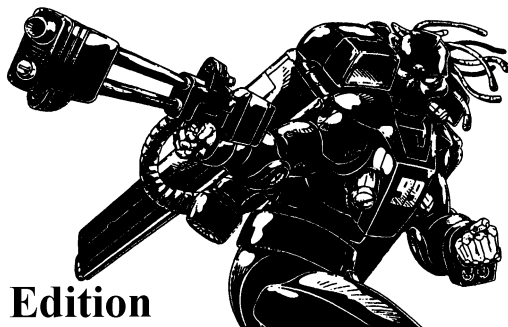
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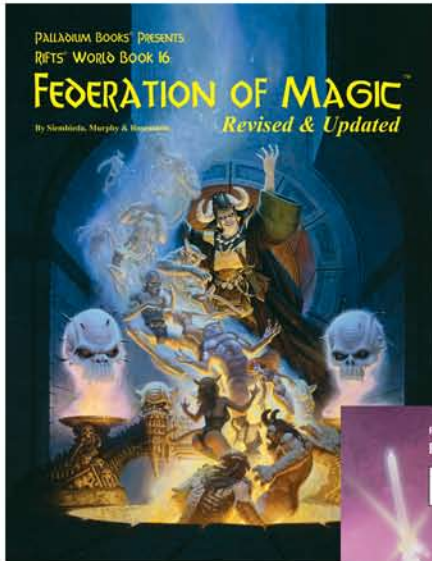
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