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# TEMPLAR HANDBOOK

## NECROPOLIS

2350





# Necropolis 2350 Templar Handbook

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# Table of Contents

CHAPTER ONE: ORDO TEMPLI NOVI.....	3
HISTORY.....	3
MOTTO.....	4
GRAND MASTERS.....	5
SENIOR OFFICERS.....	5
RECRUITMENT.....	6
TRAINING.....	7
KNIGHTLY JUSTICE.....	8
FINANCIAL STATUS.....	8
CHAPTERS.....	9
TYPICAL MISSIONS.....	10
EXPANDED GLOSSARY.....	12
CHAPTER TWO: FACILITIES.....	13
CHAPTER THREE: HARDWARE.....	15
VEHICLES.....	15
AIR SUPPORT VEHICLES.....	17
MUNDANE GEAR.....	18
CHAPTER FOUR: PERSONNEL FILES.....	19
WILD CARDS.....	19
KNIGHT EXTRAS.....	23
SERGEANT EXTRAS.....	24
FAMOUS UNITS.....	25
TYPICAL LANCES.....	28
CHAPTER FIVE: CHARACTER KNIGHTS.....	29
ORDO SPECIAL TRAINING.....	29
BRANCHES AND GEAR.....	29
EDGES.....	30
COMBAT EDGES.....	30
ORDO EDGES.....	31
PROFESSIONAL EDGES.....	32
HINDRANCES.....	32

This supplement is designed to be used by player character Knight Templars as much as War Masters. As well as providing players with additional background information, it is intended to supply all essential game mechanics a Templar player may need during play, thus cutting down on the need to consult the core rulebook. As such, some material from *Necropolis 2350* and the *Necropolis 2351-55 Update* is repeated for convenience and completeness.



# Chapter One:

# Ordo Templi Novi

*And he said, This will be the manner of the king that shall reign over you: He will take your sons, and appoint them for himself, for his chariots, and to be his horsemen; and some shall run before his chariots.*

*1 Samuel 8:11*

The Ordo Templi Novi, better known to the masses governed by the Third Reformation Church as the Templars, is renowned as much for its reluctance to leave the battlefield as the thundering might of its armored vehicles.

Although they operate a wide variety of vehicles, their Calvary and Golgotha main battle tanks (MBTs) and assorted aircraft are welcomed on the field of battle by any allied force, and their reputation for turning the tide of battle on numerous occasions has won them many papal citations.

Some call them proud and brave. Others label them as reckless. Whatever one's feelings, few can fault them for over 30 years of loyal service to the Pope. This book is devoted to the Templar war machine, with specific interest paid to their Knights Vehicle Crew.

For clarity, the use of "he" and "his" is purely down to tradition. Save for one Ordo, the Ordines are open to men and women equally.

## HISTORY

The Templars hold the prestigious honor of being the first order of warrior-monks not once, but twice.

## FIRST INCARNATION

Their first incarnation was as the Poor Knights of Christ and of the Temple of Solomon. Defenders of Earth's Holy Land during a time of religious strife, they existed between 1118 and 1307. As well as being soldiers, the early Templars were bankers, acquiring vast wealth in the process.

Their status attracted the enmity of the French king, Philip IV, who was broke and heavily indebted to the order, and the Pope. With no other way to bring the Templars to their knees, the king conspired with Pope Clement V to falsely accuse the knights of heresy. The order was disbanded in 1307. Their last grand master, Jacques de Molay, was burned at the stake in 1314.

Save for medieval historians, the Templars were largely forgotten until the end of the 20th century. As the new millennia loomed, stories placing them at the center of an international conspiracy to control the fate of Europe emerged. Despite the flimsy evidence, they were linked to ancient Egyptian beliefs, their continued existence attributed with Freemasonry, and suspected of preserving the bloodline of Jesus Christ.

## SECOND INCARNATION

By the time the order was officially resurrected on 13th October 2319 (exactly 1012 years to the day the original order was disbanded), the many conspiracies were no longer worthy of being a footnote in history.



# Necropolis 2350: Templar Handbook

As far as the Templars are concerned, they were the first of the Sacri Ordines. True, the Lazarites had been in existence for several years, but they were a scientific arm of the Church, not a true fighting Ordo devoted to the holy cause of eradicating the Rephaim. This is a matter of great pride among Knights, who are never shy about reminding the other Ordines of this fact.

The initial intake was selected from military personnel of strong faith. Of these first Knights, the number still alive can be counted on one hand. None are in any fit state to continue serving on the frontlines.

With money and materiel supplied by the Church, the new Ordo immediately began constructing Preceptories near the front lines. Although perfected by later Ordines, the early Templar design still forms the basis of all Preceptories. It would be a year before the new order of Knights and Sergeants saw battle.

## OPERATION MORNING STAR

Despite the onset of an early winter in 2320, a force of 15 Knights and 300 Sergeants, all infantry, landed near the city of Satura (now Augustus) to engage the Rephaim threatening to advance on the conurbation. The aim of Operation Morning Star was to test the new Ordo in battle and in doing so teach the Rephaim that their profane existence would no longer be tolerated.

Keen to draw blood and prove their worth to the Pope, the Templars launched their assault before being briefed on the nature of their foe by the Lazarites. None survived the week.

Though the media reported the Knights battling against “an unending hoard of darkness” and “ceaseless attacks,” the Templars’ eagerness had simply got the better of them—a lesson they still have to learn.

With the creation of the Incinerators (2320) and Impalers (2325), the Templars sought a new specialty. Taking a lesson from history, they reverted to becoming cavalry, replacing horses with armored vehicles. In 2326, the newly restructured Ordo was quickly recognized as producing the best pilots and drivers among the Sacri Ordines.

## THE FIRST BATTLE OF NEW BUDAPEST

The first attempt to retake New Budapest in 2347 failed, but not from a lack of courage. The Templars amassed an entire Battle of heavy and medium tanks, but poor intelligence, weak tactics, and a refusal to withdraw when there was still a chance of regrouping and launching a second assault led to heavy losses.

The loss of so many tanks allowed the Rephaim to surge out of New Budapest a year later. Lacking armored support, the infantry Ordines withdrew to the fortifications of the Iron Belt.

## BATTLE OF THE IRON BELT

Their strength reinforced, the Templars initially opted for a purely defensive role, setting their tanks in hull-down positions and mowing down the advancing horde. After three months of continued attacks, the Templars fell back on their old habits and opted to go on the offensive. Led by wiser commanders, they withdrew their tanks and outflanked the Rephaim, smashing through their rear lines in a shock and awe assault.

This time the Templars’ refusal to retreat worked in their favor. Miles by mile, they tore through the enemy before joining up again with the defenders of the Iron Belt. The tanks promptly turned around and, this time backed by infantry, broke the Rephaim siege.

## MOTTO

The Templar motto, *non receptus non concedere* (no retreat no surrender), was born at the moment the Ordo first engaged the Rephaim. Outnumbered (though not outgunned), the meager force fought to the last man. For Templars the motto is a badge of honor, reflecting their unswerving loyalty to the great cause.

Upon being knighted, Templars recite an additional vow. This prevents them from leaving the field of battle unless they are the last man alive. A noble vow, but one that has caused many thousands of needless deaths.



Although an extreme example, a situation arose where three Templar tanks were all that remained of a larger force. Since each vehicle commander was a Templar, they refused to abandon the field before their comrades. The stalemate was broken by the destruction of all three vehicles.

Despite the heavy losses, Templars still hold true to their motto, although these days they take the vow with a grain of salt, refusing to leave the battlefield while any Knights other than Templars remain. With that in mind, many Templars have adopted a second, unofficial, motto—*primus in patiatur* (first in, last out).

## GRAND MASTERS

Since their inception in 2319, a single Grand Master, Simon Monterrey, has steered the Templar war machine. Originally training to be a priest, Monterrey enlisted with the papal armored cavalry during the Third Reformation. His valor earned him several awards and promotions. He was awarded a knighthood by the Pope in 2315 and immediately put to work founding a new fighting force.

A competent strategist, decades of heavy losses have not tempered his devotion to the Templar motto. Some say that when he is not planning the next Templar offensive he flagellates himself for the countless souls he has sent to the Creator.

## SENIOR OFFICERS

Like the other Ordines, the Templars have three senior dignitaries serving the Grand Master. The number in parentheses is the date the individual achieved their current station.

### DEPUTY MASTER

Physically, Deputy Master Rudolph Kuenssberg (2340) looks like a disaster zone. His right arm and leg have been replaced by prosthetics, and his exposed flesh is a mass of burn scars.

A veteran warrior, he was serving as a Knight Commander when his tank was hit and burst

into flames. Kuenssberg could have walked away without injury, but he repeatedly went back to rescue his comrades, enduring horrific wounds as a result. On his full recovery, he was promoted to Preceptor Master, partly for his bravery but mostly because he could no longer serve in the frontline.

Still unwilling to shy away from battle, he demanded, and was granted, control to a front-line Preceptory. By the time he was selected to become Marshal, he had been awarded the rank of Field Master.

### SENESCHAL

Never a frontline soldier, Piotr Ancesu (2337) served the Ordo as a vehicle technician. Stricken with arthritis at a young age but too valuable for his technical know-how to assign to a routine desk job, Ancesu was promoted to the position of Ground Technician at a rearward Preceptory, where he was in charge of the base's contingent of engineers and mechanics. Due to staff shortages, he also adopted the role of Quartermaster. Within a few years, he had added Senior to both titles and had authority over five Preceptories.

Ancesu was fortunate in that the previous Seneschal not only chose to retire his post on the grounds of ill-health, but was a close friend. It was he who put Ancesu's name in the hat when Grand Master Monterrey was searching for a suitable replacement.

Deciding that a warrior would make a poor financial and logistics officer, Monterrey selected Ancesu for his technical knowledge as much as his ability to handle logistics.

### MARSHAL

Responsibility for commanding the Ordo's military forces on a daily basis falls to Martha Krieger (2342). She holds the distinction of being top of the first class to graduate from the ADVARC Academy (see Chapter Two). Although only a Preceptor Master when elevated to Marshal, she was a popular choice with the troops, especially those who had served under her.

Unlike the Grand Master, she has seen the result of the Templar's motto in action first



# Necropolis 2350: Templar Handbook

hand. In her new position, she steers away from reckless and unnecessary engagements and futile last stands.

## RECRUITMENT

While replacing infantry losses is relatively easy, joining any Ordo's vehicle crew branch is tough—not everybody is cut for driving or piloting in combat conditions, nor do technical skills come easily to many.

Unfortunately, heavy losses caused by the Ordo's offensive mentality means its ranks are always depleted. It has long been remarked that the Templars divide their time between recruiting new flesh and promptly sending them to die in battle, and that they devote a lot of attention to both.

At some point in their careers, all Knights end up working a recruitment drive. Their role is two-fold—show-off and explain the hardware, and regale civilians with tales of heroism (Recruiting Sergeants from the Chapter Clerical handle the paperwork side). War isn't glorious, of course, but the average citizen tends to believe what the media portrays. For that reason, Knights with obvious physical impairments caused by battlefield injuries are exempt from recruiting service.

Recruitment drives may not sound like a lot of fun, but they can serve as adventure hooks or add an additional element to an adventure. For instance, a media crew might be assigned to the Knights' lance, with promises that worthy footage will appear on the Ordo's next news slot. Not only do the Knights have to perform well for the public, they have to keep the media team alive.

A public appearance at a mall may sound dull, but there are plenty of heretics who see these events as opportunities to strike at the Ordines. A bombing followed by an attack with SMGs is sure to get the Knights' blood pumping.

## CORRECTIONAL FACILITIES

The Church operates very few prisons. Those whose crimes are too trivial for flogging and not serious enough for death are sent to

labor camps, where they work for the good of the Church.

The Templars have taken the time to foster good relationships with the police forces of major urban centers. Anyone arrested for a vehicular crime may find their details being passed to the local Preceptory. Within a few hours, the accused may receive a visit from a recruiting Knight.

Typically they are offered two choices—face the courts and take the punishment or sign up to the Templars as a Sergeant and get to drive offensively all day, every day. By signing up to the Ordo, the accused is now immune to prosecution by the Church judicial system.

## MEDIA

While many Ordines pad out their one hour allotted time on the news channel with stock footage, the Templars devote their time to recruitment. Footage of tanks rolling into battle and blasting enemy targets, and interviews with Knights espousing the heroic life led by tankers are commonplace.

## THE MUSEUM OF ARMORED WARFARE

The Museum is detailed in Chapter Two. Among the attractions, and especially popular with impressionable younger visitors, are virtual reality "battle-pods."

These allow visitors to experience the "thrill" of commanding a tank in combat. While the Ordo claims it presents a realistic experience, the simulators are little more than an elaborate computer game, the odds heavily stacked in favor of the good guys. Survivors, which is most anybody with an ounce of common sense and moderate reflexes, receive a certificate of achievement. The best players get a more elaborate certificate of bravery and the opportunity to have their photograph taken with a Templar Knight who has lived through at least one battle.

Needless to say, the pods have become a potent recruitment tool for the Ordo's vehicle branch. With that in mind, a recruitment office is located just a few steps away. Those who score well on the simulators are carefully steered toward the office.



## PUBLIC APPEARANCES

There is something about an armored vehicle that makes children and adults alike want to clamber aboard and sit inside. The Templars are very aware of this, and make frequent appearances at schools, college, fairs, and even shopping malls.

No appearance is without a cadre of recruiting Knights keen to espouse the virtues of the Ordo and the great life enjoyed by tankers. Few of these are battle-hardened veterans, though. Rather they are smooth-talking administrators who know exactly what to say to get citizens to sign up as Sergeants or Squires.

## TRAINING

Following the standard two months basic training, all Squires, regardless of their desired branch, undergo vehicular and mechanical training. Much of their instruction is theoretical—only those selected to become Field Mechanics or Vehicle Crew receive any real practical instruction.

Squires usually have the option of picking whether they train on ground, air, or maritime vehicles. Only when the Ordo desperately needs crews of a given type is that decision taken from their hands.

Ordo training complete, those accepted as Field Mechanics or Vehicle Crew go to advanced studies. For the next year, this is the only training they receive. There is crossover, however, as all Vehicle Crew must know something of repairing any vehicle and all Field Mechanics are capable of driving ground vehicles.

The Ordo favors specialization over general competency, but Squires are not required by the Ordo's rules to stick to a single vehicle type. Those who opt for multiple vehicular proficiencies are accorded no special favors—they must simply train for longer to earn their knighthood.

Squires who fail to make the grade as Vehicle Crew are not automatically returned to civilian life. Those who wish to remain with the Ordo can transfer to an infantry branch, or, if their grades permit, train as a Field Mechanic.

## THE STEREOTYPICAL TEMPLAR

Whether talking to Knights of the other Sacri Ordines or the civilian population, the two words most frequently used to sum up the Templars are “brave” and “crazy.”

In reality, the average Templar is no braver than any other Knight. Much of this false image comes from their adherence to their motto and, if anything, is more akin to foolhardiness. Sure, the sight of a lone tank fighting to the bitter end against the Rephaim serves the Church well in stirring up hatred toward the enemy and a desire to help the cause, but tank crews aren't trained overnight, and every loss weakens the Ordo slightly.

One thing the average infantry Knight can count on is that no Templar will desert him in battle. Whether it's an entire Banner or a lone Knight (or even Sergeant), Templars will push forward to rescue their comrade. This is actually truer if the Knights are *not* Templars—their motto denies them the luxury of abandoning fellow Knights, even when attempting a rescue would be suicidal.

Despite rumors to the contrary, the Templars have great respect for infantry troops. Partly this is because the infantry doesn't have the luxury of heavy armor plating, heavy weapon systems, and rapid mobility to protect them. Partly it is because even in 2350, tanks without infantry support are easy targets for Rephaim with anti-tank weapons.

Conversely, a Squire undergoing training in an infantry role who displays suitable vehicular skills may be offered a switch to Vehicle Crew. In rare cases the switch is involuntary.

Many Squires actually opt to learn the basics of practical vehicle operation as extracurricular training. This enables them to help drive vehicles from the battlefield or replace fallen Vehicle Crew in an emergency. In game terms, the War Master may add Boating, Driving, or Piloting d4 to any NPC Knight Templar.



# Necropolis 2350: Templar Handbook

## KNIGHTLY JUSTICE

Given their specialized training and general lack of infantry combat awareness, the Templars are loathe to send Field Mechanics and Vehicle Crew convicted of sins to serve with the Penitents—the penal troops—are a purely infantry Ordo. Fortunately, the Pope has seen fit to grant the Templars some leeway.

Major sins that would usually warrant a tour with the Penitents can be punished with an assignment to menial duties with the Templars, such as driving supply trucks delivering the mail to Preceptories or painting vehicles. Although he remains with his Ordo, the Knight is required to wear the gray tabard and yellow cross of a Penitent and follow all their rule.

There is little the Ordo can do to punish those who commit the most serious crimes except send them to the Penitents and pray they earn their absolution quickly.

## FINANCIAL STATUS

Highly trained Knights are not enough to win the war alone. In order to be an effective military machine, the Ordo needs a constant supply of money.

## BLESSED ITEMS

No Ordo may trade in holy relics or miraculous talismans, but there is no proscription against selling mundane objects associated with saints. All have been blessed by a priest or Chaplain, hence their common name.

Although the Ordo has two patron saints—Saints Eligius and George—it is strongly associated with two others.

St. Christopher is the patron saint of travelers. It is not unusual to see a medal stamped with his image and a short prayer of protection on one side and the Templar cross on the other dangling from the rearview mirror of a civilian automobile. Indeed, many Vehicle Crews carry wear such talismans.

Less well known is St. Frances of Rome, patron saint of automobile drivers. Her talismans

are favored by female drivers, especially widows, the latter being another group watched over by Frances.

## CHAPELS

The Templars are most associated with St. Eligius, patron saint of mechanics. His shrines are few and far between, but the priests, many of whom are former Knights or Sergeants, gladly donate to the Ordo.

Taking their heritage from the United States of America, as was, tankers within the Ordo claim St. George as their patron saint. Naturally, the Impalers take a dim view on this. Chapels devoted to the saint usually split donations between the two Ordines so as not to be seen taking sides.

## MERCHANDISING

Merchandising is big business, and here the Templars have an advantage over their peers—their monopoly on model kits of armored vehicles. Basic kits allow a child to play war games with a minimum of effort.

Recently, the Ordo has taken to selling detailed model kits for collectors. Published over hundreds of issues, each of which comes with a component or two and a glossy magazine detailing a specific armored vehicle or battle, they have proven very popular with a more mature audience.

In a similar vein, there is now a magazine devoted to heroes of the Ordo. Each issue is dedicated to a single Knight's life and exploits, and comes with a collectible figurine depicting the Knight in full regalia. In game terms, any player character Knight who takes the Media Star Edge is the subject of one of these magazines within 2d4 months (assuming he does nothing to stain his reputation in the meantime, of course).

Sales of general merchandise are several percentage points higher than the other Ordines. Infantry may make up the bulk of the Ordines, but it is the image of tanks crushing Rephaim under tracks and mowing down scores of enemies that truly capture the public's imagination.



## REPAIR CENTERS

As well as drawing taxes from its many estates, the Templars operate refueling and repair centers for civilian use. Every last miter from these enterprises is funneled into the Ordo's central coffers.

Individual centers are operated by citizens, though in large centers the chief mechanic is often a Technical Sergeant nearing the end of his career. On rare occasions, a Knight is sent to serve as a mechanic in place of a tour with the Penitents. A Knight from the Chapter Clerical oversees all facilities within a given city or rural geographical area.

## CHAPTERS

No Ordo is obliged to have more than the two default Chapters—the administrative Chapter Clerical and fighting Chapter Militant. The Templars have a third Chapter—the Chapter Technical.

### CHAPTER CLERICAL

Military machines cannot operate without funding and soldiers cannot function without food. Responsible for managing the Ordo's estates, attracting donations and collecting taxes, hiring recruits, and ensuring the granaries are full falls to the Chapter Clerical.

As with most Ordines, Sergeants fill the majority of positions. Knights unfit to serve elsewhere due to injury or old age are also assigned to the Chapter, ensuring they can continue to serve the Ordo.

Unable to hold any rank higher than Knight due to their non-combatant status, senior post holders are nonetheless treated with the same respect as Knight Commanders. Those who serve at the main Preceptory within a Commanderie add "Commander" to their administrative title, while those at subordinate Preceptories add "Preceptor."

For example, a Commander Estate Manager is ultimately responsible not only for the estates tied to his Preceptory, but those belong-

ing to subordinate Preceptories. His juniors, who command the relevant Preceptories on a daily basis, are Preceptor Estate Managers.

### CHAPTER MILITANT

Whereas the other Ordines have around 5-10% total Knight strength trained to operate vehicles, among the Templars it is an impressive 65%. Ultimately, the Grand Master would dearly love to abolish all infantry units and focus entirely on vehicular soldiering. Doing so, however, would prevent the Templars from operating independently of the other Ordines—even the Grand Master is not stupid enough to send tanks into battle without infantry support.

Despite media portrayals of vehicle crew as knights of old riding into battle in mechanized steeds, it is a dangerous and far from glamorous life. When not spearheading assaults or conducting bombing runs, Knights may find themselves with little to do but ensure their vehicles are in top condition and kill time waiting for the next call to battle.

Driving supply trucks and piloting cargo dropships is usually left to qualified Sergeants. With such missions nicknamed "milk runs," it should be no surprise that the pilots are referred to as "Milk Men." The name is used in good humor rather than as an outright insult—every Knight knows his life might one day rely on one of these courageous Sergeants.

The only real dangers to tanks are enemy tanks and field guns. Unwillingly to entirely trust the other Ordines to safeguard its vehicles and their crew, the Templars have a large number of Assault Lances equipped with man-portable anti-armor weaponry.

Scouts form an important part of tactical operations—no Templar commander wants to lead his armored vehicles into a minefield or bottleneck. Templar Knights Scout are usually qualified drivers, allowing them to make us of vehicles like the Daniel quad bike and stealth painted Sinai scout vehicle. Although it rarely employs ground forces other than scouts behind enemy lines, the Ordo operates a number of Cherub Insertion Craft for scouting purposes.



# Necropolis 2350: Templar Handbook

## CHAPTER TECHNICAL

In order to ensure its vast array of vehicles is kept in a combat ready state, the Templars formed the Chapter Technical in 2329. Every Knight Combat Engineer who specialized in vehicle repair was automatically moved to the new Chapter, as were all technically trained Sergeants. In order to separate them from conventional Combat Engineers, a new branch was created—the Knight Field Mechanic.

The Chapter is unofficially divided in twain. On the one hand, there are the hard-working Knights and Sergeants who work in the Preceptories' many garages and hangar bays.

On the other hand, there are the brave, and many say insane, field mechanics who serve on the frontline, hauling badly damaged vehicles back to the Preceptory on the back of a Behemoth tank transporter or charging across the battlefield in an Ezekiel repair trucks to conduct emergency field repairs (often while under heavy fire).

## CHAPLAINS

Devoted as they are to vehicular combat and operations, the Templars place no requirements on Chaplains to learn vehicular handling or technical skills. Many elect to learn the basic, however. This not only allows them to help out when the need arises, but firms a stronger bond with the Knights who spiritual welfare they must support.

## SERGEANTS

Unlike the other Ordines, the Templars employ a comparatively small number of Sergeants in an infantry role. When infantry support is required, the Templars frequently call on the other Ordines. Rarely is this denied—infantrymen are glad to have the support of armor in return for what they call “babysitting duties.”

The great majority of Sergeants serve the Ordo as administrators, technicians, supply drivers, and vehicle crew. In order to differentiate them from their brethren, those belonging

to the Chapter Technical receive the prefix “Technical” to their rank.

## TABARDS & EMBLEMS

For Knights who operate and service vehicles, a white tabard may seem an odd choice, yet that is exactly what they sport. Despite their frequently grubby appearance, Templars are quick to remind other Knights that the color of their tabard refers to their spiritual purity. This also a not so subtle dig at the Lazarites and their black tabards.

In battle, infantrymen wear armor camouflaged to match the predominant terrain. A white (or black) square and cross are worn on the left breast to denote their Chapter. Vehicle crew rarely bother with camouflaged armor.

**Chapter Clerical:** The Maltese cross sported on the tabards of administrators is green.

**Chapter Militant:** Knights of the senior Chapter sport a red Maltese cross central on their tabards.

**Chapter Technical:** Engineers and mechanics wear white tabards with a black Maltese cross.

**Sergeants:** Sergeants sport a black tabard (better to hide grease and oil stains) with a red Maltese cross placed centrally.

## TYPICAL MISSIONS

Every Ordo is expected to be able to carry out a wide variety of mission types, but there are some specific Ordines favor over others. Similarly, while every Ordo operates its own vehicles and has its own Knights Vehicle Crew, infantry Knights are happiest knowing there are Templars at the controls. Not only are they the best tankers and pilots, but the Templars don't readily retreat from battle.

The list below also serves as advice for the War Master with regard suitable missions for groups focused on or around the Templars. In mixed Lances, there is a very good chance that any Templars are Knight Vehicle Crew—vehicles are their Ordo's specialty, after all. To ensure a player Knight has a role to play, the Lance



should always be assigned at least a Prophet APC or Angel dropship to deliver the Lance to its objective and provide fire support.

For convenience, any reference to infantry Lances includes any Lance made up of ground troops, such as Assault, Combat Engineer, Infantry, and Infantry Support Artillery.

## ARMORED ASSAULT

There is nothing Templar Vehicle Crews love to hear more than that they have been assigned an armored assault mission. Rather than having to crawl along with the ground troops, armored vehicles operate on their own.

Depending on the mission, they may be required to spearhead a thrust through enemy lines, clearing the path for the infantry, or pound a hardened enemy position to rubble. Either way, such missions present an opportunity to unleash the big guns and blow things up—something Templars do very well.

It must be noted that mass tank battles are extremely rare—the Rephaim do not manufacture armored vehicles, and those they have captured are prized assets, not to be thrown away recklessly.

## INFANTRY GROUND SUPPORT

The most common mission involves Templar tanks supporting infantry operations from the ground. In most missions, this involves one tank from each an Armor Lance being assigned to a specific infantry Lance. Since the vehicle is acting in a support role, the infantry Lance's Senior Knight has tactical authority over the armored vehicle.

The type of vehicle loaned out varies with both the nature of the infantry Lance and its specific objective. For instance, a Combat Engineer Lance assigned to clear a minefield under enemy fire may have a Flagellant infantry support vehicle or Judea medium tank to suppress enemy troops. In a more peaceful area, or when speed is of the essence, a Proverb minesweeper may be assigned to help remove the mines.

## OPTIONAL RULE CHAPLAINS & SAINTS

All Chaplains answer to a higher authority but, at the War Master's discretion, those with Arcane Background (Miracles) can also call upon a saint for aid.

A Chaplain may only ever honor one saint, who must be chosen during character generation. Should the Chaplain decide to abandon his patron saint during play, he cannot select another. Having a patron saint does not require the Chaplain to use up an Edge. Instead, he gains additional branch requirements. The two saints most favored by the Templars are listed below.

### ST. ELIGIUS

**Patron Saint of Mechanics**

**Additional Requirements:** Faith d8, Repair d6

**Benefit:** +2 to *boost/lower (Repair)* casting. With a raise on the miracle, the recipient also halves the time the repair would normally take.

Additionally, for double the normal Power Point cost, the Chaplain can cast *healing* to repair the wounds of vehicles. The "golden hour" rule still applies.

### ST. GEORGE

**Patron Saint of Tank Crews**

**Additional Requirements:** Driving d6, Faith d8

**Benefit:** For double the normal Power Point cost (including maintenance), the *armor* and *deflection* miracles affect an entire ground vehicle with Heavy Armor. Only the vehicle gains the benefit—not any crew or passengers, even if they ride on the outside.

## INSERTION & SUPPORT

Nine times out of ten, infantry are delivered to the frontlines by Prophet APCs and Angel dropships. As soon as the troops are clear, these vehicles beat a retreat. In the remaining



# Necropolis 2350: Templar Handbook

## NAMING VEHICLES

Officially, all vehicles within a Lance are assigned an identification call-sign with each mission. The lead vehicle is always number 1. Thus, if the call-sign is Warlord, the lead vehicle is Warlord One.

Unofficially, every vehicle has a permanent nickname used mainly by its crew, but sometimes by other crews in the Lance. An unwritten rule is that it is bad luck to rename a vehicle. Thus, commanders inherit existing names. Only when a vehicle is fresh from the production line does a commander have the luxury of assigning a name of his choosing.

10% of missions, the vehicles stick with the infantry and operate as light fire support.

Both this mission and the one above are ideally suited to mixed Lances, as they allow both infantry and Vehicle Crew to operate on the same battlefield, albeit in different roles.

## RESCUE

Rescue missions fall into two broad categories. First, those retrieving crews and/or their vehicles broken down, crashed, or otherwise stranded in friendly or neutral territory. While speed is of the essence, there is little danger of hostile activity. Second, there are times when crews need rescuing and vehicles recovering in the middle of a battle.

In the latter case, two vehicles are commonly assigned—a troop carrier and a specialist vehicle. Typically, ground missions involve a Prophet APC accompanying a Behemoth tank transporter, Ezekiel repair truck, or Samaritan APC, whereas aerial missions employ an Angel supporting a Gabriel, Nazareth, Pedael, or Pedael II.

After both vehicles have blasted the area surrounding the landing zone with whatever payload they carry, the troop carrier lands or parks up, disgorging infantry to set up a protective cordon. Once the landing zone is as safe as it can be, the specialist vehicle lands,

allowing Combat Medics to tend to and extract the wounded and Field Engineers to retrieve salvage or attempt repairs.

## EXPANDED GLOSSARY

The terms below are slang and code words used by Templars or by other Knights to describe their vehicle-loving peers. Terms used solely by the Ordo Novi Templi are marked (T).

**Bone Jam (T):** The end result of being crushed beneath a tank. Can also be issued as an instruction to perform such a maneuver. As in, "Turn them into bone jam!"

**Boom Box:** Judea rocket launcher. May be applied to any multiple rocket launch system.

**Breaking Bad:** Any mission that involves destroying a fortified enemy building or emplacement.

**Chum Dumping (T):** A mission that involves delivering infantry to the battlefield.

**Flat Tire:** Used ironically by tracked vehicle crew to signify they have slipped a track.

**Flesh Tank:** Used to describe a person of large build (usually has the Brawny Edge in game terms).

**Gremlin:** A malfunction to some part of a vehicle. As in, "The targeting system has a gremlin" or "Gremlins are affecting the steering."

**McGuffin:** An object that must be retrieved from the battlefield or enemy hands.

**Milk Men (T):** Slang for Sergeants who drive or fly supply vehicles.

**Milk Run (T):** A supply run.

**Padded Armor (T):** Infantry riding on an armored vehicle rather than inside. Can also refer to infantry who use a tank for protection against enemy fire.

**Party Poppers:** Slang term for Anti-Missile Counter Measures (AMCM).

**Popped (T):** Slang term for a destroyed enemy vehicle. As in, "The enemy has popped."

**Tanker:** Generic term for Vehicle Crew who operate any vehicle with heavy armor.

**Track Cloggers (T):** Derogatory term for any infantryman.

**Working the Big Tank (T):** Slang for dead. Applies equally to Vehicle Crew and Field Mechanics.



# Chapter Two:

## Facilities

*And Solomon had forty thousand stalls of horses for his chariots, and twelve thousand horsemen.*

*1 Kings 4:26*

### ADVANCED VEHICULAR ACTIVITY & REPAIR CENTER

Covering 20,000 square miles, the Advanced Vehicular Activity and Repair Center (ADVARC) is the Templars' main testing and bombing range. As well as testing potential new armored vehicles, the Templars conduct a variety of live-fire exercises and joint ground-aerial simulated warfare conditions.

The facility is off limits to civilians due to the danger of being blown to pieces, though once or twice a year the Templars put on public displays to show off their impressive array of firepower in the hope of gaining new recruits.

Near the western end of the facility, close to but separate from the Preceptory proper, is the ADVARC Academy. Here, the best drivers, pilots, gunners, and vehicle engineers are trained to be the elite. The Templars are not especially elitist, and Sergeants who meet the minimum requirements are invited to enroll.

Only Templars are permitted to enlist at the school, though. Worthy vehicle crew from other Ordines are given the opportunity to switch Ordo to allow them to attend, but must remain with the Templars for five years afterward.

Training lasts for six months, during which

time the vehicle crew and engineers are pushed to their limits, and then a few steps further. The wash-out rate is around 60%. There is no disgrace associated with being returned to one's unit before graduation—only the best graduate. Sergeants who graduate are automatically eligible for knighthood, if they so wish. Each year, several recruits are killed during live-fire exercises.

The Templars have yet to show any interest in adding nautical warfare to the syllabus. The Church has never engaged in maritime conflicts against the Corporations and the Rephaim have yet to take to the seas. Until that situation changes, nautical Knights can only watch in envy.

Both the testing range and academy are better known among Templars as the "Aardvark."

### THE CAR PARK

Officially designated as Fort Dmitry Lavrenko, this massive facility is situated on the plains of Tomaculum west of the Montes Leviathan. Unlike most Preceptories, its infantry Banners (known as Car Park attendants among their peers) exist only to protect the site. Indeed, despite its impressive size and available manpower, the Car Park has no true offensive Banners. All of its vehicle Banners are devoted to logistics and heavy transportation.

As its name suggests, the Preceptory is an armored vehicle laager, albeit one built on a truly massive scale. Thousands of vehicles are stored here ready to be shipped to frontline





# Necropolis 2350: Templar Handbook

Preceptories along the border with Dead Zone Beta as necessary to replace damaged vehicles or reinforce weakened units. It also has dozens of warehouses crammed full of replacement vehicle parts.

Day and night, whatever the weather, the sky over the base is filled with Pedaël cargo lifters and Nephilim and Pedaël II tank transporters, while Behemoth tank transporters and Job supply trucks run constant ground missions.

## THE MILL

Between 2326 and 2331, The Mill (more properly Fort Grelle), located in the Levant, served as the Templars' sole Knights Vehicle Crew training facility. Fresh-faced Squires were shipped from Preceptories across the globe to complete their training under punishing conditions. In those early days of armored warfare, Squires were placed in the field a part of their final examination. Due to the high cost in lives, this was subsequently dropped in favor of simulated warfare.

Knights old enough to have graduated from the Mill are prone to consider themselves better trained than later generations. To have "gone through the Mill" is considered a badge of honor among these veterans.

With smaller training Preceptories now dotted around Salus, the Mill has become just another Preceptory. The only reminder of its former existence is the Shrine of the Fallen. Initially a memorial to the brave Templars who died during the First Battle of New Budapest, the shrine has since been expanded to accommodate memorials to notable Templars killed in action.

As part of the Preceptory proper, the shrine is off-limits to civilians except on special days (such as the foundation of the Ordo, the Pope and Grand Master's birthdays, and such like). Despite the opportunity to cash in with memorabilia, the Ordo has declined to turn the shrine into a tourist trap, keeping it solely as a site of remembrance and contemplation. Most Templars endeavor to make a pilgrimage here at least once during their career to pay this respects to the heroes of old and seek blessings from their spirits.

## THE MUSEUM OF ARMORED WARFARE

Located in the Templar's main Preceptory outside Vatican City and accessible to members of the public, the Museum of Armored Warfare is a popular attraction for tourists and pilgrims, especially since entrance is free.

Two vast buildings hold impressive collections of armored fighting vehicles. The first contains pristine Church-manufactured tanks. Each vehicle has a touch-screen display allowing visitors to see the technical specifications and history of each model.

The second contains vehicles damaged in battle or salvaged from the battlefield. The displays here focus on the skill and bravery of the crew of said vehicles, with interviews with surviving members interspersed with battle footage. Naturally, the reports are designed to show the Templars absolute mastery of vehicular warfare.

A third building holds the battle pods (see Chapter One), a restaurant, and a gift shop. The latter sells everything from model kits to action figures of famed Templars, taking in key fobs, wind up tanks, and even pieces of battlefield memorabilia in between. Perhaps not surprisingly, it brings the Templars a not insignificant income.

## NOWHERE

So named because it appears on very few maps and its location is unknown to common Knights (even among the Templars), Nowhere is the headquarters of the Templars' covert operation force (TCOF). Its official designation is Preceptory 52.

Scouts make up the bulk of the operational Lances. Every Scout Lance is mechanized. Standard Lances employ Sinai scout vehicles as standard, while Air Scouts use Cherub insertion craft. Operating deep behind enemy lines, their mission is to detect Rephaim armor. Convoy positions and likely destinations are plotted, thus enabling the Ordines brothers to arrange a surprise greeting. When a tank base is located, Scouts call in air support to destroy them before they can be mobilized.



# Chapter Three:

## Hardware

*For, behold, the LORD will come with fire, and with his chariots like a whirlwind, to render his anger with fury, and his rebuke with flames of fire.*

*Isaiah 66:15*

The Templars regularly employ every vehicle available to the Ordines. Detailed below are a selection of ground vehicles favored by Knight Field Mechanics and Knight HARD, as well as several new vehicles. Notes on air support vehicles finish the chapter.

### BEHEMOTH ARMORED TANK TRANSPORTER

This large 8x8 vehicle forms a key part of the Church's logistics chain. Capable of carrying up to 80 tons of equipment, it is commonly seen transporting tanks, APCs, and artillery guns to the battlefield, as well as pre-constructed bunkers, buildings, and engineering equipment.

The crew compartment has two forward facing seats for the driver and gunner with two benches behind it. The turret is mounted above the rear quarter. Inside are four small lockers for personal equipment. A winch is installed to the front of the vehicle and a small crane is mounted behind the crew compartment. Additional equipment such as cutting torches, shovels, and the like, is stored in an armored box next to the crane.

As a tank transporter, the Behemoth can carry one MBT, two light tanks or APCs, or one medium and one light tanks. Alternately, the

rear can be fitted with a cargo container fitted out for a specific function, such as a machine shop and repair center.

**Acc/Top Speed:** 5/40; **Toughness:** 22 (8); **Handling:** -1; **Crew:** 2+4

**Notes:** Four Wheel Drive, Heavy Armor, Night Vision

**Weapons:** 2 x Flechette MGs in remote controlled turret. (2000 rounds)

### EZEKIEL REPAIR TRUCK

Vehicles are the core of the Templars' military strength and keeping those vehicles going in the field, especially in battle, is a priority. The latter task falls to the brave Knights and Sergeants who crew the Ezekiel.

One of the many Prophet APC variants, the Ezekiel is almost extensively driven and operated by Templar Knights and Sergeants. In place of the passenger compartment, there is a full tool shop for battlefield repairs (+2 bonus to Repair rolls). Although the passengers are highly-trained engineers, the driver and gunner can be expected to possess good mechanical knowledge as well.

**Acc/Top Speed:** 6/25; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 2+2

**Notes:** Heavy Armor, Improved Stabilizer, Night Vision

**Weapons:**

\* 30mm autocannon turret mounted (40 rounds)

\* 2 x Passover 6cm AT missile tubes (no reloads)



# Necropolis 2350: Templar Handbook

## MAXIMUS HGL

Introduced in 2353, the Maximus Heavy Grenade Launcher holds 100 grenades. It can be fitted to any ground vehicle in place of an existing pintle or turret mounted flechette MG and is popular with Daniel and Sinai vehicle crews. Vehicles with twin MGs lose both guns and gain a single Maximus.

It is important to note the order in which grenades are loaded into the drum as a pull of the trigger releases the next grenade in sequence. Selecting a specific type of grenade in the drum takes an action. The *Necropolis 2351-55 Upgrade* introduces ten new types of grenade.

*Range:* 20/40/80, *Damage:* as grenade, *Burst:* as grenade, *Rate of Fire:* 1, *Shots:* 100

## HARD PROPHET

The HARD Prophet, code-named the Hezekiah, is an emergency rescue vehicle. The front has been modified to allow six Knights in HARD armor to sit in three rows of two. The rear passenger compartment has been replaced with a flatbed on which is stored a HARD shelter. A small crane lifts the shelter on and off.

The Prophet also carries a small supply of chemicals which when mixed with water produce foam. Decontamination fluid can be carried instead of water.

**Issued:** 2351; **Acc/Top Speed:** 5/20; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 2+4

**Notes:** Heavy Armor, Infrared Night Vision, Night Vision

**Weapons:** Water cannon (30 shots) (Treat as a vehicular flamethrower. Any creature in the template must make a Strength roll at -2 or be knocked prone and Shaken. Size acts as a modifier to the roll.)

## INVICTUS INFANTRY SUPPORT VEHICLE

As with the Flagellant ISV, the Invictus is based on a modified Prophet chassis. The main alteration is the addition of a second turret at the rear

of the vehicle. Both turrets mount Maximus Heavy Grenade Launchers. Dual fire controls allow the commander and gunner to fire either turret.

The passenger bay is much smaller—just large enough to carry a single Lance. Much of the interior is taken up by two armored ammunition compartments. When its magazine is empty, an HGL can be withdrawn into the interior, where it is automatically reloaded. This takes three rounds in total (one round to withdraw the weapon, one to reload, and one to rise back into the turret).

While its twin HGLs can lay down a fierce barrage, the nature of the Maximus is the Invictus' main drawback—the grenades in the drum magazines must be pre-selected, requiring the crew to second-guess the nature of the threats they might face. The same is true of the spare magazines—they load in a fixed order.

**Issued:** 2353; **Acc/Top Speed:** 6/25; **Toughness:** 25/20/20 (15/10/10); **Handling:** +0; **Crew:** 3+5

**Notes:** Heavy Armor, Improved Stabilizer, Night Vision

### Weapons:

- \* Maximus HGL front turret (5 reloads)
- \* Maximus HGL rear turret (5 reloads)
- \* 2 x Passover 6cm AT missile tubes (no reloads)

## NEPHILIM VEHICLE TRANSPORT

Big brother to the ubiquitous Angel and precursor to the Pedael II (see below), the Nephilim is a vehicle transporter. Its cargo bay can hold one Prophet APC or one light tank, three Sinai, or six Daniel quad bikes. No passenger seats are installed, so crews must sit inside their vehicles during the journey.

Its weapons are described in terms of air support. Nephilim rarely serve in a support role, though. Instead, they unleash their weapons as they come into land or take off, driving back enemy forces or clearing obstructions.

**Acc/Top Speed:** 30/250; **Toughness:** 40 (24); **Handling:** +0; **Crew:** 2

**Notes:** AMCM x 4, Fixed Gun, Heavy Armor, Night Vision

### Weapons:

- \* Flechette chain gun (nose)



- Rockets x10 (30mm)
- Rockets x2 (200mm)

## PEDAEL II VEHICLE TRANSPORT

The Behemoth is an effective vehicle if armored vehicles that need shipping to or from the frontline are relative close by or if time is not overly pressing, but sometimes the Templars need rapid reinforcements sent over longer distances.

Enter the Pedael II, more commonly known among pilots as the Pedwhale for its size and atrocious handling. Unlike its smaller cousin, the new variant is intended to carry only supplies or vehicles. Not only is it slower than the Pedael, it has lighter armor and no weapons, being used to ferry equipment to the edge of the battlefield rather than into the combat zone proper.

The Pedael II can transport two heavy tanks, four medium tanks, eight light tanks or APCs, or varying combinations thereof. A heavy winch allows damaged vehicles to be quickly pulled inside ready for transportation to a repair center. Without vehicles, it can carry around 150 tons of cargo. The crew of four comprises a pilot, a navigator/co-pilot, a loadmaster, and a load assistant.

**Acc/Top Speed:** 20/150; **Toughness:** 30 (16);

**Handling:** -2; **Crew:** 4

**Notes:** Heavy Armor, Night Vision

**Weapons:** None

## SERAPHIEL AIR-CUSHIONED LANDING CRAFT (ACLC)

The difficulties during the initial phase of Operation Steel Hammer (see *Necropolis 2351-55 Update*) led to a major rethink regarding amphibious landings. The solution to the problem was the massive Seraphiel hovercraft (350 tons unladen). Although it has a range of 300 miles, the preferred deployment is to carry it aboard military cargo ships and deploy it close to the target. It is first deployed in anger during Operation Sunrise (see *Necropolis 2351-55 Update*).

The Seraphiel has no pinpoint offensive weaponry. Instead, it mounts grenade, mortar, and rocket launchers to pound enemy lines

as the hovercraft nears its destination, though smoke warheads can be installed as an option.

The cargo bay can accommodate 450 troops (six typical Infantry Banners), three heavy or six light or medium tanks plus 150 troops (two typical Infantry Banners), or ten fully-laden Prophets (two Transport Logistic Lances).

**Issued:** 2354; **Acc/Top Speed:** 4/25; **Toughness:** 30 (10); **Handling:** -2; **Crew:** 40+500

**Notes:** AMCM x 4, Heavy Armor, Hover, Improved Stabilizer, Night Vision

**Weapons:**

- \* Maximus HGL turret mounted (no reloads)
- \* Four Megiddo rotary mortars (no reloads)
- \* Ten 300mm unguided rockets (as artillery; no reloads)

## AIR SUPPORT VEHICLES

As well as dropships and aerial transports, the Ordines operate various fire support aircraft. This section provides more information on these craft, which until now have existed only as names and payloads. Anti-aircraft is handled abstractly in *Necropolis 2350* and thus no statistics are provided.

### ARCHANGEL ASSAULT CRAFT

Based on the ubiquitous Angel dropship, the Archangel Assault Craft is designed to provide low-level air support. Initially it was designed as a heavier version of the Angel, but its dropship role was quickly abandoned in favor of a heavier payload.

It is the most versatile of all the air support vehicles. In addition its flechette chain gun, it carries four bombs, ten 30mm rockets, four 200mm rockets, and four Passover 9cm missiles. This impressive arsenal allows it to take out infantry, vehicles, and fortified emplacements. Versatility is also the Archangel's biggest drawback. A generalist vehicle, it does not carry enough of any one weapon type for sustained combat activities against single target types. This is especially true of its anti-tank and bunker buster missiles.

Perhaps the greatest strength of the Archangel is its vertical take-off and landing capability.



# Necropolis 2350: Templar Handbook

This allows the Templars to set up a forward supply base in any open space, thus not requiring the aircraft to make long trips to and from a Preceptory. Having a nearby landing field also means less refueling. Combined, these mean Archangels are quick to respond to calls for assistance.

## CROWN FIGHTER

The Crown was developed in 2339 as a result of growing tension between the Church and the Corporations. War never broke out, leaving the Crown largely redundant.

Aside from intercepting stray Corporate reconnaissance aircraft and escorting them out of Church airspace, the nearest Crown pilots get to aerial warfare is chasing down and shooting aircraft pilots by heretics, and that opportunity rarely arises. With no dogfighting taking place, the Crown has largely been reduced from an air superiority role to one of ground support.

At best it can be considered a light support aircraft, packing as it does a limited payload of just a flechette chain gun and six 30mm rockets or two bombs or two Passover 6cm missiles. Once their heavy ordnance is dropped, there is nothing the aircraft can but fly low and strafe the ground with flechettes. As a result, Crown fighters rarely hang around once the explosions have died down.

Although capable of supersonic flight, the Ordines see no point in having Crowns stationed far back from the battlefield, where help is required in minutes rather than hours.

Efficient engines and a large fuel tank allow a Crown to circle at cruising speed for around four hours. Once called in, pilots open the throttle to maximum in order to reach their allocated targets as quickly as possible.

## DELIVERANCE BOMBER

The heavy workhorse of the Ordines' aerial fire support Lances, the Deliverance is a medium long-range bomber capable of carrying either ten bombs or ten canisters of napalm. Packing no close support weaponry and lacking armor, it is a high altitude aircraft.

Whenever battle commences, Deliverance

bombers are launched from Preceptories within several hundred miles. Thanks to their large fuel tanks, the bombers can remain airborne for as much as ten hours before refueling. Like carrion birds, they circle overhead, patiently waiting to be called on to deliver hell to the Rephaim.

## SCOURGE BOMBER

Designed at the insistence of the Incinerators yet mostly operated by Templar pilots, the Scourge is a pyromaniac's wet dream.

Notoriously slow but heavily armored, the Scourge is essentially a flying tank. Armed only with four canisters of napalm, it flies low and slow over the battlefield before unleashing its deadly cargo. Due to its ungainly flight, it has fondly been renamed the Wounded Duck by infantry troops.

## MUNDANE GEAR

### CUTTER/WELDER

First assigned to Combat Engineers and Field Mechanics in 2351, the cutter/welder contains enough fuel to cut or weld shut four man-sized holes through a bulkhead of up to Armor +20. It takes four rounds to open or seal the hole (one round per side). They are issued to Combat Engineers as standard gear.

*Weight:* 1 lb.

### SHELTER, HARD

A lightweight, prefabricated shelter (introduced in 2351) carried on the back of a HARD Prophet. The shelter has an airlock and a self-contained air system to prevent contamination and is shielded against radiation.

Occupants make a Vigor roll every day in a low radiation zone (at +2) or every four hours in high radiation areas (also at +2). It is also armored (Armor +8). There are facilities for a Lance of troops in HARD armor to survive up to a week, though conditions are far from comfortable.

*Weight:* 8,000 lbs



# Chapter Four:

## Personnel Files

*And they helped David against the band of the rovers: for they were all mighty men of valour, and were captains in the host.*

*1 Chronicles 12:21*

### WILD CARDS

The entries below are not generic Wild cards. Each is a unique individual the War Master can add to his campaign as a senior officer, ally, or friend to the Knights. Unlike generic Wild Cards, once killed, they are out of the game.

#### AMANDA MOORE, KNIGHT ASSAULT

Never one to back down from a confrontation, Moore only joined the Templars because she liked their motto and no-retreat mentality. Rather than having any desire to crew vehicles, she wanted to destroy them. Realizing that as a vehicle gunner she would have to pick targets designated by her commander, she opted for the greater freedom offered by an infantry role.

A Knight Assault, she has earned a string of kills with her Dove AT-1 rocket launcher, which she has named "Shell-breaker." Her stubborn streak has placed her in danger many times—once she has designated a target vehicle she refuses to withdraw or switch targets until the original has been destroyed.

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

**Skills:** Climbing d6, Fighting d8, Guts d10,

Notice d8, Shooting d10, Stealth d8, Survival d6

**Charisma:** +0; **Pace:** 8; **Parry:** 6; **Toughness:** 14 (8)

**Hindrances:** Loyal, Stubborn, Vow (Major: sacred vows)

**Edges:** Brawny, Combat Reflexes, Dodge, Fleet-Footed, Marksman, Tank Hunter, Trade-mark Weapon (Dove AT-1)

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Infantry battle suit (+8), molecular sword (Str+d8+2, AP 4), flechette rifle (Range 24/48/96, Damage 2d8+1, ROF 3, Ap 2, Auto, 3rd) with 3 mags, 5 HEAP grenades (Range 20/40/80, Damage 4d8, AP 12, HW, SBT), Dove AT-1 launcher with five warheads (Range 24/48/96, Damage 3d8, AP 60, HW, MBT), ID tag

#### AUGUSTUS JENKINS, CHAPLAIN

Despite not being a Knight, Chaplain Jenkins is considered "one of the boys" by Templar Knights. When at a Preceptory he likes to muck in and help with repairs, and before battle he blesses the armored vehicles and their crews. Not that he stays in the rear once the guns start firing. Far from it, in fact.

The diminutive Chaplain drives a Prophet APC known as "the Pulpit." Loudspeakers mounted on the roof allow him to preach his fiery sermons and encourage his fellow



# Necropolis 2350: Templar Handbook

Templars to victory while in the thick of the action.

Aside from a love of strong alcohol (taken in moderation and purely for medicinal reasons, of course), his great vice is swearing. Many a young Knight has gone red in the face at hearing the padre fire off a string of colorful and inventive expletives. As he often remarks to those who criticize his colorful language, "Given we're fighting for the survival of our \*\*\*\*ing species, I'm pretty sure the good Lord has better \*\*\*\*ing things to do than judge me for my language."

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

**Skills:** Driving d8, Faith d10, Fighting d8, Guts d8, Healing d8, Notice d6, Persuasion d6, Repair d6, Shooting d6, Survival d6

**Charisma:** +0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (4)

**Hindrances:** Loyal, Quirk (Prone to swearing), Small, Vow (Major: sacred vows)

**Edges:** Arcane Background (Miracles), Command, Command Presence, Fervor, Trademark Vehicle (Prophet APC)

**Powers:** *Armor, boost/lower trait* (most commonly Driving, Repair, and Shooting), *bealing*; 20 Power Points

**Special Training:** Blessed, Church Knowledge (+2 Common Knowledge involving Church), Healer

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), medikit, Book of Common Prayer, toolkit, ID tag

## CARLA N'KOMBE, KNIGHT VEHICLE

### CREW

The keeping of tallies of casualties inflicted is frowned upon, the Church believing that Knights should focus on completing their assigned mission rather than trying to score points. Among the Templars' tank gunners, it is an everyday occurrence.

For the past five years, the top gunner recognition has gone to Carla N'Kombe. Many expect her to be part of a Calvary or Golgotha crew, but she earned every honor with a Judea.

Despite frequent requests, she has refused to upgrade to a heavier tank.

A fiery individual with a short fuse, her record is blemished with several charges of punching superior knights. That these were young commanders with little experience of actual battlefield conditions and who endangered her crew with reckless orders meant nothing in her defense. Were she not such an asset on the battlefield she would likely have been sent to the Penitents by now. Instead, she accepts that promotion to Senior Knight is never likely to happen.

N'Kombe accepts her fate with quiet grace and a secret smile—she is happiest when blasting enemy tanks and has absolutely no interest in becoming a leader.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Driving d4, Fighting d8, Guts d6, Intimidation d6, Notice d8, Repair d6, Shooting d12, Survival d6

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

**Hindrances:** Loyal, Mean, Vow (Major: sacred vows)

**Edges:** ADVARC Graduate (Shooting), Level Headed, Tank Buster, Tank Hunter

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag

## LUCIAN WELLS, SENIOR KNIGHT

### VEHICLE CREW

Like the other Ordines, the Templars have their poster boys to attract fresh recruits. One of the best known is Senior Knight Lucian Wells. Ruggedly handsome and well-toned, his white smile and epic exploits have won many a woman's heart—not that he can reciprocate their feelings, of course.

At least half of the Templars' media alloca-



tion features Wells in either combat footage or interviews. Sales of Templar merchandise are always high whenever he appears as a guest on the shopping channel.

Outside of his Ordo, Wells is generally considered to be a fraud, a media darling with no true combat experience. Footage of him in action is often considered to be staged.

In truth, he is a hero of the Church. A brilliant driver and tactically aware commander, he has survived over 15 engagements against the Rephaim and inflicted an untold number of casualties on them. Any other Knight with his talents would have made Knight Commander by now. Wells has turned down several chances at promotion, claiming that his media work is as vital to the Ordo as his military record, and that being a Senior Knight keeps him closer to the people he is trying to recruit.

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

**Skills:** Driving d12, Fighting d8, Guts d8, Knowledge (Battle) d8, Notice d8, Persuasion d8, Repair d8, Shooting d8, Streetwise d6

**Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** Ace, Attractive, Command, Improved Defensive Driver, Media Star, Papal Blessing

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag

## NATHANIEL GOODE, KNIGHT VEHICLE

### CREW

Currently on secondment to the Preachers, Goode drives a Samaritan APC. Fearless and loyal, he is not afraid to drive his vehicle deep into the heart of the battlefield in order to deliver the Knight Combat Medics to those who desperately need their attention.

Goode is an excellent driver, and is frequently

seen weaving his vehicle back and forth to avoid enemy fire. More than once he has somehow steered a badly damaged Samaritan across a debris-strewn field of battle to safely deliver wounded soldiers to a field hospital.

His vehicle has become known as the "Goode Samaritan," a play on the old parable.

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

**Skills:** Driving d10, Fighting d6, Healing d6, Notice d8, Repair d6, Shooting d6, Survival d6

**Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)

**Hindrances:** Heroic, Loyal, Vow (Major: sacred vows)

**Edges:** Ace, Adaptable Driver, Charismatic, Improved Defensive Driver

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag

## OBEDIAH OSGOOD, TECHNICAL

### SERGEANT COMMANDER

Stranded tankers are grateful to any field mechanic who can get their damaged vehicle back in action, but few are as popular, or as welcome a sight in the midst of battle, as the portly Obediah Osgood.

A frontline mechanic with a fondness for sugary cakes, Osgood has a reputation for being able to fix anything, anywhere. Although stories of him fixing armored vehicles with nothing but a piece of gum, some string, and a can opener are exaggerations, he has a knack for making do with whatever tools are available to him in the most trying of circumstances.

Osgood actually started his career as a Prophet APC driver. Having lost his left eye to shrapnel he was reassigned to the Chapter Technical, where his natural ability with machinery soon became evident.

Whether Osgood is extremely brave or clin-



# Necropolis 2350: Templar Handbook

ically insane is debatable. Numerous reports state how he refused to take shelter when under fire, the mechanic preferring to fix the tank he was working on and rounds ricocheted around his position.

A devout man, Osgood claims his mechanical aptitude and survival are down to the protection of St. Eligius, the patron saint of mechanics. With regard to his survival he is absolutely right—St. Eligius *has* blessed him. Often heard muttering prayers, Osgood is unknowingly invoking a protective saintly litany.

Despite his strong faith, he is content to remain a Sergeant, repeatedly claiming he is unworthy to be knighted.

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d6

**Skills:** Climbing d8, Deflection d10, Driving d6, Fighting d4, Guts d8, Repair d10, Shooting d4, Stealth d4, Streetwise d8, Survival d6

**Charisma:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 11 (6)

**Hindrances:** Loyal, One Eye, Vow (Major: sacred vows)

**Edges:** Courageous, Mechanical Aptitude, McGyver, Power Points, Sainly Litany (*Deflection*; 10 PP), Technically Inclined

**Gear:** Medium armor (+6), flechette SMG, 2 magazines (Ranged: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), molecular dagger (Str+d4+2, AP 2), medpac, toolkit, ID tag

## RUPERT NOBLE, KNIGHT VEHICLE

### CREW

On paper, Noble is an above-average Knight Vehicle Crew. He is cool under fire, doesn't let minor injuries get in the way of doing his job, and has a spotless service record. Despite these strengths, he is a social pariah among his militant brothers and sisters.

Every vehicle in which Noble has served as a crew member has suffered some sort of unexplained, and often near-disastrous, malfunction that left even the mechanics baffled as to the cause. It took a while for his peers to piece together the evidence, but eventually they decided he was a Jonah, a figure of bad luck.

Being enclosed in a small space for hours on end usually leads to a strong bond between crew members. In Noble's case, his comrades speak to him only when absolutely necessary, preferring to keep away from him whenever duties allow.

As a result, Noble is desperate to prove his worth to his peers and cast aside the supposed bad luck that follows him like a bad smell. This has led to him taking unnecessary risks on the battlefield.

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

**Skills:** Driving d6, Fighting d6, Guts d6, Notice d6, Repair d6, Shooting d6

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

**Hindrances:** Bad Reputation (gives -2 Charisma), Gremlin Magnet, Loyal, Overconfident, Vow (Major: sacred vows)

**Edges:** Combat Reflexes, Nerves of Steel

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag

## ZACHARY WATSON, KNIGHT

### COMMANDER

Formerly a tank commander, he was retired from frontline service when his left leg, damaged when his tank was destroyed, healed badly. Although he missed being in a vehicle, his talents for armored warfare tactics were put to good use. Now aged 75, the white-haired Knight Commander would normally be quietly brushed aside. The Ordo has no intention of putting him out to pasture, though.

A brilliant armored warfare tactician, Watson is now a senior tactics and strategy officer. Such is his skill that he advises the Marshal during the planning of major engagements. Seeing as how it is they who will be carrying out his plans, Watson has no reluctance about asking advice from his subordinates.



**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d6

**Skills:** Driving d8, Fighting d6, Guts d8, Knowledge (Battle) d12, Notice d10, Repair d6, Shooting d6

**Charisma:** -2; **Pace:** 3; **Parry:** 5; **Toughness:** 9 (4)

**Hindrances:** Elderly, Lame, Loyal, Vow (Major: sacred vows)

**Edges:** Command, Art of War, Tactician

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag

## KNIGHT EXTRAS

The following statistics are for generic Knight Vehicle Crew and Knight Field Mechanics. Given the focus of this supplement, all the Extras below are members of the Templars. All have their special training modifiers listed as a separate entry in the stat block as a reminder.

### KNIGHT FIELD MECHANIC

Combat engineers are expected to perform a variety of roles on the battlefield and are usually generalists. Among the Templars, though, there are Knight Combat Engineers whose sole function is to repair vehicles. When found on the battlefield, they are usually operating with an Ezekiel APC. Within the Ordo, these specialists are referred to as Knight Field Mechanics.

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

**Skills:** Fighting d6, Guts d6, Knowledge (Engineering) d6, Notice d6, Repair d8, Shooting d6

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** Dodge, Technically Inclined

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular

weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Medium armor (+6), flechette SMG with 3 mags (Range: 12/24/48, Damage: 2d6+1, RoF 3, Shots 60, AP 2, Auto), molecular sword (Str+d8+2, AP 4), toolkit, four mines, medpac, ID tag

### KNIGHT FIELD MECHANIC, VETERAN

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

**Skills:** Fighting d6, Guts d8, Knowledge (Engineering) d8, Notice d6, Repair d10, Shooting d6

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** Improved Dodge, Mechanical aptitude, Technically Inclined

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Medium armor (+6), flechette SMG with 3 mags (Range: 12/24/48, Damage: 2d6+1, RoF 3, Shots 60, AP 2, Auto), molecular sword (Str+d8+2, AP 4), toolkit, medpac, ID tag

### KNIGHT VEHICLE CREW

Whether driving armored vehicles into the thick of battle, flying an aircraft to extricate Knights, drop supplies, or deliver a deadly payload, or blasting away at the Church's enemies, vehicle crew and their vehicle are a welcome sight on the battlefield of Necropolis.

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

**Skills:** Boating, Driving, or Piloting d8, Fighting d4, Guts d4, Notice d6, Repair d6, Shooting d8

**Charisma:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** Ace, Combat Reflexes

**Special Training:** +1 Boating, Driving, or Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Light armor (+4), flechette pistol, 3



# Necropolis 2350: Templar Handbook

magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag

## KNIGHT VEHICLE CREW, VETERAN

Tank armor might be thick, but armored vehicles are a prime target on the battlefield. As a result, few vehicle crew survive long enough to be branded true veterans by their peers.

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

**Skills:** Boating, Driving, *or* Piloting d10 Fighting d6, Guts d6, Notice d6, Repair d8, Shooting d10

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** Ace, Combat Reflexes, Defensive Driver *or* Tank Buster, Level Headed

**Special Training:** +1 Boating, Driving, *or* Piloting (pick one), +1 Shooting with vehicular weapons on the same vehicle type, +1 Repair with the same caveat.

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular sword (Str+d8+2, AP 4), medpac, ID tag

## SERGEANT EXTRAS

Despite having fewer infantrymen, Sergeants still make up the bulk of the Ordo. Most serve with the Chapter Mechanical, though the Ordo sees nothing wrong with training some as Vehicle Crew. In order that they might switch roles in emergencies, all Sergeants are required to have basic competency in vehicle handling.

## INFANTRY SERGEANT, TEMPLAR

Unusually among the Ordines, the Templars have no qualms about Sergeants serving as vehicle crew. True, most drive only supply trucks or Ezekiel APCs, or fly cargo lifters, but a growing number now serve as tank, aircraft, and ship gunners. Those who drive tanks primarily man light machines. Rarely is a Sergeant

a vehicle commander or a pilot of a fire support aircraft, though.

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

**Skills:** Boating, Driving, *or* Piloting d4, Fighting d6, Guts d6, Notice d6, Shooting d6

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** —

**Gear:** Light armor (+4), flechette SMG, 2 magazines (Ranged: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), molecular dagger (Str+d4+2, AP 2), medpac, ID tag

## TECHNICAL SERGEANT, TEMPLAR

Unusually among the Ordines, the Templars have no qualms about Sergeants serving as vehicle crew. True, most drive only supply trucks or Ezekiel APCs, or fly cargo lifters, but a growing number now serve as tank, aircraft, and ship gunners. Those who drive tanks primarily man light machines. Rarely is a Sergeant a vehicle commander or a pilot of a fire support aircraft, though. Those responsibilities rest firmly in the hands of Knights.

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

**Skills:** Boating, Driving, *or* Piloting d4, Fighting d4, Guts d4, Notice d6, Repair d6, Shooting d4

**Charisma:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** —

**Gear:** Light armor (+4), flechette SMG, 2 magazines (Ranged: 12/24/48, Damage: 2d6+1, ROF 3, AP 2, Auto), molecular dagger (Str+d4+2, AP 2), medpac, toolkit, ID tag

## VEHICLE CREW SERGEANT, TEMPLAR

Unusually among the Ordines, the Templars have no qualms about Sergeants serving as vehicle crew. True, most drive only supply trucks or Ezekiel APCs, or fly cargo lifters, but a growing number now serve as tank, aircraft, and ship gunners. Those who drive armored vehicles primarily man light tanks and APCs.



Rarely is a Sergeant a vehicle commander or a pilot of a fire support aircraft, though.

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

**Skills:** Boating, Driving, or Piloting d6, Fighting d4, Guts d4, Notice d6, Repair d4, Shooting d6

**Charisma:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

**Hindrances:** Loyal, Vow (Major: sacred vows)

**Edges:** —

**Gear:** Light armor (+4), flechette pistol, 3 magazines (Ranged: 12/24/48, Damage: 2d6, AP 2, Semi-auto), molecular dagger (Str+d4+2, AP 2), medpac, ID tag

## FAMOUS UNITS

Heavy air and ground support is available to virtually every Lance, no matter its Ordo or type. Similarly, Knight Lances likely need ferrying to and from their objectives. Thus, these famous units can make appearance no matter what type of campaign the War Master is running.

## THE ASSASSINS

**Commanding Officer:** Senior Knight Elias Duvalle

**Official Designation:** Lance 1, Banner A, Black Watch Squadron

**Lances:** One Heavy Armor

**Special Rule:** All drivers have the Hull Down Edge (see Chapter Five). Every gunner has the Tank Buster Edge.

**Notes:** Displaying remarkable patience for Templars, the Assassins eschew the typical frontal assault favored by their peers. Working in close harmony, the drivers park their Golgotha heavy tanks in cover, allowing the gunners to take their time aiming when sniping at enemy tanks.

They frequently work in tandem with Light Armor Lances, with the lighter tanks drawing out enemy vehicles. Exposing their position in the belief they face only weak armor, opposing tanks are quickly despatched.

**Using the Unit:** One way of introducing the Assassins to have the player's Knights suddenly confronted with a Rephaim tank. This

works best if the Lance has no anti-tank weapons. Before panic sets in, the enemy vehicle is destroyed by an unseen friendly tank.

## THE BONE-BREAKERS

**Commanding Officer:** Knight Commander Elizabeth Danvers

**Official Designation:** Banner D, Fort Dix Squadron

**Lances:** Eight Heavy Armor, three Medium Armor

**Special Rule:** None.

**Notes:** The Bone-Breakers' Banner is made up entirely of Golgotha and Judea (Judea II after 2353) Armor Lances. Their nickname stems from a bizarre incident during the Battle of the Iron Belt (2348).

The spearhead unit of the Templar outflanking maneuver, their overly keen gunners expended their entire ammunition stocks early on in the battle. While they virtually destroyed the Rephaim tanks without support, they were now exposed to anti-tank emplacements. With resupply impossible due to the need to maintain speed, and with no other option available save for retreat (a thought that never crossed his mind), the then Knight Commander had no choice but to order his crews to drive flat out and crush as many Rephaim infantry as possible.

Although more conservative in their ammunition expenditure since the battle, they still take great pleasure in crushing Rephaim beneath their tracks. For every ten confirmed Rephaim crushed beneath its tracks, a tank is emblazoned with a broken skull and cracked crossbones motif.

**Using the Unit:** Aside from watching an enemy tank plow through the Rephaim's ranks, player Knights are unlikely to interact much with the Bone-Breakers.

## THE CRATER MAKERS

**Commanding Officer:** Senior Knight William "Big Bird" Hamilton

**Official Designation:** Lance 1, Banner E, Miramar Squadron



# Necropolis 2350: Templar Handbook

**Lances:** One Air Support (Bomber)

**Special Rule:** Bombs dropped by the Crater Makers deviate just 1d6-1 x 2" from their intended target, rather than the usual 1d10-1 x 3".

**Notes:** Whenever an infantry Knight is forced to call for air support he always utters a silent prayer of thanks when he hears a Crater Maker call-sign response.

The Crater Makers fly Deliverance Bombers. Unusually, their nickname has become their *de facto* call-sign and unit identifier. While the pilots are distinctly average (the aircraft fly too high for most Rephaim weapons), every bombardier is a graduate of the ADVARC Academy.

They have an unnerving knack of dropping their ordnance directly on target, thus allowing them to saturation bomb enemy concentrations close to allied troops. Mistakes happen, of course, but their record for accuracy is second to none.

**Using the Unit:** At your discretion, the Crater Makers answer a call for air support when the table results in Deliverance Bombers.

## THE DELIVERY MEN

**Commanding Officer:** Senior Knight Steve Honeydew

**Official Designation:** Lance 9, Banner G, Luxor Squadron

**Lances:** One Ground Logistics (altered)

**Special Rule:** Every cargo handler has the Dodge Edge.

**Notes:** The Delivery Men are part of a major repair and supply facility located a short distance back from the active war zone. Over the years, the Lance has saved numerous allies from running out of essential supplies by fighting their way to the front. Unlike a normal Ground Logistics Lance, their Job supply trucks are equipped with two jump seats for cargo handlers. This has raised their total manpower to 20.

Lightly armed and armored, the Knights scurry across the battlefield carrying ammunition boxes, ration packs, and medical supplies to those in need while receiving covering fire from their vehicles.

**Using the Unit:** Every Lance needs resup-

plying at times. Surrounded by enemies and running low on ammunition, the Delivery Men can make a welcome call on the player Knights' Lance.

## THE FINAL WORD

**Commanding Officer:** Knight Commander Tomas Kovács

**Official Designation:** Banner C, Red Hill Squadron

**Lances:** Four Artillerist, six Assault, two Combat Engineer, six Infantry Support

**Special Rules:** The Knight Commander and all Senior Knights have the Command and Hold the Line Edges. Knights have minimum Spirit and Guts d8.

**Notes:** The Templars are extremely reticent to retreat from the field of battle, but sometimes circumstances demand it. Similarly, even the best plans go awry, leaving vehicles exposed to enemy fire without infantry support. With their reliance on armored vehicles, the Templars can ill-afford to sacrifice them when there is a chance of salvation. When the fan turns brown, the Final Word are summoned.

Made up of volunteer Knight Artillerists, Assault, Combat Engineers, and Infantry Support, the Banner packs formidable firepower. Dropped into battle between retreating or overwhelmed vehicles and the enemy, they form a defensive cordon and lay down a withering barrage of flechettes, mortars, and missiles. Only when the last operational vehicle has cleared the battlefield does the Final Word call for extraction or attempt to fight its way clear.

Given that they may face overwhelming odds or have to remain in the field for longer periods without much hope of resupply, the Final Word has a high casualty rate. As a matter of course, members receive the Last Rites before heading out into the field.

**Using the Unit:** Best suited for campaigns in which the player Knights are Vehicle Crew, the Final Word may provide support while the Knights are forced to withdraw. Alternately, non-Vehicle Crew player Knights may be temporarily seconded to the unit to aid in a mass withdrawal of allied tanks. They will not be



expected to remain on the battlefield until the bitter end, though they may volunteer to do so. Survivors who achieve great success against the Rephaim will likely earn respect and make friends with members of the Banner. They may even be offered a chance to transfer.

## THE HAMMERHEADS

**Commanding Officer:** Senior Knight Bertram Chamberlain

**Official Designation:** Lance 3, Banner E, Little Britain Squadron

**Lances:** 12 Medium Armor

**Special Rule:** Rockets fired by the Hammerheads deviate just 1d4-1" from their intended target, rather than the usual 1d10-1".

**Notes:** The inception of the Golgotha caused a flurry of excitement within the Templars, with many tankers immediately volunteering for training. A small few stuck with the old main battle tank, the Judea, though.

The key feature that keeps the Hammerheads loyal to the Judea is its ability to deliver a salvo of rockets. Indeed, such is their devotion that they have modified their vehicles. Each of their tanks carries a dozen 30mm rockets, the extra weight negated by removing 10 points of armor from each location.

The Hammerheads signal their approach by unleashing all 12 rockets in rapid succession, saturating an area before switching to railgun and flechette MG.

**Using the Unit:** The Hammerheads don't tend to broadcast their position on the battlefield in advance. As massed ranks of Rephaim threaten to overrun the player Knights' position, a barrage of rockets smashes into them. A few minutes later, the Judea's pull up next to the heroes to provide close range fire support before moving on to fresh targets.

## THE HELLCATS

**Commanding Officer:** Knight Commander Mercy Mwangi

**Official Designation:** Banner F, Azimov Squadron.

**Lances:** Ten Air Support (Transport)

**Special Rule:** Every pilot has the Defensive Driver Ordo Edge.

**Notes:** No Knight wants to expend energy by having to the battlefield, nor does he want to be left hanging around when the time comes to bug out. Those want to hit the ground where the action is hottest or who need rescuing from a heavy fire zone, can only pray that they are assigned the Hellcats.

They earned their reputation for heroics during the First Battle of New Budapest, where they flew for 24 hours straight picking up survivors.

Displaying a total lack of regard for their own safety, the Knight Vehicle Crews come in hot and hard, unleashing a salvo of missiles to rid the immediate location of enemy troop concentrations before hosing survivors with their flechette chain guns. They take a perverse pleasure in never returning to base with excess ammunition, much to the annoyance of the Sergeants responsible for rearming them before the next mission.

As of 2353, the Hellcats upgrade to the new Angel II dropship, greatly increasing their firepower and augmenting their ability to conduct night operations.

**Using the Unit:** Whenever the player Knights' are required to deploy in a hot landing zone, or when they need extraction under fire, the Hellcats may be their transports.

## THE STREET RATS

**Commanding Officer:** Knight Commander Chris Barron-Hilton

**Official Designation:** Banner G, Carpathia Prime Squadron

**Lances:** Ten Light Armor (Nazareth)

**Special Rule:** In an urban environment, drivers treat each inch of difficult terrain as 1", instead of the usual 1.5" for tracked vehicles.

**Notes:** Forced to navigate debris-strewn streets, stymied by rubble, and at the mercy for concealed troops armed with anti-tank weapons, most tankers dread urban warfare. Not so the Street Rats.

Equipped with Nazareth light tanks, ideal



# Necropolis 2350: Templar Handbook

for urban environments due to their comparatively small size, the entire Banner serves as infantry support. When a building is suspected of housing enemies, the gunners unleash their Passover missiles, allowing the infantry to move in while the dust settles. As of 2354, the Street Rats adopt the new Nazareth III Heavy APC as their vehicle of choice.

Formed from survivors of the First Battle of New Budapest, the Banner served with distinction during the Second Battle (2350).

**Using the Unit:** The Street Rats are ideal vehicle support for an Infantry Lance engaged in urban operations. Likely the characters are assigned just a single Nazareth.

## TYPICAL LANCES

The structure of various Lances was introduced in the *Necropolis 2351-55 Update*. The Templars operate every type of Lance, but there are a few in which they specialize. Not every Lance type is intended for player characters, and only those best suited to Knights are detailed below.

### AIR SUPPORT

Air Support Lances are used to destroy or suppress enemy air and ground units, or to ferry troops into and out of battle. Air Support Lances never contain mixed aircraft on paper, though battlefield requirements mean that this is actually the most common type of Lance. Thus, in theory at least, there are five distinct types of Air Support Lance available to the Ordines.

Partly in a bid to keep crew numbers down, and partly due to budgetary constraints during the design phase, all Church combat aircraft require a crew of two, a pilot and gunner (or bombardier in bombers).

**Personnel:** 10 (all Vehicle Crew, one of whom is a Senior Knight)

**Vehicles:** 5 aircraft (Archangel, Angel, Crown, Deliverance, or Scourge)

### ARMOR

Despite possessing devastating firepower,

Armor Lances are rarely sent into action without infantry troops in support. Even the mightiest main battle tank can be destroyed or disabled by a well-placed demolition charge, and mines are a constant problem along the front line.

Armor Lances are designated as heavy, medium, or light, depending on the vehicles used. Armor Banners rarely comprise more than ten Lances in total, even in frontline Preceptories. Only the Templars regularly maintain Armor Banners of 20 Lances, but they have far fewer Infantry Lances at their disposal.

While Armor Lances often work together, all vehicles with a given organizational Lance are of the same exact type. Thus, while the Calvary and Golgotha are both heavy tanks, they are never found in the same paper Lance.

**Personnel:** 15 (Vehicle Crew, one of whom is a Senior Knight)

**Vehicles:** 5 ground vehicles

### TECHNICAL, AIR

Having created a new branch, the Templars saw fit to arrange two new types of Lance—the Technical Lance. The Technical Air Lance is responsible for delivering vehicles and to and recovering them from the battlefield. The Pedael II is too large and inviting a target to remain grounded for long, and thus Air Lances focus on vehicle recovery rather than repair.

**Personnel:** 20 (ten Vehicle Crew, one of whom is a Senior Knight, and 10 Field Mechanics)

**Vehicles:** 5 Pedael II vehicle transports

### TECHNICAL, GROUND

While Ground Logistics Lances resupply armored vehicles and infantry on the battlefield, Ground Technical Lances focus entirely on salvaging and repairing vehicles. As a result of this, Templar Ground Logistics Lances have dropped the one Ezekiel repair truck usually found operating with them in favor of an additional Job supply truck.

**Personnel:** 22 (ten Vehicle Crew, one of whom is a Senior Knight, and 12 Field Mechanics)

**Vehicles:** 5 (four Ezekiel repair trucks and one Behemoth tank transporter)



# Chapter Five:

## Character Knights

*The shield of his mighty men is made red, the valiant men are in scarlet: the chariots shall be with flaming torches in the day of his preparation, and the fir trees shall be terribly shaken.*

*Nabum 2:3*

Templar player characters are not restricted in their choice of branch, though given their Ordo's special training many likely gravitate toward Knight Vehicle Crew. This chapter is designed for Knights who want to drive, repair, or operate the guns of armored vehicles.

In order to help players quickly design Templar characters, we have duplicated the requirements for Knight Vehicle Crew and Knight HARD (introduced in the *Necropolis 2351-55 Update*) and basic gear, as well as the Ordo's special training. A new branch—Knight Field Mechanic—is also covered. Players who want to create Templar infantrymen will have to consult *Necropolis 2350* for the branch and gear information.

There is also a selection of Edges best suited to vehicle crew and mechanics, and a new Hindrances guaranteed to terrify Templars.

### ORDO SPECIAL TRAINING

#### VEHICLE EXPERTISE

Templars receive +1 to Boating, Driving, or Piloting (pick one). They also gain +1 to Shooting when using the vehicle mounted

weapons of the same vehicle type and +1 to Repair such vehicles. These bonuses stack with similar bonuses from Professional Edges.

For example, a Templar choosing +1 Driving would receive the bonus for any land vehicle, from a sports car to a grav tank. He also gains a +1 to Shooting when using weapons mounted on these vehicles and a +1 to Repair such vehicles. He gains no bonuses for watercraft or aircraft, even if they have weapon systems similar to those on land vehicles.

### BRANCHES AND GEAR

#### KNIGHT FIELD MECHANIC

**Requirements:** Smarts d6, Vigor d6, Driving d4, Fighting d6, Guts d4, Repair d6, Shooting d4

**Basic Gear:** Medium armor (+6), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, toolkit, ID tag.

#### KNIGHT HARD

The year 2351 sees the introduction of the first truly new Knight branch since the Sacri Ordines were founded—the Knight Hazardous Atmosphere, Radiation, and Disease (or HARD for short).

These specialists are sent in when environmental conditions prevent the deployment of



# Necropolis 2350: Templar Handbook

regular troops. Mostly they serve to contain chemical spills, plug radiation leaks, and quarantine infectious areas.

Given that being a qualified driver is a requirement and engineering skills one of two essential specialties, the Templars were quick to adopt the new branch with eagerness. More often than not Templar HARD drivers and mechanics work alongside HARD medics from the Preachers.

**Requirements:** Smarts d6, Spirit d6, Vigor d6, Driving d6, Fighting d4, Guts d6, Healing d4\*, Repair d4\*, Shooting d4.

*\* Either Healing or Repair must be at a d6 or higher, representing a specialty.*

**Basic Gear:** HARD armor (+8; see below), medium armor (+6; when not in HARD armor), molecular sword (Str+d8+2, AP 4), flechette SMG (Range 12/24/48, Damage 2d6+1, ROF 3, AP 2, Auto) with 3 magazines, toolkit or medikit (as appropriate to specialty), ID tag.

## KNIGHT VEHICLE CREW

**Requirements:** Agility d6, Vigor d6, Boating, Driving or Piloting d6, Fighting d4, Guts d4, Repair d4, Shooting d6

**Basic Gear:** Light armor (+4), molecular sword (Str+d8+2, AP 4), flechette pistol (Range 12/24/48, Damage 2d6, ROF 1, AP 2, Semi-auto) with 3 magazines, ID tag.

## EDGES

The Edges listed below are either brand new (marked “\*”) or reprinted from various *Necropolis 2350* products. Both types are very much vehicle or repair oriented, and are collected here to make them easier to locate for players. The War Master should consider how often the characters will have access to vehicles before adding them to his game.

In addition to these, the following core Edges should be considered as preferred—Command (for commanders), Dead Shot (gunners), Inspire, Level Headed (any), and Marksman (gunners). The Ace Edge is a *must* for a Templar Knight Vehicle Crew. Any Knight Vehicle Crew should acquire the Edge as soon as possible, preferably during character generation.

## COMBAT EDGES

### DEFENSIVE DRIVER

**Requirements:** Seasoned, Boating, Driving or Piloting d8+, Notice d6+

A sudden turn or a quick dive behind cover can save a vehicle from destruction.

Unless caught by a surprise attack and taken completely unawares, attackers must subtract 1 from any attack roll against a vehicle driven by a character with this Edge. Drivers may make a Boating, Driving, or Piloting roll (as appropriate to the vehicle) at +1 to evade area effect attacks when allowed.

### IMPROVED DEFENSIVE DRIVER

**Requirements:** Veteran, Defensive Driver

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

### \*HULL DOWN

**Requirements:** Novice, Smarts d6+, Driving d6+

Aside from only affecting the ground vehicle the Knight is driving, this Edge functions as per the Dig In! Edge from *Necropolis 2350*.

### TANK BUSTER

**Requirements:** Seasoned, Shooting d10+

Being able to disable a tank quickly by hitting its weak spot takes a steady hand and keen eye, not to mention a fair amount of courage.

A hero with this Edge who scores a Critical Hit on a vehicle may alter the result on the Critical Hit Table by one point (up or down) if he so wishes. He modifies the result after the dice are rolled.

### TANK HUNTER

**Requirements:** Novice, Guts d6+, Notice d6+, Shooting d6+

The best weapon to use against a tank is another tank. Without one, soldiers have to do



the job themselves. To an infantryman, a tank is an invincible armored monster. To a hero with this Edge, a tank is just a large target.

When attacking armored vehicles, your character knows how to hit the weaker points of the vehicle and adds +4 to the AP value of his weapon. This bonus applies to attacks with ranged anti-tank weapons or close-up weapons like mines, as well as vehicular weapons. The weapon the hero uses must still be able to affect armored vehicles.

## ORDO EDGES

### \*ADAPTABLE DRIVER

**Requirements:** Veteran, Templar, Smarts d8+, Boating, Driving, or Piloting d8+

Whether it's a loss of stability in an aircraft or damaged control in a tank, damaged vehicles are harder to steer.

The Knight has learned how to respond to the nuances of a damaged vehicle. He ignores one point of vehicle wound penalties when making Boating, Driving, or Piloting rolls.

### IMPROVED ADAPTABLE DRIVER

**Requirements:** Heroic, Adaptable Driver

As above, except the driver or pilot ignores two points of wound penalties.

### \*ADVARC GRADUATE

**Requirements:** Veteran, Templar, Driving, Piloting, Repair, or Shooting d10+

The Knight is a graduate of the prestigious Advanced Vehicular Activity and Repair Center (see p. 13) and ranks among the Ordo's elite.

The character must select one skill from Driving, Piloting, Repair, or Shooting which he has at d10+. His Wild Dice for his chosen skill increases to a d8. He also gains +1 benny. This can only be spent to reroll skills made while operating a vehicle, firing a vehicular weapon, or repairing a vehicle.

This Edge can be taken multiple times. Each time it is taken, the Knight must select

## HARD ARMOR (2351)

Hazardous Atmosphere, Radiation, and Disease armor is an enclosed, full-body, servo-assisted suit. Air for 24 hours allows the wearer to operate in dangerous environments in near-total safety. The thick gloves make delicate work tricky, giving a -1 penalty to all skills involving touch (Fighting, Healing, Repair, Shooting, and so on).

Body waste is stripped of moisture and stored in small chemical bottles, which hold 24 hours worth of material. Modified MRE rations, with tubes of nutrients, can be inserted into a special slot in the helmet, whereupon the seal on the tube is broken in a clean environment, thus preventing contamination.

Wearers make a Vigor roll every day when in low radiation zones or every four hours if the radiation levels are high. Vigor rolls to resist the effects of radiation are made at +2, and rolls to resist heat and cold are at +4. The armor provides total protection against airborne diseases or poisons so long as suit integrity is maintained.

The bulky helmet has an emergency 1-hour air tank, a headset communicator, camera, flashlight, and both low light and thermal imaging visor filters (as per the Low Light and Infravision monstrous abilities). The suit weighs 200 pounds when carried and the equivalent of 30 pounds when in use thanks to the servos.

*Armor Rating:* +8; Protect full body

a different skill. An additional benny is gained each time, as well.

## TRADEMARK VEHICLE

**Requirements:** Seasoned, Templar, Driving d8+, Repair d8+, Shooting d8+

The Templars may be the elite tankers of the Sacri Ordines, but within their ranks are a small few who can work miracles when in a specific vehicle.

The hero must pick one specific vehicle,



# Necropolis 2350: Templar Handbook

not a general type. When he commands the vehicle, it gains 2 bennies of its own. Having multiple characters with this Edge in the same vehicle provides no additional effect since only the commander provides the benefit.

Any crew member in the vehicle may use these bennies to make Soak rolls for the vehicle (the driver makes a Driving roll at -2, just like the Ace Edge), reroll any Driving or Shooting roll made using the vehicle or its armaments, or reroll Repair rolls to fix the vehicle. If the driver has the Ace Edge, he can use his own bennies as normal or the vehicle's bennies to Soak damage. He still gains the +2 bonus from that Edge when using the vehicle's bennies.

Should the vehicle be destroyed, the Knight can transfer the Edge to a new vehicle after two weeks (16 days) adjusting to the new machine.

## PROFESSIONAL EDGES

### MECHANICAL APTITUDE

**Requirements:** Novice, Driving d6+, Repair d8+

Armored vehicles are a fundamental part of the Sacri Ordines' war machine. This hero has the knack for keeping vehicles in the field despite serious damage to vital systems.

The hero can repair engine, locomotion, controls, and weapon Critical Hits. For a successful repair job, the mechanic must make a Repair roll, modified by the vehicle's wounds, and spend 1d20 x 20 minutes. Success removes one Critical Hit, while a raise removes two Critical Hits. Wounds are not removed through this Edge, just the effect of the Critical Hit. The repairs hold for just a short while—a number of hours equal to the final die roll.

The repairs and subsequent use of damaged systems wear down the vehicle, making the repaired system completely useless at the end of this extended operation. For instance, a repaired locomotion Critical results in the vehicle losing all speed when the repair fails. It is not possible to use this ability on the same vehicle system twice before the vehicle has been fully restored in the meantime.

## TECHNICALLY INCLINED

*This Edge has been updated from the core rules and replaces the original version.*

**Requirements:** Novice, Smarts d6+, Agility d6+, Repair d8+

Modern warfare relies on technology. The side that can get the most out of their equipment may have a decisive advantage in battle. You intend to see to it that the winning side is your side.

Your character is good with mechanical and electronic devices, and can more easily figure out how to use and repair them. He gets a +2 bonus to Knowledge or Repair rolls required to use, design, troubleshoot, or repair such devices, including vehicles. Additionally, a raise on a Repair roll means he halves the time it would normally take to fix that object.

## HINDRANCES

### GREMLIN MAGNET (MINOR/MAJOR)

His colleagues blame the mechanical misfortunes that follow the character on his sins, but the Knight knows the true culprits are gremlins, unseen mechanical-hating demons.

Whenever the character draws a deuce as his first action card in a round, the vehicle he is riding in or on suffers the effects of a random Critical Hit. If the character is not in a vehicle, the nearest vehicle to his position on the battlefield is struck by gremlins instead. No wounds are caused—just the effects of a major malfunction.

A Crew result means a piece of equipment essential to the crew members role is damaged. Roll randomly to see which crew member is affected. A driver suffers -1 to Driving or Piloting (as applicable), a gunner has -1 Shooting, while the commander loses their radio, denying those outside the vehicle use of any Leadership Edges.

Whether the Hindrance is Minor or Major depends on how often the character will be around vehicles, as determined by the individual War Master. War Masters running a campaign in which vehicles play no significant role should not introduce this Hindrance.



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**Batten down the hatches, fire up the engines,  
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