

ARMAGEDDON

the end times

THE SECTION 51 FILES

ENEMIES ARCHIVED



EDEN
STUDIOS INC

STEVEN TRUSTRUM



TM

THE SECTION 51 FILES

ENEMIES ARCHIVED

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DECRYPTION LEVEL OMEGA SUCCESSFUL+++++++

From: Agent Nightowl, SOTF-COM Section 5I Command

To: Lieutenant General Darren Staple, Department of Defense [Office of Procurement and Supply]

Subj: PRETERNATURAL BIO-FORM INTELLIGENCE ANALYSIS [SERIES I]

Encl: (a) FORM IZ2TTO909C03

(b) PHOTO SERIES IZ2TTO909C03-000I to IZ2TTO909C03-00I8

Sir, please find within the requested intelligence concerning the most recent batch of X-encounter, preternatural bio-forms our globe-spanning teams have encountered. Preliminary analysis of dispersal and migration patterns would seem to indicate the Church of Revelations is increasing its efforts to alter Earth-native species to suit its needs. Evidence also indicates this is not the case in all instances.

Various team experts have reported a number of creatures of myths and legends from various cultures (most, in fact) are indeed real and "reawakening." We believe this has something to do with the nature of the current conflict, but that's just a guess. I have nothing to confirm the theory beyond the uncanny resemblance between what we encountered and tales dating back as far as before recorded history.

I have also attached a dossier constructed by myself and others on the European underworld mastermind known as "Crackerjack," along with data on new weapons of mundane and arcane origin I notice have not yet made their way into our files.

Anyway, back into the field for me, sir. I'm shipping out to [CENSORED PRIORITY CODE I2A] with my team tomorrow in pursuit of some leads concerning some of the data contained within. I don't envy you the decisions you're going to have to make about some of this intelligence.

INTRODUCTION

This work represents the first collaboration between **Eden Studios** and **Misfit Studios**, two companies that share a similar interest in providing enjoyable products of quality.

The creatures herein are presented in the format of a brief for an organization known as "Section 51." Just what is Section 51? Well, that will be explained in the future (as will AMPers, Section 51's psychic operatives, and Section 666, their "lab coat" branch), but for now you need only know it is a covert unit, organization or society with a vested interest in learning all it may about the supernatural—the creatures aligned with the Dark Apostle and Church of Revelations in particular.



PARABIOLOGICALS

The first portion of this document will detail the new parabio-logicals our teams have encountered since my last report. Each report is nothing more than an estimate of the creature's abilities, deployment and origins based on the information we had available at the time and have since accessed and researched for the purpose of this file. I have also compiled the data gathered from each encounter (when possible) and speculated as to the best course of action when encountering such creatures; of course, team leaders on the spot should use their own judgment to suit the situation.

ARISEN BEAST ADVENTURE IDEAS

1) Dogcatcher's Worst Nightmare: A city within which the Cast finds itself has been infiltrated by a Believer Cult. The cult has begun transforming the many stray dogs of the back alleys into an undead army on four legs to be unleashed upon the populace unless they are first found and stopped. Most likely, the unleashing of the undead dogs will be used to mask a more important operation or to cause chaos during an AoR offensive.

2) Dead Eyes In The Sky: The AoR has begun using Arisen birds as a cheap (if limited) aerial scouting tool. Under command, the undead bird will fly in a perimeter ahead of its Believer controller and circle anything interesting or return and lead its master to its findings. The Cast, of course, learns of this while being pursued through enemy territory, all the while wondering why their normally effective counter-tracking techniques have not shaken the foe from their heels.

3) Charge of the Dead: While operating in a terrain that is unfriendly to most vehicles, such as the mountains, desert or arctic, the Cast finds itself assaulted by AoR Believer troops riding undead mounts! Not only do the Arisen beasts give the enemy soldiers a great advantage of speed and maneuverability, but it also means the enemy will be more rested when the two groups encounter each other, possibly inviting a glorious charge against the Cast if the latter can be caught out in the open.

4) Dead in the Depths: The AoR has begun using Arisen sharks and dolphins to place explosives on navy and freight vessels in transit and while still in their harbors. Not only is this depleting the assistance flowing between the allied nations fighting along the European and American fronts, but it is also preventing valuable supplies from getting to their destination. The situation is intolerable. If the Cast is part of a naval game, they could be ordered to form a screen for a convoy or, if running a different flavor of campaign, they could be charged with finding and destroying the site(s) responsible for creating and unleashing these aquatic abominations.

CODENAME: ARISEN, BEAST

Case File: 1Z2TT0909C03-0001

Habitat: Anywhere.

Noted Behaviors: Aggressive, yet under the control of a Believer.

Organization: Solo or in packs, as their masters desire.

Encounter Recommendation: There's nothing to be done but keep putting

ARISEN AND MIXED SIGNALS

When two or more Believers attempt to deliver conflicting commands to Arisen of any type, the Believers in question must enter a Resisted Simple Willpower Test. The Believer who results in the most Successes is the one who controls the Arisen for that Turn.

firepower into these undead animals until they drop. It is also wise to use one's terrain to exploit the creature's limitations—climbing a tree to escape an Arisen dog, for example. Unfortunately, unlike most live

beasts, fire does not deter or scare off their undead counterparts.

It is likely the AoR has been using undead animals for longer than we suspect, but now we can't help but take notice. Just think of what it means to our operations if the enemy is deploying guard dogs that do not sleep or grow tired while standing with a statue's unflinching vigilance, or how about horses that easily enable scouts to traverse the countryside without pause for rest? Worse still, imagine motley throngs of violent beasts unleashed upon our lines, twisting amongst our troops to create confusing and suicidal lines of fire without concern for

themselves. There is no real limit to the uses these undead may be put to.

ARISEN BEAST POWERS

ATTRIBUTES: Arisen have the normal Attributes for animal of their type, but gain an additional +1 bonus to Strength and Dexterity. The undead animal has no Endurance and no Essence Points.



BELIEVER CONTROL: Arisen beasts follow the orders of any Believer they encounter.

REMEMBERED SKILLS: They have the same skills they had in life, but use them at a -1 penalty (this penalty is already factored into the skills listed.)

UNDEAD: The Arisen beast has double the normal Life Points it had when alive with a +10 bonus (after multiplying), but once it is reduced to 0 it collapses and dies. Until that happens, it continues to fight, even after losing limbs or other body parts.

CHRONICLER'S NOTES

While trained to kill people, a typical soldier may hesitate when it comes to harming or killing an animal, granting Arisen beasts a momentary advantage in combat while the person realizes what it is they are dealing with. Arisen beasts also have the advantage of being much tougher to kill than most people expect of an animal, often granting them an extra opportunity to move in for the kill before the target realizes their error.

Arisen mounts are also seeing wider use despite their archaic nature, especially in incredibly harsh environments and difficult terrains. Although a living horse would quickly freeze to death in sub-zero temperatures, for instance, an Arisen horse is unaffected by the cold. What's more, such mounts do not require food, water or rest, nor do they require gasoline, allowing AoR patrols to dramatically extend their range and field operation durations.

TYPICAL ARISEN DOG

Str 3 **Dex** 5 **Con** 3
Int 2 (Animal) **Per** 4 **Will** 3
Life Points: 56
Endurance Points: N/A
Speed: 31
Essence Points: 0
Skills: Brawling 3, Dodge 0, Notice 2, Tracking 1
Special Powers: All Arisen Beast Powers
Damage: **Bite** D6 x 4(12)

TYPICAL ARISEN DOLPHIN

Str 5 **Dex** 6 **Con** 2
Int 2 (Animal) **Per** 4 **Will** 2
Life Points: 43
Endurance Points: N/A
Speed: 31
Essence Points: 0
Skills: Brawling 1, Dodge 0, Notice 2, Swimming 5
Special Powers: All Arisen Beast Powers
Damage: **Ram** D4 x 5(10) (+1 to multiplier per 10 yards "run-up" to impact, max +4)

TYPICAL ARISEN FALCON

Str 1 **Dex** 6 **Con** 2
Int 1 (Animal) **Per** 6 **Will** 3
Life Points: 32
Endurance Points: N/A
Speed: 37
Essence Points: 0
Skills: Brawling 1, Dodge 1, Notice 3
Special Powers: All Arisen Beast Powers
Damage: **Talons** D6(3); **Bite** D4 x 2(4)

TYPICAL ARISEN HORSE

Str 7 **Dex** 5 **Con** 6
Int 1 (Animal) **Per** 4 **Will** 3
Life Points: 170
Endurance Points: N/A
Speed: 37
Essence Points: 0
Skills: Brawling 1, Notice 2
Special Powers: All Arisen Beast Powers
Damage: **Trample** D8 x 7(28)

TYPICAL ARISEN SHARK

Str 11 **Dex** 4 **Con** 4
Int 0 (Animal) **Per** 4 **Will** 3
Life Points: 180
Endurance Points: N/A
Speed: 31
Essence Points: 0
Skills: Brawling 2, Notice 2, Swimming 5, Tracking 2
Special Powers: All Arisen Beast Powers
Damage: **Bite** D12 x 12(72)

CODENAME: ARISEN, BEHEMOTH

Case File: 1Z2TT0909C03-0002

Habitat: Anywhere.

Noted Behaviors: Like standard Arisen, a behemoth is largely inactive and mindless except when following orders, at which point it carries out commands with the blind dedication of the dead. The behemoth has little capacity for individual initiative, tactical judgment or decision making.

Organization: Most often operates alone or in pairs with Believers nearby to control them.

Encounter Recommendation: Flee into cover and attack from a distance with as much ordnance as may be brought to bear. Lacking support or heavy arms, escape is the best option. Small arms are largely ineffective against the behemoth's (typically) heavily armored hide. If the necessary resources are unavailable, ignore the behemoth and find the damnable Believer that is controlling it. If you can kill the puppet's master, the puppet will seek to fulfill its last command and then await fresh orders barring an immediate threat. Of course, if its last order was to kill you, you are pretty much S.O.L.

As best as has been determined, the creatures we have coined the 'behemoth' are, in fact, a new form of Arisen. Somewhere, deep within the twisted and broken mechanisms of the 'dead' vehicles from which this monstrosity is formed is the revived corpse of a soldier that has fallen in battle (many of which, sadly, are our own troops.) Much like the undead our forces are now growing accustomed to facing, these horrors act with utter relentlessness and ruthlessness.

Despite its imposing strength and undying will, we have learned the process that allows the Church of Revelations to reanimate these monstrosities has at least two limitations:

First, it seems only the corpse of someone with a talent for operating the machinery the body is merged with shall suffice. Any other corpse seems to burn up and turn to ash