

THE SECTION 51 FILES

# ENEMIES ARCHIVED

REVISED & EXPANDED



**EDEN**  
STUDIOS INC

MIS5001b

**ARMAGEDDON**  
the end times

**Steven Trustrum**



2014

# ARMAGEDDON

the end times

THE SECTION 51 FILES

# ENEMIES ARCHIVED

REVISED & EXPANDED



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DECRYPTION LEVEL OMEGA SUCCESSFUL+++++++

From: Agent Nightowl, SOTF-COM Section 51 Command

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

Subj: PRETERNATURAL BIO-FORM INTELLIGENCE ANALYSIS  
[ SERIES 1 ]

Encl:

(a) FORM 1Z2TT0909C03

(b) PHOTO SERIES 1Z2TT0909C03-0001 to  
1Z2TT0909C03-0018

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 suggests this is not the case in all instances.

Various team experts have reported some 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 12A] 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 is a revised version of the first collaboration between **Eden Studios** and **Misfit Studios**, two companies that share a similar interest in providing enjoyable, quality products. The first edition was published in 2006 and was well-received. It was always meant to be the first step for an ongoing collection, and hinted at things to come, but the license with **Eden Studios** ended before those ambitions could be realized.

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 was touched on in *Armed Force* but was intended to be fully detailed in its own sourcebook. If you do not own *Armed Force* (What? You don't? That's crazy! Go get it, now!), you need only know it is a covert unit within the US military that has a vested interest in learning all it can 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 parabiochemicals 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.

## 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 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

throng 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 creatures may be put to.

---

### Arisen Beast Powers

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#### Attributes

Arisen have the normal Attributes for animals 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 doubling), 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.

### 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.



### TYPICAL ARISEN DOG

**Strength** 4      **Dexterity** 6  
**Constitution** 3      **Intelligence** 2 (Animal)  
**Perception** 4      **Willpower** 3  
**Life Points:** 56  
**Endurance Points:** N/A  
**Speed:** 28  
**Essence Points:** 0  
**Skills:** Brawling 3, Dodge 0, Notice 2, Tracking 1  
**Special Powers:** All Arisen Beast Powers  
**Damage:** Bite D6 x 5(15)

### TYPICAL ARISEN DOLPHIN

**Strength** 5      **Dexterity** 6  
**Constitution** 4      **Intelligence** 2 (Animal)  
**Perception** 4      **Willpower** 3  
**Life Points:** 84  
**Endurance Points:** N/A  
**Speed:** 35  
**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)

### Dog Bomb

A common AoR tactic is to strap explosives to an Arisen dog and unleash it into enemy lines. This could be as simple as strapping remote detonated explosives to the dog, or having it carry an anti-vehicle mine or shaped explosive under an enemy tank to be detonated.

## Chronicler's Notes on Arisen Beasts

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 need gasoline, allowing AoR patrols to dramatically extend their range and field operation durations.

### TYPICAL ARISEN FALCON

**Strength** 1      **Dexterity** 6  
**Constitution** 2      **Intelligence** 1 (Animal)  
**Perception** 6      **Willpower** 3  
**Life Points:** 28  
**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

**Strength** 7      **Dexterity** 5  
**Constitution** 3      **Intelligence** 1 (Animal)  
**Perception** 4      **Willpower** 4

#### Limpet Mine / Shaped Charge

Arisen dolphins and sharks are used by the Fleet of Revelations to attach magnetic limpet mines to the hulls of enemy watercraft and their commercial shipping interests, below the waterline. They are also often fitted with shaped suicide charges that are set off when the undead beast similarly gets close enough to an enemy hull. The purpose is to put a hole in the craft so it will take on water, rendering it inoperable for a time at the very least, or ruining or destroying it at best.

**Life Points:** 130  
**Endurance Points:** N/A  
**Speed:** 31  
**Essence Points:** 0  
**Skills:** Brawling 1, Notice 2  
**Special Powers:** All Arisen Beast Powers  
**Damage:** Trample D8 x 7(28)

### TYPICAL ARISEN RAT

**Strength** 1      **Dexterity** 5  
**Constitution** 1      **Intelligence** -1 (Animal)  
**Perception** 3      **Willpower** 0  
**Life Points:** 20  
**Endurance Points:** N/A  
**Speed:** 10  
**Essence Points:** 0  
**Special Powers:** All Arisen Beast Powers  
**Damage:** Bite D4-1(1), plus plague

#### Dropped Explosives

Arisen falcons and other large birds are often used to drop explosives such as grenades upon enemy positions. They can also be used to deliver poison gases and the like, to which they are themselves immune.

Smaller birds often fly into enemy positions at night to plant IR beacons and the like to increase the accuracy of air strikes and artillery fire.



## Horse-Mounted Gun

Considering an Arisen horse feels no pain and can operate without any issues after suffering wounds that would debilitate or kill a living beast, some have been modified in various ways to make better use of them. For example, some AoR units have taken to inserting and anchoring metal poles into their Arisen mounts, between the shoulder blades. They then mount a swiveling light machine gun or similar weapon upon it, transforming their Arisen horse into a mobile support weapons platform.

### TYPICAL ARISEN SHARK

**Strength** 11      **Dexterity** 4  
**Constitution** 4      **Intelligence** 0 (Animal)  
**Perception** 4      **Willpower** 3  
**Life Points:** 170  
**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)

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#### Arisen Adventure Ideas

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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,

## Plague of the Undead

An Arisen rat's bite puts the victim at risk of contracting plague. Plague is a Strength D4 + 2(4) disease that can be made airborne by an infected person's coughing or similar exposure.

Swollen lymph glands, headaches, fever, exhaustion, and a heavy cough are all symptoms, although D6 + 1(4) days typically pass before these symptoms appear. The plague attacks the lungs and bloodstream with Terminal Severity: the victim suffers D10 x 10(50) Endurance and D10 + 10(15) Life Points damage daily, unless the victim seeks immediate, thorough medical treatment.

## Rat Swarm

Like living rats, the Arisen equivalent rarely travel alone or even in pairs. Rather, they are often found in massive nests that, when disturbed, swarm upon their prey. So many biting mouths can be impossible to entirely fend off, eventually wearing down even the best defenses. Of course, they may be found in any number when controlled by Adepts.



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 style of campaign, they could be charged with finding and destroying the site(s) responsible for creating and unleashing these aquatic abominations.

**5) Rat Catching:** By catching rats to be killed en masse and brought back as Arisen, the CoR is determined to strike a mortal blow against its opponent's morale and supply lines. The plan is to release the Arisen rats into sewer systems of Allied cities and near their military bases. The rats will then infiltrate food stores and spread the plague, killing hundreds if not thousands by starvation or disease. Fear that their food supplies are at risk (which they are) will cause the affected civilian populations to begin to succumb to their fears, perhaps convincing them to turn to the Church of Revelations for salvation.

## **CODENAME: ARISEN, BEHEMOTH**

**Case File:** 1Z2TT0909C03-0002

**Habitat:** Anywhere.

**Noted Behaviors:** These creatures are similar to the nature of standard Arisen, a be-

hemoth is mostly 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 Arisen behemoths operate 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 armaments, escape is the best option. Small arms are mostly 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 we have been able to determine, 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 during the merging process. Unfortunately, this does not count for much when the Dark Apostle's



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