

# ARMAGEDDON

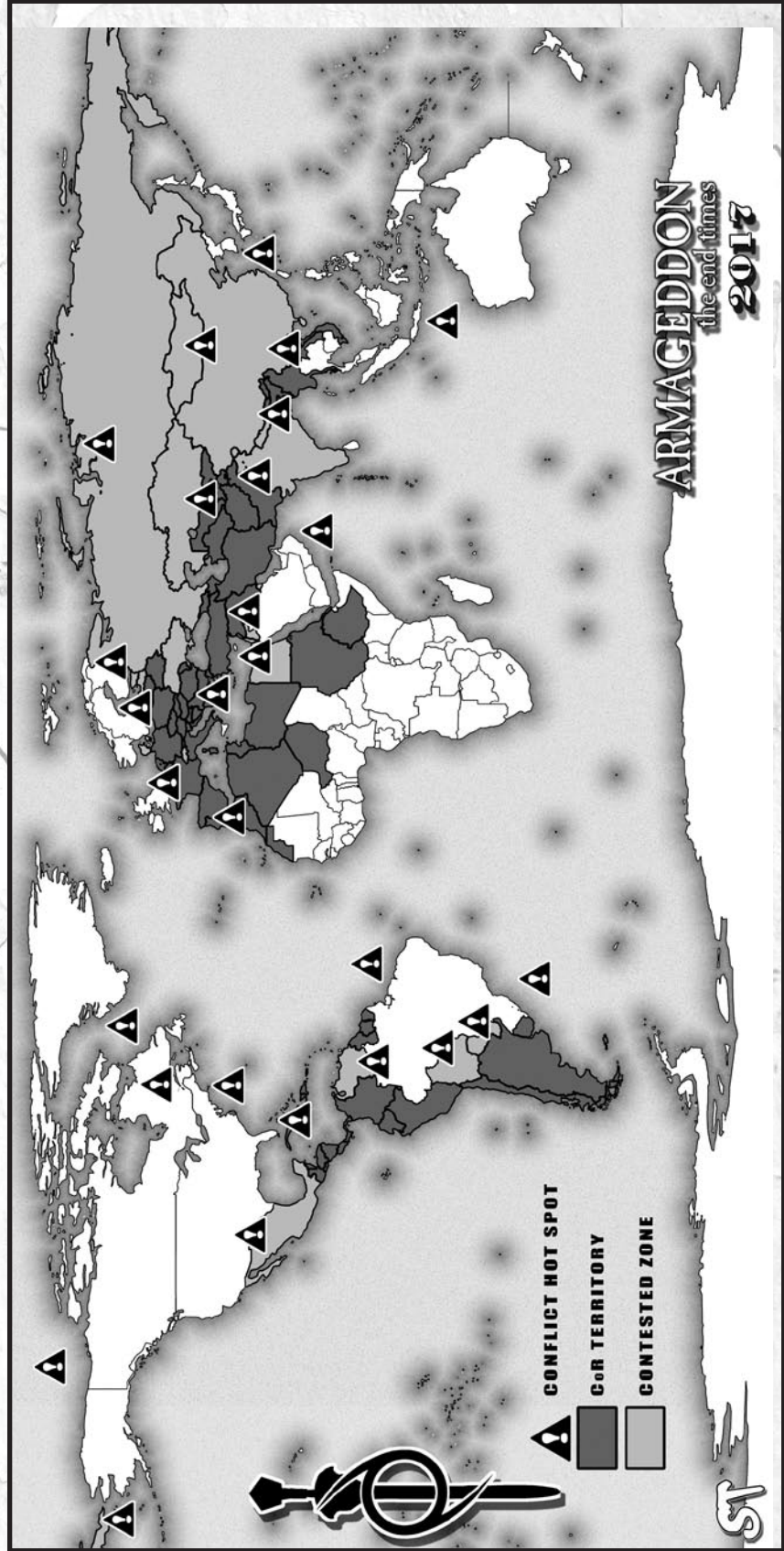
the end times

# ARMED FORCE



**STEVEN TRUSTRUM**

**EDN5002**





# ARMED FORCE

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# Chapter 1

## Summary of Chapters

**Chapter 1: Marching to War** is a brief introduction to this supplement's contents and intentions.

**Chapter 2: Operations' Status** summarizes the current state of the world's more notable and pertinent military forces. Information on the state of various regions of the world, especially concerning who is fighting where and what type of missions are commonly being conducted, is also found in this chapter.

**Chapter 3: Roles** presents new character concepts, Qualities, Drawbacks, skill uses, archetypes and Character Types for playing normal humans in Legendary and Mythical games, along with details on how Cast Members can join America's Armed Forces and what their duties and goals are likely to be. Some basic information on unit size and structure is also presented in brief.

**Chapter 4: Rules of Engagement** offers expanded combat rules, including martial arts, booby traps, information on environmental conditions and hazards, and some common battlefield maladies.

**Chapter 5: Tools of War** presents an arsenal of new weapons, vehicles, and munitions, as well as field equipment any soldier would welcome. Also included are some expanded explanations on how to handle weapons a bit more realistically, including details on the differences between weapon guidance systems, and artillery and tank munitions.

**Chapter 6: The Army of Revelations** is an in-depth look at the Cult of Leviathan's war machine, broken down into its assorted Services. Statistic capsules on various types of soldiers are also provided to save Chroniclers time.

**Chapter 7: Metaphysics of Battle** is filled with new Invocations and Magic effects, Taint rules and Powers, and Taint traits for equipment and the like.

**Chapter 8: Beasts of War** provides more creatures of the End Times, including monsters that serve the will of Leviathan.

**Chapter 9: War Stories** not only presents a series of short adventure ideas, but also tips and suggestions for the various type of military campaigns a Chronicler may run and some tables for quickly rolling up random military adventures.



# Roles



**Minimum Requirements:** Current service in the Air Force; Communications (Basic) MOS, Infantryman MOS, Special Operations MOS; Str, Int, Per and Will 3, Dex and Con 4; men only.

Brawling 4 or Martial Arts 2, Bureaucracy 2, Demolitions 2, Driving (Any Type) 2, Electronics 2, First Aid 2, Guns (Assault Rifle) 4, Guns (Handgun) 4, Guns (2 Other Types) 2, Hand Weapon (Knife) 3, Language (Any Foreign) 2, Language (Military) 3, Navigation (Land) 1, Sport (Parachuting) 4, Survival (Forest) 3, Swimming 3, Systems Operations (Radar) 2, Systems Operations (Radio) 5, Tactics (Aerial) 4.

Airborne School, Military Rank -1, and Nerves of Steel or Cool Under Fire. No Impaired Senses worth more than 1 point (correctable) or any serious Physical Disabilities.

**Qualities & Drawbacks:** Although the typical warrior-like Qualities remain desirable, combat controllers also favor abilities that enhance their wits and independence, allowing them to more easily survive in the field for undetermined durations.

**Skills:** A prepared combat controller has a good mix of technical and combat skills to suit their myriad duties.

**Metaphysics/Supernatural:** A few paranormal beings have secretly joined the Air Force as combat controllers. Granted, paranormals are still incredibly rare, but they do exist, and their skills often prove handy.

**Special Abilities:** Gain one free level of Good Luck and one free level of any desired MOS skill.

**Available MOS:** Air Defense, Aviator, Command, Combat Engineer, Communications(Advanced), Computers, Electrician, Heavy Weapons, Linguist, Logistics/Supply, Mechanic, Medical, Military Intelligence, NBC Specialist, Ordnance/Munitions, Psychological Operations, Science, Special Operations Engineer, Systems Operator, Training.

## Air Force, Special Tactics Group

*Next to nobody knows the Air Force has grunts like us down on the ground. When you think 'Air Force,' you look up towards the sky. That's part of the reason why we're so damn effective nobody keeps an eye open for us.*

—Unidentified Special Tactics team leader

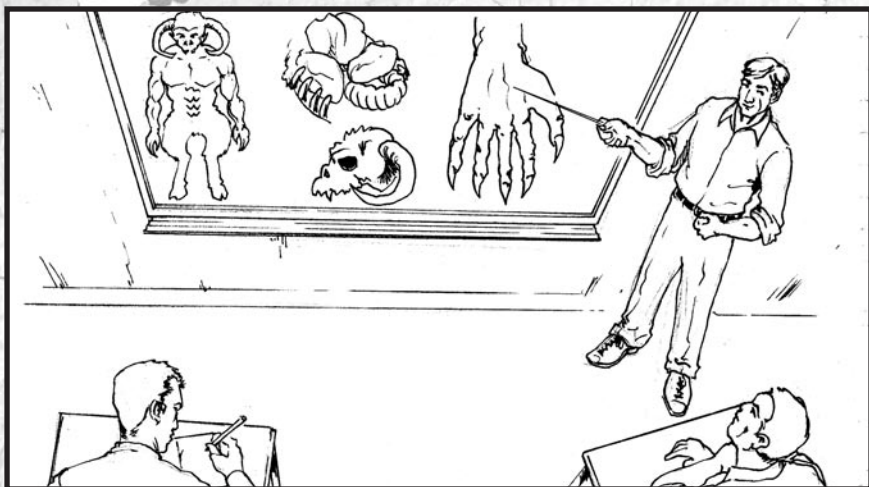
The Air Force's (paradoxical) land-based commandos, Special Tactics operators take on many of the same missions as other Services' SpecOps units. In fact, few people recognize them for airmen, commonly mistaking them for soldiers. There are nineteen Special Tactics "flights," although this is likely to change soon in order to meet the demand of operating on so many fronts.



**Minimum Requirements:** Current service in the Air Force; Infantryman MOS, Recon MOS, Special Operations MOS; Str, Con, Per and Will 4, Dex 5, Int 3. Many once served with the SEALs, Marines Force Recon, or Rangers before transferring; Men only.

Brawling 4 or Martial Arts 2, Bureaucracy 2, Demolitions 2, Driving (Any Type) 2,





## PARANORMAL OPERATIONS (MOS)

### 5-point Military Quality

**Requirements:** Military Rank 1, Nerves of Steel;  
Int 4, Per 4, Will 4

A new addition to the military, training focuses on intelligence gathered on magic and the supernatural, including information concerning paranormal allies. Most Services are desperately looking for soldiers with the gumption and wits to take on the job, knowing that it means going into some of the riskiest situations the End Times can offer. *Skills and levels provided:* Occult Knowledge 1, Myth and Legend (Any Type or split between two Types) 2, and Magic Theory 2. As the mainstream military has not quite come to terms with this new MOS, those possessing it have the Social Stigma (Spooky/Unnatural) -1.

## PSYCHOLOGICAL OPERATIONS (MOS)

### 3-point Military Quality

**Requirements:** Military Rank 0; Humanities  
(Psychology) 2 or Humanities (Sociology) 2,  
Intimidation 1; Int 4, Will 4

Battles are not always fought with a gun. Some they are fought with words and ideas. A PsyOps soldier may be called upon to gauge the enemy's mental state or design a propaganda campaign. *Skills and levels provided:* Humanities (Psychology) 2 or Humanities (Sociology) 2, Intimidation 1, and Tactics (PsyOps) 1. This MOS is not for the pure of heart, however, so it also bestows Cruel -1.

## RANGER SCHOOL

### 4-point Military Quality

**Requirements:** Military Rank 1 in any US Service;  
One MOS from the following list: Air Defense,  
Armor, Artillery, Combat Engineer, Heavy  
Weapons, Infantryman or Special Operations;  
Hard to Kill 4, Nerves of Steel, no levels of Easily  
Winded; Climbing 2; Str 4, Con 4, Will 3; men only

Ranger School is perhaps the most grueling training in the American military, and so many other Services send their best to the school before moving on to duties within their own Service. In short, more than just the 75th Ranger Regiment goes to Ranger School. Passing is no guarantee of staying in the Ranger Regiment for those in the Army, as many graduates cannot keep up with the unit's high physical and mental standards, but a Ranger Tab given to those how pass the course remains a mark of distinction, regardless. *Skills and levels provided:* Navigation (Land) 1, Sport (Parachuting) 1, Survival (Desert) 1, Survival (Forest) 1, Survival (Jungle) 1, and Survival (Mountains) 1. Choose between 1 bonus level of either Constitution or Willpower. The Ranger Creed instills the graduate with Honorable -2 and Obligation (Rangers) -1.

\* Sometimes foreign allies send their own elite soldiers and instructors to Ranger training, so they can bring what they learn back home.

# 13-CENT KILLER

**Character Type:** Potential Hero

**Character Concept:** Stone-Cold Killer

**Unit:** Marine Corps

## ATTRIBUTES

**Str** 2 (1 + 2 from Drawbacks)

**Dex** 4 (4)

**Con** 3 (3)

**Int** 2 (1 + 2 from Drawbacks)

**Per** 4 (4)

**Will** 2 (2)

**LPs** 36

**EPs** 26

**Speed** 14

**Essence** 17

**Fatigue Threshold** 9

## QUALITIES AND

### DRAWBACKS

Addiction (Smoking) (-1)

Adversary (Army of Revelations) (-3)

Cruel (-1)

Hard to Kill 2 (1, 1 from Marines)

Honorable (-2)

Humorless (-1)

Infantryman MOS (2)

Marksman (3)

Military Rank (0)

Obligation (Marines) (Major) (-2)

Recon MOS (4)

Sharpshooter (Rifle) (1)

## SKILLS

Driving (Cars) 1

Guns (Assault Rifle) 4 (1 from Infantryman MOS)

Guns (Machine Gun) 2

Guns (Rifle) 5 (Specialty: Sniper Rifle) 1

Hand Weapon (Rifle Bayonet) 2

Martial Arts 1

Notice 5 (2 levels from Recon MOS)

Stealth 5 (1 level from Recon MOS)

Survival (Forest) 3 (1 from Recon MOS)

Swimming 2

Throwing (Sphere) 3 (1 from Infantryman MOS)

Tracking 1

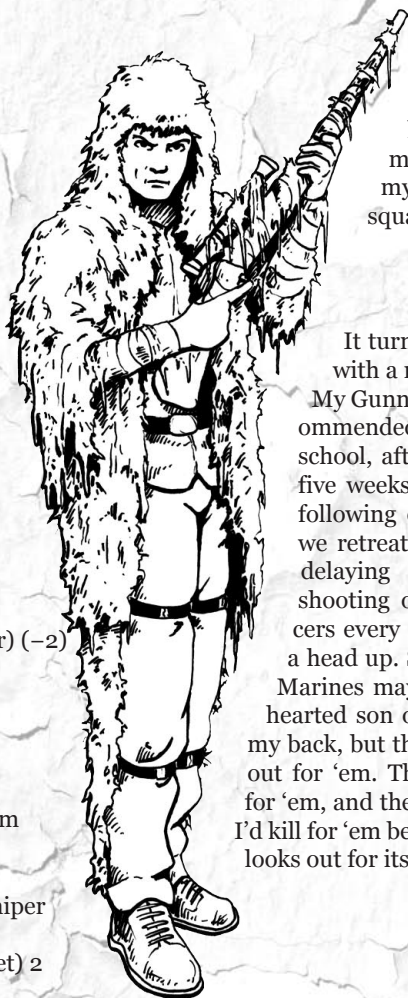
## BACKGROUND

I never really fit in. I was scrawny as a kid, so the bullies loved beating on me, and my parents always told me what a huge disappointment I was. I'm sure my folks were happy when I moved out at sixteen, although they had the decency to hide it. I wandered around for a while before I truly hit rock bottom. That's when I found the Marine Corps.

Figuring I had nothing left to lose, I signed up—at least it would mean a roof over my head and three squares a day.

It turns out I was good with a rifle. Damn good. My Gunnery Sergeant recommended me to sniper school, after which I spent five weeks in a ghillie suit following our troops when we retreated from Europe, delaying the enemy by shooting one of their officers every time they'd poke a head up. Sure, my brother Marines may call me a cold-hearted son of a bitch behind my back, but they know I watch out for 'em. They know I'd die for 'em, and they certainly know I'd kill for 'em because real family looks out for its own.

**Quote:** "If I can see it, I can kill it."



# archetype



# Chapter 4

## Learning Combat Moves

When a character learns a Martial Arts style, he automatically acquires the Basic Moves taught to all students of that style. Additionally, he slowly develops more complex and effective Special Moves as he increases his overall skills. Each Martial Arts style has a list of Basic and Special Moves. Moves from other Martial Arts styles cannot be acquired unless the character also has at least one skill level in that Martial Arts style (requiring Martial Arts be purchased separately for the latter.) For example, a character could have both the Karate and Judo Martial Arts styles. He could acquire Moves from either style, but could not use Moves particular to the Boxing style.

Basic Martial Arts Moves have a skill level equal to the character's Martial Arts style skill. The Basic Moves listed for each style are "free Moves," meaning they are automatically learned with the style, and they rise when that style's Martial Arts' skill level is increased. Additionally, every level in Martial Arts style confers three "Combat Move points" with which to purchase that style's Special Moves. Each Special Move costs 1 point per skill level until level five, and three points per level thereafter. No Special Move skill level can exceed the basic Martial Arts style skill level.

For example, if a character has Martial Arts (Karate) at level 5, none of his Special Moves can exceed level 5. When a character improves the Martial Arts style skill through experience, the Basic Moves automatically go up. The rest may then be raised using the new Combat Move points provided with each new Martial Arts level, or by spending other points earned during play as per a skill (again, with the limit that they may not be raised above the basic Martial Arts style skill level.) Special Moves can never be improved more than one level at a time, but Special Moves not acquired before character creation can

be purchased if the character tried to use them during the game (reflecting teachings that the character had not practiced fully, but which he is developing.)

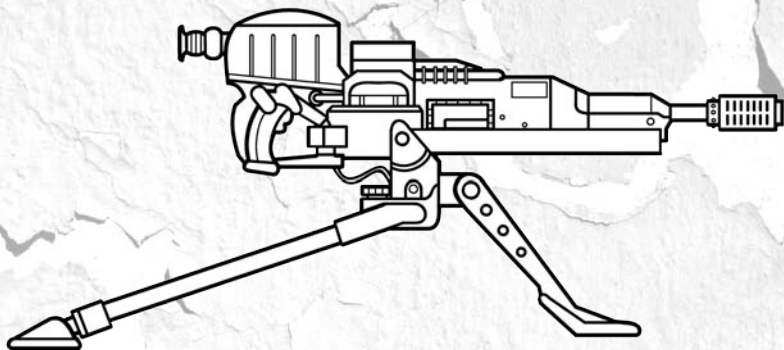


## Untrained Combat Moves

Someone may attempt a combat move they do not know, but doing so effectively reduces the character's Strength by 1 for damage purposes, and all Tasks or Tests suffer a -2 to -4 penalty (double the penalty or totally disallow if the character has no Martial Arts levels), depending on how alien the move is to the character's style.

## Combat Moves List

**Aggressive Block:** *Damage:* D4(2) x (Strength - 2.) The defensive action requires a Dexterity and Aggressive Block Task at -2 because the defender has opted for force over precision during



(at the cost of a reduced range), but its best feature is the SOPMOD kit, a number of interchangeable modules that can be added to the M-16B4 by replacing the HUD, handle, and RAS (Rail Adopter System, a.k.a. the front hand guard) with a number of possible "blocks" of extra gear. The available locations for a SOPMOD block are the stock, top, RAS, barrel side, or barrel's mouth, with a limit of one block per location at a time except for the barrel side, which may accommodate one per side. In all other respects, the B4 operates like the A4, making it an ideal weapon for SpecOps.

The available blocks are:

## *Barrel*

- Dual Suppressor
- Flash Suppressor
- Silencer
- Extender (+1 to damage roll before multiplier)

## *Barrel Side (2 blocks simultaneously)*

- Laser Sight
- Flashlight
- Video camera w/relay

## *RAS Block*

- Any RAS-capable weapons
- Bipod (EV +1/1)
- Forward handgrip (increased stability changes range to 10/50/125/400/500)

## *Stock Block*

- Folding stock (EV of 6/4 when collapsed but additional -1 penalty when using semi- or automatic fire)

## *Top Block*

- Carrying handle (standard)
- M-16A4 HUD
- Scope or sight

**M249 SAW (USA):** The Squad Automatic Weapon is a light machine gun issued to US infantry units, typically one per squad. It fires the same 5.56 round of the M-16A4 Rifle.

**M-26 LSS (USA):** A shotgun system designed to be mounted upon any RAS-capable weapon, the Lightweight Shotgun System is a favorite among SpecOps units for close-quarters and urban battle.

**M260 MSAW (USA):** The M260 is a recently issued replacement for the M249. It fires the same .406 ramjet rounds as the HAR-19. Its heavy weight makes it somewhat unpopular as an infantry weapon, however.

**M307 OCSW (USA):** The Objective Crew Served Weapon is a two-man portable, crew-served machine gun that fires a series of 25mm armor-piercing (divide AV by 4) or high explosive rounds (pg 198.) The weapon consists of the gun, fire control unit, ammunition module, and tripod. Although designed as a squad support weapon, the M307 is equally effective against slow-moving aircraft, armored vehicles, and watercraft. It may also be mounted on vehicles in place of a standard heavy machine gun. The fire control HUD unit has night vision and thermal optics and is equipped with a laser rangefinder/sight (+2 bonus to aimed shots, in addition to the normal aiming bonus.) A box of 75 AP rounds costs \$1200.

**MAG-7:** Techno Arms of South America manufactures the MAG-7, an incredibly short, pump-action shotgun intended for hostage rescue and close-quarters combat. Because the MAG-7's



# Tools of War

## Air-to-Air Area of Effect Table

EXPLOSIVE TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AA-9 Amos	1 yard	2 yards	5 yards
AA-11 Archer	1 yard	2 yards	5 yards
AA-12 Adder	1 yard	10 yards	20 yards
AIM-7R Sparrow	1 yard	2 yards	5 yards
AIM-9X Sidewinder	1 yard	2 yards	5 yards
AIM-120D Slammer	1 yard	10 yards	20 yards
AIM-132 ASRAAM	1 yard	2 yards	5 yards

## Air-to-Air Damage Table

WEAPON TYPE	GROUND ZERO	GENERAL EFFECT	MAXIMUM RANGE
AA-9 Amos	D10 x 24 (120)#	D10 x 6(30)	D6 x 4(12)
AA-11 Archer	D10 x 10(50)@	D10 x 2(10)	D6 x 2(6)
AA-12 Adder	D10 x 18 (90)@	D10 x 4(20)	D6 x 3(9)
AIM-7R Sparrow	D10 x 30 (150)	D10 x 8(40)	D6 x 6(18)
AIM-9X Sidewinder	D10 x 10(50)@	D10 x 2(10)	D6 x 2(6)
AIM-120D Slammer	D10 x 20 (100)@	D10 x 5(25)	D6 x 4(12)
AIM-132 ASRAAM	D10 x 8(40)@	D10 x 2(10)	D6 x 2(6)

# Divide the target's AV by 3 before applying damage

@ Divide Target's AV by 2 before applying damage

## Vehicle Weaponry

Although many weapons may be fitted to multiple launch platforms, ranging from aircraft to land vehicles or watercraft, they are organized on the basis of the most common vehicle-type they are associated with.

### Air-to-Air Missiles

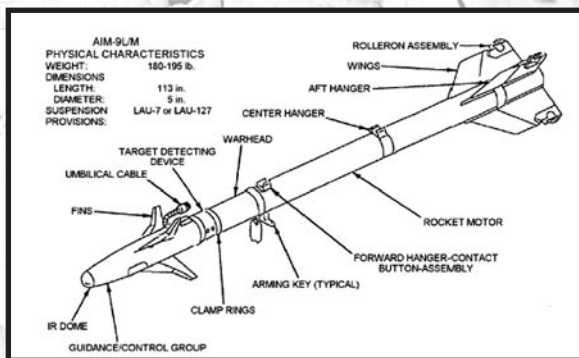
**AA-9 Amos (AoR):** Intended for use against bombers, the 1,000 lb. (500 kg) long-range missile is equally good against fighters, helicopters, and cruise missiles. *Speed:* Mach 4.5 (2,972 mph/4,785 kph) (7,265 yards per Turn.)

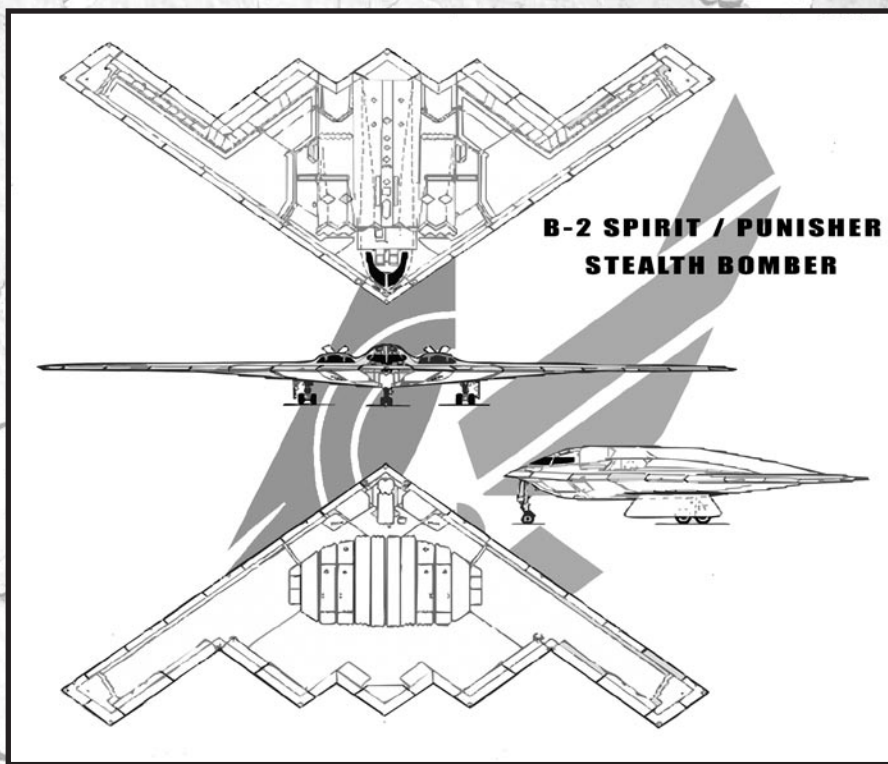
**AA-11 Archer (AoR):** This is the AoR's primary short-range, anti-aircraft missile. Perhaps its greatest benefit is it has a targeting feed from the pilot's helmet (the OG mode), allowing it to attack anything the pilot is looking at, including targets beside, below, behind, or above the aircraft in po-

sitions that would normally be considered safe. *Speed:* Mach 2.5 (1,651 mph/2,658 kph) (4,036 yards per Turn.)

**AA-12 Adder (AoR):** This is the AoR's primary medium-range, anti-aircraft missile. *Speed:* Mach 4 (2,641 mph/4,091 kph) (6,211 yards per Turn.)

**AIM-7R Sparrow:** The Sparrow is a high-speed anti-air missile with anti-missile capabilities. Once the operator launches it, the missile can adjust course using its own internal systems (meaning the missile's attack skill is only used to reacquire a target once it has been fired.) It has a Radar Jammer 4





**B-2 SPIRIT / PUNISHER  
STEALTH BOMBER**

budget deal with several covert elements in the Pentagon. It was designed to be a first-strike weapon that would be kept in Europe should NATO ever have need. The original idea was to keep the project “off the books,” so that it could remain a total unknown for both sides, making it all the more effective when deployed. Unfortunately, this backfired when the Dark Apostle usurped Germany; since then, he’s inherited the project. Indeed, on April 15, 2011, several wings of Punishers struck without warning, devastating so many nations’ defenses and cutting into America’s heart, proving the Punisher a truly effective weapon.

**Base Accuracy:** 4

**Skill:** Piloting (Jet Bomber)

**Crew:** 1 (pilot)

## ARMAMENT

The Predator employs many of the same weapons as the Spirit, except all munitions have been altered for a stealthy strike, granting them Stealth (Radar, Heat) 4.

**Features:** Advanced Automation Computer, Redundant Controls (x3.)

## C-130J HERCULES (AOR/USA)

The air-transport workhorse of both America and the AoR’s forces, this four-engine plane can haul nearly 50 tons of cargo, including helicopters, armored vehicles, supplies, or troops. It can be fitted with seats for troop transport, litters for medical use, or pallets for cargo transport. Paratroops can exit from either of the two side doors, one per side, or the rear cargo ramp, which may be lowered in flight, and cargo pallets can also be equipped with parachutes for air-dropping supplies and equipment.

The C-130J’s flight ceiling is 30,560 feet (10,217 m), and its four powerful engines allow it to takeoff from a runway as short as 1,800 feet (600 m) and land on one as short as 1,400 feet (467 m), an impressive feat for a craft of its size.

The Hercules certainly has a role in the invasion to come, as the daunting task of re-supplying America’s forces overseas will surely fall to it.

**Weight:** 75,562 lbs. (37.8 tons)

**Height:** 38.25 ft (12.8 m)



## Chapter 6

**Life Points:** 34

**Endurance Points:** 35

**Speed:** 12

**Essence Points:** 20

**Qualities/Drawbacks:** Contact (Any) 2, Cruel -1, Military Rank 5. Ecclesiastic Agents also have Zealot.

**Skills:** Bureaucracy 4, Dodge 3, Guns (Handgun) 4, Guns (Submachine Gun) 3, Hand Weapon (Knife) 3, Intimidation 3, Martial Arts 3, Research/Investigation 3, Occult Knowledge 2, Questioning 5, Tactics (Urban) 2. Plainclothes detectives of the Criminal Branch add 1 to Questioning.

**Special Powers:** Non-Believers have none. Believers have Mark of Leviathan abilities.

**Equipment/Damage:** MP-16 Machine Pistol D8 x 4(16) (3 clips), Knife D4 x 2(4), two flash bang or tear gas grenades, hand radio

**Armor:** Class II Kevlar Vest (D6 x 2) + 14(20) sewn into the uniform, AoR Flak Coat (D6 x 2) + 7(13)

### Soul Police, Special Branch Operative

Roughly 60% are Believers.

**Str** 2    **Dex** 3    **Con** 3  
**Int** 2    **Per** 2    **Will** 2

**Life Points:** 39

**Endurance Points:** 26

**Speed:** 12

**Essence Points:** 14

**Qualities/Drawbacks:** Cool Under Fire, Cruel -1, Hard to Kill 3, Military Rank 0, Obligation (Soul Police) -1, Paramilitary Training

**Skills:** Climbing 3, Dodge 2, Driving (Any Type) 3, Guns (Handgun) 3, Guns (Submachine Gun) 4, Guns (Assault Rifle) 3, Hand Weapon (Knife) 4, Intimidation 2, Martial Arts 3, Questioning 3, Tactics (Counter Terrorism) 4, Tactics (Urban) 3, Throwing (Sphere) 2

**Special Powers:** Non-Believers have none. Believers have Mark of Leviathan abilities.

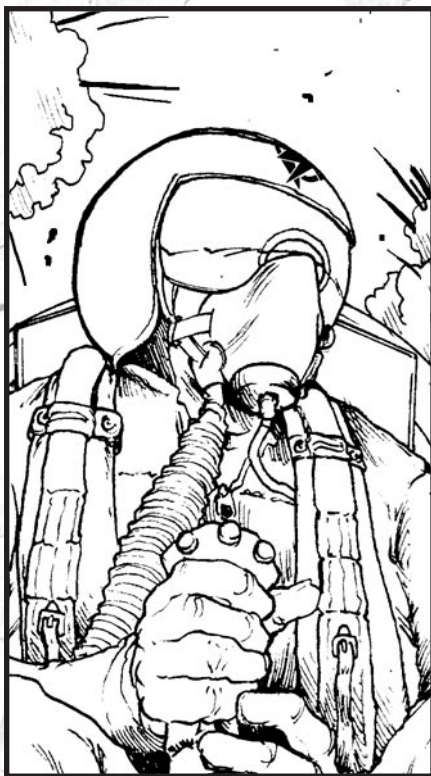
**Equipment/Damage:** KR-25 Carbine D6 x 5(15) (4 clips) with flash-light, 9mm Pistol D6 x 4(12) (2 clips);

two flash bang grenades, two smoke grenades, two tear gas grenades

**Armor:** Class IIIa Armor (D8 x 2) + 17(25) and Helmet (D8 x 3) + 18(30)

## Elite Soldiers

Most elite soldiers are built using 15 to 25 points for Attributes, 5 to 15 points in Qualities (and up to 10 in Drawbacks), and 20 to 50 points in Skills. Over 95% of all elite soldiers are Believers.



### Air Wing Ace Pilot

These are the crack pilots that lead squadrons and vex Cast Members.

**Str** 2    **Dex** 5    **Con** 3  
**Int** 3    **Per** 4    **Will** 3

**Life Points:** 30

**Endurance Points:** 29

**Speed:** 16

**Essence Points:** 20

**Qualities/Drawbacks:** Aviator MOS, Command MOS, Hotdog 2, Military

completely. If removed for another suit, the removed skin suit begins to decay at its normal, quicker rate.

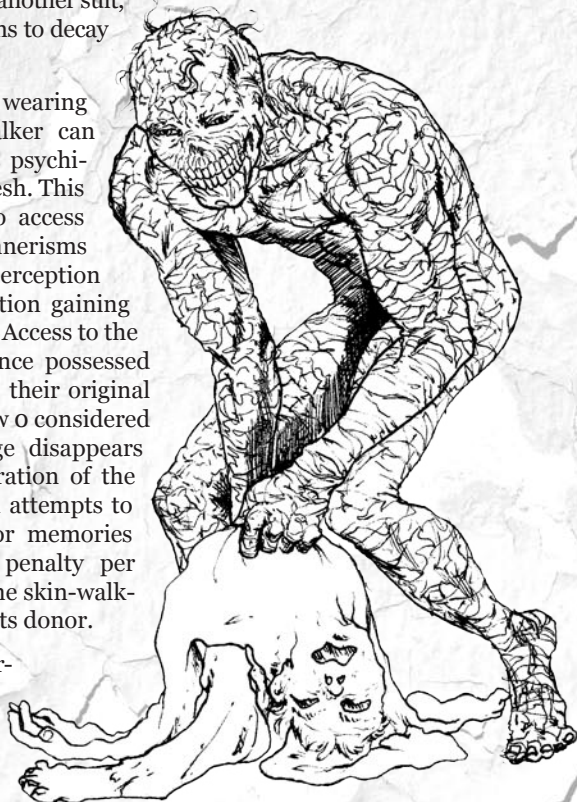
**Memory Thief:** While wearing a skin suit, the skin-walker can access residual memories psychically imprinted into the flesh. This allows the skin-walker to access vague memories and mannerisms by making an Acting and Perception Task, with more information gaining with more Success Levels. Access to the skills the skin's owner once possessed is also possible, but at -2 their original levels, with anything below 0 considered unskilled. This knowledge disappears upon removal or deterioration of the suit. While in the suit, all attempts to access the stolen skills or memories suffer a cumulative -1 penalty per month that passes since the skin-walker removed the suit from its donor.

**Resilience:** The transformation into a creature of Taint grants an AV of 15 and a 20 Life Point bonus.

**Stolen Aura:** A skin suit retains the original owner's aura, although the monstrosity within dilutes it. Using an ability like the Insight Invocation or Divine Sight Miracle to see through the skin-walker's disguise allows the latter a Resisted Willpower Test to mimic the skin's original aura if no such resistance is normally allowed, or grants the skin-walker a +4 bonus if resistance is normal.

**Monstrous and Alien:** Skin-walkers are incredibly terrifying and alien in their true form, not only because of their appearance but also because of their cruel sadism. Consider these creatures to have 3 negative levels each of Attractiveness and Charisma and 3 levels of Cruel. They are also incredibly fearful of everyone else's intentions and goals, granting them 2 levels of Paranoia.

**Mystic:** All skin-walkers are minor sorcerers and possess Taint and 2 levels of Taint Channeling. Most rarely develop their abilities beyond several levels of Affect the Psyche.



Typical Skin-Walker

**Str 2    Dex 2    Con 2**  
**Int 3    Per 5    Will 4**

**Life Points:** 40

**Endurance Points:** 29

**Speed:** 16

**Taint:** 23

**Armor Value:** 15

**Skills:** Acting 8, Brawling 4, Climbing 5, Disguise 7, Intimidation 4, Occult Knowledge 3, Smooth Talking 4, Stealth 5, Traps 2

**Special Powers:** All skin-walker powers, Affect the Psyche Invocation 3

**Equipment/Damage:** **Claws:** D6 x 3(9) slashing damage

## SOUL WORM

Foul creatures born of Leviathan's evil, a soul worm was once human. Typically stretching between 8 and 15 feet (2.6 to 3 m), soul worms are bloated,



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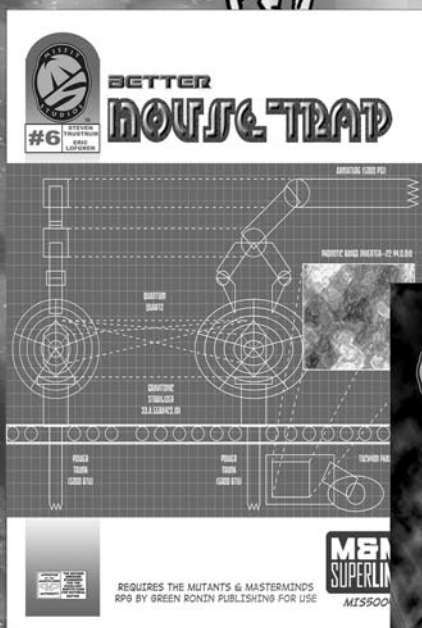
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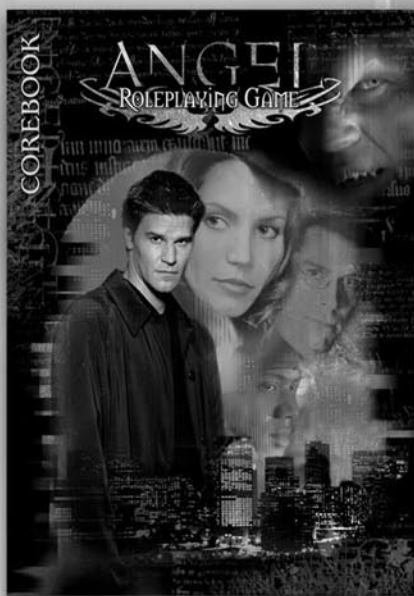
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