

The LGSA in Rifts:

New Denver/Delta City, Macross Industries, Inc.,
Radio Free America and the community of Colorado Springs & Peterson.

Much has changed since the 48 Outreach personnel and their AI moved into the Delta Six facility just prior to the beginning of 101 P.A. (2387 A.D.). In a few short years, they have gone from a band of high-powered lost refugees from another world to being a major force on the continent. In fact, on one list of enemies of the Coalition, they appear TWICE: Radio Free America in the position formerly occupied by Naruni Enterprises, and Macross Industries behind Tolkeen, as its front offices are located in Lazlo and (until their closure in 106 P.A.) Tolkeen. Speculation is, should the CS discover that both groups are actually the same, their combined position on the chart would move up to between Erin Tarn and Sir Winslow Thorpe!

A time line of the group is as follows (Dates use A.D. calendar, as the group actively campaigns against the Coalition calendar. They insist that the new calendar is not needed, and that if a new calendar is needed, it should begin with year 0 covering the first week of Rifts in 2098, and 2099 as Year 1 A.R. = Anno Rifti = Year of the Rifts):

Winter Solstice, 2386: The Outreach Service group arrives high in the atmosphere, and has to undergo emergency reentry, as their mecha were not in position for proper attainment of orbit. Ironically, this position saves them from facing the orbital defenses.

Christmas, 2386: The group moves into Delta Six, after using Telemechanics and the "football" (recovered from the body of the president, who was killed in an elevator accident on the way into the back entrance of the city) to gain entry. However, a side effect of this was that the group's military leader was conned into being sworn in as President of the United States. Furthering Roy Hunter's problems is the discovery that his copilot is pregnant with his child, and that her former roommate (his fiancée, prior to the incident that resulted in the two girls' effective raping of him - a long story) was as well. However, the latter had disappeared in transit, and it would be a while before her fate was resolved. Roy, who had loved both girls prior to the incidents of a few months before, is torn between the commitment he was prepared to make to the (now-missing) Lynn-Kayla and the more immediate needs of Lisa Freeman, who had been his first love prior to her being away on so many DimCorps/SoL missions with her parents.

January 1, 2387: The Provisional United States Government, as set up in the week since their moving in, meets for the first time to set up an agenda for the exploration of their new world, and constructing a rescue beacon, should an SoL or Circle of Ouroboros group venture into the dimension. Aurora Sterling Freeman assumes the position of Vice President and acting Secretary of State, the positions having been merged under presidential decree minutes before. The city is named Delta City, as a matter of needing a name to call it other than "here". ABBI, the group's AI, begins research in constructing a human-sized body, as to interact better with the group, using research data files backed up at the location from the Cyberworks ARCHIE project.

Early February, 2387: Roy Hunter & Daniel Derekson visit El Paso, acquire the group's first magical items, and a full set of Erin Tarn's books to date (99 PA). The revelations in those books, combined with the data from a Wilks' PC-2020 identifier computer, set the course of further contact by the group with other Rifts societies.

March, 2387: Roy & Lisa's daughter, Melissa, is born. Roy is still adamant in his refusal to marry Lisa until the fate of Kayla's team and the other two missing teams (who actually escaped the rift) are known.

Contact is made with the governments of Fort El Dorado, Kingsdale, Whykin and Lazlo. The first is put off by the group's powers, but the rest are much more accepting of the ambassadorial team, especially when Aurora offers a variation on the group's medical technology as both a cure for juicers, AND an alternative process that will not endanger the subjects' lives. Effectively, persons undergoing the process would be genetically altered to something not quite as powerful as a Juicer (but close), but with psionics to compensate. However, the process is not actually offered for another year, and then only in the Tolkeen and Lazlo offices of Macross Industries.

Also, a series of shocking discoveries are made:

1. On some Robotech world, Ben Dixon was not killed, but was flung (along with several dozen Zentraedi) into Rifts Earth over the ruins of old Toronto. The Zentraedi died attacking Lazlo, but Ben lived over 30 years there, before dying in battle as part of the city's defense force in 95 P.A., fighting several gargoyles who had come through a rift.
2. A headhunter had commissioned a belt buckle using the Zentraedi insignia, made of jet, jade and gold.
3. Chillingly, the only Robotech mecha recognized by locals were INVID mecha, being used by a group from far to the south. The Shock Troopers and RCBs were used as flying convoy escorts.

April, 2387: A Coalition Psi-stalker and his pack are given refuge in the mountain, on Jaspin of Whykin's recommendation. Their crime against the Coalition - exposing to the rest of the Chi-Town packs that many of the Dog Boys that died in the hospital were not fatally injured, but instead were euthanized, as their full recovery would cost more resources and time than creating new ones.

May, 2387: Roy hires a shifter to search for the "Core" universe, as well as the location of Kayla's team. Two of the earlier mysteries are solved, but another one arises as a result.

The headhunter was human, but his wife had been a micronized Zentraedi, with a background she never spoke of. All he knew is that she believed that she had betrayed her people by staying with him. She died the year before, fighting Xiticix, as the couple tried to make it back to where he had found her. The Invid mecha had an even stranger background. They were all being piloted by humans, mostly descended from REF soldiers. Stranger still, their leader was identical to one of the Outreach persons that didn't get lost here - Maria Bartley-Rand. In the universe this Maria's parents came from, a group of REF ground troops stormed into the hive at Reflex Point as the Invid were about to depart. Rand and Rook went back in to make them leave, but were caught up in the departure with the unit. The hive was pulled into dimensional space by the Invid as they left, but fell free somewhere in transit. The hive landed in the Gulf of Mexico/Caribbean Sea near Grand Cayman, and the humans relocated there, stripping the hive of everything they could use as it slowly sunk into the sea. Thanks to this group, The Cayman Cooperative, the LGSA characters' Protoculture problems were solved.

The new mystery involved a female ley line walker that saw the buckle Reed (the Headhunter) commissioned, and ordered herself a duplicate. Based on the fact that she could read the note left behind by the group (written in Zentraedi) without using magic, it meant that there were more Zentraedi out there, and some had learned magic!

June 2387: The shifter brings back positive proof of having discovered "Core", as well as word that teams 14 & 15 had escaped the accident unharmed. The search for Team 13 is much less certain, as the foci used to locate the dimension did lead to a Robotech universe, but an exploratory team has to sneak in and hack the RDF computers of that universe (year: 2017) to search for traces of the lost team. Search results include several ID picture matches, as well as an identical name match on one picture, and obvious alias connections on two others (one used his grandmother's maiden name, while the third - daughter of Noel Freeman Tyler - had the audacity to use her Aunt Karen's old RDF alias of Karen Ellison). Finding Kayla was more difficult, but there was a possible picture match with a Rebecca Lynn - an RDF Veritech pilot - but this seemed way out of character for Kayla, who was somewhat introverted, and disliked offensive weaponry and mecha.

Summer Solstice, 2387: Roy & Lisa, with their daughter, accompany the shifter first to the universe where Kayla was - she was indeed Rebecca Lynn - to discover that she had a son. Not only that, Team 13 had been there for over 3 years, and Kayla/Becky had married a pilot from that universe, and had a daughter by her husband. The personal crisis is resolved (though Becky's squadron almost lynches Roy, thinking that he and Lisa had skipped out on her 4 years before, based on the half-truths she told them of her son's origins).

On arriving back on Core Earth, they visit their parents, inform all the other parents of the situation, and request military aid. The world they had found themselves on was in dire need of assistance, but was in such a predicament that the usual methods of arrival from space was not an option. Supplies would have to be sent in via dimensional portal spells, and that would require special arrangements be made, on the Rifts Earth side. Young as many of them were, they would not abandon a planet in need of heroes, even though it had been sheer accident that put them there to begin with. Roy and Lisa marry at last.

Summer 2387: The Macross Industries & Radio Free America proposals are passed by the group, which has taken on the form of the U.S. Government to keep the installation's ARCHIE TWO computer happy. Glitter Boys go back into production in the automated factories, and other factories are retooled to produce REF mecha for sale on the open market.

Trade ties are set up with the towns in the ruins of Colorado Springs & Peterson AFB, who become the fronts for a number of the group's activities. A raid by wild vampires on the town causes the group to declare open warfare on vampires.

The ley line walker shows up at the mountain with her husband. She was sent from a crashed ship north of Calgary to look for a way to save her people from eventual destruction by Xiticix and the deterioration of their food processors, after Reed's wife failed to come back. She, too, had the "misfortune" of falling in love with a human, only her husband was a mage, and taught her the ways of magic. A rescue mission is sent, and all 679 female Zentraedi at the ship are micronized and brought to the mountain, where they learn of the fate of the Zentraedi. To keep them occupied, the Zentraedi spend much of their time in Glitter Boy simulators, and eventually become the center of the community's defense.

ABBI first purloins a Shemarrian body, then finishes her own design after an encounter with Archie results in her near destruction. However, the group gets the Shemarrian rail gun specifications out of the deal. Now known as Abby Freeman, she begins research on constructing, genetically from the ground up, a biological body so as to transfer her intelligence yet again.

Fall 2387: A task force enters Mexico, encounters Reid's Rangers. Operating on their own, they make nonaggressive contact with the Mexico City & Milta vampire intelligences, who agree to limit their expansion north and give the humans more rights, in exchange for the toppling of the Ixotz and Muluc kingdoms. Using their psionic powers and mecha, combined with lots of TW weaponry, they succeed in this task within the year, forcing the vampire intelligences to honor their agreement. Abby's robot body is finished in time for her to test its strengths and weaknesses in Mexico.

Winter 2387-2388: Macross Industries opens up shops in Lazlo & Tolkeen.

A team of high-powered group members teleports a Legios into space, where they make connections on Outcast Station and set up false IDs there as freebooters. While there, they set up a Comsat for the group's use, and purchase a Glitter Boy Mark IV for study (by rifting an iceberg into space). They also make a study of the balance of power in space, in order to try to find a way to end the blockade of Earth.

Musica Freeman acquires CS citizenship - albeit as a "minor psychic", using alter aura and other powers to cloak her true power, as well as lieutenant's rank in the CS military, though a black marketeer working for a corrupt CS colonel.

The fame earned by them from their work in Mexico reaches as far as Olympus and Asgard, as Hermes, Frey and Artemis hire them to locate Freya. The rescue of Freya and the destruction of Hera by the Olympian gods has an unexpected side-effect. Freya visits the mountain to show her thanks, wearing her necklace. As a result what becomes known as "The Plague of Love" strikes, as all but 2 of the females from the original group, plus every other adult female in the mountain with easy access to a male lover, becomes pregnant that night.

Fall 2388: The births resulting from the above begin, including a set that causes some turmoil in the society. Steve Freeman and Hermes had both impregnated the same two women, the result of the 4 being together that fateful night when the effect hit. Three demigods result (two by Lynn-Karen, one by Beth Freeman), plus Karen finishing out a set of quintts by having three children by Steve, and Beth having a son from the incestuous union with her cousin.

Steve & Beth are censured by the community, but the only result is a loss of their voting rights in the government for one year, and an oath not to procreate again. Steve marries Karen, and the two marry Beth in a ceremony that would only have been legal on the SoL's ally world of Tertius.

Winter 2388-89: Daniel Derekson and several others hack credentials into Chi-Town (legitimate papers, with falsified names and backgrounds) after discovering that the city was using an old pre-Rifts high-security computer system - one that had several back doors built into its OS for use by government investigators to bypass security measures for investigations, etc. Once into the city, they use a combination of telemechanics and computer skills to put in full backgrounds for themselves (including multiple layers of concealment over the backgrounds, to prevent detection of the changes), then have their reserve status upgraded to independent field operatives for the CS. Derekson and Karen Lynn Freeman assume identities in Psi-Bat (the middle as Derekson's aide), while Miriya Freeman Tul, Kayla O'Connor and Roy Hunter are designated as Special forces RPA pilots sent on a long range recon patrol into the west. The highest insertion is that of Musica Freeman, who reassigns herself within General Cabot's staff. Over the next few years, these positions

allow the group to gain much intelligence, especially samples of the new missiles for the facilities of Macross Industries to copy.

Radio Free America begins full-scale operations, using shadow device-equipped aircraft as relay stations to broadcast to Illinois, Missouri, and the Tolkeen area. Prior to this, ground vehicles were used as transmitting stations, but were too exposed and defenseless to continue in this role. The broadcast point for the RFA network is identified as "Saturn City", a two-fold reference to both REF Saturn Division (the SDF-3's designation in the earth recapture planning, where many of the team members could trace their roots) and a 20th century song they used as a sign-on/sign-off song.

In early March, it scores a major coup in televising from INSIDE Chi-Town and doing a harshly critical (almost MST3K) rebuttal of a speech by Prosek, during the speech, with the critiquers' silhouettes viewed from behind as they watched the speech through a bay window 200 meters from the podium. They even went so far as to quote the Hitler speeches he was ripping off as he was speaking. By the time the ISS stormed the room, Cathy Freeman and the Belmonts (who had been running the show), had teleported themselves and their equipment back to the mountain, leaving tear gas bomb traps on the doors and windows. They wrapped up the broadcast (still in silhouette) from the mountain's studios, followed by a 2 hour documentary on the German death camps of WWII.

Spring 2389: Due to the offspring that resulted from the visit of Freya the year before, the group is unable to directly assist the gathering of heroes that face the Four Horsemen in Africa, instead hiring a team of mercenaries out of the Chi-town burbs. Ironically, the mercenaries get lost into another dimension, and are not present when their base of operations (a brothel owned by the team's Atlantean shifter) is shut down by the CS. The mercenaries return in the spring of 2391, relocating to Peterson.

After stockpiling a great deal of inventory (including over 100 REF Destroids brought through the portals that sent other supplies into the community), Macross Industries expands from selling personal and vehicle weapons to the actual sale of robot vehicles (Destroids), Glitter Boys and several armed vehicles (including non-transformable versions of the Alpha and Cyclone).

Operation Dora begins, involving a dozen of Tolkeen & Lazlo's best Techno-Wizards of good alignment. The goal of the project: to convert several REF Synchrocannons to TW power, usable only as gun emplacements drawing power from the ley line nexus points that they will eventually sit on. In the end, the plans are given to Lazlo only.

Late Spring 2389: The constant exposure to magical energy awakens the potential within Karen Freeman's descendants. Her two children are of Godling level in power, her grandchildren demi-gods. Musi Freeman uses the change to have her cover ID in the coalition transferred from General Cabot's staff in Chi-Town to Psi-Bat, passing off the change as being the result of an accidental exposure to a Psi-Bat experiment. With Cabot's recommendation, she is made part of the security staff for the Imperial levels, checking them for weaknesses in their defense against the supernatural, with secondary duties using her telemechanic abilities to study pre-Rifts and alien technology. These duties have her passing from city to city on a regular basis, and she would use the time between cities to slip back to Delta City to file reports.

Summer 2389: Daytripper Freeman finally catches up to her father, Steve, and begins to spread chaos in her own way. In fact, one practical joke too many causes her uncle (by marriage) Roy Hunter to go into his Coalition cover ID in order to gain more information on the strange events taking place in the north (the testing of the new CS designs), as well as to get away from the stress back at home.

In order to get "Deety" back under control, her father and others saddle her with the job of bodyguard for a diplomatic mission to South America. While there, she learns of the Imaki Gizmoteers (whom she trains under), the True Incas and the Achilles Neo-Humans; the latter two consider her as an equal. While the others return in October, she stays there until January.

Abby Freeman completes her genetically engineered body, uses it to travel to the Nazgul RDF universe, where the REF is in deep trouble against enemies that appear to be those from the Macross II AND Macross 7 universes. She, along with the group's elven mystic Serendon, aid in the evacuation of a crippled Nazgul spacecraft by getting help from Core universe. UNFORTUNATELY, neither had been there before physically (Abby being an AI, not a living being, when she left there), and an error is made when using Serendon's magic device to travel there. To their horror, they discover that they have arrived there not in the mid 2050s, as they were shooting for, but in May 2052, at THE VERY INSTANT that the dimensional anomaly occurred that catapulted the 12 Outreach teams to Rifts Earth and the 13th to the Nazgul universe. In other words, THEY were the cause of the dimensional rift that caused the events of the last 3 years to occur. The Nazgul ship is recovered, but its occupants subject themselves to 3 years of cryosleep to allow their return to their own universe at a point when they wouldn't cause a time paradox.

Fall 2389: Another group, acting in their provisional U.S. government roles, take archival copies of pre-Rifts U.S./German treaties to Europe, meet clandestinely with elements of the NGR government. Aurora and others (that can pass as full humans) go into detail on Prosek's idolization of the Third Reich, and that the Coalition States (other than Quebec) discouraged the very rights and freedoms that the NGR hold dear. Aurora persuades the NGR to allow the use of NGR ports and flight centers to allow emigration of non-supernatural D-Bees to western North America. In exchange, she provides codes that allow the NGR to make contact with its counterpart on Euro Station in orbit. The agreement also includes a "Breach of Treaty" clause aimed not at the NGR or Aurora's group, but the CS. If Chi-Town should turn on its more civilized partner Quebec (or vice-versa), or on other human kingdoms of North America, without provocation, the NGR would embargo both, and consider voiding all treaties signed with the CS.

2390: The storm clouds gather over North America, as evidence grows concerning Chi-Town's military buildup. Prosek names RFA and Macross Industries to the Coalition Enemies list.

The population of the group's section of Colorado grows to 100,000, thanks to immigrants from Europe, as well as others leaving the Minnesota area, due to combination of the Xiticix threat and the growing evil festering in Tolkeen..

The first six "Doras" are constructed on nexus points surrounding New Lazlo, hidden inside blow-away buildings, and surrounded by defenses. Lazlo itself acquired the components for a dozen more, but does not assemble them, as they are a weapon of last resort.

Information concerning the new CS military forces discovered by Derekson & Hunter, who leak it to Free Quebec and the NGR.

Macross Industries starts producing and stockpiling the new CS missile warhead designs for their own use (not for immediate sale), before they are even released to the majority of CS troops.

A new Legios design enters production for use by Delta City's defenders. This is the VAF-9 Lightning/VBF-3 Liberator combination.

Hearing rumors of the Prometheus Treatment, Aurora (and the others with medical & scientific training) acquire a test subject (one whose implant was already malfunctioning), and discover some of the truth concerning the process (the "kill switch"), and denounce it as fraud. In a RFA rebuttal of Joseph Prosek's speech, the Lang Medical Technologies New Life treatment is highly advertised, as is (unlike the Coalition plan) immediately available.

The children of the Nazgul members are evacuated to Delta City, as the enemy in that universe devastates all of the Sentinels worlds and Tyrol, and destroys Optera.

2391: A traveling medical facility travels to Fort El Dorado, and provides for free the New Life treatment, with no strings attached. 5% of the Juicers heading for Newtown opt for this treatment instead, and many renegade Techno-Zombies that result from the battle are converted through this process in a race against time. Despite evidence released on RFA connecting Chi-Town to the UTI aliens, most CS loyalists blindly believe the CS version of events.

The 5 group members with Coalition cover IDs that were "operating in hte field" are recalled for retraining by the CS. They are briefed on the level they need to know about the coming events. Through drops (picked up by teleporting N-Level psis who teleport in, pick up the info, and leave immediately, causing much confusion in the local Dog Boy & Psi-Stalker population), the rest of the organization is kept up to date.

An executive of Iron Heart Armaments, who met some of the Macross Industries staff at an industry convention the year before, contacts the MI offices in Tolkeen, asking for help, as the CS moves in on the company. The N & K level psis of the mountain respond by teleporting out many of the staff of the company, as well as the computer files of the company's designs. The companies go their own ways, but not before Macross Industries temporarily leases the designs for its own retail use, to provide IHA with the capital to rebuild its own facilities in a safe location. (In other words, in this setting, the factory owner listed in CWC as being executed is saved, along with his family and loyal staff).

No tears, however, are shed for the demise of Naruni Enterprises operations in North America, though their mercenary unit was provided with courtesy delaying fire (from the three Liberators finished at that point) against their Coalition attackers as they made their move to escape to another dimension. This move put NE somewhat in debt to the group; a card that the group plans holding onto for a dire emergency, if ever needed.

In the wake of the formal declaration of Prosek's intentions in the "Campaign of Unity" speech, the Provisional U.S. government awards Erin Tarn with the Presidential Medal of Honor, and gifts her with one of the prize possessions of the mountain fortress. The gift is one of the original hand-written duplicates of the US Declaration of Independence that were sent out by the Second Continental Congress to spread the news of the declaration.

The CS infiltration project hits a snag, with the misfortune of having Roy Hunter framed by Lyboc & Wilport for the brutal murder of Megan Prosek (whom he was dating at the time in his cover ID). Before he could be extracted, he was abducted in a fake rescue attempt by persons using K-Universals modified to resemble Cyclones. One of the last actions of the other Delta City spies, before abandoning their cover identities in the CS, is to bring Lyboc down, leading to his execution as a traitor to the CS, as North America stands on the brink of war....

Organizations of Interest within the Delta City Power Structure:

Note that #1-4 GO OUT OF THEIR WAY not to be tied publicly to each other, outside Delta City. In fact, #1 & 2 are both in Prosek's list of top 10 enemies of the CS, as separate entities, because of their early "support" of Tolkeen (despite their consistent denunciation of Tolkeen's actions as well). Delta City itself is a mystery, as it is not publicly talked about.

1. Radio Free America:

Also broadcasts TV, and is known for their inventive hacked transmissions. Their most famous broadcast was their coverage of Prosek's "Campaign of Unity" speech, where they repeated their "MST3K" commentary style, only this time going for the full MST3K treatment. For that speech (held as a public rally), they got a room with a good view of the speaking platform, set up their cameras behind their analysts, and then proceeded to MST3K the speech AS IT HAPPENED, again teleporting out when the security force arrived! The current heads of RFA are a married couple, E. Aaron & Janice Lynn Belmont. Note that Aaron spells his name with 2 a's (instead of one like his namesake), partially to conceal what the "E" stands for.

2. Macross Industries, Inc.:

Selling new Glitter Boys (from a facility in the mountain), pre-Rifts and Robotech weaponry, and surplus REF Destroids & vehicles (brought in by Dimensional Portals cast by the group's shifters) from the LGSA. Corporate HQ is in the mountain, but the sales offices are in Lazlo and Tolkeen (closed in 106 PA/2392). Popular items sold are non-transforming cycle versions of the two VR-052 types, the LRV scout car/mecha, and the RL-6 rocket cannon. Protoculture is supplied by the Cayman Cooperative, a small kingdom on Grand Cayman founded by an alternate Robotech universe's Rook & Rand, who (along with a company of Cyclone Riders) were caught up in the Invid's departure. The hive and the humans fell loose in interdimensional transit, landing off the island. As the hive had everything usable salvaged from it, the Cayman group has hundreds of thousands of Protoculture cells, and uses Invid RCBs and Shock Troopers as defense mecha and cargo haulers. If a player wants, they can roll up a Cayman character, using the Glitter Boy OCC, but adding literacy in Spanish & American, and changing the Pilot skills to Pilot Invid Mecha (as pilot RPA) and Robot Combat-Invid Mecha (treat the Shock Trooper as the Recon Robot Combat, and the RCB as Power Armor, but with an autododge). Macross Industries' CEO is Zor Freeman-Rem.

3. Lang Medical Technologies:

Provides an alternative to Juicer & Crazy conversion, through genetic manipulation (weaker than a true juicer, but gives minor psi powers), as well as Juicer & Crazy reversal (uses tech derived from Zentraedi sizing chambers to completely replace the old body, giving it back its pre-juiced stats). Also uses its technology for limb regrowth (including body regrowth to reverse even full Borg conversion), correction of birth defects, and reversal of detrimental mutations. Averted much of the

death and bloodshed of the Juicer Uprisings for offering their reversals and conversions free of charge, with the only string being NOT to enter CS service, ever. Aurora Sterling Freeman, 2nd daughter of Max & Miriya, and wife of Zor Freeman, above, is the head of LMT. She was originally the diplomatic leader of the Outreach mission, and now serves as President of Delta City/The Provisional US Government, after Roy's loss.

4. The 23rd Armored Infantry Regiment (US NEMA):

A company of "mercenaries" working as "free agents" (really supported by Delta City), using modified Glitter Boys (Hyper-Glitter), Cyclones, Micro-Quadronos and other NEMA RPA. The Company uses USA insignia on all its mecha, as Delta City was originally intended as a Presidential survival shelter. The leader of the unit is Kayla O'Connor, a D-Bee human of Irish descent, raised on her home world by a ninja clan, who has taken VR-038 Cyclone as a weapon kata in order to get its bonuses with her own (the 38 has no integral weapons). Kayla is also one of the persons who successfully infiltrated the CS, allowing another character to come in and use the pre-Rifts back doors built into the governmental system the CD copied to place full background bios for the infiltrators into CS records. Ironically, Kayla's position inside the CS was as commander of a Special Forces SAMAS squadron, and she faked her CS identity's death in 106 P.A. to bring out a squadron of PA-08 Special Forces SAMAS pilots she had personally recruited for their potential for defecting from the CS (which they all did).

50% of the combat troops of the 23rd are female Zentraedi, rescued and micronized from a ship that crashed in the Rockies, after being crippled by the debris field (its misfold brought it to Rifts Earth orbit). These characters are also available for play, rolled up as a standard GB pilot, but with +4 to IQ & PP.

See the full writeup of the 23rd AIR for more information.

5. Colorado Springs/Peterson:

The group in the mountain helped these communities rebuild, as well as using them as a reception station for D-bees and psychics they bring out of Europe and Minnesota (arranged an immigration treaty with the NGR to relocate volunteer "civilized" D-Bees - the NGR thought it amusing to let the D-Bees be the CS' problem, not theirs - in exchange for some technical designs to increase the efficiency of the larger Triax RV designs. If Robotech designers know anything, it's how to make agile large mecha). See the descriptions in the following pages' update for more recent campaigns, as the cities don't really come into their own until around 110 P.A.

6. Delta City/New Denver:

The capital city, it has a democratic government where all adults currently living there (currently around 600) have a seat as Senator, Representative, or in the other two branches of government. The reason for the paralleling of the US government is that the group used telemechanics and the "football" of the real pre-rifts president (found in the elevator shaft, where the president died trying to get in) to convince the mountain's computer that Roy Hunter was the acting president, and they set up their government to function that way until they came up with a better method (which they still haven't, other than tweaking the constitution slightly to reflect current world conditions and rewriting the books on procedure for all three branches of government to eliminate the BS). Aurora succeeded Roy when he chose not to run for reelection to go undercover (Roy originally was the military leader of the group).

Events after 106 PA (much more optional, as they are tailored to my campaign's unique nature)

The Coalition/Tolkeen war (and its Quebec sideshow) resulted in the parent group of the 23rd having to give up on a lot of their assets on both sides. Within a year after the Unity speech, they had pulled all their shops out of Tolkeen, leaving behind only some staff that stayed until near the end of the war, running a one-way gate service to a refugee camp in Montana, that was very selective on who they let through the gate.

Most of the existing Coalition false IDs were "done in" as well, leaving only a buried "seed" of their group's AI in the system to reestablish contact when a specific signal was given, to contact the group to create a new set of IDs. The original intent was for Musica to remain with her cover ID, but "Tolkeen guerillas" blew up her transport that was flying to Lone Star. As she was going there on what was supposed to be an investigation of irregularities in Dr. Bradford's reports, it is likely that it was an assassination team sent from Lone Star, instead of Tolkeen (whose forces rarely ventured into Missouri). She survived the attack, and even managed to rescue a number of her colleagues and their troop escorts from the Death's Head, but then went after the guerillas, killing the lot (most were using the Angrar demonic power armor, and were beyond recovery, even if she had wanted to try), before faking her death. All she discovered in the process was that the "guerillas" were actually a mercenary team from the Pecos region, that had been hired by someone claiming to be from Tolkeen to harass the Chi-town/Lone Star air route - starting with this flight, but the rest of the schedule of flights given to them was bogus.

The hunt for Roy Hunter and Megan Prosek took several unexpected turns, as the trail did end up leading to Atlantis - and from there to another world, once a True Atlantean colony, controlled by a evil intelligence that (like Archie) had started out as a computer, and was now embroiled in a war of conquest - attempting to take over the universe where Janice & Karen's sister Kayla (now going by the name Rebecca Lynn) had ended up, leading to an odd alliance between that world's REF, the Regis' Invid (the regent having been destroyed over Tyrol by the invaders, before the SDF-3 arrival), the Tyrolean fleet (after the Masters were deposed by the REF, in a special ops mission) and what survived of the Sentinels races. Originally held to try to deter the LGSA from interfering further with that universe, it only caused more LGSA aid to be sent, and turned into a much longer war, especially after "Becky's" attempt to rescue Roy ended up with her own capture.

The three prisoners escaped, taking a few hostages of their own before entering a dimensional portal within the former colony's central pyramid, but it took them several more transits through what should have been an inactive (since the fall of Atlantis) pyramid system before they found themselves in a universe that knew how to get them the rest of the way home, almost a year later. At that time, Becky sent her (physically) teen-age son to live with Roy (his biological father), as well as his little sister (from her marriage) and the other children born as Seconds in that universe (those of her LGSA teammates, and those of her RDF squadron members, whose biology had been altered through her presence among them - see the LGSA section on genetics). Strange it might seem, Rifts Earth was much safer than the children's home Earth, as several planets had already been destroyed by the enemy. Megan chose to stay with Roy, who had finally got it into his head that polygamy was an option, no matter how he was raised, and renewed his vows to Lisa Marie Freeman, in addition to marrying Megan. Megan's child, his third (by three different mothers), ended up being the first born after he'd married the mother - though that marriage barely beat the drive to the delivery room. To this day, Joseph Prosek still yells at his security team over "The Baby Picture

Incident", where the pics in question (some on a package addressed to Megan's mother) appeared on his desk overnight, during the height of the Coalition Wars.

Their anti-Xiticix project (mentioned in the writeup of the 23rd) also hit a few snags. They'd already determined that there was no way to negotiate with the Xiticix (after the near-disaster the LGSA's forebears had with the Invid, by both sides assuming too much about the other's identity and nature, that had to at least be cautious and try). Much of the appearance of civilization among the less-than-sentient bugs was actually mimicry; the TK guns, for example, grew from mimicking the appearance of the first borg and PA-carried railguns they encountered, after arriving on Earth. So, as the Xiticix were a threat to all, and not as sentient nor civilized as first believed, that only left extermination as an option. The plan was to bring down all the hives through MDC thermobaric explosions, destroying the queens, eggs, larvae and the rest of the infrastructure. This would end up forcing the Coalition and Tolkeen to at least call a truce, to survive the mass rush of the surviving workers and warriors after those that they would have perceived as responsible for the acts.

But, as it turned out, both sides of that conflict acted in a way to confound that plan, as the bombs were detonated days before the Tolkeen/Quebec incident that led to recognition of Quebec's independence by the CS, and the resulting peace and troop shifts. In the end, the hives directly surrounding Holmes' forces (who had been detected by the scout teams for the detonations) were not destroyed in this manner, resulting in the majority of the Xiticix going toward Iron Heart instead of Tolkeen. This caused the Coalition to divert its troops leaving the Quebec front more toward protecting Iron Heart. The fall of Tolkeen actually took much longer, but still occurred, due to the Xiticix distraction. If anything, Tolkeen was caught even more off-guard by Holmes' emergence from the Xiticix lands than in the baseline Rifts universe, but his force was 10% smaller, the Coalition forces to the south 25% smaller, and both sides having to fight the Xiticix of the dead hives, as well as each other.

By 110 P.A. (2396 AD), Peterson has become a thriving open city of 60,000 people, over half of which were originally residents of Tolkeen (who left over the years 106-109 P.A., and were all thoroughly screened by both the Delta City psychics and the Cyber-knights before being transported to southern Colorado). Several major players in the town's politics and defense have new names and faces, but were once the minority among the Circle of Twelve that opposed the diabolic acts that helped hasten Tolkeen's fall. Among these are Malik Savant, Baarrtk Krror (who stays almost constantly in the form of an elf, these days - though that facade is suspected by many of actually being a changeling), Anya Svetska and Kueda the Grey (though they about had to drag the latter there, and he alone retains his Tolkeen-era name and appearance). Mida Elektis made it to Lazlo, and remains there, as a representative for Peterson's newly arrived citizens. Other groups that were rescued from the collapsing front were the Hackers, and the Atlanteans, but they live in Delta, out of sight of the Coalition. Felix Ashcroft had his family recovered from the Coalition, and now serves as a Master Sergeant in Major Merrick's unit.

The Coalition suspects that many of the residents of Peterson were from (or had ties to) the Minnesota kingdoms, but their own investigations have turned up that most of the residents who did come from there were not involved in the war directly, comparatively few of them are mages (in fact, the Chi-town Burbs probably have more mages than Peterson), and committing evil acts via magic or psionics is even more likely there to get you shot, than in the Burbs. Most of the magic using population are mystics and techno-wizards concentrating on non-weapon items (the weaponry experts accepted in the move all live in Delta City), and there are no close ley lines to the town at all.

Essentially, it's the kind of place that the evil magic powers that survived Tolkeen would tend to avoid at all cost, and that makes it much less a target.

The CS still yells at Peterson's defenders occasionally for using "their" SAMAS, but the last time they made the mistake of making that false accusation, every vid screen in Chi-Town, Iron Heart, El Dorado, Missouri and Lone Star played footage of the pre-Rifts SAMAS (the original PA-04, the military -06 & NEMA -106s, and the brand new -08 that was the basis for the Striker, that had only just started manufacture when the Rifts came) for several hours, all taken from the archives of Delta City (though bearing falsified Chi-Town Library identity stamps). As a result, much to the Proseks' dismay, the origins of the SAMAS as a Pre-Rifts design is believed by over half of the Coalition populace, though few see any reason to do more than joke about it.

Another growing city, similar in size to Peterson, and practically bordering it, is Colorado Springs. It is in this community that the immigrants from Europe were settled. This project, ending when the Coalition Wars started, resulted in 52,000 D-Bees & psychics relocating. The screening process for these immigrants was the prototype for the process that was used several years later for the Tolkeen survivors. Approximately 40% of the population of Colorado Springs are humans (psychics, mages, mutants, and their dependents) or close enough to human to pass as human. The majority of the D-Bees are the races from European lore - Dwarves, Elves, Gnomes, and the occasional non-evil Kobold, Orc, Ogre or Goblin. German and Elven/Dragonese are the primary languages spoken, but an intensive American English training program exists for the citizens.

The Lang Medical New Life Treatment

A Method for the reversal of Borg, Crazy/M.O.M. & Juicer conversion

Proposal: It is normally against L.G.S.A. policy to manipulate the human genome for purposes other than healing, due to our own experiences with the Tyroleans, Invid and our own tragic mistake with REF Mars Division. However, the situation on this Earth has resulted in rampant cybernetic alterations that dramatically shorten the lives of the affected, and/or reducing their humanity and quality of life.

Given the nature of these alterations, some of these persons will only want simple restoration of their old, unaltered bodies. This falls under the auspices of the healing clause above, and can be done simple with our standard medical recloning chambers(1). Most, however, have grown too used to the power their altered forms possess, and would need incentive to undergo reversion. In truth, both Borgs and Juicers feel the loss of their humanity more than the Crazies, especially as the second type approach what they call "Last Call", and the first in the loss of touch and physical contact with other humans in non-combat ways.

That is why I propose this genetic treatment, to give these persons an option that would make the change and growth of a new body attractive. Physical attributes would be increased (on average) 33% above their pre-modified levels, and psionics (of a natural form) would be instilled to replace the heightened senses, sensors, and/or artificial psionics present in their locally-altered form. Unlike the Zentraedi, these will be persons already extant, given a new form that will make them more, not less, human.

There are a few attendant penalties to this new form. The modifications are recessive-based, as to prevent the changes from running amuck in the genome. There is a slight chance of infertility that will result from the changes, at least for reproduction between a modified person and an unmodified one. The caloric intake of these persons would be substantial, and females so modified would have to make an effort to maintain a body condition that would allow proper menstrual cycles, should the woman wish to have children.

Still, the benefits far outweigh the penalties, and will serve as a way to steer persons from the dangerous, lethal cybernetic conversions.

Aurora Sterling Freeman, M.D.
Acting Vice President
Provisional U.S. Government
Delta Six Command Facility

(1): L.G.S.A. medical chambers are highly modified derivatives of the Zentraedi sizing/cloning chambers, but with both chambers the same size. A person with missing body parts and/or genetic defects is put into one, their genetic and mental scan taken, and a genetically-corrected, whole body is grown in the destination tube, using the original body's material (and additional material, as needed) to build the resulting new, undamaged body. The chamber's Protoculture-based computer system connects the brain of the person being disassembled to the new body's brain, acting as a part of it, facilitating the transfer of the person's life force and knowledge to its new body. Effectively, like the transferred intellect type of AI (**Rifts SB 1**), but transferring it to another organic body instead of a computer. As such, some additional info can be added (as in the Zentraedi creation process).

And so began an ambitious project, to stem the tide of cybernetics on the alien Earth that the L.G.S.A. Outreach Service found itself on. It took on two forms; the pure healing variant, that allowed the sick, injured or disillusioned to return to a normal human lifestyle, and the Powered version, that turned former Borgs, Crazies and Juicers (and a few persons drifting towards those types of conversions) into a combat-tough master psychic.

Quite often, the teams of Lang Medical would waive the initial fee for the conversion, especially for the healing (normal-body) version. The units use their own master psychics to test the motivations of persons wishing the power conversion, especially if not an augmented person already. Generally, the more thoroughly evil a person is, the more likely the team will fake the process (give the physical modifications, but not the psionic ones). It is interesting to note that, if a person throws up a mind block during the process (which persons are warned about before entering the tubes), the process will be botched, and the person killed instantly (due to the nature of the life-force transfer). Several dozen evil Crazies, and one CS psionic operative had killed themselves this way, by the end of 2390.

Coalition plants (non-opsis) are generally given a few bottles full of Psi-cola (with the taste magically altered), after going through the healing version of the chambers (which effectively removes all the

bugs, tracking devices and other intel gathering equipment from the person). They are then teleported psionically to the interior of the nearest CS city, where the person generally has a time explaining how they failed their mission.

The biggest challenge ever faced by Lang Medical was the "Juicer Uprising" of 2391 (105 P.A.). A Juicer, having had the Prometheus Treatment, was experiencing strange symptoms (an odd side-effect), and fell ill & collapsed at a location where a Lang Medical team was operating a free clinic. The Phoenix Chip was found, and an analysis of it indicated that it was a kill switch, and more (though the full extent was not known till later). Immediately, the entire Lang Medical force was sent to Newtown's outskirts, where they offered the "New Life" treatment to any who wanted, free of charge (both versions, but they made it clear to the persons taking it that the powered version would most likely mean months of recovery time - at LM's facilities, at LM's expense for this time only).

All the data concerning the kill switch was made available for Juicers to see, and to spread the word about - but it was believed too late by many. When the Phoenix chip was activated, all hell broke loose, as the Lang Medical master psis teleported the converted patients to safety, while the others stayed behind to fight. Amazingly, some of the rogue Techno-Zombies made it to the clinic, and were found to have just enough living matter left to attempt conversion using the chambers. All told, 61 Juicers (including 28 rogue Techno-Zombies) undergo conversion to normal bodies, while another 208 have the powered conversion.

Lang Medical is still in operation in 2392 (106 P.A.). They have permanent offices in Tolkeen, Lazlo, and Colorado Springs, as well as several roving units (one of which stays in the Manistique/Northern Gun area, to try to convert as many of the mercs there as possible. Juicers have begun spreading the news of the treatment by word of mouth, and approximately 200 undergo one form of conversion each month, along with several dozen Crazies and Borgs. In fact, Lang Medical offers their services for the conversion (to normal bodies) to local governments, as a means of punishment for augmented felons. Still, the number of conversions TO the cybernetics still outstrips their conversions back to organic bodies.

Game statistics for the Powered Conversion:

Attributes: If possible, use the base stats prior to the O.C.C. augmentation and skill selection. If not, then reverse-engineer them by subtracting out the skill bonuses, then the O.C.C. bonuses. For Borgs, where the physical stats were never rolled, roll them now, as per normal. For a brand-new character, using this process, roll the attributes as normal, and choose one of the O.C.C.s allowed for the above types after undergoing the conversion.

Comparative Attributes:

Attribute	Human	Full C. Borg	M.O.M./Crazy	Std. Juicer	New Lifer
I.Q.	Base*	Base	Base	Base	Base
M.E.	Base	Base	Base	Base	Base + 1D6
M.A.	Base	Base	Base	Base	Base
P.S.	Base	Special **	Base + 2D4	Base + 2D6	Base + 2D4
P.P.	Base	Special **	Base + 1D6	Base + 2D4	Base + 2D4
P.E.	Base	Special **	Base + 1D6	Base + 2D6	Base + 2D6
P.B.	Base	Special **	Base	Base	Base
Speed	Base	Special **	Base + 4D6	Base+2D4x10	Base + 5D6
Perception#	Base	Special **	+4	+6	+1D6

Attribute	Human	Full C. Borg	M.O.M./Crazy	Std. Juicer	New Lifer
Hit Points	Normal	Special **	+5D6	+1D4x10	O.C.C. x 2
S.D.C.	O.C.C.	Special **	+3D6x10	+1D4x100	O.C.C. x 3
P.P.E.	2D6	1D4	6D6	2D6	5D6
I.S.P. Base	Std.	N.A.	6D6 + M.E.	Standard	1D4x10+M.E.
Per level	Std.	N.A.	+1D4	Standard	+2D6
Initiative	0	0	+2	+4	Sixth Sense
Dodge	0	Special **	As P.P.	As P.P./auto	As P.P. ##
Roll	0	Special **	+4	+4	+4
Attacks	Std.	Standard	+1	+2	+1

* Base is 3D6, with an additional 1D6 rolled if the result is 16-18.

** Roll these (as per Base or O.C.C.), if not known from Pre-Borg days.

Bonuses to Base amount using my system (or system from Protoculture Addicts), or bonuses to Perception checks, if using Nightbane system.

If P.P. over 24, then the character gets an auto-dodge. The only bonuses to the auto-dodge are from HTH and physical skill bonuses to dodge, unless the P.P. is over 30, in which case subtract 15 from the P.P. score, and use the dodge bonus for that score (32 uses the "17" line, etc.)

Choosing a New O.C.C.

If only undergoing the resumption of a normal body, then the previous non-cybernetic O.C.C. can be restarted at first level. If undergoing the Powered Conversion, the character must choose a new O.C.C. from the following: Headhunter, City Rat, Wilderness Scout, Vagabond or Mind Melter. The character starts at first level, regardless of experience prior to the treatment, or even an O.C.C. before the cybernetics! Furthermore, the Powered Conversion causes level advancement to cost twice as many experience points as normal for the chosen O.C.C./R.C.C. Only the previously held skills (brought over frozen until their level is surpassed in the new O.C.C.) are held in the new O.C.C., though one additional skill (new O.C.C. skills MUST be taken first) can be learned in each month of rehabilitation at Lang Medical. Note that, regardless of O.C.C. chosen, the character will never willingly get cybernetics or bionics again (a long-term aversion planted during the cloning process, plus Lang Medical offers regeneration at discount to these customers).

The Adjustment/Rehabilitation Period

The character needs a minimum of two weeks to grow accustomed to the new body (walking, grasping, etc.), which are accompanied by psychological therapy (especially for former Crazyies and Juicers) and education about the benefits and limits of the new body. On top of this, there are further rehabilitation time costs for relearning physical and combat skills.

Extended Rehabilitation

Total up the following bonuses from HTH skills, physical skills, and/or any other skill that gives a bonus of these types (but not P.P. or O.C.C. bonuses):

A. Bonuses from skills to P.S., P.P., P.E. and/or Speed.

B. Bonuses from skills to Strike, Parry, Dodge and/or Roll (treating parry & Dodge as separate bonuses, even when listed together). Additional attacks are not counted, nor are bonuses to special maneuvers.

C. All the S.D.C. and/or Hit Point Bonuses from these skills (not damage bonuses); then, divide by 4, rounding any remainder up.

The time needed to retrain all physical and Hand to Hand skills to their frozen point is $(A+B+C) \times 3$ days, in addition to the initial two weeks of therapy.

Example: A 5th level Juicer, who had HTH-Martial Arts, Boxing, Gymnastics, Acrobatics and Running. These skills (using the Rifts skill list - I personally use N&S for physical skills - but I digress) have:

A. +5 to P.S., +2 to P.P., +4 to P.E., and +4D4 to Speed (rolled 11) = 22.

B. +2 Strike, +5 Parry, +5 Dodge, +8 Roll = 20.

C. 7D6 S.D.C., with 25 rolled. $25/4 = 6.25$, rounded up to 7.

$A+B+C = 22+20+7 = 49$

$49 \times 3 = 147$ days, or 21 weeks beyond the initial 2 weeks. (Enough time for 5 new skills).

Reducing Down Time:

If the character so chooses, he or she can abandon any physical skill, to reduce the time needed to regain full use of the others. Of course, the character no longer has that skill as a result, unless retaken as an additional skill, and gets nothing in exchange for dropping it. In the example above, not taking boxing over would reduce the recovery time by +2 (P.S.) +2 (parry) +2 (dodge) + 11 (from 3D6 S.D.C.) = 17, shortening recovery by over 7 weeks ($17 \times 3 = 51$ days).

Also, the character can choose not to freeze HTH at the old level, but restart at first level. With HTH-Expert or HTH-Martial Arts, starting over, after advancing to 3rd+ level in the HTH, will save (+2 strike, +3 Parry, +3 Dodge = 8) 24 days in rehabilitation, and will be relatively easy to recover. If the person chooses to upgrade HTH as part of the rehabilitation, this is pretty much automatic (though the new HTH's Level One bonus to roll is factored in, instead of the original skill's - no, HTH-Assassin is not available there).

Psionics (powered conversion only)

The character is considered a Master Psychic, for purposes of saves, et al. The Base I.S.P. is $1D4 \times 10 + M.E.$, +2D6 for each level advanced after 1st.

Initial Psychic Powers (* from Rifts WB 12: Pyscape)

Healer Powers:

Bio-Regeneration (self)

Psychic Purification

Deaden Pain

Suppress Fear*

Increased Healing

Physical Powers:

Nightvision

Resist Fatigue

Summon Inner Strength

Sensitive Powers:

Intuitive Combat *

Speed Reading

Mind Block

Total Recall

Sixth Sense

Mind Melter R.C.C. Only: If the character chose to become a Mind Melter, he or she gains See Aura, as well as three powers from the Additional Powers list below. Alter Aura (normally a Mind Melter base power) is not gained until all of the skills on the Additional list have been taken. Also, despite being a Mind Melter, the base I.S.P. listed above remains the same.

Additional Powers: The Mind Melter (as noted above) gets to pick three of these at 1st level, then chooses from here (as per the R.C.C.) until all the choices run out (at which time the full **Rifts** list becomes open to them). All others, choose one additional power each odd-numbered level (including 1st). The Super Psionics listed are not available until 5th level for non-Mind-Melters, and some of the Super powers cannot be taken until 3rd level by the Mind Melter.

Healer Powers: Detect Psionics, Psychic Diagnosis

Physical Powers: Impervious to Cold, Impervious to Fire, Impervious to Poison, Resist Hunger, Resist Thirst, Telekinetic Leap, Telekinetic Punch.

Sensitive Powers: Mask I.S.P & Psionics, See the Invisible, See Aura*

Super Psionics: Bio-regeneration (Super), Mind Block Auto-Defense, Psi-Shield, Psi-Sword[^], Psychic Body Field, Psionic Invisibility[^], Radiate Horror Factor[^]

* Automatic Power for Mind Melters.

[^] Cannot be taken by Mind Melters until 3rd level.

Side Effects

Whether some of these are beneficial or detrimental may be in the eye of the beholder.

1. As mentioned before, the new Class' experience point requirements are doubled. For a character with high psionics and high combat ability at the same time, this is a quite fair trade.
2. All scars, tattoos, piercing, implants, and cybernetics/bionics are lost in the conversion, including non-genetic birthmarks. If told beforehand, the techs can scan in scars and non-genetic birthmarks, and recreate them by manipulating the body reconstruction (though with the side effect of the scars not actually being scar tissue). Needless to say, any missing limbs, organs, etc. are restored, so males are asked before they enter if they wish to remain circumcised, so that foreskin growth can be inhibited, if preferred.
3. Existing genetic deformities (including recessive genes for debilitating or fatal diseases, even if the disease is not expressed in the current generation) will be corrected. Likewise, damage from a previous illness is not replicated, though the anti-body production/reaction and immunities are. If a trisomal (such as Down Syndrome), monosomal (Turner Syndrome), or damaged chromosome (Fragile X Syndrome) condition exists, it will be repaired through deletion, duplication, or reconstruction of the damaged section from referencing the human genome database.
4. A converted former Borg, Crazy or Juicer will be given a body that is physically about 20 years old, but without the damage that normally accumulates in such a body from two decades of abuse (and those are usually the decades where we abuse our bodies the most). The exterior features can be made to resemble whatever age desired, but the actual biological make-up inside the body will be that of someone in their early 20s. For young, non-powered, patients, the age will always be their

current one, as to not warp their development by denying them puberty. Speaking of puberty, this process totally resets the number of eggs in a woman's ovaries as if she was a newborn. This means the woman could remain fertile for the next 40+ years (35 + 5D6 years). And yes, you horny bastards, it recreates the physical elements of her virginity.

5. The character has to eat a balanced diet of a minimum of 5000 calories a day (6000 optimum). In this context, "Balanced" is 40% protein, 40% carbohydrates, and 20% fats for males. Females are recommended to make the split 40/30/30 instead.

6. Reproduction: The character have problems when trying to have offspring with a partner that has not undergone this process (10% of incompatibility, rolled once per partner). Two persons modified this way have normal chances of procreating, and the child will inherit the modifications (gains 5% of them at birth, 5% more each year until end of teens).

Special Female problems: Women must maintain a minimum amount of body fat, otherwise their periods become irregular, even stop (amenorrhea). This is why the recommended fat intake is higher for women. Plus, during pregnancy and breast feeding, the caloric intake should be increased 50%.

7. Treated persons, and the full-blooded offspring of two such people, age at 1/2 normal rate after physical age 20. This results in an age span of 200-250 years from the point of rejuvenation.

8. Other options: See below

Costs for Treatments

Powered Conversion: 200,000 CR, +1,000 per week of therapy & rehabilitation. The base cost is waived in times of emergency (such as the events in Newtown), and often heavily discounted for Juicers over 5 years, and former slave borgs.

Options:

Hair Color Change:	10,000 CR
Eye Color Change:	10,000 CR
Both:	18,000 CR

Note that these are GENETIC changes, passable down to offspring. Any colors normally available to humans or Zentraedi are available.

Normal (Non-Powered) Conversion of the Treatment:

Effects: Side Effects #2-4, with age set at the true age of the patient.

Cost: 4,000 CR for medical reasons (disabled or deformed persons, including Former Borgs, Crazies & Juicers)

50,000 CR as an elective for cosmetic/minor health reasons.

Contents of Package: Treatment, setting of age (children still have to go through puberty), and physical therapy as needed for the new body. For former amputees, and persons whose deformities prevented them from ever learning to walk, the Zentraedi imprinting program for walking and

running will be included. Similar programs for arm/hand use, sight, hearing and speaking English are also available, at no extra charge as needed.

Options for elective version:

Hair and/or Eye color: As above.

Age: 25,000 CR to set at any age desired.

Minor Psionics: 50,000 CR. Selection is limited. Pick 2 from 1 category.

Healer: Bio-Regeneration, Increased Healing, Healing Touch, Suppress Fear.

Sensitive: Empathy, Mind Block, Object Read, Presence Sense, See Aura, Sense Evil, Sense Magic, Sixth Sense, Speed Reading, Total Recall.

Minor Skills: 40,000 CR per skill. Choices include -

Language with Literacy (Spanish or English): 78% (LGSA forms)

Basic Math: 98%

Pilot Automobile: 80%

Wilderness Survival: 40% (LGSA Earth form)

Swimming: 50%

First Aid: 50% (Humans only; -10% to others)

Rifts: The 23rd Armored Infantry Regiment (NEMA)

The following unit description is based on my own Rifts game, and borrows a bit from the Adam Chilson novels and Rifts: Chaos Earth. It will require some modification for use in others' campaign settings. Most of the description is in the form of fanfic, often as others see the unit, and through the eyes of a few specific members of the 23rd.

Introduction:

From the journal of the commander of militia forces, free city of Youngstown, Ohio.

"They showed up unannounced last night; several companies of mercenaries, and nearly all of them women. Everyone in town is a bit uneasy about this, given what happened last month with Coalition and those New Order bastards. But neither of those forces could hold a candle to the firepower these ladies brought with them! Suka only had one Glitter Boy - the 23rd came to town with over three dozen! Even if we wanted to, we would be fools to attempt to stand against their arrival, which added to the dread the town felt.

"These 'Hyper-Glitters' are the likes of which even Quebec has not seen. Instead of the famous 'Boom Gun', these armors mount a large bore energy weapon, and carry a railgun rifle that rivals the boom gun in damage, but much more quietly and without the recoil. Most have jump packs, some with missiles, and they have an arm mounted laser and a vibroblade, should someone actually get in close. Anyone who has developed tactics around the normal Glitter Boy's weaknesses will find a quick death against these models, as the only weakness that remains is the shining armor that makes concealment difficult - and getting an attacker to leap to the conclusion that "a glitter is a glitter" actually plays right into their own tactics.

"Then, there are the SAMAS units used by the Battalion. Their XO, in charge of the current mission, tells me that while the SAMAS have upgraded their railguns to the same design carried by the Hyper-Glitters, the actual 'Silver Eagle' armors are very old; predating the supposed 'invention' of the Coalition SAMAS by over 250 years! They are armored with the same miraculous armor as the Glitters, which makes them twice as tough as a Coalition version even before factoring in the laser refraction qualities.

"The Silver Eagle is not their only flying armor, however. Their other major flyer is actually bigger than a Glitter Boy, and looks quite alien in comparison. It has no wings, yet can outfly and out-maneuver even their high-tech SAMAS. If what I saw when one of them checked in with their support team for maintenance is standard for all of them, each can carry more missiles than my entire force, including citizens' own assets that I can only call up as volunteers. That they are 'only' mini-missiles is little consolation, as they have over eighty missiles each, and that puts their firepower in the range of THOUSANDS of missiles, in an air vehicle that can cross a battlefield faster than anyone (except MAYBE a juicer) could track them with a handheld weapon or gun turret.

"It wasn't until their camp was being raised that it became apparent that they had a fourth armor type, that most would have overlooked as a simple combat motorcycle. Either while idle, or even in motion utilizing a thruster-assisted jump, the motorcycle would reconfigure around the pilot's special armor, forming an exoskeleton. Besides their obvious scouting and light combat uses, these were also used by their logistics company for heavy lifting and camp construction duties.

"The unit calls itself the 23rd Armored Infantry Battalion (sic), and say that is the name of the unit that the Glitters and SAMAS had once belonged to, prior to the Cataclysm. While the weapons layouts underwent radical alteration in the current 23rd, those armors are, for the most part, genuine pre-Rifts power armors. Only the other two types are of recent design, but based on decades-old designs from the Earth that their 'human D-Bee' members came from. The XO was quite open with me concerning her unit's past, though gave little information concerning the location of their home base, for obvious reasons - mostly, the danger from the Coalition.

"All of the armor, even the new designs, bear the flag of the old American Republic (not 'Empire' - they correct everyone that makes the mistake of calling it that), as well as the symbol of the alliance that America was in at the time of the Cataclysm. That 'NEMA' included the Canadian and Mexican nations, which is one of the reasons, they believe, that Quebec has so many "American" Glitter Boys. NEMA's duty was that of national defense & disaster relief, allowing the less-specialized militaries of the three nations to concentrate their weapons and training more freely on offensive training. This particular unit's ancestor was specifically tasked as a rapid response force to be deployed to deal with terrorists or criminals armed with RPA, and so was heavily armed for the job, but all the other NEMA units were also heavily armed, as they could be sent across the oceans to another nation to work disaster relief, or to act as peacekeepers to enforce a truce between hostiles - sometimes both at once!

"That obligation probably explains why nearly nothing is known today about NEMA. When demons came pouring through the gaping rifts during the Cataclysm, NEMA would have been the one to face them first - and without knowledge of magic, and precious little about psychic powers. Only a few Glitters managed to survive that darkest period of the post-Cataclysm era, and those became renowned for their individual actions, not the force they alone survived from - or that their parents or grandparents had served. What little other traces remaining have been passed off as time anomalies or other nonsense. Things such as the occasional rare find of what appeared to be wreckage from a SAMAS, predating the Coalition, or ancient weapons of Coalition design found in long-lost defense bunkers.

"As for the 23rd, the original NEMA unit had been in the foothills of the Rockies in an underground facility, constructed in the mid-1900s to withstand direct nuclear weapon strikes on a cataclysmic scale. The unit never had the chance to deploy, as they were held back to defend the site, in case some of the demonic invaders tried to take out that command center. Instead, they were trapped in the base by dozens of feet of ash from the volcanoes of the far mountains - volcanoes that left several yards of ash even this far east, still visible if one digs a pit into the soil in an area not used by farming in the last three centuries. Even that was not enough to kill them, as they could have dug their way free, despite the constant earthquakes and continuing eruptions. No, they were killed by an alien invader they could not see, until it was too late to save themselves - an alien plague, that spared none of those trapped within.

"By the time the current 23rd rediscovered the site, the computer running the base had used its maintenance robots to bury all of the dead, and shut down the facility to wait for its rescue. Using the codes provided by their ancestors, who had been accidentally shut out of the mountain, they were able to gain entry, and begin the task they had been charged with from generation to generation - the eventual re-establishment of the United States of America. Ironically, humanity has so grown accustomed to these alien diseases, that the base-killing plague is no more than a variant of the flu now, that only rarely kills, usually those weakened from youth, old age or another illness or injury.

"As a whole, the unit is pretty open-minded toward those not of this world. While there are currently few truly non-human members of the unit, it is more from their home's population breakdown than any form of discrimination, and over half the humans are actually ones born on another dimension's Earth, or space colonies of that Earth. The young lady described to me an Earth where the fall of Ancient Atlantis was through technology, not magic, The survivors of that fall had fled to far stars, becoming corrupt and decadent along the way, even forgetting the world from which their ancestors came.

"Eventually, their gene-engineered slave warriors rediscovered Earth, which was similar to our Earth at the beginning of the Golden Age. The big difference between that Earth and our own, was that the evil slavelords from the stars had lost the most important ship of their fleet in an enemy attack, and that the ship had crashed on Earth at the beginning of the 21st century, and had been rebuilt by a united humanity. The resulting war resulted in a non-magical devastation of Earth on a far greater scale than even this world felt, but in the process the humans had freed the warrior slaves, and they joined together to depose the despots from the stars.

"A quarter-century later, the generation that resulted from the union of the surviving humans and liberated warriors began to seek out other worlds that had been enslaved, only to lose a sizable force through a rift. That force found common cause with the locals that became the 23rd as their society was descended from the old United States as well. Several years after the founding of the 23rd as a combat unit, they were able to contract a good-natured shifter in Lazlo, and found a way to return home - but instead of going back to a much safer, much more mundane, life, they chose to remain here on this Earth, to fight for the noble cause of freedom, recruiting more of their brothers and sisters to the cause, and bringing in even more of the high technology of their home.

"And, their quarrel is not with the Coalition, as much as it is the Coalition leadership's betrayal of their own citizens, in their enforced illiteracy and mind control. Similarly, they are just as dedicated to eventually bringing down the Federation of Magic, and hopefully saving Tolkeen from its ever-more-misguided leadership, though they have about given up on preventing that war, and only hope now to save as many innocents as they can from the war zone, before the conflict erupts.

"Their purpose here in Youngstown is two-fold. The first is to protect the innocents that might get caught between the Coalition and assaults from Quebec or the Federation of Magic. Rather than go through the bottleneck that is the ruins of old Detroit and Windsor, it is more likely that part of the CS forces will go through Iron Heart in the north, while the rest pass to our north to attack Quebec from the south - and that the Federation will not pass up the opportunity to attack those lines of supply that will come so close to them.

"The second purpose, and one that I am certain my fellow citizens will appreciate, is the pursuit of Zenjori Suka. Suka is not a mage, it seems, but a power-mad practitioner of one of the most evil of the mystical martial arts, able to produce a slow wasting death by touch - which was how he engineered the deaths of our friends. The 23rd's XO follows a more enlightened art, and considers it a moral responsibility to exterminate all practitioners of Suka's perverse philosophy from the megaverse."

(Three days later)

The 23rd is leaving a couple squads behind to protect the city, and act as their logistics center, while the rest disperse to other locations, to scout the territory for areas most likely to be threatened in the coming war. I have witnessed several amazing things about this force - not the least of which was that one team consisted of master psychics, in addition to their armor training, and had deployed as an envoy to Psyscape, to try to negotiate assistance in moving civilians out of the battle lines when the war erupts.

"But the most amazing thing has to be the unit XO - if she is their XO, then what must her commander be like? She is completely human in appearance, but her mystic powers make her much more than a normal human. She was accosted by a drunken partial conversion borg last night, and did not back off, as a normal person would do. Instead, she stood her ground, only taking bruises from parrying blows that would have shattered a normal human, male or female. By the end of the fight, she had literally disarmed the borg, wrecking his artificial arms below the connection point, as to not inflict more than mechanical damage to him. A method of attack that, in a similar situation, no one else would have attempted, due to the inherent dangers. It made some think that she might be a metamorphosed dragon, or something else, but our psychics assure us that she was born as human as any of us, and remains so. But even that was dwarfed by her actions this morning.

"Her husband arrived shortly after dawn, in a golden-colored VTOL jet aircraft. He was there to pick up a data drop, and gave her new intelligence gained about her quarry. This aircraft was invisible to the radar of our defense bots, and departed with a speed normally associated with few things other than a boom gun round, rattling windows as it passed through the sound barrier a few miles outside town. Shortly afterward, her part of the force left Youngstown. It was only a few moments ago that I finally figured out why her voice seemed so familiar. Part of her data drop had been an audio recording being sent to her headquarters, having borrowed the use of our recently rebuilt radio station to record it. That recording was just broadcast moments ago, on Radio Free America, the mysterious pirate radio station that the Coalition had found nearly impossible to jam, due to it using a mobile transmitter of incredible power and ability to move.

"The 23rd's exec is none other than 'White Dragon', the leader of RFA's broadcast team, who had gone on sabbatical a month earlier for 'personal reasons', only appearing in recorded shorts. And, now I know exactly what that personal reason was - Zenjori Suka. And, how she sent in that message to be broadcast also showed my why the Coalition and Tolkeen found it impossible to find and shut down the station transmitter, for the transmitter has wings, is invisible to radar, and can outfly anything in the Coalition arsenal."

Data Section 1:

The 23rd Armored Infantry Regiment (NEMA) is a force for freedom in the harsh world of Rifts. However, few people east of Colorado knew of it, prior to the Coalition Wars of 2391-2395 (105-109 P.A.). Of course, the irony is that even most of the official information the 23rd reveals about itself are half-truths.

For one thing, while the NORAD facility was the source of some of their gear (and the designation of the 23rd), it still stands buried and mostly unused, with a connected facility, secret even in 2098, as the real home of the unit. Another important omission/misrepresentation is that of the composition of the populace of the 23rd's home. In reality, the core of the "Reconstituted United States Provisional Government" are all humans (and one AI) from an alternate universe, whose exploratory mission hit a dimensional anomaly in their Earth's orbit. It was they who located the facility through sensors (and that a similar facility existed on their own homeworld) in 2386, and used the access codes they found on a secret service agent (the presidential escape party was killed in the old secondary entrance by the earthquake that resulted from the Yellowstone eruption over 400 miles to the north, with those not killed by an elevator failure or minor rockfalls dying from a toxic gas buildup while trapped far underground). It was only in late 2387 that they started recruiting locals or more than an individual specialist level.

They have since added several hundred more personnel from their home universe, thanks to the efforts of some good-aligned shifters and other mages capable of dimensional travel, as well as over 100 D-Bees of non-human races. Combined with another 3000 closely screened locals, their underground city thrives, while a cover community (numbering nearly 10,000 people by 105 P.A.) of mostly human locals exists as the public home of their ventures, as well as the 23rd, established on the ruins of Peterson Air Force Base, ostensibly having been founded by salvage operations on the buried base, and other surrounding ruins (such as the USAF Academy, the city of Colorado Springs and others) that evolved into a permanent settlement.

In many ways, the city of Peterson acts much like the CS Burbs, attracting those wishing to become part of the society, and acting as a screening method. Unlike the Burbs, the area is fully policed by technical, magical and psychic units (including a number of CS defector Dog packs) to keep the peace, and to prevent infestations of supernatural evil. Since 102 P.A., it has become safer to walk the streets at night in the town than even in such civilized places as Lazlo and the cities of the NGR. It is a far cry from the image of other Colorado communities such as the Baronies and Silvereno.

All citizens of adult age are required to be weapons owners, if not capable of using psionics or magic to arm and defend themselves, and provided a US military-issue suit of body armor (equivalent to the CA-1 in stats, but without the skull look). Unsavory types tend to die quickly if they try to bully their way around town, as the law protects those who use equal force to counter a criminal act. The last attempted gunfight in town was in 106 P.A., and resulted in both gunfighters being sniped by stun weapon fire by onlookers before they could draw, and after the investigation, both were teleported to the city of Char, near the Atlantic coast, and dropped off there minus their weapons (seized and auctioned off to generate money for poor citizens to buy their mandated defense weapon). The standard mandated weapons, by law, have to have either an S.D.C. setting, or some sort of stun setting or attachment (including stun ammunition for projectile weapons - a common item for sale is a TW-derived wisps of confusion "bullet" that can be used by non-mages,

and is available in a derringer launcher form adaptable to being an under-barrel mount for energy weapons.)

Another part of the 23rd's layers of deception is that they refer to their force in the field as the 23rd "Battalion", when in fact, that force is actually one battalion within the regiment. It's just that the full regiment has never been fully deployed, and having their public face as a much smaller unit helps build another layer of secrecy over the operation.

Chi-town, in the period between the Unity speech and the start of open hostilities

"Sir, the kidnaping of your cousin and her lover is not what it seems," Major Kayla Shannon reported to Joseph Prosek II, the second most powerful man in the Coalition.

"Major, what is your evidence?"

"Sir, I was sent out into the field long ago; my young appearance belies my true age. When Colonel Lyboc took over the Intelligence Division, I was one of a number of agents cut off from authority while in the field. Many of those 'left out in the cold', to use the old analogy, whose identities Lyboc's people knew, he either killed, or arranged their deaths, if could not win them over to his twisted interpretation of the rules."

"And this charge of insubordination is relevant, because...?"

"Because, one of the things I did to try to fulfill my duties while cut off, was join a mercenary unit. That unit was one later assimilated into the 23rd AIR. While I was never able to get technical data for the transforming exoskeletons, I examined them physically in some detail. The armor from one of the dead kidnapers was only MADE to look like those armors; the material composition and mechanics are completely different."

"In what way?"

"The legitimate versions were constructed from a laser dissipation ceramic, that so far Lone Star's labs have been unable to duplicate. It gives laser resistance comparable to Glitter armor, without being reflective, by absorbing and redistributing the energy. The fakes appear to be more conventional armor - rigged to look like it was the exoskeleton, but actually non-transforming. But, there is something else different about the armor composition."

"Explain."

"The laboratory chemical analysis is consistent with samples that myself and others brought back from the field. There are several hundred armor suits in the possession of Tolkeen forces, as well as the more technologically-friendly Federation forces, that use this armor composition. They don't all use magic, after all. But, this is a custom suit, not one of those mass-market standardized suits. It had to have come directly from the manufacturer."

"Who is the manufacturer?"

"No one we can bring in for questioning, unfortunately. For, part of the time I spent as a mercenary involved a rescue mission off the Atlantic coast. The race that manufactured the fake armor is called the Kittani. They are allies to the Splugorth alien intelligence that has claimed Atlantis, that sends his slavers ashore to bring back anyone they can catch, human or D-Bee, to be sold in the dimensional slave auctions - an auction site almost as large as Chi-town itself. The lucky ones become slaves - the unlucky ones become some alien thing's dinner. My companions and our guide arrived too late to save, or at least to attempt to buy back, our target, and had to find an open-minded fiend that would hire us to escort a shipment to Tolkeen, instead of just eating us or putting us on the auction block.

"The Tolkeenites got their shipment - along with several time-delay fusion blocks that incinerated the shipment and its buyers. We made off with two of the armors from that shipment, and I turned mine in to Major Fowler when I came back in from the field last year. The unit is called a 'K-Universal' - a unit very similar to the NGR's TC-20, but superior in most aspects. The bogus armor from the dead kidnaper is 100% compatible chemically with the armor of the K-Universal."

"Are you certain?"

"Absolutely. In addition, from the data I managed to bring back from that alien arms dealer, while the Kittani do make custom suits, they do not sell their armor formula to non-Kittani, and it, too, has not yet been successfully duplicated at Lone Star. Either you have to buy a bunch of pre-cut replacement armor sections for a custom suit, or you have to take it to one of the Kittani aliens for repairs, if you don't want to have to replace the entire armor section with cheaper materials. The Naruni have similarly strong materials, but of a quite different composition - apparently due to corporate wars and lawsuits on a galactic level, in one of the dimensions where the two races compete for arms contracts for a galactic federation."

"I... see.... Why do you think this has a connection to Lyboc?"

"Two days ago, Colonel Lyboc's goons in the black market brought in two corpses in freeze tubes, along with a large shipping crate with life support functions. That same crate left town six hours ago, the disappeared in Firetown at the same time that four different psi-patrols, on alert due to the incident with your cousin, detected a rift being opened at the same coordinates, based on triangulation of their position and sensing strength. Four bodies were found sacrificed there, with forensic evidence indicating recent contact with the trace chemicals associated with a K-Universal armor. One had bruising damage on his side in the same region as one of the escaping kidnapers was struck by a C-40R burst, during the escape. The sacrifices powered the rift, though I'm pretty sure they didn't realize that was to be their fate when they took the job.

"Backtracking the box led to one of Lyboc's safehouses, and the corpse transport tubes. Genetic analysis of the trace cells left inside the tubes matched Megan Prosek and Roy Hayes, and were left behind by a fast-grown, unliving corpse, such as the type Dr. Bradford developed to allow fully-compatible organ transplants instead of biosystems, before that project was written off as being too costly a proposition for general use. The results from the scene of the 'deaths' of the kidnaping victims are still pending, but it would appear from a finger recovered, that the clone corpses were substituted at some point, as the finger was totally lacking the calluses that result from normal day-to-day actions, let alone operation of a PA-08. Simply, the skin was too pristine to have been legitimately from one of the victims."

"What motive would Lyboc have for this?"

"Revenge. Hayes was one of the few males allowed to use the armor that the 23rd has, and it was in one of those missions where we both were undercover in the 23rd, that we interrupted a deal going down in the ruins of Old Chicago. Sy - I mean, Lyboc's pet Psi-Stalker, Silent Death, saw Hayes without his helmet, not to mention that Hayes killed two of Sy's pack, as none of them were dressed in anything resembling a Coalition uniform, and were shooting to kill us. Sy must have recognized Hayes when we came back in from the cold, and sent a not-too-anonymous message that Hayes would suffer for crossing his superior,, who was the real power in Chi-town. I would have been similarly targeted, had they known I was there for that incident as well, but he's the only person still living that they got a good look at.

"If Hayes got any closer to your family, Lyboc might have been exposed for what he truly is - a profiteer that betrays the Coalition every time it could earn him an extra credit or two. The deal Hayes interrupted, that I came in as backup for, was gone when I arrived, but Hayes said that it was with a couple representatives of the Feddies, concerning a prisoner they held. The demon mage originally was talking a king's ransom, somewhere close to a ten-digit credit amount, but Lyboc turned it around, offering to pay them if they KEPT the woman prisoner, instead of releasing her. Hayes said the demon was taken quite aback by this - before commenting that Lyboc had a soul as black as his own."

"A... a woman, you say?" Prosek was stunned. It had been kept secret, but a woman had been rescued from the Federation by Cyberknights, and returned to Chi-town. The major couldn't possibly have known what had transpired, or who the woman was that would have been worth such a ransom - though her description was eerily close. But, here she was, supplying proof that a CS officer he had - well, not completely trusted, but who had his uses - was complicit in the kidnaping of his cousin - AS WELL as the captivity of his mother, only recently rescued, and not revealed as being alive to the populace, as she had been thought dead for quite some time.

"They seemed to think she was worth a lot. The fee for keeping her was being negotiated when one of Hayes' team accidentally disturbed the proceedings, resulting in the firefight."

"Thank you for your information, Major. Anything else?"

"Sir, I would like to take my unit to the Quebec front; tomorrow morning, if at all possible. When the hostilities begin, I want to be as far away from potential retaliation by Lyboc's allies as possible, and my exposure to the 23rd and its unique G-10 derivatives makes me one of the few Coalition officers to train against non-standard Glitter Boys in more innovative settings. I'm sure that there are many more new types of Glitters in the Quebec arsenal than just the TX-550, and it's my experience that too many young officers, and a few not so young ones, automatically assume that all Glitter Boys have the exact same weaknesses."

"Very well. Have your troops assembled by 0600. I'm sure we can make room for you, and the transports can always use an additional SAMAS squadron flying support, passing as close to the Federation as you will be."

Kayla saluted, turned and left. Joseph Prosek II then went to the left wall of the room, and opened a hidden door.

"Captain, your superiors say you're the best telepath in Chi-town service."

"That's what they tell me, sir;" the young woman replied. "If I wasn't, I probably wouldn't be trusted anywhere near you, sir."

"Hmmm... Good point. Was the Major being truthful? Any errors or omissions?"

"As truthful as one can be, under the circumstances. Some of her statements were conclusions, not solidly supported. But, they were the same conclusions anyone with her facts would come to. As for omissions...."

"What were they?"

"As she inferred, she had some contact with Lieutenant Hayes prior to the kidnaping. What she didn't say was that Hayes told her was that, while he was a unmarked registered psychic, carrying his registration in card form as per S.O.P. for covert mission troops, he'd discovered that your cousin is an unregistered major psychic as well. He called her for advice on how to handle the situation, as if he ever got carded, his registration is on his personal ID. He was afraid of what might happen to him if someone thought he was overstepping his bounds, being a psychic and people automatically assuming she was not, due to her family name."

"I see - he was afraid of being arrested, or assaulted."

"More likely, lynched, or worse. Megan was under the impression that no one knew."

"My dear, silly, cousin. Her mother found out through tests when Megan was a child, and told my father and me immediately. Had the need ever developed, I was going to use her as an example to eliminate some of the restrictions on psychics in the military, so we could field an army of psychics to fight the Federation on more even footing. People such as yourself, of course, would remain a state secret - but aren't all ultimate weapons?"

"And, well taken care of," the psychic replied. "Who would ever even dream that a literate 'mind-melter', let alone a team of us, kept the imperial level secure from outsiders? Or, get to examine the three-hundred-year-old equipment that allowed your father and grandfather to defend humanity?"

"Anything else to report from your scan?"

"Only that she's certain Lyboc stole the Skelebots. She believes he found a pre-Rifts automated factory, then kept it for himself. And, frankly, she may be right. The files concerning the first few years after the Cataclysm describe a unit very similar to the Skelebot in use by NEMA. But, unlike the SAMAS and our older weapons, no examples were left in the bunkers your father had excavated, nor in Lone Star, as they were US Army bunkers, not NEMA ones."

"I think that after the Lyboc situation is taken care of, we need to have a talk with Major Shannon and her "old friends" in the 23rd."

Musi Freeman had grown to like her double life, despite the hardships it placed on her. Most of the time, her alter-ego "Captain Melissa O'Neil" was supposedly working on research projects either in the depths of Chi-Town's secret levels, or in the similar areas of Lone Star, with her secondary duties being the testing the anti-supernatural defenses of the leadership levels of those cities for potential vulnerabilities. If someone actually thought to check the logs of the various outposts against each other (which compartmentalized security clearances made virtually impossible), they would see than in 104 P.A. she supposedly spent 420 days of a 365 day year on duty somewhere, not counting 20 more days of transit time. Her actual time under cover was much more modest - 2 days a month security duty in Chi-Town, unless needed for another event (such as the debriefing), and quarterly trips to Lone Star. Additional time doing research was less regimented, but often involved more research for those of her true allegiance than for the CS.

Her cover identity was purposefully set up so black that, other than a dozen members of the Coalition psi branch in each capital, as well as the leaders she protected, knew she was even a psychic, though her quarters in each place are such that she can't leave them without being let out - at least, that's what the CS believed. One of her psi abilities not found in the local populace was teleportation on continental range, between familiar locations, and she used that ability, combined with a solid holographic technology from another universe (that she installed in her quarters) to ensure that no one would be the wiser when she was gone, as the hologram's AI would contact her via a locally-sensor-proof comm link to return immediately, if she had to make an appearance.

As backward as it might seem for a group intent on the destruction of the Coalition States as they currently existed, she took her duties extremely seriously. Having one of the Proseks or Dr. Bradford die from the actions of D-Bees, psychics, mages or some other repressed group would only serve as a catalyst for worse hatred. The Coalition had to be brought down from within, by its own people, if it were to escape the evil being inflicted by its leadership. And, that's where Kayla and her coworkers come into the picture.

Data Section 2:

The core of the "government" behind the 23rd AIR are the 48 persons from the LGSA post-Invid Robotech setting (found elsewhere, on my site). All the members are psychic, on power levels ranging from major (at minimum) to well beyond the level of a high-level mind melter or Achilles Neo-Human. On discovering that the ARCHIE TWO system running their new home had the information on all the hidden "back doors" of the computer type that Chi-town had salvaged and reproduced for their own use, they used that information to infiltrate the Coalition, and establish false identities for a half-dozen members. These included Roy Hunter (the mission's military leader), Musica Freeman (their most powerful psi), Daniel Derekson (the mission's second-highest military leader), Miriya Freeman Tul, Lynn-Karen, and one of their earliest recruits, a martial artist from yet another dimension they'd encountered on a mission to the Yucatan. In fact, that recruit made the initial penetration of the CS it allow the hack.

All but Musica were given low-officer ranks, and field designations indicating detached service in the field as deep cover agents, without obvious CS connections. Musica, on the other hand, had to dye her hair, and use various means of suppressing her power level, insinuating herself into the top secret technical labs before arranging to have an accident "awaken" her powers, then

using her education and partially established background as a fervent CS loyalist to convince her superiors to make her into a one-of-a-kind special asset to defend Coalition interests, and to use her telemechanics to unlock the secrets of recovered technology. General Cabot is probably the one senior officer she had worked most closely with, in establishing this persona, and she has his implicit trust. The downside is that she can't really go out into Chi-town proper (only a few highest-security levels), and Desmond Bradford doesn't really trust her (but because he thinks she is a spy for the Proseks, which ironically she had never been called on to do prior to the incident involving Megan, as its perpetrators had come up from Lone Star with the "special materials" for the project).

Over Indiana, in route to ruins of Erie, Pennsylvania:

"Major Kayla Shannon", actually Major Kayla O'Conner Konda of the 23rd AIR, was torn between events. She had actually gotten close enough to the heir apparent to the CS leadership to touch, without anyone being the wiser. Of course, it helped that the "captain" from the CS psychic branch was actually her friend Musi, whose own cover ID was set up the same time as her own, and was tagged to be called on to provide psychic confirmation of her report.

Kay was sure her adoptive father would have approved of the means by which they were attempting to effect change. He was of the old school; the ones that furthered the belief that "Ninja don't really exist, except as a 20th century fairy tale", all the while sending his clan out to stealthily protect the innocent, resorting to violence only as a last, usually defensive, resort. She, herself, had been rescued by him at the age of five. A corrupt orphanage in her native Ireland had faked her death, and sold her to a group that smuggled her into Japan, with the intent of being a sex slave for a depraved yakuza leader. Before the pedophile could lay a hand on her, the ninja struck, freeing her, and setting up the appearance that the crimelord had been assassinated by one of his rivals. This set off an underworld war that had many victims worthy of death picked off by the clan, typically in a way to further the conflict. That gang war ended with the collapse of both organizations, and number of the mobsters' children, young enough to start new lives, in the care of the ninja clan as well.

Due to her origins, Kay was about as far from what one would expect a ninja to look like, as one could possibly get. Green eye, a mane of red hair (when not covered by her helmet of stealth hood, that she kept at shoulder length despite the hassles with concealing it), and the pale skin that usually accompanies the other two genetic markers. On her home Earth, she could pass as a native of Cork or Kansas as easily as she could of Kyoto - at least, on the phone, as ironically her biggest difficulty in blending in was on the streets of her adopted home, as acting too Japanese would make her stand out (making her have to pose as a student or diplomat on Japanese missions). All of her training, though, would fail to protect her on her last mission for her clan, as she ran into a most unusual mission delay.

She was chasing a great evil, an abomination of a martial artist - if you could call someone whose "martial prowess" used focused chi through tough attacks to inflict pain and misery an "artist". She was seconds from being close enough to run him through, and ending his evil forever, when IT happened. Maybe it was a pure coincidence; maybe he had pissed off some ancient god, and she was caught up in the fringes of the retribution; most likely, it had something to do with the ancient artifact that was in the same room as the two of them, that was probably one of the reasons

for his presence there. Whatever caused it, though, she found herself surrounded by an immaterial white fog, and when she finally found her way out of it, she was standing in stone ruins.

Recognizing the Mayan style from a mission to Mexico a few years earlier (again, having to pose as a tourist), she wandered until she found the remains of a town, then used her PDA's atlas program to figure out her location, cross-referenced with the more modern ruins' identity. Not quite realizing that she had traveled to a different, post-apocalyptic, Earth, she figured that, even if the town she had left had been abandoned due to a natural disaster, it was probable that tourist attractions would still be visited. This put her at Chitzen Itza three days later.

When there, the place was even more desolate than the other ruins, yet intact and occupied by demonic things that even she had believed were more myth than reality. Her skills in stealth were pressed harder than ever before, but she managed to find her way past the demons, following the sounds of a woman in pain. That woman turned out to be a captive - a woman of Chinese ancestry, in the throes of labor. Kayla helped her deliver the child, after sneaking into the structure, and then went back out to fetch some water for the woman to drink, and also to bathe the baby. Amazingly, after drinking the water, the mother was back on her feet, and the child was similarly fortified by the bathing. The two women talked for a few hours, Kayla finding out that Janice's parents had been ethnic Chinese born on another world's Japan in the 1990s, and that she was a martial artist as well. Even more bizarre, she had an older sister named Kayla, named for a family friend, and that the older sister had been separated from her two younger sisters in the accident that had deposited them on this nightmare Earth. Janice had been on this world for over a year, and what they had learned about this planet struck fear into even the heart of the normally unflappable Kayla - such as the fact that the ruins they were in were filled with vampires, their demonic allies, and the horrors that gave vampires their unlife.

They made their escape around noon, eventually joining up with those who had come to rescue Janice, including Janice's younger sister, Karen. Unlike Janice, who studied Shao Lin under their father's tutelage, Karen had studied the more aggressive Leopard style with him. In addition, he also taught her some of the basics of another art he had studied, in a period where he had seemingly dropped off the face of the Earth for most of a decade - a slightly different form of ninjitsu than Kayla's own. Intrigued, she joined their group, and eventually married one of the group's members, a half-alien (though that distinction was a bit odd, as her 'alien' in-law was really just a genetically enhanced human).

Later, the group rescued the survivors from a ship of her in-law's race that had crashed in the Rockies a decade earlier, and was running out of food. The ship had been crewed entirely by women, and they had little experience with normal human society, and needed a firmly regimented lifestyle to keep them focused during their reeducation. Since all the women had been trained as power armor or robot vehicle pilots, they would be retrained in the equipment of her new home, power armor from this world's past, while learning how to be human. From this beginning, the 23rd AIR was reborn, adding equipment from her husband's world to the mighty arsenal the group had salvaged.

Here, she was effectively the sensei; the clan master as well. And, she had the same duty for her women as she had been given to her. For, they had just finished their retraining when word came that her old target had emerged, having been deposited in another part of North America on his arrival. This time, either by her hand, or her troops', Zenjori Suki would die.

If only the "Campaign of Unity" hadn't intervened, she would be with them now. Instead, she had been stuck with her CS unit for most of a year, and it hurt being separated from her husband and son, let alone her actual command. As much as a coping method as anything, she began manipulating her own CS unit's composition, transferring out the human supremacists, and taking in those who were reported as too soft of D-Bees and other undesirables, while wiping that stigma through her back-door codes from their records. Hopefully, by the time the war did actually erupt, the rest of her squad would be ready to defect with her.

Data Section 3:

Over 60% of the 23rd are actually micronized female Zentraedi, of which 10% are actually second generation Zentraedi who came to Rifts Earth to help educate the ones rescued locally. Of the remaining personnel, only five are members of inner circle of the original 48, and they are only semi-active within its ranks. This is due to an incident after Freya's rescue and exposure of Hera's crime, that led to all of the inner circle's females but Musica (who was undercover in Chi-town at the time) pregnant. Thankfully, the Zentraedi females were also out of base on a training mission at the time. By the time things sorted out and the children born, the danger of the Apocalypse Demons in Africa (the original impetus for the 23rd's formation) had passed, and a clash with the 1st Apocalyptic Cavalry served as impetus to serve in a counterbalancing role against all the bigoted, bloodthirsty or just plain insane groups out there.

Janice, not only taking care of her own child, but helping her little sister with a set of quint, took on the job as primary broadcaster of the truth for Radio Free America, which used one of the VAF-8/VBF-2 combinations as a relay transmitter (a transmitter that often flew high enough to be immune to about anything Earth-launched, but low enough not to trigger the orbital defenses). Both sisters served as martial arts instructors to the Zentraedi and other new recruits, as their schedules would allow. By the eve of the Quebec & Tolkeen wars, the fast-maturing children were big enough to enter preschool or primary school (not to mention Karen's two demi-goddess children aging much like their father, and being teen-sized in a year), and the sisters took over for Kayla, who was now stuck in her undercover role inside the CS military.

Near Liberty, former state of West Virginia:

"Kay's gonna be pissed," Karen commented to her sister, buffing her rune sword that she'd picked up in Azlum, in the mission that came close to driving her permanently insane. As it was, she came out of the fringes of the light much less self-centered than the loose cannon that had gone on the mission.

Of course, she didn't escape completely without change - That former personality still existed as a buried alternate, that had emerged in the fight with the demonic forces guarding the approach to Freya's prison in Hades, and that gung-ho personality nearly got them all killed. Of course, that same personality also caused her life to become quite bizarre when Freya arrived in their hidden base, wearing her necklace recently retrieved from Olympus. She and her roommate were entertaining male guests, one of which was Hermes (whom had started a relationship with that more

wild persona). The situation that the four woke up to the next morning was awkward enough, even before they found out that, due to the magic necklace's influence, both women were pregnant by both men - her roommate with one child by each, while she carried two children by Hermes, and three more by the mortal (who ended up marrying Karen, while having to deal with the consequences of his other child - whose mother was his cousin). But, she really didn't need it coming out in this current mission, since she was a mother of five, and stepmother of two more - at the physical developmental age of 22 and a chronological age of only 15.

"She knew that there was a good chance that she'd be stuck under deep cover when the time came, even before Roy got himself kidnaped." Janice sighed, scanning the horizon for signs of their quarry, as she flew the HX-355. At one time, their mother had encouraged all three sisters to pursue Roy's affections, but when it became clear that their older sister had the inside track, they went more in search of those more like themselves - which made it all the more ironic that their sister didn't get caught up here with Roy, like they had been, but had gotten herself stranded on an alternate of their own world's historical past, and had found love again with a local there, over 20 years before her birth year. Roy having been very close to having become their brother-in-law, he was still family of sorts, and it amused them to no end to find out that their sister, who had always sworn she was going to wait until her wedding night, actually had been pregnant when the mission went to hell, and had been the single mother for over two years that their parents had always worried that Karen would end up as.

"Yeah, but she would have at least had the opportunity to check in on her family, had Roy not gotten himself involved with a Prosek. What was he thinking? Hell, next time we send a message to sister-dearest, how we gonna explain to her that not only was Roy kidnaped, and is still missing, but he was doing it while involved with a woman other than Lisa Marie?"

Lisa had been their sister Kayla's roommate, and it seemed everyone BUT the three involved parties had realized that Roy's heart was being pulled in both directions prior to the accident - and, given that their home society had made polygamy legal due to war taking out almost half the male population born between 2000 and 2020, they could have both married him. The problem was, that all six parents involved were a bit old-fashioned and would have thrown a fit - and the way that the three had been raised made it to where it never really crossed their mind - though most of their relatives of their generation had long saw it as the only workable solution for them. There had actually been discussions between Janice, Lisa's aunt Aurora and Lisa's twin sister Mir prior to the accident that it would probably be in the trio's best interest to waylay them somewhere during the mission hundreds of light-years from Earth, and force them to come to terms with the triangle.

"I wouldn't put it past her to come back with the courier, and join Ninja-Kay in hunting him down and beating the crap out of him for being such an idiot, and not being at home with Lisa. His rogue mission jeopardizes our entire operation, and I don't care HOW cooped up he felt being restricted to base as the temporary President of the United States - he'd be clear of that title next year, anyway, and it would be up to another one of us suckers to take on the job. Granted, it would be a conflict of interest for me as 'White Dragon' to even be considered, and you have your own twin disqualifiers in Urd & Skuld, since they represent a link to an alien realm."

Janice was only mostly serious about the latter, but the rules could be interpreted that way. Karen's two Greek demi-goddess daughters, named for the Norse Fates (as a sort-of goodwill gesture between the two, and the fact that it was a Vanir Norse goddess that caused their conception) could

be considered the grandchildren of a foreign monarch. So would her stepdaughter Verdandi, who had discovered an old graphic series of magical characters with the same names as she and her sisters, and now preferred that series' variant of her name.

"We're almost there... We'd never known where to look if that techno-wizard hadn't shown up back in Youngstown to pick up his engagement ring."

"Yes, but how does this play into that vision you told me about?"

"I just don't know. He says that the Coalition troops have been really decent people - even if their situation worked out originally more like the old saying, 'the enemy of my enemy...!'"

"They sound like the kind of recruits we're always looking for. Ones that have had a reality check tend to be more willing to come over than those with only word of mouth. I just wonder why Van didn't turn to his clan for help. I mean, even I pegged him as being a true son of Atlantis on sight."

"I'm not completely sure, but I picked up a feeling he's not exactly welcome where he came from. I mean, the very fact he's a techno-wizard says a lot about him being a maverick among his own people, who tend toward dimensional and stone magics."

"Captain!" one of the two Silver Eagle Pilots flying escort for them called out.

"What is it, Angel?" Janice replied.

"I've spotted the Coalition APC at maximum magnification- it looks like it's damaged badly, and the passengers have dug into the neighboring hill, and are starting to fight off an assault from Suka's goon squad."

"Any mecha?"

"I've got a Multi-bot, a bunch of borgs, and a Triax Forager on target ID."

Suddenly, the distant hillside, still several miles ahead exploded into flame.

"Holy-"

"What happened?"

"It looks like the deadheads had the slope of the hill rigged with enough fusion blocks to blow up a battleship."

"Casualties?"

"Most of the non-borgs in the attacking force are toasty. Score one for the pyromaniacs!"

"Angel, Mara, start picking off the remaining borgs at extreme rifle range; no need to show yourself yet."

"Roger, Captain," the two Silver Eagles acknowledged.

"Nivia, bring up your Q at top speed, and fire a missile blanked over the borg formation. If your sonic boom won't get their attention, the missiles will."

"On my way - Hey, the Forager's down!" Nivia reported, in a most un-Zentraedi-like manner. She was one of several second-generation Zentraedi that had come as volunteers to to retrain the rescued Zentraedi, leaving the relative peace of New Zarkopolis for a life of adventure. "That Coalition borg's got balls like Breetai! Now he's going after the Multi - I believe it now, that he survived being shot by a Glitter, before he got borged."

"What's he doing with the guy in the fur hat?"

"Don't know, but I don't like what I see - that second borg formation looks like they are about to shoot them both!"

"Nivia, Full Toast, centered on the Spider-guy!"

"Crispy Borg, on the way!" Nivia screamed in low over the formation at over mach 2, firing 21 plasma mini-missiles, a quarter of her full load, on Drake. It seemed as if a rift to the pits of hell opened up under Sledgehammer Squad as the missiles detonated.

Trenton saw Kruno flinch, as a blast of heat hit him from behind - Kruno was actually facing in that direction, and the concussion put both men on the ground.

"What the hell was that? Kruno gasped. "I think I'm blind."

"Hell if I know - just saw a shadow pass over before the explosion. What was the target?"

"Drake - that bastard with the four arms. He was about to waste us both, but... I'm seeing blurs now, looks like my vision's coming back. What's it look like?"

Trenton looked back, in the direction of the explosion. There was a smoldering glassy crater where Drake had apparently stood. Two-thirds of Sledgehammer was gone, or down and obviously not moving. The other third were trying to regain their footing. This time, they knew it wasn't an explosive line that hit them, but a missile volley. They ignored Trenton & Kruno, and started scanning for whatever launched the missiles.

"Stay down. If we're lucky, whatever hit them won't come back for a third pass."

"Third?" Kruno asked.

"They'd already hit you guys once - one of the attacks earlier wasn't a fusion block line was actually their first attack - we didn't place any missiles over where Drake's bunch was hit the first time, but that volley appeared to be a blanket volley - looks like the second was going after a specific target - I'd say Drake, since I don't see any identifiable wreckage of him."

"Someone's got a shitload of missiles, and ain't stingy in using them. I don't know of any launcher with that kind of firepower though, even in the form of two volleys."

The air started filling with the "cracks" from high-speed single large slug railgun fire, the sound of the round breaking mach, combined with the impact sounds on the targets, as the survivors of Sledgehammer started dropping back down for good.

"Where the hell is that coming from?"

"Sounds like from two different directions - I've only heard one gun like it before; one my former associates took off some sort of alien robot woman in the woods a few days ago."

"Damn, I'd like to have one of those," Kruno muttered, his vision clearing enough to see a single round go through one Sledgehammer borg, then take the leg off another. It probably wouldn't have happened before the two missile volleys, but now the borgs were wrecks.

"I think they're all well done, now."

"Filthy bastards let all my men die, then came in to kill me too."

"Well, I guess you're not going back to the New Order."

"Damn straight. I wonder if First Strike is hiring?"

"Go find out - start walking back to Liberty. You try to move toward Suka's bunch, or to pick up a weapon, and Sarge on the hill will finish you off."

"No problemo." Kruno set off in a slow jog - about as fast as he could go, after the beating he'd took.

"Cowboy, Sarge - let him go. He's had enough of backstabbers, too."

"Trenton, get your ass back up here, in case someone else shows."

"Do I count?" asked an amplified female voice from the bottom of the hill. The Coalition survivors turned to see what appeared to be the mutant offspring of a Glitter Boy and a SAMAS.

"Who the fuck are you, lady?" Winters demanded.

"Bravo Squad leader, 23rd Armored Infantry, Eagle Company. In other words, one of the three teenage girls that just saved your sorry asses."

"I ain't ever heard of any 23rd. Who you with? Quebec?"

"Would you believe I work for the United States Government?"

"No, I wouldn't. The US was destroyed when the Rifts came."

"Almost, but we're feeling much better now. Other than this pretty new gun, this is a genuine United States NEMA Silver Eagle SAMAS, that walked off the assembly line in the fall of 2098 - two months before the Rifts came. The Coalition make is an inferior ripoff of the standard military model, and the new Striker the Coalition just unveiled for their special forces is actually a duplicate of the heavy weapons variant. Hell, the Black Market SAMAS the Coalition keeps claiming are ripoffs appear to actually be duplicates of the even newer models that were being tested when the Rifts came, almost 300 years ago."

"Not all that surprising, given the shit we've uncovered in the last month."

"My teammates say the coast is clear. Come on down, and we'll help you treat your casualties. As long as the dead ones are still warm, we might be able to bring them back in no time. As for any others, as long as their brain is intact, we might be able to save them - but that takes longer, and it won't be as a borg, either. In fact, we can de-borg people by growing them new bodies, back at our home base."

"Now I know we're dead, and this is all some sort of post-death delusion."

Data Section 4:

The 23rd puts on a good public show of being "normal" humans, but their command and support means behind the scenes is another matter entirely. While a good amount of supplies can be bought from locals (and are done so as a goodwill gesture - but always checked prior to consumption, to be safe), the rest of the supplies not actually carried in their logistics train (and to resupply the train) are brought in via psychic teleportation (a means rarely looked for, as it's almost unheard of as a psychic power on Rifts Earth). On those occasions where the amount being transited is too big for a psychic teleport, then a Dimensional Portal spell is cast to Peterson, and the material passing both ways goes through. The latter isn't always an option, and sometimes doing it requires that one of the teleporting psychics actually go to Peterson first to either provide coordinates, or to bring the mage back to cast to Peterson (for a greater chance of success).

The highest level of command circuit is a telepathic one. "Seconds" have a telepathic range with those they are familiar with of thousands of miles - up to two light-seconds if both possess the ability. Ironically, the Seconds with the best telepathic range (those classified M-type, with an intra-family telepathic range that is at least interstellar) are not actually represented in the 23rd, though Janice and Karen can receive on it only, due to a gift granted to their family by the powers responsible for the Seconds' existence. As a result, supply requisitions, new orders, and a lot of correspondence that would have been handled by phone calls or mail in a 20th Century military unit (including many of the psychic troops' personal communications) are handled this way. It's allowed Janice & Karen to keep in touch with their family, and even contact Kayla in her cover ID with the Coalition, but the latter can't initiate the contact.

The medical facilities are perhaps the largest deviance from local norms. They are stored in several semi-trailer containers, and can be moved off the trailers using the Emaan inertial technology adopted by the LGSA in a matter of minutes. As most of the non-Zentraedi troops (and all of the LGSA Zentraedi present) are psychic, and have at least self-healing capability, only the triage,

surgery and long-term care facilities are typically with the field unit (several disaster relief units and three times the facilities of the field hospital are present in Peterson with the actual Mobile Hospital Company, and can be deployed in under an hour using dimensional portal spells). The surgery teams mostly consist of those with psychic surgery skill, but all of the surgeons (psychic or not) have a full M.D. degree and training, as well as the psychic abilities of increased healing, psychic purification and healing touch. These powers are also possessed in the triage personnel, and are often used as a means to get the minor wounded back to a useful state, and to assist in treating the more severely wounded.

The "long-term recovery" unit is somewhat of a euphemism. Since psychic powers (bolstered by magical healing and regeneration spells) will make most of the long-term conventional recovery cases non-existent, it is actually more for use with physical & mental rehabilitation, especially from "tubed" patients. For, the LTR unit possesses and uses cloning/alteration chamber technology from the LGSA, which can be used for the following:

1. Complete reversal of Borg, Crazy, and Juicer conversion, as well as less radical regrowing of missing limbs and organs.
2. Correction of congenital and genetic birth defects.
3. Reconstructing a recently dead person, restoring life (So long as the brain is reasonably intact and fresh).

The first major use of the technology in the field was during the Juicer Uprising, when it was deployed by the "Lang Medical Technologies" front company of the 23rd's parent group to attempt to save as many Juicers from "Last Call" as they could as an alternative to the Prometheus Treatment/Phoenix Chip (they had encountered someone with a malfunctioning chip, and recognized it to be kill switch, prompting the mission), and would also save several more even after the kill switch was activated, by reconstructing them minus all the implants while the pseudo-zombie was restrained in a chamber. While LMT offers a "New Life Treatment" designed to give a totally genetics-based alternative to Juicer/M.O.M. conversions, such usage is not programmed into the 23rd's chambers.

Of course, if all else fails, or if the brain is too damaged/too old for technological restoration, then the patient (if a unit member or valued ally) is sent back to Peterson for Resurrection or similar magic. Prior to the Coalition wars, only one 23rd member was ever lost permanently, and that was due to near-total loss of the body.

New Order Base Camp:

Zenjori Suka looked out at the carnage that had just played out on the distant hill - where had those power armor come from, and how could they have so much firepower? That missile carrier, especially, that flew over so fast that it created a sonic boom. No one on Earth had power armor that fast - only a few jet aircraft even approached those speeds, since the Cataclysm. Behind him, the remnants of his once mighty army were breaking, after seeing Drake's forces incinerated as if they'd stepped into a crematorium.

"Colnae?" Zenjori called, turning to look for his mage.

"He's slightly inconvenienced at the moment," a young Asian woman said, as she dropped the mage's corpse to the ground. "A minor case of the deads." She stepped over the body, a Sword of Atlantis dripping blood in her hand. "Pull-my-Finger-boy is all yours, sis - I'll take care of his mind-moron."

Notec looked at the girl, and took a step back. Her aura was nothing like he'd seen before; a power level greater than the lords of Psyscape, intermingled with an aura similar to Suka's, but much purer. Flickers of other powers shown in the aura. She had lain with a god at some time in the past, borne at least one demigod; the tendrils passing through her aura shown as much. Her sword had an aura of its own, being a greatest rune sword. Even it was a study in contrasts - the glow of good, cut through with the aura denoting that the sword was made using the soul of an adult, perhaps even ancient, dragon - and one of the types of dragon that was usually a symbol of darkest evil. "What in Modeus' name are you?"

"Your executioner," was all she said, as she threw up an area mind block, and charged with the sword. Zenjori Suka blinked - her charging stance was classic Leopard style - but her sword positioning was Ninjitsu. As the block went up, it finally revealed the other person present. Appearing slightly older, she was undoubtedly the sister the other had spoke to.

"Zenjori Suka, I challenge you to a fight to the death. I know all about you - who you arem what you are. I know all about your cowardly touch powers, and your dim mak. I only wish my friend Kayla wasn't too busy with her current mission to finish her mission of four centuries ago herself, and be able to dispatch you personally. But, I'll do as a substitute. Prepare to go to hell, Touch Master." She passed through a warmup kata, into her opening stance.

"You seriously expect me to believe the two of you are credible martial artists? Neither of you are remotely old enough to know more than the beginners' moves of your styles."

A blood-curling scream came from nearby, as Notec's soul was sucked away by Karen's rune sword. Zenjori began to realize there was more to these young ladies than was visibly apparent, and a cold feeling began to seep into his gut.

"Our father taught us to follow in his footsteps, almost from the day we could first stand on our own. We earned our masters rank before we were old enough to menstruate. I doubt you were anywhere near as accomplished at that age." What Janice didn't say made the accomplishment even more amazing, as she and her sister had aged almost twice as fast as the normal human rate for the first six or so years of their lives, and were physically fifteen when puberty set in between their eighth & ninth birthdays. "No, you took the coward's way. Decades of study of a perversion designed to torture and maim, without risking your wimpy ass in a real fight. It's time for you and your perversion to go back into hell where you belong."

Suka began circling, feeling out his opponent, waiting for her to make the first move, so he could counter it with a defensive move that could be combined with an offensive chi strike or joint lock. Twice, she fainted, momentarily drawing him into a defensive stance. All he had to do was wait for her to make a mistake, as he was sure her youth and bravado would lead her to. Then, he sensed something coming at him from behind - the fools sought to encircle him! He spun to launch a disabling neural strike on his opponent -

- only to find not a person, but the other sister's winged sword floating there on its wings, impervious to his attacks. The distraction was enough, as the unexpected nature of the foe to his rear made him momentarily pause.

Janice launched the Dragon kata at that point, that she had been slowly building up for almost a minute. The impact shattered Suka's body armor, and the spine and ribs beyond, in a single blow. Suka fell, his spinal cord in shreds, his heart and other internal organs ruptured. As he lay dying, the two women stood over him, as to see him off to hell.

"By the way, Suka, to cheer you up on your trip to hell - Lyboc was arrested today, for his betrayal of the Coalition. He won't outlive you for very long, Maybe the two of you can settle your differences when you both arrive there. The Coalition Fifth Column will be safe - now, if we could just get rid of those Vanguard bastards..."

Several Hours Later...

Greg and Mike flew over the battlefield, too late. There was no trace of their friends and former colleagues, save the wreckage of the APC and hovers. The hillside was scarred from multiple detonations of placed charges, and a neighboring slope, still burning, looked like a borg scrapyard, with the type of crater one normally associated with an ammo dump explosion at its center. It was impossible to tell who, if anyone, had won, from the lack of coalition corpses.

Angered, they continued on to the base camp of the New Order. But, once there, it too appeared deserted. Only a couple connected large pavilion tents appeared to still be intact, with a white flag fluttering from a pole that was topped by a severed human head in front of them.

"What do you think, Mike?"

"It might be our people - if they managed to pull off the impossible - but it might be a trap. We wait for Darren and the others."

A few minutes later, the mix of Coalition deserters, Youngstown & Liberty defenders, and First Strike mercenaries encircled what had been the heart of the New Order camp, and the two functional SAMAS landed near the tent. Darren jogged up to join them in his wingless SAMAS unit, Shemarrian railgun in hand, followed by Targo and Sir Renfield.

"Hey, David, isn't that Suka's head up there?" Darren commented to the cyber-knight.

"I do believe it is," Renfield replied. "Greg, Mike; your thoughts on the identity of yon severed head?"

"It looks like him - but how can we be sure? There's thousands of shapeshifters out there, not to mention disguise magics."

Suddenly, a voice came from inside the tent.

"Would you people stop goofing around out there and join us in the tent?"

"Identify yourself."

"We're friends."

"We've heard that before."

"Hey, we didn't just wipe out the New Order for you, just to throw a tent revival. If you want to find out where the rest of your friends are, and what's on the disk everyone seems to want to kill for, you'll have to come inside."

They looked at each other, debated for a few seconds, then entered the tents. In the first tent, they passed a hover platform, two combat motorcycles, two SAMAS with glitter armor, and bulbous power armor slightly larger than a Glitter Boy. In the next tent, which had probably been the sanctuary of the ANO leaders, they found five young women relaxing amid the silks and satins of Suka's private space.

"See, you're perfectly safe in here - we're not even in our power armor."

"Where are our friends from the convoy?" Greg demanded.

"We had them evacuated for medical treatment. Granted, they weren't all that thrilled with going through a rift, but it was quicker than having to fly them in an oven-air hover platform all the way back to Youngstown to our field hospital. We tried to get Winters to stay, but he insisted on going, to make sure that no one tried anything magical on anyone."

"That sounds like Jerry, all right."

"He was being silly; we actually healed up most of them with psychic healing before we called for the portal," the second girl of Asian ancestry added. "We of course went through the motions of the healing being more technological treatments, but who can tell the difference between a robot medical kit and healing touch, from a distance? But, we couldn't handle the more severe breaks, severs and fatalities here, so we had to send them to our real doctors."

"Fatalities?"

"They were only mostly dead," the first one commented with a chuckle. "We do have purely technological means for bringing the dead back to life, provided they've not been dead too long and have a reasonably intact brain. Even if they have been dead a while, there's still a chance to save them - we found three of your people that apparently got captured a while back, that died from a self-inflicted grenade, while prisoners. The jury's still out on whether we can bring them back that way, without loss of a lot of their memory. If not, we can use magic to bring them back, as well as those lost from head shots, but that's gonna have to be your call as to whether we attempt it or not. There's also the matter of the mental deprogramming of that Kent boy, as well as others that got tortured and brainwashed by that mind melter."

"Just who are you people, anyway?"

"My name's Janice, and this is my sister, Karen. Our subordinates are Mara, Angel and Nivia. We represent an organization working for the freedom of all peoples of the Americas, whether they are oppressed by mages or technocrats. Our military arm is called the 23rd Armored Infantry Regiment, of the United States branch of NEMA, whose original purpose was to defend North America from both internal and external threats. I also serve our informational service, as 'White Dragon' on Radio Free America. We welcome all defenders of life and liberty into our ranks, regardless of origin."

"Considering how many times we have been lied to this mission," Mike commented, "you'll pardon us if we don't believe you without proof."

"Let's start with the data you were sent to retrieve - here's the disk. Once you see it, you'll realize that there's no going back to the Coalition, for you or your friends that we rescued. Lyboc's not going to be too much of an issue - he's already been arrested for treason, earlier today, in fact. He confused our operation for part of the fifth column inside the CS, and made a clumsy attempt to frame the fifth column for the death of a member of the Prosek family, when in fact he passed her off to one of his trading partners in his Black Market operations to hold as blackmail material. Ironically, one of our own people was in place to expose the fraud to the Proseks, directly. Even if you go back, the odds are that Lyboc's allies or even the fifth column will assume you know too much, and have you silenced."

"We've already been through this, back at Liberty. Those that were heading back, were doing so because they had family there," Greg pointed out.

"As the heroes that valiantly slew the ANO, only to have the last of your number fall in combat with a slaver barge from Atlantis, you'll have a heroes' funeral back in Chi-town. Considering the part you played in exposing Lyboc, his allies are vindictive enough to attack the ceremony as 'Tolkeen Terrorists'. Even if they don't attempt it for real, we can stage it, and pull all your dependents out, before obliterating the site. We'll arrange to have some of our people fill all the non-family spots in the ceremony, so no bystanders have to be taken unwillingly."

"We already fought one of those things."

"Winters told us about your little adventure in town. We should be able to haul the wreck out here for the scam. As for getting out your families, we have interesting means of doing that as well."

"How did you know where to find us, and Suka, anyway?"

"Your friend the techno-wizard. He flew back to Youngstown for an engagement ring, and our active battalion is currently based there to prevent Chi-town or Quebec from muscling in and using it to support a battle front south of the Great Lakes. Also, to make sure the Federation of Magic stays out of the mess as well."

They all turned and looked at Van.

"He only told the militia that his group had located Suka. We had a psychic premonition of the convoy's destruction, so we decided to move today, instead of waiting for our CO to return from

her deep cover mission. By the way, anyone else find it ironic that a group dedicated to the elimination of the Coalition's imperial government had its unit commander brief Joseph Prosek on how Lyboc had betrayed the Coalition?"

"You're joking, right?"

"No. She's even an assassin - trained as a ninja from childhood. But, she knows that killing the Proseks would only make things worse. The people have to free Chi-town and the rest of the Coalition themselves, otherwise there's the risks of creating martyrs for the causes of intolerance and ignorance."

"A commendable method," Sir Renfield noted.

"Besides, we can't be everywhere. Which reminds me; as ad-hoc as it is, your alliance of Coalition personnel and those that would hardly be approved of by the Proseks was a pretty effective combination. With a few new identities, you'd all fit in with our team. Not necessarily the 23rd, but with our other forces. And, we would be needing some additional teams to aid in the search for Megan Prosek and her boyfriend. We lost track of them after their kidnapers took them through a rift. So, in a way, you'll still be serving the best interests of the people of the Coalition - just not its corrupt government."

"What do you have to offer us?"

"A safe haven for your families, access to a hidden pre-rifts, underground city, just about any technological or magical equipment you'd desire, a full education if you desire it, and great pay. Our medical system combines psychic healing with high-tech healing well in advance of anything the Coalition or the NGR can offer. Next time you see him, Trenton will be human again - whether he wants it or not. We don't believe in bionics or most cybernetics, though we'll tolerate those with them to a point."

"Trenton's a full conversion - how can you undo that?"

"We can grow him a new body. The Japanese have similar technology, on the other side of the Pacific, but ours is more advanced. We could fix Delwin as well, but I don't think he's the type that would want fixing. Making Trenton human again, on the other hand, will insure that any unwanted snooping devices or programming will be gone for good. And, one thing about Delwin's choice of augmentation - it blows one of the major tenets of the Coalition philosophy clean out of the water."

"How so?" Darren asked.

"M.O.M. technology pre-dates the Cataclysm by decades, and was giving perfectly normal people psychic powers even then - hence the name 'Mind over Matter' - a 20th century slang term for psychic powers with a physical effect. In fact, a quarter of the survivors of the Cataclysm suddenly found themselves with psychic powers - if not innately using magic. That ratio of one in four still holds true today. One of the things that Desmond Bradford discovered at Lone Star is that ALL humans are actually psychic - even the governments pre-rifts knew this. Only a quarter of the people since the return of the paranormal to Earth actually have their abilities active enough to use

willingly, while others need mechanical help - like Delwin - or spiritual training or insight - like cyber-knights and mystics, for their powers to awaken. Another one of our agents within the Coalition actually works in the research division - that's how she knows about Bradford's discovery - one he's not even shared with the Proseks. She also came across the journals of the commander of the NEMA forces that tried, with limited success, to defend old Chicago from the demons of the Cataclysm. They are locked deep in the Chi-town vaults, with the rest of the supposedly destroyed library. General Sawyer, a woman in her 30s, with no history of psychic powers pre-rifts, had powers awakened within weeks of the Cataclysm, not the least of which was telekinesis. Today, even philosophies that can bring powers out in people through training believe it's nearly impossible to do so to someone past their early 20s. Hence, it would seem to indicate that she always had the powers prior to 2098, but it took the influx of magical energy to awaken them."

"So, psychics really aren't mutants, at all," Cyndiara stated.

"Nope... well, most psychics aren't. There were no psi-stalkers before then, so those probably are a mutation of sorts. But, before the Cataclysm, most bursters, mind melters, and the like probably exhibited powers only one the level of what a minor psychic has today, with a few rare exceptions. Only the events that can cause the ley lines to flare today would give them even a taste of what their true potential was. Those that would be today's minor psychics, on the other hand, were no different from normal humans, completely unaware of their potential, unless some sort of temporary stress triggered them, like the old stories from our world of persons in a life-or-death situation being able to lift a car off a child, when they couldn't even do a pull-up, normally. It was all those people simultaneously having their power levels shift up several notches at once that produced the appearance of it being a mutation."

"Speaking of advanced equipment," Darren said, changing the subject to a more comfortable one, now that the idea of Cyndi being a mutant had been put to rest. "Can you fabricate more rounds for this gun?"

"I can give you some right now, actually."

"How?"

"Well, it seems the manufacturer of those robots happens to be Cyberworks, also known as Titan Robotics. The company is primarily is a self-aware artificial intelligence from before the Rifts, with a couple of human idea-men, running a vast underground factory. We ran into him 4 years ago, and we reached an understanding - I think it's because he's developed a more male personality, due to having men as his partners, and found himself attracted to our group's female AI, who took over the job of his older sibling, in our base. Part of the agreement was that our organization could make our own version of the weapon and its ammo for our own use, as long as we didn't sell it in the Western Hemisphere or Europe. That way, if the Coalition or other groups got curious as to the manufacturer, investigation would lead to us instead of him. Besides, our weapons look nothing alike externally - it's the internals that are identical."

"Well, well... we learn more, with every minute," Greg chuckled.

"We're being this up front with you because, frankly, if you don't join us, we won't kill you - we'll just relocate you. No place hostile, just some place like Japan, which was displaced into the

astral plane until about 20 years ago, and is much the same as it was in 2098. Or, we can turn you over to the surviving elements of the US Navy, who are fighting horrific monsters from the deep, over in the Pacific Ocean. Another option is just plain sticking you into another non-magical dimension, to have to start life over fresh. But, if you join us, you'll get to learn even more. Knowledge is power - that's why the Proseks are so dead-set against education. We take all kinds into our service. There are other Coalition troops among us, as well as cyber-knights, aliens, D-Bees, mages, mystics, and lots more you've never even heard of. We even have a couple women like your Altarain friend there, and true Atlanteans like Van."

"You must be mistaken," Van replied quickly. "I'm not Atlantean."

"Your aura and those tattoos on your wrists say otherwise," Karen pointed out, jumping back into the conversation. "Don't deny it; it's impossible to hide it from someone used to seeing it in others, without using magic or psionics. What are you afraid of? Are you some sort of renegade? An Aehriman, perhaps?" Karen quickly sensed she'd hit the nail on the head.

"You know of the clan?"

"Yes, and how the clan is betraying their fellow Atlanteans to the Splugorth as the Sunaj. We uncovered it a few years ago, when I picked up this sword in Azlum. But, so far, only three of the other clans believe our evidence. If you'd speak to some of the other clan heads for us, in a safe, anonymous, setting, maybe we could convince others. Even if you don't, you're still welcome to work with us in trying to steer your clan from its evil ways. For that matter, you're probably not interested, being a mage and all, but I have this six-legged friend in England that does these, if you ever want to get more done." She rolled up the sleeve of her combat blouse, to reveal her own anti-transformation tattoo. "They'd work great on your cyber-knight friend as well, since he's already a knight defender of the weak, and that's one of the stipulations the Chiang-ku puts on giving them out. And, some of the other cyber-knights are also getting the tattoos from someone in Lord Coake's organization, but their waiting list is much longer."

Janice interrupted. "I've just been told our mage at home is getting ready to reopen a gate into the other tent, to let through a clean-up crew and the part of your group not hospitalized."

Jerry was the first one back through the gate, and another group meeting took place among the former Coalition personnel over a lunch catered through the gate. By the end of the lunch, Brian and Lisa had arrived, and a new vote was taken. The new vote, contingent on the extraction of the families, was unanimous is not going back to Chi-town, though Lisa would go back in with a couple others, via teleportation, to link up with her city rat friends, to help coordinate the retrieval. Karen would see to Major Ratillo getting an edited copy of the data disk, along with giving him a message to relay back to the fifth columnists, to lie low until the war progressed far enough that the investigation would be closed down. The edited data disk was such that the data could be turned over to Coalition Intelligence, without betraying the identities of the fifth column, except for some cells already destroyed. There was only one thing to do before they left....

"Hey, Kro-Mar! Move it, or you're being left behind!"

"But, my stuff-"

"Leave the SAMAS. They have working ones where we're going. Besides, they said they had a movie by Mel that's on the banned list back in Chi-town. It's called 'The Passion' - I think it's a slasher pic."

"Cool!"

Data Section 5:

Rifts: Mercenaries Stats for the 23rd AIR.

Size: Mercenary Army (Though rarely more than 600 deployed at once, including support personnel). Has ca. 3000 active troops, 5000 support, but 90% stay in the area of Peterson & Colorado Springs.

Sponsorship: Front for the LGSA & Delta City

Outfits: Unlimited

Equipment: Unlimited (minus the bionics & cybernetics)

Vehicles: Specialty Vehicles, including a division's worth of NEMA hover & ground vehicles.

Weapons, RPA: Maximum Firepower (and then some).

Communications: Superior - Has even restored Satellite Communications, by reactivating parts of Freedom Station's relay net using overrides not in control of the station owners (who are unaware of this use)

Internal Security: Impregnable (boosted by the fact that all the former LGSA personnel are psychic, themselves).

Permanent Bases: Company City (Delta City), with Peterson & Colorado Springs meeting the description of Company Towns, as well!

Intelligence Resources: By nature, the group has #5 (D-Bee Specialists) automatically, as well as #2 & #3 through training and expenditure.

Special Budget: Big Bucks. After all, they are selling (at market cost) leftover mecha from 30 years of war at home, for 95% profit (the 5% covers expenses relating to the Dimensional Portal spells, and shipment on-planet), as well as a similarly large number of pre-Rifts Glitter Boys.

General Alignment of Personnel: Scrupulous, Principled & Taoist. Only 3% are worse than Unprincipled, with the majority of those being Anarchist. Evils (other than the rare Aberrant) are generally dumped 1000 miles away from the base, in the Central Preserve (Kentucky) or Char (North Carolina) if they cause problems, and none are ever actually allowed into the force.

Criminal Activity: Psychic Enforcer, Smugglers (actually, company reps from Macross Industries, that only deal with their own products), and a special forces squad made up of master psychics and martial artists.

Reputation: Unknown, prior to 104 P.A. As the Coalition Wars progress, their rep becomes much greater.

Salary: Excellent

The 23rd's composition is rather unique in military terms, due to its pretending to be a Battalion when really a regiment-sized force. The 23rd consists of the following 26 companies of troops (RPA type in parentheses):

23rd Battalion (the unit most active in the field)

Eagle Company (Silver Eagle PA)

Golf Company (Hyper-Glitter PA)

Hotel Company (Hyper-Glitter PA)

Talon Company (Silver Eagle PA)

Zeta Company (Micro-Quadrono PA)

Mike Company (LGSA Cyclones - maintenance support company for the Battalion)

November Company (LGSA Cyclones - command & logistics company for the Battalion)

46th Battalion (Defense of Peterson and the hidden home base)

Units marked with a "*" are stationed in Peterson, but often venture up to 150 miles outward.

Alpha Company (VAF-8/VBF-2 - Hangar in old NORAD complex)

Bravo Company* (Gunbuster)

Condor Company* (Silver Eagle PA)

Delta Company* (Various Robot Vehicles/mecha of NEMA & LGSA origin)

Falcon Company* (Silver Eagle PA)

India Company* (Standard Chromium Guardsman PA)

Juliet Company* (LGSA Cyclones - onsite supply/maintenance in Peterson)

Romeo Company (NEMA "Roscoe" OCCs, with exoskeletons - for disaster relief)

69th Battalion (reserve component - typically stationed in Delta City)

Kilo Company (LGSA Cyclones and other mecha/RPA - security for roads between Peterson and home base)

Lima Company (varies - supports/protects commercial shipments from their underground factories, as well as operates the modified aerospace craft that serve as mobile retransmitters for Radio Free America, which includes one Exploration Legios unit and two shadow-equipped Z3 Cyclops reconnaissance craft)

Omega Squadron (the remainder of the Veritech complement of the force)

Quebec Company (Hyper-Glitter PA)

Sierra Company (Regiment command company - RPA/mecha vary by training)

Uniform Company (training company consisting of instructors)

92nd Battalion (Emergency relief forces - typically escorted in field by 23rd or 46th)

Victor Company (NEMA Roscoes)

Whiskey Company (battalion command and logistics)

X-ray Company (Medical emergency unit/mobile hospital)

Yankee Company (Civilian Engineering)

Each PA company consists of 3 platoons, each consisting of 4 squads.

Silver Eagle squads have 6 troops (each with their own PA, for a total of 72 PA per company).

Hyper-Glitter & Micro-Quadrono squads, due to the costs of making (and supplying) the armors (not to mention their relative firepower) use 3-troop squads, for a total of 36 PA per company.

The support, maintenance and command companies tend to have 150-200 personnel each, with 3/4 assigned their own Cyclone, the rest with other mecha/RPA choices as befitting their training and preference.

The two companies of "Roscoes" have at least one exoskeleton per member, with additional support RPA and robots.

Uniform company typically draws any needed RPA from the base arsenal.

X-ray Company has no assigned mecha, but most of the LGSA-trained members are proficient with Cyclones, and have one at their disposal.

Yankee company uses a number of civilian Robot Vehicles and modified version of military vehicles for special roles related to their training.

Omega Squadron has 10 VAF-8E/VBF-2E Explorer Legios, 3 VAF-9 Lightning IV/VBF-3 Liberator II heavy combat Legios, and 3 VOF-2S Super Orguss.

In addition to the 23rd, the organization has been training other groups for both general and specialized missions. After all, Lone Star isn't all that far away, and neither are the lunatics of the 1st Apocalyptic Cavalry. So, drawing on refugees already leaving the Tolkeen area (and being funneled their way by the Cyber-knights), additional regiments of troops are being assembled, to defend against an incursion by the anti-magic human supremacists as the population of displaced Tolkeen and Markeen citizens opposed to the tactics of the coming war grows.

Another unit, battalion-sized, is to be mostly psychics & magic users, training to be deployed in the Magic Zone, with the express purpose of taking out the festering evil there (first Nxla, then trying to find a way to cut off the City of Brass from the rest of the Federation). That empowered unit will be bolstered by normal troops, using LGSA & NEMA mecha/RPA, Gunbusters, and NGR-style body armor that prevents direct eye contact with those supernatural types that require it.

Lastly, there is Task Force Van Helsing, which is training for a return to Mexico. The last time they ventured south of the Rio Grande, only 24 of the original 48 went, plus a few allies (an elven mystic, an Undead Slayer, and a mutant elf with superpowers). Together, they managed to bring down the most barbaric of the Vampire Kingdoms, leaving only the two within Mexico proper that treated their human populace in the least-harmful manner. TFBVH is to go back into the Yucatan, and clean out the vampire intelligence infestation once and for all, even if it means taking on the Aztec pantheon to do it.

Outside the ruins of Sandusky, Ohio, 106 P.A.:

"Captain, you don't want to attack that position."

"Why, Major? Want the glory for yourself? You may outrank me, but you're not in my command line."

"Nothing of the sort. But, I can tell you right now that those are NOT Quebec Glitters. They belong to a group of human mercenaries that are protecting the local HUMAN towns from being overrun by either the Frogs, or us. Towns that only want to stay out of the war. You attack them, and you're attacking a neutral party, and making it harder for us all over this front."

"My orders state to treat any Glitters in the area as hostiles. Period. If you want me to do otherwise, talk to my superiors and have them send it back down to me through the normal chain of command."

"If that's how you want it. What do you want me to put one the recording for your wife?"

"So sure I'll fail, huh? I'll have to prove you wrong."

"Jackson, I served undercover with that unit last year. Against their highly modified Glitters, your P-300s are deathtraps. They can take on anything we or the Quebecers have, on a two-to-one basis, without their pilots breaking a sweat. One platoon of their glitters on offense could probably destroy Major Andresson's IAR company with minimal losses. In a defensive mode, with time to prepare, that company of Glitters could probably hold its position against a brigade of our best - maybe even a division."

"Then, I'll enjoy the challenge. Then, when I get back, I'll file a report on how you wanted to protect your buddies over there."

"Fine. Go ahead, commit suicide." Kayla looked on as Captain Jackson ordered his "Glitter Boy Killers" to attack - it was going to be a massacre.

The GBK was a product of the late Colonel Lyboc's design group. They hadn't officially been under his command, but he helped ramrod the design through, and received kickbacks from various component manufacturers. With his death, and the revelation of how far his tentacles reached into the corrupt underbelly of the CS, all designs he had a hand in getting approved had their production suspended for retesting in the field, as the existing units were already out there.

So far, the Hellfire, Skull-smasher, Terror Trooper and Special Forces SAMAS had all been cleared for additional production, as none of them were designs Lyboc received money from. Of the Lyboc-influenced designs, the Smiling Jack SAMAS was the only one being produced without modifications, while the Mauler and Hellraiser were undergoing field tests of highly modified units. The "Super" SAMAS was undergoing a major redesign, and was quite likely to emerge as not being a SAMAS at all, being much more effective as a ground unit, without the thruster pack (probably with the SS-09 gun clusters moved to the shoulders of the jet-less PA).

But, the PA-300 was a doomed design, as no modification in the world (other than making it a kamikaze carrying a strategic nuclear warhead) would ever make it an effective killer of Glitter Boys - not the originals, not the new Quebec models, and DEFINITELY not the G-23s of the 23rd Regiment. The Hypers had none of the weaknesses that the GBK was supposedly designed to exploit, and they had three types of weapons with double or more the range of the longest weapon of the GBK. The reports coming in, once you circumvented the censors, was that GBKs were useless against even classic Glitters, unless the combat was taking place in an urban environment or similar surroundings, where the GBKs could close within a couple thousand feet before the Glitter could acquire a target. But, most of the battlefields where GB would meet GBK was to be very flat farmland, possibly with forested areas that would only serve to slow the advance of the GBKs, not inhibit the Boom Gun's effectiveness.

"Major, is it time?" Shauna asked. Shauna could be a bit unnerving, at times, for Kay. In a way, they were sisters. After encountering Shauna on a Coalition mission, and tracking her down after a drawn out chase of ninja versus ninja, they were shocked to discover that their personal histories were almost identical, in every respect. In some alternate dimension, it was Shauna, not Kayra, that was kidnaped and sold as a sex slave, with the same result of their "father" rescuing them in both dimensions, and raising the young Irish girl as a ninja. The differences seemed to be

mostly minor details of their private lives, from their different base personalities, and even those tended to blur from the regimented training of their father. The only major difference seemed to be that Suka was either already dead, or didn't exist, on Shauna's Earth.

Shauna's brush with the artifact that deposited her on Rifts Earth came on a mission to Chicago, to attempt to recover a pair of spirit blades that had been taken to the US as war trophies by a US serviceman in WWII. They were in a private museum, which coincidentally also held that universe's duplicate of the artifact that was present in Kayla & Suka's dimensional accident - and the incident happened on the exact same day, indicating that it was a convergence of that artifact with a transitory power boost - possibly with a high Chi individual in the room as a third ingredient. Shauna, unlike Kayla (and probably Suka as well), was not bounced into the astral plane, but instead found herself in the ruins of the museum in old Chicago, one of the Spirit Blades in hand. It was Kayla recognizing the nature of that blade, pursuing what was supposed to be some sort of magical thief in one of the wealthier burbs, that brought the two together, and Kayla used some of her means of manipulating the CS computer system to get Shauna into the city as a citizen, and into the CS forces as part of her special forces squad.

"Let the 23rd take care of the kibble, then we'll launch our escape plan. Make sure the others are ready."

"Yes, ma'am."

Kayla toggled over to a decidedly non-Coalition set of encrypted frequencies, having modified her armor months before. "I couldn't stop the damned fool that's been demanding the town's surrender from deciding to take you on. You'll have a company of kibble coming in. Standard four-on-one rifle shots, till they all drop or leave range. No use tipping off the Coalition about the firepower of our particle beams, until we have to."

"Yes, ma'am," came the reply from Golf Company's CO, echoing Shauna's earlier reply.

As the PA-300s crossed the 10,000 foot mark, the fire signal was given among the G-23s. Simultaneously, six of the GBKs were hit by three or four rail slugs, four dropping immediately, the other two staggering and falling from the impact, but still barely functional. Three seconds later, it happened again, to six more of the armors. Then again, and again, and again. Fifteen seconds into the defense, and only six volleys had been let loose. The entire company of PA-300s was on the ground, with only eight of them struggling to regain their footing. As each stood, one or two more shots would ring out, dropping the power for good. Ten figures could be seen emerging from wrecked units, crawling for safety. None of the GBKs had gotten cloer than 8,000 feet to the nearest G-23, when they needed to reach 5,000 feet just to attempt to attack.

Kayra fired off a report to CS headquarters, damning the late Captain Jackson's stupidity, and the total uselessness of the GBK design, then announced that the survivors were under fire, and ordered her personal squad of PA-08s to try to fly cover for them. In reality, the additional fire was all special effects, fireworks and noisemakers. Once her squad was over the 23rd's position, she had them all drop to the ground, and she started playing a recording of a simulated battle between the two forces, punctuated by pryotechnics set off visible to the Coalition line, but the actual cause of the explosions would not be visible. When this scenario had been run through a simulator, it lasted all of 35 seconds, with no CS survivors and no Glitter casualties - and that was with the overly

optimistic Coalition-provided PA-08 data, and their woefully underestimated potential of the G-23. Kayla had the recording simulation run for 25 seconds, before her "death", and she was the last of the PA-08s to drop into the concealed underground hangar the 23rd had dug for the retrieval, that was quickly covered by grounds crew.

"Welcome back, Kayla," Janice called out.

"Shame I wasn't able to join you for the trip south."

"I've got tape of Suka's death taken by one of our scout probes, just for you."

"Excellent. This is Shauna, my alternate universe counterpart. Shauna, this is Captain Janice Belmont, my XO of the 23rd. You'll be replacing her in that position, after we get you retrained in the use of the Silver Eagle, so she can go home to her kids and her real job - station director for Radio Free America."

"It's an honor to meet you. Our entire squad listened to you every chance we had, while in the field. Now, we get to work with you."

"Kay, Jon's flying in with tomorrow's transport. Once we get your ladies settled into their new quarters, you have a week of R&R coming. After that, I'm out of here, and you get to prep them for their next assignment, joining Merrick & Sorenson's units in the fight against Nxla. Then, once they depart on that mission, you've got another three months of time off back in Delta saved up, while Karen runs the show here. She's been working with the dirty tricks department on a mission to Lake Superior - something about astral mapping of the Xiticix hive tunnels, and kiloton-yield plasma bombs."

"Sounds like a fun summer will be had by all...."

RPA Specific To the LGSA presence on Rifts Earth

The USA-G10X/G23 Hyper-Glitter Chromium Guardsman Armor

This Glitter Boy variant is only found in the hands of the forces of Delta City (The LGSA personnel and their trusted forces, located in the Rifts analogue of the underground city found [and mistaken for Denver] by Scott Bernard's band in Robotech). Besides the actual defense forces of Delta City, the 23rd AIR is equipped with these, and the latter are actually the only publicly seen persons with this model. The first 100 of these units (G10X) are actually retrofitted NEMA Chromium Guardsman armors, either ones found when the site was discovered, or manufactured by the group before the G23 was designed.

The tech used in the Hyper-Glitters is from varied sources; more varied than the Coalition would believe, even if they were told. First of all, the main weapon of this model is the PBC of the Glitter Boy Mark IV, from Freedom Station. The characters had managed at one point to get into space, and took enough water (effectively, a small iceberg) through a rift to pay for one of these GBs, and reverse-engineered its gun. The secondary weapon was one gained via trade with Hagan and Archie, after helping them in their fight against the Mechanoids: the Shemarrian Rail Gun. This is carried as a rifle by the Hyper-Glitter, and is generally used against targets that are immune to energy attacks.

For more long-ranged combat, several interchangeable backpacks were used to replace the (now unneeded) recoil system. One is a mini-missile launcher, another is a SRM launcher, while a third is a flight pack, similar (but smaller) than the jet pack used by some Southern Cross Battloids. The two missile launchers also include some flight capability, but are more for defensive and maneuvering purposes than true flight. These Glitter Boys also include several backup weapons, so as to not be defenseless should someone try to get cocky and try to disarm the Glitter before closing in.

Lastly, the LGSA personnel imported Emaan inertial control devices, which were retrofitted into the design shortly after conversion began, and added to all new production (Delta City, being a government survival shelter, has a small GB factory). Anyone who expects these glitters to stand fast to fire will be in a world of hurt, because not only can they fire on the fly (or even flying!), the devices give the Hyper-Glitter an AUTODODGE! So far, the 23rd AIR have successfully proved that even one was more than a match for 4 "Glitter Boy Killers", who were taken care of in seconds.

The USA-G10X/G23 Hyper-Glitter Armor

Class: Armored Infantry Assault Unit

Crew: One.

M.D.C. by Location:

PB-20 Particle Beam Cannon (Right Shoulder): 175

Macross Industries/Cyberworks SRG-2 Rail Gun: 100

Head: 300 (restyled to resemble VF-19 Kai head*)

Hands(2): 100 each

Arms(2): 300 each (slightly beefed up, to contain integral weapons)

Legs(2): 450 each

Main Body**: 770/800

Reinforced Pilot's Compartment: 150

Backpacks: All three choices have 250 MDC each.

* The VF-19 Kai is the Fire Valkyrie of Macross 7; check out Dave Deitrich's Macross Mecha Designs for this mecha. Note that the Head is -3 in addition to normal called shot penalties to hit. Destroying the head will expose the pilot's head, leaving only the pilot's body armor helmet as its only protection.

** Depleting the Main Body MDC will shut the Glitter Boy down. Numbers are G10X/G23

Laser Resistant: All PA locations (not weapons) take ½ damage from lasers, and the vulnerable frequencies for these Glitter variants (at total of 10 possible) are NOT those found on or used by any other known Glitter Boy manufacturer on Earth as of 104 P.A. (MAY be in common with those in space or Japan, but purposefully made not to share frequencies with Quebec, Triax or South American models).

Speed - Running: 60 MPH Maximum.

Leaping: Using the Emaan inertial control devices only, is capable of leaps of up to 30 feet vertical or horizontal, 120 feet horizontal with a running start. Add one of the flight packs, and the PA becomes as nimble as a Triax TC-20/T-21.

Flight: Varies by Backpack; See below.

Statistical Data -

Height: 11 feet (due to fins and sensor "ears" on new helmet)

Width: 4 feet, 4 inches

Length: 4 feet with backpack, not counting guns.

Weight: 1.8 tons fully loaded and shut down. When active, the inertial control devices can reduce the armor's mass to 300 lbs. (0.15 tons), including the pilot.

Physical Strength: Equal to Robotic P.S. 30 (G10X) or 35 (G23), but (thanks to the inertial control devices) can lift/carry 10 times the normal weight capacity for this strength.

Cargo: Minimal; survival gear only (including a Gallant H-90 with Rifle stock).

Undersuit: Originally, used a variant of CVR-4 armor (the armor with MD skinsuit used by LGSA Cyclones), but in 105 P.A. the group made contact with elements in the Pacific, and later, Japan. The latter led to contact with ArmaTech, and the group traded the PB-20 and SRG-2 designs to them in exchange for the technology to make the material used in the AT-A11 body armor. This exchange has led to the adoption of CVR-5 (Similar to CVR-3, but with an integral skinsuit) for the Cyclones, and a dedicated replacement suit for the old GB personal armor. The new GB personal armor (and CVR-5) has the following damage capacity:

Helmet: 40

Arms: 40 each

Legs: 60 each

Body: 100

Weight: 20 lbs.

Prowl Penalty: -10%

Color: to match vehicle, but flat colors; the GBPA is typically tan.

Weapon Systems:

1. PB-20 Rapid Acceleration Particle Beam Cannon: Unlike the original Boom Gun, this weapon does not require use of the right arm to fire/stabilize it. The PBC has a limited payload, as its power reserve holds 20 blasts, and is regenerated by the Glitter Boy's power system at a rate of 1 per minute (4 rounds). The PB-20 also has a light laser that can double as a targeting laser, or even a laser designator. This is the weapon pictured on the GB on the cover of "Mutants in Orbit". **Note:** by itself, the weapon is almost 1/5 of the Glitter's weight, which is why the inertial devices are often left on, even when the armor is otherwise shut down, as it is top-heavy without such compensation. In fact, the version on this mech includes two of the small devices specifically dedicated to offset its mass, built into it.

Primary Purpose: Assault

Mega-Damage: 4D6x10 per PBC blast, 4D6 per Laser blast. Bursts not possible.

Rate of Fire: As pilot's combined hand to hand

Maximum Effective Range: 11,000 feet (either function)

Payload: PBC has a power reserve of 20 blasts, that regenerates 1 shot per minute. The Laser has an effectively unlimited payload.

Special Bonus: This weapon has an additional +2 to strike.

2. SRG-2 Railgun: This is a beefed-up Shemarrian Railgun, with a total casing redesign. The magazine has been redesigned to be similar to the Macross universe's GU-11, which is not field reloadable, but has its ammo stored in a spiral internal magazine, around the barrel. This internal magazine is equal to the old belt-fed backpack used by some Shemarrian robots.

Primary Purpose: Assault

Mega-Damage: 2D6x10 per shot. Bursts are not possible.

Rate of Fire: As pilot's combined hand to hand

Maximum Effective Range: 6,000 feet

Payload: 220 rounds, stored internally.

Special Bonus: This weapon has an additional +2 to strike.

Note: This weapon weighs 150 lbs., and resembles a GU-11.

3. Backup Arm weapons: These are generally only used in extremis. The Left Arm has two recessed lasers, while the Right Arm holds a retractable vibro-sword.

Primary Purpose: close combat

Mega-Damage - Lasers: 2D6 per laser (4D6 for both fired together). Bursts are not possible.

Mega-Damage - Vibro-Sword: 5D6 M.D.

Rate of Fire: As pilot's combined hand to hand

Maximum Effective Range (Lasers): 2,000 feet

Payload: Unlimited

4. Backpacks: One of these is standard issue, other typea can be substituted in 10 minutes work.

Backpack #1: Flight Pack

Primary Purpose: Rapid Assault

Weapons: None.

Flight Data - Maximum Speed: 200 MPH, with inertial devices on full.

Maximum Altitude: 3000 feet.

Backpack #2: SRM Pack

Primary Purpose: Long Range Attack

Weapons: 8 shot SRM launcher

Rate of Fire: 1, or volleys of 2 or 4.

Note: The LGSA missiles are equivalent to CS missiles from CWC.

Flight Data - Maximum Speed: 50 MPH, with inertial devices on full.

Maximum Altitude: 200 feet.

Backpack #3: Mini-Missile Pack

Primary Purpose: Heavy Attack

Weapons: 24 shot Mini-Missile launcher

Rate of Fire: 1, or volleys of 2, 3, 4 or 6.

Flight Data - Maximum Speed: 50 MPH, with inertial devices on full.

Maximum Altitude: 200 feet.

Other Backpacks: A 4 shot MRM launcher, using smart missiles has been considered, but no decision has been made on its production. If it is produced, its flight capabilities would be the same as #2-3. There has also been talk of making a Scattershot Missile (see LGSA Destroids) version of Backpack #3.

5. Hand to Hand Combat: See #3 above for the Vibro-sword. Other HTH attacks are as follows:

Restrained Punch: 1D4 M.D., Normal Punch: 1D6 M.D., Power Punch: 3D4 M.D., Kick: 1D6

M.D., Leap Kick: 2D6 M.D., Body Block/Tackle: 1D6 M.D., plus body block effects. Power

Punches & Leap Kicks take two attacks.

The Hyper-Glitter has too much shoulder equipment to do a flip/throw.

6. Sensors: as regular Glitter Boy, but double range (thanks to the additional sensors in the new helmet)

Elite Combat Training for the Hyper-Glitter: A person with this training can also pilot a normal G-10 Glitter Boy at its normal bonuses, but this skill also includes the special abilities of the Hyper-Glitter. The bonuses below apply ONLY to the Hyper-Glitter.

Two Attacks per melee (in addition to those of the pilot)

+3 to Initiative

+2 to Strike

+4 to Parry (arms redesigned for parrying)

+3 to Automatic Dodge

+6 to Automatic Dodge when flying at speeds over 100 MPH

+6 to Roll with Punch, Fall or Impact.

Special Attacks/bonuses (only usable with elite combat):

Can use inertial systems to DOUBLE HTH combat damage, but autododges are reduced to straight die rolls for the next 1D4+1 actions, and prevents flight. (Requires a Weapons Systems roll at -20% to engage).

Can use inertial systems to TRIPLE HTH combat damage, but autododges are IMPOSSIBLE (gets normal dodges, at half autododge bonuses), and prevents flight. (Requires a Weapons Systems roll at -40% to engage).

Note: Only 5% of Hyper-Glitter pilots are LGSA Homo sapiens secundus aka "Seconds"; the majority are survivors from a Female Zentraedi ship that crashed in the Canadian Rockies, and were rescued, micronized and retrained as Glitter Pilots (as GB OCC) by Delta City. Note that Female Zentraedi have +4 bonuses to I.Q. and P.P. attributes, so they are by no means any easier to face than standard LGSA personnel. The remainder are trusted locals.

Micro-Quadrono Power Armor

This power armor quite simply is one of the most dangerous armors ever created, rivaling the USA-G10X. It retains nearly all the features of the original, full-size mecha, only in a package sized for a micronized pilot. Males rarely have ever been allowed to pilot one, and few non-Zentraedi (other than a select group of 1/2 Zentraedi and relatives thereof) are allowed the honor of using one.

The most important components brought over from the original design are the Inertia-Vector Control System and FPA's unique tracking system, which is suited only for these armors. The former, combined with Emaan Inertia-compensation technology, gives the Micro-Quadrono an autododge capability unsurpassed by anything on the planet, capable of making maneuvers that without the inertial devices, would instantly kill any living pilot.. The IVCS also gives the much smaller MQA the same speed characteristics of its ancestor. However, armor and weapons suffered a little from the concentration on mobility. In fact, the maximum speed of the MQA is five times its missiles' speeds.

Micro-Quadrono Battle Suit (aka MQA)

Vehicle Type: Flying Power Armor

Crew: One

M.D.C. by Location:

**Communication Antenna-15

**Face Plate/Sight System-60

**Chest Mountings-50 each

**Forearm Guns (2)-40

Missile Launchers (4)-100 each

Engine (2)-125 each

Arms (2)-100 each

Legs (2)-250 each

*Main Body-450

*Depleting the M.D.C. of the main body will shut down the entire unit, immobilizing it completely. The pilot is now vulnerable to all attacks, though and will probably die from a fatal crash if flying.

** The very small size and/or location of these items make them difficult targets to strike. Attackers are - 6 to strike on a called shot.

Note: The MQA is worn similar to the Glitter Boy, in that seating inside the MQA places the pilot's torso and legs completely in the main body, with arms extended only into the shoulders. The MQA's arms and legs are mechanically operated and, unlike the Glitter Boy, the head is inside the body as well.

Speed: Running speed is 110mph (176kmph), flying speed is 2600 mph (4160 kph).

Height: 14 ft (4.25m)

Width: 6.6 ft (2m)

Length: 6.9 ft (2.1m)

Weight: 2.5 tons, fully loaded

Main Engine: 12-cell Protoculture system; good for 2D4 months of normal use.

Weapon Systems

1. High Speed, Triple Barreled Pulse Lasers built into the forearms.

Primary Purpose: Assault

Mega-Damage: 6D6 per blast per arm (arms can be volleyed)

Rate of Fire: Equal to the combined hand to hand of the pilot.

Range: 4000ft (1200m)

Payload: Unlimited

2. MQA-126 Mini-missile Launch System: Has an identical layout to the SRM launchers of the original launch system: two top mounted, near the engine thrusters, and two mounted in the hip.

Primary Purpose: Assault

Secondary Purpose: Defense/anti-missile

Mega-Damage: Varies with missile type. Usually plasma or armor piercing.

Range: 1 mile (1.6 km).

Payload: Hip launchers: 21 each, for a total of 42; top launchers have 21 each, plus one set of reloads, for a total of 84. Total payload is 126 mini-missiles.

Rate of Fire: One at a time, or in volleys of 2, 4, 8 or 12. Remember, one volley counts as one attack, even if 12 missiles are launched.

3. Optional side-arm (pistol or rifle): Types commonly used are the EP-37 Pulse Laser Rifle or, with clearance, the SRG-2 Railgun of the Hyper-Glitter.

4. Optional Hand to Hand Combat. Rather than use any of its vast arsenal of weapons, the MQA can engage in physical combat. It can deliver a series of powerful punches, kicks and blocks. It has a Robotic PS of 32 for purposes of HTH damage. Basic Combat is as Cyclone Basic, but has the autododge when flying at any speed (even hovering). Full Combat is as the old FPA skill (with modifications as listed for female use), with the normal dodge replaced by an autododge whenever flying or hovering (same bonuses apply, and are cumulative with HTH, PP and other bonuses). The inertial devices allow the MQA to come to a dead stop from over Mach 1 in one action, or make radical course changes, but combat is not possible when doing these (if a pilot is being completely defensive, can make moves while flying that add -1 per 100 MPH of speed penalties to attempts by others to hit it. Takes one action after declaring the end of these moves to resume normal combat).

5. Optional TW Chest Cannons(2): The MQA does not have the interior space to have conventional Auto Cannons as did the FPA. However, much like many normal inhabitants of Rifts Earth did in the early months of 2099, fully half of the Zentraedi developed minor or major psychic powers from the unlocked potential of their minds (having the psychic Tyrolean human subspecies as genetic ancestors made psionics twice as common, and it's theorized that all of them have the potential, just half are too stubborn to open themselves to the possibility). As such, they have an avenue for additional weapons that normal pilots lack. Plus, the Seconds that use these (several dozen Zentraedi Seconds came from the LGSA universe to educate the Zentraedi in the ways of human culture) are all psychic as well. A person with magic talents can use these as well, but there are only 4 Zentraedi mages at Delta City, and none of them are all that interested in becoming pilots again.

Common TW weapons are based on charges (equal to 25 ISP, or 12 P.P.E.), and weapons can be swapped out at one of their support facilities in 3D4 rounds.

A. Heavy Energy Weapons (Choose from Laser, PBC or Plasma): Damage is 5D6 for one, 1D6x10 for volley, Range: 4000 feet, Payload: 12 single shots per charge (payload is shared by the weapons).

B. Wood Railgun: as the anti-vampire weapon from **Rifts World Book One**. Usually, only one of the two mounts is this weapon, while the other is a...

C. TW Heavy Water Cannon: Also as in **Rifts World Book One**. These weapons can be mixed and matched (though usually found in sets of one of each), but each takes 1 charge (as above) for 20 shots (individually charged).

D. TK Autocannons: Damage is 3D6 individually or 6D6 volleyed. One charge puts 30 shots into a common charge pool. Also, the cannons can create an Armor of Ithan force field for the MQA at the expenditure of 5 charges, or a Telekinetic Force Field (as the Super Psionic power) at a cost of 10 charges. These go off at the pilot's level of experience (modified by ley lines, etc.), and while the Armor of Ithan won't interfere with weapons operation, placing the TK Force Field around the MQA will prevent weapons fire.

Modifications to the NEMA Silver Eagles used by the 23rd AIR

Replace the USA-40R Railgun with the SRG-2 of the Hyper-Glitter.

The Left Arm can mount a variation of the VF-064-XP CADS/Missile combination system.

CADS-1 Vibroblade: This is a force-field-enhanced vibroblade that extends from the shield-like unit mounted on the forearm. It can be used for melee combat, or to parry ranged weapons. Parrying energy weapons is with a straight dice roll only (no bonuses). Versus other attacks, active CADS give a +2 to parry in addition to all other bonuses. Also, while active, the force field make the PA's arm below the elbow immune to any damage. Note that missiles can be parried, but only Armor Piercing missiles can be stopped completely. All other missiles do blast (1/2) damage on a successful parry, 1/4 if successfully rolled with (if possible). Engaging the CADS prevents the attached missile launcher from firing.

Primary Purpose: Hand to Hand combat.

Secondary Purpose: Defense.

Range: Pilot's reach plus 3 feet.

Mega-Damage: 2D6 Slash, 3D6 Punch, 6D6 Power Punch (2 attack action, not possible as a moving attack). Add 1D6 for every 10 MPH of speed, if done as a flying maneuver, but there is a 5% chance per 10 MPH of speed that the pilot will sprain their arm doing so, if not dislocate it (if the actual roll is under 10% of the chance to sprain, it is a dislocation as well).

GR-97 Mini-missile Launcher: The GR-97 can fire Plasma mini-missiles only. It cannot fire while the CADS field is active.

Primary Purpose: Assault.

Range: 1 mile.

Mega-Damage: 1D6x10.

Rate of Fire: Singly, or both at once.

Payload: 2.

Other Modifications to NEMA designs

The Gunbuster can have SRG-2s modified to fit its top "holsters", while the Bulldog can use a long-barrel SRG-2 variant with 50% more range, based on the BDR-202 frame.