

A World Torn Asunder...

A while ago, I got into a debate about the many fronts the Coalition faces, how this might affect them, and the possibilities of who might win. It also turned out to be a great discussion about the factors that could affect the outcome of every war the Coalition States has entered in to, mostly those factors that Prosek does not know of or may not be considering. What follows is a bit analytical in nature, but I feel that the information it provides could give some ideas for campaigns that take place after the wars (such as my recently posted campaign about the invasion to re-take Atlantis). I will include information for every major conflict that has been alluded to in the Rifts books, most prominently the Coalition States' Campaign of Unity and the New German Republic's war against the Gargoyles, Brodkil and Mindwerks. This is the first of two parts and covers the Western Hemisphere. I have to do some more research to get the rest of it, but keep an eye out for it (I'm really going to enjoy doing the part about Russia). Read on and enjoy...

The Coalition States...

Free Quebec

First and foremost, I would like to touch on what I think is the conflict that everyone truly wishes to see and know the outcome of. Much of my information will probably be invalidated by the upcoming world book, but I care not. The conflict between Free Quebec and the Coalition States/Chi-Town will probably be one of the most spectacular battles Rifts Earth has ever seen. It pits human against human, technological super-power against technological superpower. The question remains, who is superior.

The Coalition States has a ready supply of expendable soldiers, also known as Dog Boys, though this could change with Desmond Bradford heading up the project. Currently, and throughout the war with Free Quebec, Bradford will most likely remain on the side of Prosek, content to keep his projects secret. The reason for this is that Bradford will want to wait until Prosek's power base has been weakened before striking a major blow. This will reduce the possibility of repercussions from Chi-Town. But enough of this, I will touch upon this potential conflict later.

Free Quebec, as stated in the Rifts RPG (p.150), does not condone the use of mutant animals, seeing them as abominations. One person assumed this meant that they were even more human supremacist in nature, when compared to Chi-Town, and would never associate with the New German Republic. I disagree. If this were so, they would never have sold the Glitter Boy design to Triax Industries in the first place. It is more likely that Free Quebec simply frowns upon the manipulation of genes to create a "monster to fight a monster." Keeping this information in mind, that simply means that Free Quebec does not have "abominations" to use as expendable soldiers. However, that does not mean they do not have expendable soldiers.

Free Quebec kept many things secret from Chi-Town, the most prominent was the user of Juicers in the military, an augmentation that Chi-Town frowns upon (though that has changed somewhat with the Campaign of Unity). Even so, compare the two versions of expendable soldiers. Dog Boys are superior in sniffing out psychics and mages, neither of which Free Quebec employs. In this instance, the Dog Boys can only be used for their superior fighting ability and loyalty to the Coalition States. Free Quebec, however, is likely to use the Juicers as expendable soldiers. They will die in four years anyway and they all long to "go out fighting." A Juicer is superior in every way to a Dog Boy. They are faster, stronger and more intelligent in many cases (they are human, with Dog Boys, you are cross-breeding a human's superior brain with a relatively inferior brain of a dog, resulting in a lower average intelligence).

Lastly, a comparison between technology should be made. For the most part, both Chi-Town and Free Quebec are equals, however, Free Quebec does hold the Glitter Boys, able to destroy many things in one shot. The main disadvantage that the Glitter Boy must face is that they are semi-

fixed emplacements and must drill in before firing. That is, unless the pilot wants to pick his ass off the ground every time he fires. This one disadvantage and the more frequent use of plasma weapons (which nullify the Glitter Boys laser protective shielding) is likely to prove fatal to many, thus tactics will still need to be used. If used correctly, a single squad of these power armors can easily take out a heavy mechanized squad.

Just as an example of how the Glitter Boys would effectively be used, here's my thought on the matter (man I love guerilla warfare). A platoon of foot soldiers, and a squad (four to six) Glitter Boys set up the ambush. The Glitter Boys are hidden in the trees, camouflaged and hidden from passive radar (they aren't moving after all). The platoon goes off, finding a small group of mechanized infantry (UAR/IAR and SAMAS units) and foot soldiers. Knowing they are outnumbered, the platoon retreats, leading the robots on by constantly taking pot shots at them while they run, only doing minimal damage. They eventually lead the robots and foot soldiers to a clearing, the one which the Glitter Boys surround, completely concealed. Once the robots are in the middle of all the Glitter Boys, they open fire, quickly taking out the mechanized units, leaving the foot soldiers to be picked off by the platoon. Simple, yet effective (and yes, the Coalition would get used to this tactic quickly, so it would not work forever, but probably long enough for Free Quebec to gain the advantage).

Now, based on all the above information, my conclusion would be a stalemate. Free Quebec would gain an advantage for a short period of time, true, but in the end, they would only force the Coalition to withdraw. No one can truly win this particular war. A few factors that would contribute to a more significant defeat, one in which the Coalition States would lose some of their support (either from the Manistique Imperium or Ishpeming, among others) would be if Free Quebec were able to strike an alliance with the New German Republic. This is unlikely, however, since the NGR is busy dealing with the gargoyles, Brodkil and other creatures (mostly Mindwerks, which they are largely unaware of). Because of this, the NGR will not want to spare an alliance that would call for the shipment of Triax manufactured weapons from Europe to Free Quebec. The NGR will need all the help they can get. So, if you view the Coalition withdrawing as a victory, Free Quebec has won the war, though only temporarily and the results will probably be similar to what the U.S. saw during the Cold War with the Soviet Union.

Tolkeen

The ever-present war with Tolkeen is imminent and will probably be the bloodiest conflict fought on North American soil. The Coalition knows this, they also know that they have little defense against magic, which is why Dog Boys and Psi-Stalkers will be used extensively. The Dog Boys will be able to flush out the magic-users, forcing them to expend some of the P.P.E., allowing the Psi-Stalkers and foot soldiers to finish them off quickly. As powerful as a magic-user can be, they are still limited by the psychic energy they can control.

This simple, but extremely effective, tactic will get the Coalition as far as the city of Tolkeen, then a switch must be made. Since Tolkeen sits on a nexus and has a large number of ley lines pulsating throughout the city, magic-users will have a nearly unlimited source of energy, similar in many ways to the Coalition's use of nuclear power plants in their assault vehicles and mechanized units. However, Chi-Town has been waiting for this moment for a long time and will hold nothing back. Air strikes, missile volleys and every manner of long-range attack will be made, eventually leveling the city.

Chi-Town is unlikely to allow Tolkeen to remain standing, completely eradicating any evidence that it ever existed. In the end, the Coalition will win, leaving a scar on the planet that will take centuries to heal. A major contributor to this victory, whether the Coalition knows it or not, will be the Federation of Magic. Alistair Dunscon has sworn revenge against Tolkeen for allowing his men to be slaughtered so many years ago. His plan to forge an alliance, then hold back and watch as Tolkeen citizens and soldiers are slaughtered, hideously, will happen, and it will tear wider the rift between the Federation and the survivors of Tolkeen (though there will be few, but no one will ever enter an alliance with Dunscon for fear of betrayal).

Other factors that will contribute to this war, and could drag it out longer or give the Coalition an advantage are few, but there worth discussing. The biggest threat to Emperor Prosek's campaign against Tolkeen is the Xiticix. They are quite close and will be stirred and dismayed by the conflict to the south. Smoke from fires and explosions, as well as tremors from missile and artillery attacks will shake the Xiticix, aggravating them and causing large swarms of warriors to be dispatched from the Duluth hive. The Xiticix, until put back by the Coalition military, will be a thorn in their side, causing a great number of casualties.

Another factor that must be considered is, again, Doctor Desmond Bradford. Will this be Bradford's time to strike, declaring Lone Star a separate entity from the Coalition and he it's leader (be it dictator, emperor, or president), no longer supplying the military with Dog Boys? Again, I doubt it. Few people rally behind Bradford, and most soldiers don't like him or are kept in the dark. The soldiers would, most likely, be horrified by what Bradford had done, and work quickly to overthrow him. Keeping this in mind, it is highly unlikely that Bradford will attempt secession. He has no (or very little) military support and he would not want to risk losing his greatest resource.

Federation of Magic

The Federation of Magic and the Coalition States have been at war for nearly fifty years, and Allistair will never forgive the Prosek line for murdering his father. However, there is little to be said here. The Federation is spread too thin and there is nothing for the Coalition to lay siege to. The City of Brass is well-protected and well-hidden, plus, the Coalition does not know of it's existence. Eventually, the "True" Federation of Magic may see the loss of their leader, Lord Dunscon, but that will be a long time coming.

With respect to the Coalition's conflict with the Federation, it is a conflict that will never end. The Coalition will always have to deal with the evil magic-users from the Magic Zone (not all are actually evil, but the Coalition believes so), but the Federation may not always have the Coalition States to deal with.

The Pecos Empire

The Coalition States has little to worry about from the Pecos Empire. It is nothing more than a loose collection of warring factions. Until they stop warring among themselves and forge an alliance of some type, they are no threat to anyone but themselves.

Similar things can be said about the Vampire Kingdoms of Old Mexico. They cannot cross the Rio Grande River directly because of their petrifying fear of water (and with good reason). They could get to the Coalition States if they were to march their army north through New Mexico or Arizona, then east, around the source of the Rio Grande, but this would be illogical and impractical. If the vampires were to take this route, they would have the Lyn-Srial of the Grand Canyon (not to mention other forces of good) and the problem of finding shelter for several thousand vampires before daybreak. Needless to say, the vampires invading or attacking the Coalition (and vice versa) is a very unlikely scenario.

The Rest

By this, I am referring to Lazlo, New Lazlo, Iron Heart, and the other, smaller kingdoms and city-states that dot North America. Lazlo and New Lazlo both have little to worry about. They are relatively low priorities at the moment and are not likely targets in the near future. Not until Tolkeen, Free Quebec and the Magic Zone have all been tamed. A.R.C.H.I.E. is also not likely to come into play unless the Coalition gets too close to his operating center in Maryland. Should this happen, A.R.C.H.I.E. will simply send an associate from Titan Arms (one of his robots) to deal with them, possibly offering an alliance.

All in all, aside from those major fronts discussed above, no other fronts will, likely, take root.

That about covers the fronts for the Coalition States, now for the rest of the world (maybe a better title for this work would have been "Annihilating Life on the Planet in Ten Easy Steps...").

Atlantis

The main reason I wrote this article was so that I could touch on this subject in more detail. Atlantis has always been a fascinating setting, I just thought that the introduction of the Splugorth as rulers was a little off and messed with the power-base. I simply accept it because it does make for great story lines (I've used Splynncryth as a major instigator of trouble in my campaigns before). My idea for the liberation of Atlantis has been in the back of my mind since I started role-playing with Palladium's Games about eight years ago. The campaign I've included on my site and this information here is the culmination of everything I have slowly been developing as time went on (whether I knew I was developing it or not).

Timeline

I touched on this in the campaign write-up, but here it is again. If this particular military campaign were to ever take place, it would require years, probably decades, of planning and the elimination of various factors, the most prominent being the Sunaj.

The Atlanteans know about the Sunaj and the danger they pose to the race as a whole. If their operations continue, the Atlantean race will soon be exterminated. This will lead to stepped up efforts to determine just who the Sunaj are and where they are coming from. Eventually, enough proof must be accumulated to point the finger at Clan Aerihsman, resulting in the methodical, and eventual, extermination of the entire clan. This will be done without remorse or second-guesses. The Aerihsman Clan chose to deceive their fellow clan members and attempt genocide, thus, the clans will see nothing wrong with their elimination, feeling that the Aerihsman are no better than the supernatural predators the Atlanteans hunt.

Before anyone argues that Clan Aerihsman is far too large to hunt down and destroy, keep in mind that I have not given an approximate time. Eventually, the clan will be destroyed, however it will take a great deal of time. Because Clan Aerihsman is one of the largest of the clans, it could easily take a quarter of a century or more to ferret most (about 80 to 90%) out. The reason I give such a relatively short time span is that many of forces of good will aid in the Atlantean's cause to destroy the traitors. Cosmo-Knights, Cyber-Knights, Samurai, Priests of Light, and generally good-natured people (even unprincipled) will aid in the cause. Those of anarchist or are not as likely to help, but they are certainly not about to associate with them. Even the most diabolic creature cannot conceive of eliminating their own race. After all, if you destroy them, who will you have to rule over.

Additional time will need to be gathered to deal with the planning of the invasion of Atlantis. Logically, once the Atlanteans know they will be attempting to liberate Atlantis, planning will begin. Thus, when the Atlanteans begin the hunt and methodical extermination of Clan Aerihsman, the planning of the invasion will also begin. Total, the planning process will take at least fifty to one hundred years. Spies must be placed and intelligence gathered. Most likely, this will be accomplished through contact with the many slaves that populate Atlantis. Even when dealing with the slaves, however, one must still be careful since Maxi-Men are still quite loyal to their Splugorth masters.

Staging Area

The location which the Atlanteans will use to launch their assault is open to GM discretion, however, I will discuss some of the most likely. First, we have Manoa. The Manoans would, in a heartbeat, strike an alliance with the Atlanteans, being of the same race. Most likely, the Manoans would watch help to keep Lagarto busy, while the Atlanteans left by boat or by magic to invade on the southern shores of Atlantis.

Another likely staging area is the west African coast. A most likely area would be the Congo or what used to be the Ivory Coast. The main reasons for this are that they are remote enough that the base could easily remain hidden among the many ruins, but remains close enough to Atlantis to still be able to take the island continent by surprise.

The last possibility that comes to mind is the coast of Old Portugal. The population density is low and there are few kingdoms here. Also, it is extremely close to Atlantis, however, it is also dangerously close to Splynn, which could cause a great deal of complications.

The only area of the world that seems completely implausible is the Florida coastline. The reason being that the main force of Atlanteans would need to pass directly through the Bermuda Triangle, something that is, most likely, out of the question.

Methods

The methods by which the Atlanteans will take back their homeland will vary extensively, however, I have a few theories. First, they will probably attack from the south, eliminating the Splugorthian allies (gargoyles and Metzla, primarily) and leaving Splynn open. Also, by landing near the center of the southern coast, the Atlanteans will be able to split Splugorth's forces (though they would come dangerously close to sandwiching themselves between). By dividing the forces, the Atlanteans will be able to cut off reinforcements, leaving Splynn even weaker. The invasion itself will, most likely, take months, possibly years, as the Atlanteans slowly wear down the defenses around Splynn and destroy Splynncryth's allies, but with the magical power of the Atlanteans and the magic-rich environment that makes up Atlantis, the Atlanteans will, eventually re-take their homeland.

Casualties

The invasion will result in a great many casualties, to be certain, probably close to 50% of the Atlantean army, and only marginally enough to force Splynncryth's retreat (there is no way the Atlanteans will be able to kill or destroy Splynncryth). Most likely, it will take a thousand years to rebuild the continent to it's previous glory and this task will consume much of the Atlantean's future.

Alliances

I've discussed this before as well, but I will add to it here. The Atlanteans are a proud and noble people, this much is explained in Rifts World Book Two: Atlantis (see the description of the True Atlantean and their disposition). Because of this factor, the Atlanteans will not ally themselves with any one nation or force, with the exception of Manoa. Manoa remains the exception because the Manoans are direct descendants of the original inhabitants of Atlantis. The only other possibilities for alliances will come from those who offer their assistance of their own free will, and few are likely to do so. Those that may include the Cyber-Knights, Psi-Warriors (and other Psyscape trained psychics), and knights (most likely from England, but other knights are possible).

There you have it, my thoughts on the Atlantean liberation, written in full. Many other possible scenarios exist, I'm sure, but this is the one that I felt was the most plausible and created the best story line.

The New German Republic

The NGR is an area where little information is actually given regarding the conflicts, so everything I present here is pure speculation based on equipment and armaments available to each side.

The Gargoyles

The gargoyles will certainly be a tough foe for the NGR military to defeat. They are blessed with high intelligence and natural abilities that make even the lowliest of gargoyles the equivalent of any cyborg soldier or power armor trooper. Many are also blessed with natural spell-casting abilities, for which the NGR has no defenses.

Unfortunately, these advances will do little to aid the gargoyles. The NGR military's technological level is, in this case, far superior to the natural abilities of the gargoyles. Because of these super-vehicles, such as the NGR Mobile Infantry Command Center, the gargoyles will have a difficult time standing their ground. Though it is unlikely the European gargoyles will be wiped from the face of the planet, they will certainly not overthrow the New German Republic and other human kingdoms of Europe.

Instead, the gargoyles will be pushed deeper into the Swiss Alps, allowing them to regroup and the NGR to increase their power base. Perhaps in several decades later, the gargoyles will have regrouped, and the war will begin anew. However, in the end, they will only be pushed away again. Thus, it is more likely that the war between the NGR and the gargoyles will be a never-ending cycle, unless another of the kingdoms in Europe brings an end to that.

The Brodkil

The Brodkil are the only group in Europe that are able to stand their ground against the NGR. Not because of their own abilities or technological level, but because they have allied themselves with Mindwerks. Mindwerks has given the Brodkil everything they need, from cybernetics and bionics to implants and energy weapons.

The Brodkil, since allying themselves with the Angel of Death, have increased in power exponentially, allowing them to secure their hold on the territories they already control. Should it come to war between the Brodkil Empire and the New German Republic, the Republic will be extremely hard pressed to win. Even if they do, it is likely that they will see, at minimum, a loss of half their territories, possibly more. The Brodkil, the more likely victors, will see a complete acquisition of the New German Republic's territories and near-complete enslavement of the population, with a few cells of resistance left to fight.

Mindwerks

Mindwerks will remain hidden, never openly confronting the New German Republic. The Angel of Death will see their vengeance given life through the NGR's conflict with the Brodkil Empire, should that ever come to pass. The Angel of Death prefers the anonymity, though the Angel of Vengeance would rather see otherwise, she simply follows the will of her "mother."

Japan

Republic of Japan/Oni

Japan is another tough call. Little is mentioned of a conflict, except that the Oni view the Republic of Japan as their main opposition to the conquest of Japan. The Oni, however, are inferior in numbers and technology. Unfortunately, they are significantly stronger, and more powerful through their natural abilities. The Oni's natural abilities will cause problems for the Republic of Japan's foot soldiers, but will be easily defeated by the mechanized units, with minimal casualties to the Republic.

Russia

All of these conflicts between Warlords will certainly not take place until after all of Russia has been purged of the demons that plague the lands, which could take decades, if not centuries. Once Russia has been purged, the differences between Warlords will be addressed, causing

titanic battles of those involved. Eventually, one side (there will most certainly be alliances) will emerge victorious and a Czar chosen.

Kolodenko vs. Orloff/Sokolov

In all likelihood, Kolodenko will, eventually, emerge from this conflict the victor. Why? First of all, he holds the "high ground," with much of his Sphere located within the Caucasus Mountains, or the foothills nearby. Secondly, Kolodenko is great friends with most of the Cossack tribal leaders, leading to the very real possibility betrayal from within the borders of the Orloff and Sokolov Spheres, severely hurting both of the Warlord's spheres. Additionally, Kolodenko is educated and well-versed in the use of guerilla tactics and psychological warfare. He already has Sokolov seeing his hand in every unfortunate event.

Though Orloff and Sokolov themselves are likely to survive (power mad, yes; stupid, no), they will eventually lose their entire Camp to Kolodenko along with their lands. Should Orloff and Sokolov survive, they are likely to form a resistance against Kolodenko, though when is difficult to predict (they might actually die of old age before this war actually comes to pass).

Romanov vs. Seriyev

Eventually, to further his own power, Seriyev is bound to betray Sonya, as surprised as she will be. This will, most likely, cause the downfall of the Romanov Camp. This will earn Seriyev the enmity of Kolodenko, to be certain, and possibly other Warlords.

My reasons for believe Seriyev will be the victor is based, in large part, on the fact that Sonya trusts him far too much. Though Seriyev has some feelings for her, it is stated in World Book 17 (p.52), that he will betray her if it serves his purposes. Seriyev also has his dirty little fingers in criminal operations all over Russia (Kolodenko is even investigating this rumor) and has the resources to win over soldiers from other Camps (causing a large number of betrayals, much to the annoyance of the other Warlord).

Orloff/Sokolov vs. the Sovietski

This conflict will probably not get into full swing for a few reasons. The first is that Sonya Romanov (at the very least) will oppose the conflict and would quickly step in. If Romanov were to step in and place herself in a position for utter defeat, it is likely that Kolodenko would quickly come to her aid. Thus, these two Warlord Spheres must be dealt with first, and it is unlikely that Orloff and Sokolov would win in the end.

However, for speculation purposes, I'll include my thoughts anyway. Orloff and Sokolov, unfortunately, do not stand much of a chance in an all out war against the Sovietski. The Sovietski, like their ancestors, are masters of armored warfare and would be able to walk over the Warlord Camps' cyborgs (their foot soldiers would present little opposition, though the use of mine fields and mini-missile launchers could win the Warlords a couple battles).

Despite the Warlords' relatively high level of technology when it comes to bionics and cybernetics, they are unlikely to be able to match the might of the Sovietski tanks. A simple fact is that the Soviets have always built superior tanks (World Book 18, p.157, as well as many history books about the Russian military).

Burgasov Dissenters vs. Burgasov

Many people who survived the annihilation of the Kahzmyr Sphere joined bandit gangs and criminal groups and continue to raid Burgasov villages and troops. Should it come to war (and it probably will, eventually), the dissenters are likely to be defeated. They are highly unorganized, too few in number, and would simply be unable to unite themselves against Burgasov in any way that would cause any significant amount of harm (perhaps a few hundred to a thousand troops will be annihilated, but that is a fraction of Burgasov's army).

A Return to Glories Past...

In the end, the Russian humans will have their country back. Unfortunately, it will be at a great cost. The demons will still be at their borders, the hordes having taken over much of the Orient (China, Mongolia, etc.). The most likely Czar of Russia, once it has been restored (a task that will take years, probably several decades) will be the Kolodenko sphere (whether it is Kolodenko himself or one of his successors, is difficult to say, since it is unknown how long Kolodenko will live). Kolodenko, after Warlord Romanov's defeat at the hands of Seriyev, will begin to methodically defeat the remaining Warlord Camps, working his way, first, northward by rolling over Sokolov and Orloff through the continued use of guerilla tactics and the added advantage of insurrection from within Sokolov's own camp (the Cossacks).

To defeat Orloff, Kolodenko will use the added troops he will gain from defeating Sokolov and use similar tactics on Orloff (though some variation will probably be necessary, the psychological warfare will still probably be used) despite the fact that it may take a decade to finally defeat Orloff. Once Orloff has been defeated, Kolodenko will ally himself with the Sovietski and sandwich Seriyev, defeating him rather quickly (probably in about five to seven years).

Once these three Warlords have been dealt with, Kolodenko will attempt to peacefully negotiate for an alliance with the other warlords. Burgasov, a warrior at heart, is most likely to refuse and will be defeated (probably not killed) in a battle with the, now much more powerful, Kolodenko sphere. Alekseyevna is likely to follow a similar path as Burgasov, but will concede once he realizes the futility of his actions. It is at this time (after the defeat of the remaining Warlords) that Kolodenko will declare himself Czar, despite the Sovietski's protests (which may lead to another war in which Kolodenko will be defeated, but not destroyed, by the Sovietski war machine).

If war does not occur between the Sovietski and the expansive Warlord sphere, then an alliance is sure to be struck, with both declaring sovereignty. Once this has been achieved, any remaining demons within the new Russian nation, will be quickly exterminated and the borders between the nation and demon-infested China will be fortified.

South America

Not many conflicts are touched upon in South America, despite the fact that it was here that the Cataclysm began.

The Empire of the Sun vs. the Arkhon Freehold

The Empire of the Sun is most likely to win, eventually. This is especially true should they ally themselves with the Megaversal Legion (not likely, but a possibility). The Empire of the Sun has magic and the ability to use the Nazca Line Drawings again. Should the war come down to drawn battle lines rather than raids and counter-raids (South America Two, p.71), these Drawings will most certainly be used, should the Empire begin to see the losing side of the war, wiping out the Arkhon Citadels that make up the Freehold.

Cordoba vs. Santiago

Cordoba will win this conflict through the sheer size of their fighting force. When comparing mechanized units, you should note that Santiago has only 500 active Glitter Boy units. Despite my praise of this unit previously, they will be overrun quite easily by the thousands of "Toro" power armor units employed by Cordoba. In addition, Cordoba has a superior number of infantry and the troops are more highly trained than the Santiago troops, which consist of a small standing army and the Citizens Militia.

Cordoba vs. the Achilles Republic

Unfortunately, Cordoba will, again, easily win this conflict. The Achilles Republic's technology level is only equal to 20th Century Earth. This is greatly inferior to Cordoba. Though the Achilles Republic will, most likely, be rolled over by the Cordoban Regime, many are likely to escape as most will quickly realize that they cannot win. Where they escape is anyone's guess, though

some (those with the ability to travel as far) will probably leave for Lone Star and others for various regions of South America. A few might join up with the New Navy (though it will be difficult) and others may find their way to other continents, but most will remain in either North or South America.

England

There are no conflicts truly alluded to in Rifts: England. The only potential conflict that I noticed in my refresher read would arise should the truth be discovered about Mrrlyn, Arr'thuu, Guinevere, and The Lady of the Lake. Though Arr'thuu may know nothing of his being used as a pawn, he will most certainly be killed if his true lineage is revealed.

Prrcyvel, who is already aware of the truth, will most likely be the one who reveals the truth. If he continues to interfere, Mrrlyn is quite likely to engage Prrcyvel in battle, at which time Prrcyvel will take advantage of the situation and show the true nature of Mrrlyn to the people of New Camelot. Prrcyvel is likely to only be saved by the intervention of Galahad, who also has his suspicions regarding Mrrlyn and will quickly jump into the battle once he recognizes Mrrlyn as an extension of the Zilyphan intelligence.

Once Mrrlyn and the other extensions have been defeated (probably within a few years of the Campaign of Unity, around 108 or 109 PA), a search for the true and rightful heir to the throne of New Camelot.

Note: What follows are my opinions on what could be an awesome outcome. I have based the following on the Lady Pendragon comics (an AWESOME series, by the way) by Image Comics. After reading the first few issues, I was reminded of a very cool, very interesting alternate timeline for Rifts England, one that stayed closer to the Arthurian legend.

Galahad will sit on the throne, temporarily, while Prrcyvel searches for the true heir, and the true Merlin. Eventually, Prrcyvel will come across a single woman defending the northern borders against the Fomorians. It is this woman who is heir to the throne of Camelot. Prrcyvel will return, and she will be crowned queen. Unfortunately, a new menace will arise, in the reincarnated form of Mordred and Morgana (two other figures left out of Rifts England) through another attempt by Zilyphan to come to Rifts Earth (this time through actual human vessels). What happens from here can be anything.

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