

THE KUKLOS NATION

By danzig138

DISCLAIMER

The following is my attempt to use the Ku Klux Klan as a type of villain organization for my Rifts campaign. It serves in a way that is similar to the Coalition. It is easier to despise the Kuklos Nation than the Coalition since most people (in America at least) are familiar with the KKK, and are aware of what they have, and can do. This is not an endorsement of the Ku Klux Klan. I do not believe in their goals, ideas or methods. So, if you think that this may offend you, please do not read it. In addition, if you do read it, and are offended somehow, please try to avoid poorly constructed flames.

THE BEGINNING...

On Christmas eve in 1865, in the law office of Judge Thomas Jones, in the little town of Pulaski in Southern Tennessee, near the Alabama line, six young men, all confederate veterans, concluded to organize a society of some kind; some one suggested that they call it "Kuklid," from the Greek word Kuklos, meaning a circle, and some other person present said, "Call it Ku Klux"; the word "Klan" was then added to complete the alliteration.

In order to arouse public curiosity and surround the organization with an atmosphere of mystery, various devices were resorted to; all members took a secret oath, and the oath bound the member to absolute secrecy in regard to everything pertaining to the order, and he was prohibited from disclosing the fact that he was a Ku Klux, or giving the name of any other member, or soliciting membership; each member was required to appear at the meetings arrayed in a long robe with a white mask and very tall hat made of white pasteboard; the meetings were held at night in the cellar of a deserted brick house standing on a hill near the town.

The officers were a "Grand Cyclops," who presided at the meetings; a "Grand Maji," who was a kind of vice-president; a "Grand Turk," or marshal, a "Grand Exchequer," who acted as treasurer, and two "Lictors, who were the outer and inner guards of the "Den." One of these "Lictors" was stationed in front of the old ruin and another between it and town, both dressed in the hideous regalia of the order and bearing enormous spears.

The only business transacted at the meetings was the initiation of new members with the most fantastic of ceremonies, and the only purpose of the order was to mystify outsiders and have fun. During the summer the membership rapidly increased, the local papers contained many references to it, and the objectives of the movement were being discussed; young men from the country and neighboring counties were initiated and organized "dens" in their neighborhoods, the same mystery and secrecy being maintained.

The red lights and raucous sounds of initiations seen and heard at midnight from graveyards and haunted houses were spread and exaggerated, reaching a great level of superstition amongst the lowest social classes. Due to mysterious statements from gigantic shrouded figures that haunted lonely country roads at midnight, it was said that the Ku Klux were the spirits of dead Confederate soldiers. Travel along the roads on which the ghostly "Lictors" stood sentinel was almost discontinued at night, and even the wisest and least imaginative persons began to wonder what it all meant.

In the spring of 1867 the "Grand Cyclops" of the Pulaski "den" sent out a request to all dens of which he had knowledge to send delegates to a convention

to be held in Nashville; these delegates met secretly without attracting public attention, and adopted a plan of organization. The region in which the Klan operated was to be known as the "The Invisible Empire," divided into "Realms," corresponding with states; each "Realm" was divided into "Dominions," corresponding with congressional districts; each "Dominion" into "provinces," corresponding with counties, and each "Province" into "Dens."

The supreme head of the order was the "Grand Wizard," the ruler of a "Realm" was a "Grand Dragon," that of a "Dominion" a "Grand Titan," That of a "Province" a "Grand Giant," and that of a "Den" a "Grand Cyclops."

The Klan determined three particularly special objectives:

1. To protect the weak, the innocent, and the defenseless from the indignities, wrongs, and outrages of the lawless, the violent, and the brutal; to relieve the injured and the oppressed; to aid the suffering and unfortunate, especially the widows and orphans of Confederate soldiers.
2. To protect and defend the Constitution of the United States, and all laws passed in conformity thereto, and to protect the States and people thereof from all invasion from any source whatever.
3. To aid and assist in the execution of all constitutional laws, and to protect the people from unlawful seizure, and from trial, except by their peers, in conformity with the laws of the land.

The Ku Klux began to act as a type of "police force", a vigilante group who specialized in intimidating those who deemed a threat, or troublemakers. However, they did not stop at intimidation; in many cases, they also acted as Judge, Jury, and Executioner, especially when the warnings were not heeded. In many instances Negroes and carpetbaggers were whipped, and in some instances shot or hung. Notice to leave the country was frequently extended and rarely declined and, if declined, the results were likely to be serious.

House burners were quickly set upon and punished, typically by hanging, as were murderers; those who defamed women of good character were usually whipped, and sometimes executed if the offense was repeated; threats of violence and oppression of the weak and defenseless, if persisted in after due warning, met with drastic and sometimes cruel solutions.

Simple corruption in public office was too common for punishment, or even comment, but

those who abused their power, using it to oppress others (a crime prevalent from one end of the country to the other) were likely to be dealt with in no gentle way. If a previous warning was not promptly followed, especially in cases where it affected widows and orphans; those who advocated and practiced social equality of the races and incited hostility of the blacks against the whites were given a single notice to depart in haste, and they rarely took time to reply.

However, the power of the Ku Klux dwindled after a short time. After 1872, their influence was negligible, and they were no longer as feared. This is not to imply that they no longer had a presence. In small, local areas, many Ku Klux rode still, intimidating and threatening. Nevertheless, their national power was lost.

Over the years, the Klan had several resurgences of power, especially during times of civil unrest, but, in general, they were never feared as in the old days. Late in the 20th century, the Klan tried to present a better image to the public, an image of a more benevolent organization, responsible for food drives, and many other acts of charity. They even went so far as to appear in public with faces exposed. They learned to use the media to promote their ideals. Some even ran for, and won, positions in the government. At the same time, other groups became well known for promoting hate and violence against those who were different, and these groups took much publicity away from the Klan.

Many more years passed, during which, the Klan faded from the view of the public. By 2020, the Ku Klux Klan was nothing more than a fringe-group in the history books, or so everyone thought. In fact, the Klan had only changed their tactics. Instead of publicly speaking out in favor of racial separation, they decided to quietly consolidate their power. Therefore, they allowed themselves to fade from thought, while they were investing money, educating the young, and worming their way into positions of corporate power.

Towards the end of the 21st century, the Klan was incredibly wealthy, owning stocks in numerous, diverse companies, including pharmaceuticals, Nanotechnology, space development, weapons, soft drinks, and many others. Much of this wealth was used to build new dens. These "dens" were fortified, subterranean bunkers, designed to withstand an all-out nuclear assault, and to hold large numbers of people. Many members of the Klan actually lived in these dens full-time. These Klansmen were preparing for the future. Everything they might need to survive, in the event that the world was nearly destroyed by the masses of non-whites, was available: food, water, medical supplies, weapons (all of which were military issue). In addition to supplies, they also had the people. Young, healthy people who

believed. Intelligent people - doctors, scientists, technicians, teachers, and it was a good thing they were prepared, because in a short time, it would all end.

The Coming of the Rifts ripped the world asunder. Most of civilization was destroyed, and mankind was plunged into another Dark Age. However, the Klan survived. They were shocked by what had happened to the world they had known, but they adapted quickly. Armed with both weapons, and the courage of the righteous, they went out into this new Earth to change it.

As time passed, and man slowly recovered from this setback, the Klan increased their numbers slowly. They recruited new members from those survivors they found, still only taking "white" people. They slaughtered those who were not human, regardless of whether or not a threat was posed, and gained a reputation as "saviors of humanity". In time, they began to save even those who were not "white", adding them to their ranks.

Years after the Apocalypse, the Klan salvaged everything from their various dens, and centralized their location, forming one large "den", except this one was both above and below the ground. And so was born the Kuklos Nation.

THE KUKLOS NATION (CIRCA 105 P.A.)...

The Kuklos Nation exists in what used to be Virginia. Approximately 30 miles west of the ruins of Richmond lay the capital of the Kuklos Nation, dubbed "New Richmond". This is where the majority of the populace lives, but within 15 miles are many small farms, and a few small communities.

POPULATION

App. 48,000 total

12% of the population is psychic (5700)

Of the psychic population,

64% are Minor Psychics

32% are Major Psychics

4% are Master Psychics

This population does not include the 1800 in the outlying farms and communities.

GOVERNMENT

The Kuklos Nation is a democracy. It is based on the government of the old American Empire, but is a little more streamlined. Every citizen over the age of 15 is required to vote. Elections are held every four years. The offices, in order of importance, are:

The Grand Dragon

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The Grand Wizard-----The Council of Myth (23 members)-----The Council of Wyrms (23 members)

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The Lictors (Military Council)(7 members)

All proposed legislation must pass a majority vote in both the Council of Myth and the Council of Wyrms. If both Councils pass the legislation, it then goes to the Grand Wizard for approval. It then goes to the Grand Dragon for final approval. If the Grand Dragon vetoes the item, it can be pushed through if at least 17 members of each council pass it again.

The Lictors are in charge of all military matters, under the approval of the Grand Dragon. For the most part, they are free to act on their own, except in cases concerning the declaration of war, or national security, in which case, they must receive approval from both councils and the Grand Dragon.

TECHNOLOGY

New Richmond has a standard of living that is just below that of the larger Coalition cities. They have electricity, TVs, radios, running water, all the conveniences. The streets are lit at night, and these streets are paved. Most citizens get around on bicycles in the city. Motor vehicles are reserved for the members of the government, and the citizens outside of New Richmond. Factories produce electronic and mechanical equipment.

Weapons are not made in New Richmond, but

many places exist with the capacity to repair weapons and armor. Most of the weapons used in the Nation are of pre-rifts make. There are several legal clinics that offer cybernetic augmentation/conversion, along with the Juicer augmentation. Currently, only the standard and Hyperion Juicers are available. M.O.M. augmentation is illegal with a penalty of death. Citizens are allowed to carry pistols (non-energy) and melee weapons inside New Richmond, but are not allowed to wear armor (although 85% of the citizens own at least a light suit of armor in case of emergency and an energy weapon). Outside of the city proper, citizens are allowed to carry energy weapons and wear armor.

SOCIETY

Peaceful. There is very little crime in the Nation, due to loyalty and an effective police force. The citizens are content. All citizens have an education equal to a high school graduate (and all are literate). All citizens must serve in the military for two years upon reaching the age of 18, so the adult population is versed in combat techniques, and 80% of the adult population has experienced actual combat of some sort.

Unlike the Klan of old, the Nation allows humans of all colors to apply for citizenship. This normally takes about four months, during which time the candidate lives outside the city in one of the smaller communities. The candidate must swear an oath to the Kuklos Nation and the Constitution. They must also allow themselves to be subjected to a mental scan to determine their loyalty. Of course, this is just a plan to build strength and numbers. Once the threat of non-humans is dealt with, the Nation will turn on those who are not "white".

Non-humans are not allowed, and are usually executed. This policy also applies to wizards, but psychics (if human) are allowed and welcomed.

Psi-Stalkers are allowed in the Nation, but they are carefully watched for the first two years. If they prove their loyalty, they are allowed to stay. Otherwise, they are quietly dealt with in a terminal manner.

Dog Boys and other Coalition mutant animals are viewed as an affront to God and Man, and are executed.

Justice in the Nation is quick and efficient. Suspected criminals are tried by a jury of citizens, and convicted criminals have one appeal that must be filed within one week. Appeals are usually dealt with within two months of filing. Punishments are fair. Murderers, rapists, arsonists, and sex offenders are

executed by hanging. Violent crimes carry a prison sentence of up to 20 years; other crimes usually bring fines and/or reparations, accompanied by a public apology.

FOREIGN AFFAIRS

The Kuklos Nation has a policy of isolation. They have no dealings with the other nations, or city-states in North America, but they do have some dealings with the Black Market, which is allowed a small, monitored presence. They sympathize with the plight of the Coalition, but feel that they may deserve what comes since they have turned away from God, and in fact, attempt to "play God" with their abominable mutant creations. However, if the situation of the CS becomes desperate, the Nation will support them as fellow humans (and will begin to adjust their way of thinking).

THE MILITARY

The Kuklos Nation has a standing army of about 7,300 soldiers, and the rest of the population serves as a militia of sorts. Due to the mandatory military service, all citizens 18 or older have W.P. Energy Rifle, W.P. Energy Pistol, and Hand-to-Hand: Basic (45% have Expert). All at levels 1d4+2. 60% of the population also has W.P. Automatic or Bolt-Action Rifle, and W.P. Automatic Pistol or Revolver.

MILITARY STRENGTH

- 1 Air Wing** (320 soldiers)
- 3 Calvary/Scout Battalions** (640 soldiers each)
- 4 Infantry Battalions** (640 soldiers each)
- 2 Armored Battalion** (640 soldiers)
- 2 Motorized Battalions** (640 soldiers each)

Air Wing:

- 1 Air Castle Bomber*
- 50 Grey Falcon Attack Jets*
- 25 Iron Eagle Attack Helicopters*

(* See Rifts Mercenaries)

They are looking to acquire some Icarus Flight Systems.

Calvary/Scout Battalions

- 25 Iron Maiden APC-10s*
- 100 WI Assault Hover Bikes**
- 75 Tarantula Combat Jump Bikes**
- 190 Assorted Combat Motorcycles
- 100 Assorted Hover Cycles
- 60 Assorted Power Armor Suits (Random mix of common types)
- 300 Assorted Other Fast vehicles

(* See Rifts Mercenaries)

(** See WB 10: Juicers Uprising)

Soldiers wear KNBA-1 Body Armor (equal to CA-2 Light Body Armor) and carry M-2011 Energy Pistols (See WB 7: Underseas), and M-160 Assault Rifles (See WB 7: Underseas).

The Calvary/Scout Battalions are charged with

Long-Range patrols and secondary perimeter defense, and act as the first line of defense against an invasion.

Infantry Battalions

200 Iron Maiden APC-10s* (refitted with an additional 50 M.D.C.)

50 Assorted Power Armor suits (random mix of common types)

(*See Rifts Mercenaries)

These soldiers wear KNBE-2 Body Armor (equal to CA-1 Body Armor), carry M-2011 Energy pistols (See WB 7: Underseas), M-160 Assault Rifles (See WB 7: *Underseas), and 3 Fragmentation Grenades (See Rifts Main Book).

These are the fighting men of the army. They spend most of their time training.

Armored Battalions

- 50 Iron Fist Medium Tanks*
- 100 Iron Hammer Main Battle Tanks*
- 10 Iron Bot Missile Vehicles*
- 20 Titan Combat Robots**
- 40 NG Samson Power Armor Suits**

(* See Rifts Mercenaries)

(**See Rifts Main Book)

These soldiers wear KNBA-1 Body Armor, and carry M-2011 Energy pistols. These troops are sent into conflicts where the infantry is having problems due to sheer enemy strength.

Motorized Battalions

- 40 Iron Maiden APC-10s*
- 200 Assorted Combat motorcycles
- 60 Mountaineer ATVs**
- 30 Assorted Robot Vehicles (Random mix of common types)
- 30 Assorted Power Armor suits (Random mix of common types)

(* See Rifts Mercenaries)

(**See Rifts Main Book)

These soldiers are armed and armored in the same way as the infantry.

Augmented Soldiers

10% of the Military is made up of Partial Conversion 'Borgs (730)

5% are Full Conversion 'Borgs (365)

8% are standard Juicers (584)

2% are Hyperion Juicers (146)

THE FLAG OF THE KUKLOS NATION

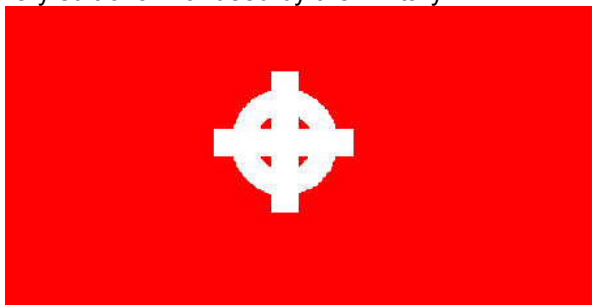
In the 1920's, the Klan adopted the once-infamous Blood Drop symbol. According to them, it represented the blood of Jesus Christ, which was shed for the White Aryan Race. This symbol was maintained, and remained the most recognized. But in the 1970's, they also adopted the Cross-wheel symbol. This was simply a cross in a circle. It was directly derived from the Klan name and

(supposedly) from White history as the crosswheel is found in every White civilization. Visible in the cross-wheel is the Christian cross, the wheel of creativity, the circle of unity, motion, and also the ancient Aryan symbol for the sun -- or light. Over the centuries no symbol has come to represent the totality of the White race better than the crosswheel.



Blood Drop Symbol

This is still how the Kuklos Nation views the Cross-wheel. The current flag is blood-red with a white Cross-wheel. The Blood-Drop has not fallen out of use, though. It is painted over the heart on every suit of armor used by the military.



Kuklos Nation Flag

THE HOODED SHEETS

The infamous hood-and-sheet worn by the Klan of old have fallen out of popular use, but they are still worn by the Grand Dragon, Grand Wizard, the two Councils, and the Lictors during official business. The proper procedure is to enter with hood up, so the face is visible, and once the meeting commences, the hoods are pulled down over the face.

THE LIGHTING OF THE CROSS

According to Klan tradition, the Lighting (burning) of the Cross is supposed to represent the Light of Jesus Christ that drives out all evil. In practice, the burning of a cross was used during meetings and to intimidate others. When someone angered the Klan, they could expect to find a burning cross in their yard later, often surrounded by many Klansmen.

In the Kuklos Nation, the Cross still represents the Light of Jesus, but it is only lit on special Christian holidays, inaugurations, and when someone becomes a citizen (the citizen is granted the privilege of lighting the cross).



Lighting of the Cross