

THE THIRD IMPERIUM

Sword Worlds



TRAVELLER



Sword Worlds

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INTRODUCTION

Within the greater scope of *The Third Imperium* there is a place where the lines between the long past and the far future blur, boundaries separate territories with a buffer of tense peace and the echoes of ancient traditions still leave imprints upon the populace. It is a subsector of space that offers countless possibility for those willing to wade into the trials and tribulations of the people that live here; possibility for profit or tragedy in equal portions. This collection of 24 planets goes by a name befitting of the history and mindset of its people – *The Sword Worlds*.

The Sword Worlds, a subsector found on the Spinward Main, is home to a loose confederation of worlds and peoples that hail from some of the oldest and sternest traditions of humanity. Drawing from the beliefs and customs of the family lines of its original colonists, Sword Worlders are a distinct and unique people when compared to the rest of the Solomani; they are almost considered alien in culture and community by more 'mainstay' human beings. This area of space is not like your common subsector; coming to the Sword Worlds unprepared is a dangerous gamble.

The Third Imperium: The Sword Worlds is the next in a series of sourcebooks that expand greatly upon the subsectors making up the *Traveller: The Third Imperium* game setting. Fans of *The Third Imperium* may or may not have heard of the Sword Worlds before, possibly reading some bits here and there in other *Traveller* products and publications. This book is fully dedicated to the Sword Worlds and its people; forging new ideas, options and facets to explore within the subsector while expanding on what fans may already know about this corner of *The Third Imperium*.

This book holds a wealth of information for playing campaigns within, and fleshing out characters from, the Sword Worlds. It adds several new elements and ideas to the area while looking at old data with renewed vigour. While usable with any setting within the *Traveller* gaming system by Mongoose Publishing, *The Sword Worlds* is based upon a long history within *The Third Imperium* and can be home to an entire campaign in and of itself. Even if a game chronicle never sets foot upon one of the Sword Worlds, *Traveller* and *The Third Imperium* Referees can use the information found in this sourcebook to create new Non-Player Characters and plotlines that will be rich with background and potential 'spin-off' narratives. Essentially, this book gives Referees a close look at a new stage from which they can set immersive new plots and challenge their Player Characters.

With the information found in this book, all *Traveller* and *Third Imperium* fans can look at the Sword Worlders, the planets they live upon and the many secrets they keep. It is the guidebook to everything the Sword Worlds and their people have to offer.

WHY THE SWORD WORLDS?

Why spend time in the Sword Worlds?

The question has been asked by helmsmen and ship captains for centuries as they draw close to the Sword Worlds, their navigational computers spitting out warnings and political doctrines. It is a piece of Charted Space that carries its own laws, traditions and dangers.

Caught between Imperial, Darrian and Zhodani territories, the Sword Worlds subsector is a mix of planets ranging from harsh worlds that scouts try to avoid all the way to metropolitan stacks of urban development that span planetwide. Imperial developments, Zhodani protected estates, industrial mega-complexes and alien community endeavours are scattered throughout the subsector. Influences from their myriad neighbours mingle with the Sword Worlders' own culture, creating a political, economic and social atmosphere that, if drawn, would look like the image in a kaleidoscope.

Sword Worlders are an empire in their own right, holding on to their unique outlook and customs for centuries after their flight from Terra. Generations of Germanic and Scandinavian family lines settled on these planets, creating colonies that formed into the Sword World Confederation and has governed themselves for hundreds of years. Surviving wars, alien incursions and the constant physical and political trespass by the Solomani Imperium, Zhodani nobles and other superpowers has made the Sword Worlders hard-edged, militant and belligerent. Without making proper preparations to interact with the people here, travellers could very well find themselves staring down the edge of a *Jäger's* broadsword...or worse.

No matter what the scouts might say – or give warning to – concerning the Sword Worlds and their harsh, combative inhabitants, there is great potential in these scattered planets. Although it can be risky for the uninitiated, Sword Worlders are a good resource for visitors that can stand their quirky and aggressive ways. With the information in this sourcebook, anyone can learn to make the most of the Sword Worlds subsector.



Using This Book

This book offers a variety of new rules, setting information and equipment to evolve the understanding of the Sword Worlds in the Third Imperium. Each chapter puts more information about the Sword Worlds under a microscope, aiding in the use of this subsector in *Traveller* games and plotlines with greater efficiency. *The Third Imperium: The Sword Worlds* is designed to bring light to a shadowy corner of the galaxy.

The book begins with a chapter dedicated to creating and fleshing out *Traveller* characters based on the people of the Sword Worlds. Despite being human, the Sword Worlders are far removed from the Imperial way of doing things and it shows in their career and lifestyle choices. If a Sword Worlder character longs to serve the Confederation Patrol, the Aesirist Church or the supremely feared *Jägers*, they can use this chapter to make that a reality.

The Sword Worlds have a long history that reaches all the way back to the arrival of the original 'colonial' fleet led by the *Gram*. A lot has happened in the subsector since its origins and much can be learned from what has transpired there. Trying to live within the Sword Worlds requires juggling all of the numerous aspects – some in direct conflict with one another – in order to survive. The next chapter is dedicated to the history and society of the Sword Worlders.

The book continues into a chapter dedicated to detailed descriptions about the 24 planets that exist inside of the Sword Worlds subsector. The inhabitants, the factions controlling them and the problems they continually suffer from are displayed in greater detail than ever before.

Sword Worlders have numerous industrial resources available to them across their planets and moons, many of which are focussed upon the same interests as the people staffing them – namely military goods. The Sword Worlds subsector is the

home and source of several different pieces of equipment and mass-produced arms and armour that gives the Confederation its unique image and style heralding to their most ancient of roots. This chapter is a collection of armaments, equipment and vehicular support that can be gained through access to the Sword Worlds.

Although satisfied with their corner of the galaxy and all that it offers, the Sword Worlders are not without their influence on the space faring and shipbuilding industries. They have a small number of space vessels of their own design and fabrication available in this subsector, from the *Sceaf*-class yacht to the *Bjornär*-class gunship. The next chapter of this sourcebook is devoted to these Sword World starships.

The book moves on to what characters can be expected to *do* when in the Sword Worlds. Local patrons looking to hire freelance help, dangerous beasts lurking in the wilderness and foreign threats looming in the dark vastness of space are all waiting within the subsector. With random tables to generate 'on the spot' plots and events, a Referee should never be without ideas to use when in the Sword Worlds.

The Sword Worlds and its people may seem pragmatic and without guile in their common dealings but there are a number of dark and whispered secrets that are hidden away here. Government conspiracies, alien treachery and other potentially devastating plots exist behind the scenes. This chapter, designed for the Referee's eyes only, contains several of these classified narrative elements for use in their campaigns.

The Sword Worlds sourcebook gives Referees and players alike all they need to be better armed and informed about this unique subsector. Adding a new element to their games by paying homage to what has come before while detailing things no *Traveller* fan ever knew before, this book can be the key to a whole new level of adventure in the evolving world of *The Third Imperium*.



SWORD WORLD CHARACTERS

The Third Imperium is a large and diverse setting with as many different cultures to be represented as planets to be visited. Many of these places and cultures can be easily fitted into a handful of commonplace archetypes like those found in the *Traveller Core Rulebook* and other sourcebooks. This is dramatically not so with the people of the Sword Worlds – they are raised with a different set of ideals.

Sword Worlders think themselves a cut above other folk, trying to outdo their Imperial and outsider cousins as well as trivialise alien influences. Their tradition and personal culture differences shape new aspects of the normal career paths, giving them all a true 'Sword Worlder' outlook on their lifestyles.

Sword Worlder characters can be created using just the normal career paths and rules found in the *Traveller Core Rulebook* and the various career-based sourcebooks in the *Traveller* line. This chapter details some variations and leanings to the standard Character Creation process that will allow players and Referees to make Sword Worlder characters that have the proper feel and background.

PHYSIOLOGY

The Sword Worlders are genetically Solomani due to their tight relations and cultural stock. Their familial and interplanetary relations have led to no notable genetic drifting, since the Sword Worlders left the Solomani sphere of influence – politically and biologically – just 15 centuries ago. The Sword Worlders have not interbred much with the Vilani due to their ideological differences. They also, due to past conflicts in history, have rarely mixed with Darrians or Imperials found in the Marches. Despite being such a popular stretch of stars and planets with a high ratio of visiting genetic stock, the Sword Worlders have managed to stay extremely close to their original lines.

The Sword Worlders do have a considerably different culture from any of the other races of Humaniti found in the Marches and this can lead to some interesting characteristic differences.

Physical Appearance

Due to their tendency to marry and breed within their own people, most Sword Worlders have similar physical characteristics. They are generally Caucasian, bearing brown or dark blue eyes and sandy to blonde hair. Complexions range depending on the type of planet but a genetic propensity for Rosacea and hypertrophic scarring is commonplace. Where no single set of traits is omnipresent in the Sword Worlds, there is

a stereotypical visage that dominates the public appearance of the subsector's populace.

Sword Worlders, both male and female, tend to have thick bone structures, strong jaw lines and sharp, aquiline features. Muscle density and high testosterone levels give even the mildly athletic among Sword Worlders a leaning toward powerful builds and well-defined body tone. Males are often large and imposing by nature; females buxom and comely.

Characteristics

When making a character from the Sword Worlder background, roll Characteristics as detailed in the *Traveller Core Rulebook*. To reflect the natural build and athleticism of the people, players should consider putting their higher rolls toward Strength and Endurance. Characters taking a traditional male career role (whatever their sex may actually be) will probably want to secondarily focus upon Dexterity because of traditional combat training. Education and Social Standing is likely to be useful for characters taking a traditional female role, unless they are also destined for military service.

It should be noted that the Social Standing of those born in the Swords Worlds will not be officially recognised by Imperial factions and that of outsiders would never earn the Worlders' respect either. Despite this socio-political paradox, Sword Worlder characters retain the Social Standing Characteristic modifier to their skills and checks because of their pride and self-confidence.

AVERAGE BODILY ELEMENTS

The following are the common physical statistics found in characters from Sword Worlder genetic stock. Sword Worlder characters can use these methods to determine their height and mass.

Height, Male: 1.6m + (1d6 x 10cm) – 1.95 metre average

Height, Female: 1.4 + (2d6 x 5cm) – 1.75 metre average

Mass, Male: 70kg + (2d6 x 5kg) – 105 kilogram average

Mass, Female: 50kg + (1d6 x 10kg) – 85 kilogram average

SWORD WORLDER GENDER RATIO

Although varied from planet-to-planet, there is a mainstay leaning in the generations of Sword Worlder births in terms of gender allocation. They would never openly admit to it but medical doctrines have showed preference to male offspring survival for hundreds of years. If there is ever any question as



to the survival of a male child in difference to the mother or a female child, the tendency is to always see the male Sword Worlder live.

These gender preferences have, over the generations, led to a higher number of males in the indigenous populations. There are 114 males that survive to the age of five (standard Terran years) for every 100 females, setting the overall gender levels in the Sword Worlds to be significantly more masculine.

SWORD WORLDER NAMING CUSTOMS

Unlike Imperial, Darrian and Zhodani families, which hold breeding and bloodlines in extremely high regard, Sword Worlders are more practical about their familial nomenclature. There are two distinct types of Sword Worlder family groups: those who abide by modern monogamous marriage cycles between one man and one woman and those who maintain the traditional polygamous pairings between one husband and many wives.

Patriarchal roles take priority within monogamous family structures; the husband or father's proper name often becomes the prefix of a child's surname before getting altered based on gender. Female Sword Worlders traditionally add the suffix – *dóttir* (meaning 'daughter of' in Sagamaal) to the father's proper name. Males instead take their father's proper name (or some of it) and use it as a prefix to the suffix –*sson* (meaning 'son of' in Sagamaal), creating a new branch of the greater nomenclature. As an example, if Ansgar Braelsson fathered Emanuel (boy) and Grete (girl), their names would be Emanuel Ansgarsson and Grete Ansgardóttir. When Emanuel eventually had children of his own the family naming would alter further, using 'Emanuel' or 'Eman' as a root and so on.

Families that abide by traditional polygamy add a third name to their nomenclature to signify the longstanding bloodlines – a family name. Following the common naming conventions as the newer monogamous ideals, these family groups also tack the ancient Family Name to the end of their own. This family name is what signifies each 'Bjorn Magnusson' from the next one. For instance, a Bjorn Magnusson hailing from the Sellevold bloodline would therefore go by Bjorn Magnusson Sellevold. Only the most famous of Sword Worlders can have – but not *use* – their family names because of being so well known. If (to continue with the above individual) Bjorn Magnusson Sellevold was known sector-wide, he could likely go by just Bjorn Magnusson in Sword Worlder circles.

Sword Worlder proper and family names are drawn from Scandinavian, Germanic and Nordic roots. Some good examples of these names are as follows:

Male Proper Names:

Ansgar, Arnfinn, Arva, Audfinnar, Benesing, Bjorn, Bragi, Dolf, Dominikus, Eneri, Eyvald, Frans, Gaetir, Gagni, Gram, Haakon, Halli, Hallvard, Harek, Hasvir, Hauk, Hjalti, Hofun, Hrein, Hroald, Hröarr, Ingjald, Jerle, Kaerir, Karl, Karol, Kristoffer, Magnus, Margad, Mark, Olaf, Olrik, Osferth, Pdraig, Peder, Ragnar, Rorik, Sali, Sigefred, Sokni, Steffan, Styrr, Svein, Thialfi, Thjostolf, Thorfinn, Thormod, Thorstein, Tobias, Valbrand, Valdemar, Vebjorn, Viggo, Vulfe.

Female Proper Names:

Abigail, Alma, Aud, Bera, Borghild, Dagne, Emilia, Eva, Fastvi, Freydis, Frida, Grete, Gunhild, Helge, Hidegunar, Hrefna, Hulda, Hungerd, Ikush, Ilma, Ingolv, Ingrid, Isgerd, Jaddvor, Karina, Katla, Kirsten, Lea, Lena, Lisbet, Lucia, Luta, Maera, Marina, Marta, Nanna, Ota, Ragna, Ragnelf, Rea, Regina, Rosa, Sharik, Sigvor, Sigyn, Siri, Solvor, Steinvor, Susanna, Svala, Thorvi, Tullia, Tyra, Ulfhild, Ulrika, Una, Valgerd, Vesta.

Sword Worlder Family Names:

Alfar, Arge, Arrheboe, Aska, Awair, Bogedal, Clahn, Colding, Dahl, Damsgaard, Eberlein, Grimlot, Hatun, Heiberg, Hjalmar, Hos, Karlseffni, Kisi, Kruhl, Lander, Licht, Long, Raaby, Rath, Reuter, Rieper, Roesdahl, Schroeter, Sellevold, Sharudkarin, Sigar, Skarki, Slengr, Slodi, Sokki, Spilli, Staer, Staki, Steil, Steincke, Stif, Strikr, Svanar, Svarni, Thornom, Thumli, Toefing, Valar, Vestar, Werlauff, Witzke.

Family Names and Social Standing

In Sword Worlder culture, those with higher familial lineage are expected to stand by the traditions and customs of the Sword Worlds. Therefore, any Sword Worlder character with a starting Social Standing Characteristic of 9 or higher *must* choose a Sword Worlder Family Name to represent their genetic bloodline.

If a character has a Social Standing of 13 or higher at *any* point in their life, they can stop using their Family Name in Sword World society – they are well known and consider it assumed to be acknowledged.

PLANET OF ORIGIN

As detailed throughout this sourcebook, the Sword Worlds Confederation covers almost the entire subsector of space and has a distinct collection of cultures within those borders. The Confederation has a loose governmental structure and the result is a mixed and fractious group of 19 major member worlds, any of which could be the home world of origin for a Sword Worlder character. These 19 planets are listed here with several of the neighbouring worlds that have significant Sword Worlder influence.



The varied Sword Worlds and their populations have drastically different cultural elements that produce drastically different people based on their individual needs and leanings. This is shown by the starting Background Skills that each of the Sword Worlds Subsector planets can provide for a character being generated from their populations.

Each of the planetary elements of the subsector are listed on the following table, showing what Background Skills each of these planets offer to new characters.

Planet of Origin	Background Skills
Anduril	Carouse 0
Beater	Animals 0
Biter	Animals 0, Survival 0
Colada	Animals 0, Carouse 0
Durendal	Animals 0
Dyrnwyn	Admin 0
Excalibur	Streetwise 0
Gram	Streetwise 0, Trade 0
Gungnir	Animals 0
Hofud	Animals 0
Hrunting	Carouse 0
Joyeuse	Animals 0, Carouse 0, Survival 0
Mjolnir	Animals 0, Survival 0
Narsil	Streetwise 0, Trade 0
Orcrist	Seafarer 0
Sacnoth	Computers 0, Streetwise 0, Trade 0
Sting	Streetwise 0
Tizon	Carouse 0
Tyrting	Advocate 0, Animals 0
Asgard	Animals 0, Survival 0
Caliburn	Trade (Mining) 0, Zero-G 0
Datrillian	Carouse 0, Gambler 0
Entrope	Computers 0, Streetwise 0
Margesi	Animals 0
Metal World : Bronze	Survival 0, Vacc Suit 0
Metal World : Iron	Seafarer 0, Survival 0
Metal World : Mithril	Animals (Farming) 0, Survival 0
Metal World : Steel	Space Sciences (Planetology) 0, Survival 0
Tarsus	Animals 0, Gun Combat 0
Vilis	Streetwise 0, Trade 0

RANDOM SWORD WORLD GENERATION

Players and Referees can either choose their planet of origin from the list or determine this randomly using the following set of tables. Determine a Homeworld for a Sword Worlder character by first rolling on the Sword World Type Table, then rolling on the appropriate sub-table(s). Read the more detailed information on the specific world in The Sword Worlds chapter

to get a basic feeling for the character's society, making note of any special rules that apply to that world.

Sword World Type Table

Roll	World Type
2	Low-Population Sword Worlds
3–4	Medium-Population Sword Worlds
5–9	High-Population Sword Worlds
10–11	Medium-Population Sword Worlds
12	Unusual Sword Worlds

High-Population Sword Worlds

Roll	World Type
2–3	Gram
4–10	Narsil
11–12	Sacnoth

Medium-Population Sword Worlds

Roll	World
2	Biter
3	Joyeuse
4	Orcrist
5	Gungnir
6	Anduril
7	Hofud
8	Tizon
9	Tyrting
10	Excalibur
11	Hrunting
12	Beater

Low-Population Sword Worlds

Roll	World Type
2	Durendal
3–4	Mjolnir
5–8	Colada
9–10	Hofud
11–12	Dyrnwyn

Unusual Sword Worlds

Roll	World
2	Metal World : Bronze
3	Metal World : Iron
4	Metal World : Mithril
5	Metal World : Steel
6	Caliburn
7	Vilis
8	Datrillian
9	Margesi
10	Entrope
11	Tarsus
12	Asgard



ADDITIONAL SWORD WORLDER SKILLS

As per the normal character creation process, Sword Worlders gain a number of background skills equal to their Education DM + 3. If a player has background skill points left after those offered by the aforementioned planets, he may choose skills from the following education lists based on the gender of the character, which varies slightly from that found in the *Traveller Core Rulebook*.

Male Sword Wordler Education:

Athletics 0, Carouse 0, Comms 0, Drive 0, Engineer 0, Gun Combat 0, Language 0, Life Science 0, Medic 0, Melee 0, Physical Science 0, Social Science 0, Space Science 0, Tactics 0, Trade 0

Female Sword Wordler Education:

Advocate 0, Art 0, Athletics 0, Comms 0, Diplomat 0, Drive 0, Engineer 0, Language 0, Life Science 0, Medic 0, Persuade 0, Physical Science 0, Social Science 0, Space Science 0, Trade 0

CHARACTER CREATION: PSIONICS

There is a lot of open prejudice against psionics amongst Sword Worlders, particularly if those skills are recognised in a man – which they see as a sure sign of physical weakness. Despite this opinion, psionics are not considered criminal as they are in the Imperium and keep an open Psionics Institute on the planet Sacnoth.

After determining a character's background skills, a new Sword Wordler may petition admittance to the (in)famous Sacnoth Psionic Institute. This requires a Formidable (–6 DM) Social skill check. This task's difficulty is reduced by one level if the character is female and by one level if the character's homeworld is Sacnoth. These penalty reductions are cumulative, meaning that a female Sword Wordler from Sacnoth will only suffer a –2 DM penalty to this check!

Once a character is accepted, he immediately tests his psionic strength (*Traveller Core Rulebook*, page 152) and can later choose a Psion career path if he meets the normal qualifications.

CAREERS

Sword Wordler characters can choose from the same general set of careers as Imperial or Darrian citizens, with little exception. There is no scout service in use within the Sword Worlds; they do not see the need to spend resources exploring outside the Confederation. The Sword Worlders replace this career, however, with a trio of services not found anywhere else: the Confederation Patrol, the Aesirist Church and the Jäger Kommand.

The following sections detail the differences Sword Worlders find in the primary career paths found in the core *Traveller* sourcebook series.

Agent

The Sword World Confederation contains several notable corporations within its boundaries but few of them extend beyond one planet and its moon(s). Innate Sword Wordler distrust of corporations stems from their reliance on strength in everyday life. Watching bureaucrats gain power to influence governments all around them has left a sour taste for corporate society in the collective mouths of the Sword Worlders. If a Sword Wordler follows an agent career path he is most likely a worker for one of the few large corporations that do exist. Some examples of the rare Sword Wordler corporate entities include the interlocked conglomerates of Narsil; Isborg, a food conglomerate; Gramihandelsbanken, a powerful investment bank based on Gram; or Gramstaatsbedrif, a merchant line run by the same planet's government. An agent could also work directly for the Confederation government or the splinter government of a specific member world as a local operative. No matter who is signing their pay cheques, known agents are somewhat distrusted in the Sword Worlds due to their relation to corporate influence – leading to a higher number of secret agents than normal.

Army

The army is an important and universally respected career in the Sword Worlds. The majority of males serve for one term in the army before engaging in another career – especially those looking to join more elite military or even mercenary sects.

Sword World Army Ranking

The following are the titles used by Sword Worlders to denote their rank in the primary Army career path(s), rather than using those found on page 12 of the *Traveller Core Rulebook*.

Rank	NCO Rank	Officer
0	<i>Menig</i>	<i>Rekrut</i>
1	<i>Sergent</i>	<i>Sergent</i>
2	<i>Chefsergent</i>	<i>Seniorsergent</i>
3	<i>Loejnant</i>	<i>Kadet</i>
4	<i>Major</i>	<i>Kaptajn</i>
5	<i>Oberstloejnant</i>	<i>Oberstloejnant</i>
6	<i>Oberst</i>	<i>Oberst</i>

Mustering out of an Army career term receives +1 DM to the character's first mustering out benefit roll. Any Sword Wordler leaving an Army career path receives a +1 DM to the qualification roll of their next career.



Instead of using the common Imperial titles found in other Army careers, the various ranks of Sword Worlds Army have a completely unique array of titles for rank.

CITIZEN

Due to the lack of an expansionist movement amongst the decision-makers in the Confederation, there is no precedence for the Colonist assignment in this career path. Male Sword Worlders serving as common citizens are far more likely to be classified as labourers (Workers) than work in a corporate environment, with females focusing more on corporate aspects.

DRIFTER

Always an option for Sword Worlders looking to test their mettle, wandering the stars on a *fjerntörn* (translated as 'go far away' in Sagamaal) is universally accepted for men across the subsector. Any Sword Worlder, male or female, that survives longer than a decade on *fjerntörn* can call themselves *svaerdvulfen* ('sword wolves'). The *svaerdvulfen* tattoo themselves on the head or neck with a stylised and recognisable set of canine jaws. Wearing this title is both a warning to those who know what it means and a sign of respect among others who have survived long enough to bear it.

Sword Worlders receive a +1 DM bonus to all Survival rolls for all paths in the Drifter career path.

Entertainer

Collectively called *skalds* by the more traditional Sword Worlders, anyone in the mass media or entertainment fields are generally welcome at public affairs. Considered one of the only non-military careers that exists without gender prejudice, the entertainment field can be ultimately rewarding or savagely punitive if the *skald* in question is talented enough – man or woman. Female *skalds* must be prepared to go to greater lengths to defend themselves if they fail but any good Sword Worlder woman outside of domestic life is already prepared for this.

Marines

Similar to the army, the Sword Worlds marines are an idolised facet of the Confederation military and most young males hope to join the service when they can. Wearing any marine décor – from uniforms and medals to unit tattoos – is a guarantee of Sword World respect and barroom adoration. Serving as a marine is often the first step toward joining the elite forces of the Jäger Kommand.

Once a Sword Worlder character completes at least one term in the Marines, they gain a +2 DM to their next term's qualification

roll into the following careers: Army, Confederation Patrol, Jäger Kommand and Navy.

Mercenaries

The use of professional but private military forces in the Sword Worlds has been accepted for centuries but not looked upon with any special reverence. The time-tested ticketing system mercenaries use to charter their services is simplified here, with Sword World governing offices agreeing to oral agreements and simple handshakes on some of the more old-minded planets. With the militant lean of Sword Worlder mannerisms so widespread in the subsector there is little need for mercenary charters by the Sword Worlds themselves but many Sword Worlders who look to do battle to fill their pockets can find ample opportunity to do so on most Medium to High-Population worlds in the subsector.

If using the advanced career rules found in *Traveller Book 1: Mercenary*, Sword Worlds characters gain a +1 DM bonus to the qualification roll for the Cadre, Commando and Striker paths.

Merchants

Secondary to more militant and 'worthy' career types in the Sword Worlds, the role of commercial traders is still an important one. Merchants and their related splinter-careers are not held in terribly high regard but they are not looked down upon either. Traders and the like are likely to be treated as Sword Worlders treat anyone brave enough to ply a space faring trade – but not brave enough to pick up a blade and fight for a living.

Navy

The Sword World Confederation does not keep its own interplanetary navy, preferring to allow those planets who desire naval resources to raise and recruit their own. Thus any characters on navy personnel careers are serving with the navies of the Sword Worlds' individual planets. The four most famed fleets in the Sword World Confederation are the Gram Fleet, the Joyeuse Fleet, the Narsil Fleet and the highly feared Sacnoth Fleet. Serving with any recognised naval force in the Sword Worlds is not viewed with special regard, with the word 'navy' carrying far less weight than the word 'military'.

If using the advanced naval rules found in *Traveller Book 2: High Guard*, a Sword Worlds character must choose a 'planetary navy' to be a part instead of a sector-wide allegiance.

Instead of using the common Imperial titles found in other Navy careers, the various ranks of Sword Worlds Navy have a completely unique array of titles for rank.



Sword World Navy Ranking

The following are the titles used by Sword Worlders to denote their rank in the primary Navy career path(s), rather than using those found on page 24 of the *Traveller Core Rulebook*.

Rank	NCO Rank	Officer
0	<i>Matrose</i>	<i>Gefreiter</i>
1	<i>Bootsmann</i>	<i>Maat</i>
2	<i>Stabsbootsmann</i>	<i>Hauptbootsmann</i>
3	<i>Oberleutnant</i>	<i>Leutnant im Raum</i>
4	<i>Kapitensleutnant</i>	<i>Kapitensleutnant</i>
5	<i>Fregattenkapiten</i>	<i>Korvettenkapiten</i>
6	<i>Komodore</i>	<i>Kapiten im Raum</i>

Nobility

As discussed in more detail elsewhere in this sourcebook, the role of nobility in the Sword Worlds takes on a much different aspect than it does in Imperial, Darrian or even Aslan society. Ranging from the battle-scarred *Jarls* of traditional families to the more monarchical role of *Storhertug* (High King), the ruling class of the Sword Worlds is powerful in many ways. Strength and martial prowess, and the willingness to demonstrate them when called to task, are important to anyone claiming to know the best interests of the Sword Worlders. There is a longstanding saying in the Sword Worlds – ‘*In Svaerdverdeniren tug, en prim bludir Svaerdverdeniren*’ or, ‘To lead the people, one must first bleed with them.’

Sword World Nobility Ranking

The following are the titles used by Sword Worlders to denote their rank in the Nobility career path(s), rather than using those found on page 26 of the *Traveller Core Rulebook*.

Rank	Administrator	Diplomat	Dilettante
0			<i>Hisvaerd</i>
1	Middle Management	Secretary	<i>Huskarl</i>
2		Attache	
3	Consul		<i>Friherre</i>
4		Greve	
5	<i>Marshal</i>		<i>Lendmann</i>
6	<i>Grossen</i>	Ambassador	<i>Hirdhertug</i>

Instead of using the common Imperial titles found in other Nobility, the various ranks of Sword Worlds Nobility have a completely unique array of titles for rank.

Psion

With Sword Worlders looking at psionic use as weaker than the uses of the physical body, psionic careers are often limited to females. Ironically the slightly more positive attitude toward psionics in the Sword Worlds allows for access to any psionic career – even those that would be too public and open for use in Imperial space.

If using the advanced psion rules found in *Traveller Book 4: Psion*, a Sword Worlds character may enter any of the following careers: Psion Agent, Psion Army, Psion Drifter, Psion Navy, Psion Rogue, or Psion Scholar. It should be noted that Psion Rogues suffer the same penalty as Rogues.

Rogue

Criminals and scoundrels are not well-loved by the traditionally honour-driven people of the Confederation, though the thrilling and often dangerous aspects of such careers is certainly appealing to many brought up in the Sword World culture.

Sword World characters suffer a –1 DM on all Survival rolls within all aspects of the Rogue career.

Scholar

Terms like ‘learned’ or ‘scholar’ are rarely common when discussing the Sword Worlders but no civilisation could excel as they have without thinkers, scientists and researchers. Successful scholars in the Sword Worlds are often males from affluent family lines but women can excel if they can get past gender prejudices. Despite being filled by mostly men in the Sword Worlds, serving as a scholar is certainly seen as effeminate, emasculating and a mark against the ideals of the Sword Worlders.

SWORD WORLD-SPECIFIC CAREERS

The traditions and cultural beliefs of the Sword Worlders have caused variance in the common career paths found throughout Charted Space. They also have created three distinct paths that only appear within the subsector, rooted deeply in the Sword Worlds.

The following three career paths are designed for Sword Worlder characters to choose from if they decide to (and can pass the specified requirements!).



AESIRIST CHURCH

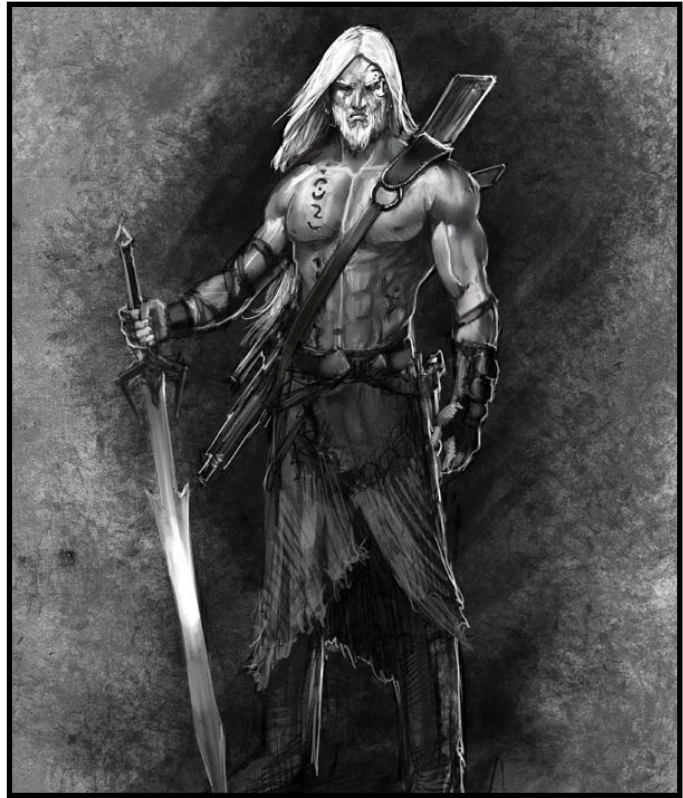
This career is rooted in the traditional religious movements of the Sword Worlds stemming back hundreds of years to the rise (and fall) of the Aesir Alliance. The resurgence of Aesirism has seen a rise in Sword Worlders who dedicate their lives to the worship and defence of the ancient Scandinavian customs that have evolved into a powerful religion. Based on nature, instincts and the purity of the *Svaerdbo* (Sword Worlder) spirit, the Aesirist Church can be a lifelong commitment.

See the *Life Among the Sword Worlders* chapter for more details on the church and its tenets.

Qualification: Edu 6+

Assignments: Choose one of the following:

- **Aesiren:** You are an active and open member of the Aesirist Church, using a variety of natural and trained skills to further the ideals of the local shrines and *godar* (priests). The goal of the congregation is to fulfil the needs of the Aesir, or ancient gods.
- **Godar:** You are a trusted and prized member of the church priesthood, using your knowledge and influences over others to bring the church teachings to other Sword Worlders and possibly beyond the confines of the subsector while leading the Aesiren in their faithful worship.
- **Zealot:** You are wholly devoted to the Aesir, their worship and have taken oaths to protect and serve the church and its members – even if they do not *want* your help!



	Aesiren	Godar	Zealot
Survival	End 6+	Int 7+	Dex 7+
Advancement	Soc 7+	Soc 7+	End 7+

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Carouse	Recon	Admin
2	+1 Str	Streetwise	Diplomat
3	+1 End	Persuade	Pilot (any)
4	+1 Edu	Gun Combat (any)	Drive (any)
5	+1 Soc	Athletics (any)	Investigate
6	Melee (Any)	Melee (Unarmed)	Social Sciences (Theology)
	Specialist: Aesiren	Specialist: Godar	Specialist: Zealot
1	Animals (any)	Leadership	Investigate
2	Melee (any)	Diplomat	Athletics (any)
3	Investigate	Persuade	Gun Combat (any)
4	Survival	Steward	Melee (any)
5	Recon	Melee (any)	Persuade
6	Jack of all Trades	Social Sciences (any)	Melee (Blade)



Mishaps

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	A foe amongst the <i>Lokii</i> surfaces from out of nowhere, targeting those around you in a cowardly manoeuvre to cause chaos. Roll on the Injury table and lose one family member, Ally or Contact. Gain an Enemy.
3	A non-Aesirian Sword Worlder offers to pay you to move your faith away from his estate(s). If you accept the bribe, gain two extra Benefit rolls when you leave this career but roll Deception 7+ to avoid being ejected from this career immediately. If you refuse, gain an Enemy and +1 Social Standing.
4	One of your local <i>godar</i> is being targeted by violent Imperial agents. You have a chance to stop them; if you do so, roll Melee 8+. If you fail, roll on the Injury table and the <i>godar</i> is killed – making it impossible for you to gain a further Rank in this career path. If you succeed you are not ejected from this career and gain the priest as an Ally.
5	A noble family within the church believes you are not truthful about your faith, forcing you to prove yourself in a series of Ordeals. Roll Endurance 9+. If successful you are not ejected from this career.
6	Your local shrine is too small to be noteworthy and falls apart in just a few years after being started. Lose 1 Social Standing.

Events

2d6	Event
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	A group of radicals have taken several of your fellow Aesirian worshippers hostage. You may choose to save them, or leave them to their fate. If you act, roll either Stealth 8+ or Melee 8+ to free them from bondage. If you succeed, gain them as 1d3 Allies and increase the skill rolled. If you fail, roll on the Injury Table. If you do nothing, roll 1d6. On a 1–3, the captives are killed and you suffer a –2DM to your next advancement roll.
4	Your local shrine has asked you to join on a mission off-world to help cement a new Aesirian community on a nearby moon. Gain any one of Athletics, Pilot, Recon or Survival. Then, roll 1d6. On a 1–2, the local populace is violently opposed; roll on the Injury Table. On a 3–4, gain Vacc-Suit 1 due to the moon's terrible atmosphere. On a 5–6, the shrine is a booming success; gain a +2 DM to your next advancement roll.
5	A mysterious benefactor blesses your shrine with a massive inheritance. Gain 1d6 x 1,000 Credits as your share.
6	Your shrine's local <i>godar</i> has been sick and senile. Roll Persuade 8+ to fill in services wherever he makes errors. Succeed and gain +1 to Social Standing. If you fail, your shrine is shamed and you lose 1 Social Standing instead.
7	Life Event. Roll on the Sword Worlder Life Events table.
8	You are placed in charge of the shrine's clerical offices. Gain Admin 1, Computers 1, Comms 1 or Space Sciences 1.
9	A member of the <i>Lokii</i> has targeted you and your family for his incessant and dangerous antics. Once now and then again after each following term, roll Investigate 9+. If you succeed, the <i>Lokii</i> is found out and flees in shame; granting a +2DM to your next advancement roll. If you fail the check by 5 or more, lose one Contact, Ally or family member.
10	An accident is about to take place! Roll Athletics 8+ to act fast. Succeed and one of the Aesiren in your shrine owes you his life. Gain an Ally and 1 Social Standing. Fail and roll on the Injury Table.
11	Your prayers and devotions to the Aesir must have gotten Odin's attentions, as you are given a powerful omen to decipher. Roll Investigate 10+. Fail and nothing happens. If you succeed, you believe you know the meaning and can roll 1d6. On a 1–2, you gain +1DM to your next advancement roll; on a 3–4, you are led to a stockpile containing 1d6 x Cr 2,000 worth of melee weapons; on a 5–6, you wake up blinded in one eye – but may immediately test for psionic potential (see page 152 of the <i>Traveller Core Rulebook</i>).
12	You are given advanced vehicle training to help with the next missionary journey. Gain any one of Drive (any) 1, Flyer (any) 1, Seafarer (any) 1 or Survival.



Ranks and Skills

Rank	Aesiren	Skill or Benefit	Godar	Skill or Benefit	Zealot	Skill or Benefit
0	Herr		Hand			
1	Svaerdsen	Survival	Speaker	Persuade	Svaerdgard	Melee (Blade)
2				Shrine*		
3	Midgarden	Persuade	Minister	Leadership	Bludgardir	Combat Implant
4			Godaren			+1 Strength
5	Heimsson(male) or Heimdottir (female)	+1 Social Standing		+1 Social Standing	Dethfalsir	
6	Founder	Ship's Boat or Shrine*	Odinir	Shrine*	Hend en Tyr	Shrine*

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	500	Contact or Weapon
2	1,000	Weapon
3	2,500	+1 Social Standing, Armour
4	7,500	Shrine*
5	10,000	Ship Share
6	30,000	+1 Social Standing, Shrine*
7	60,000	Free Trader, Shrine*

*New Benefit: Shrine

Aesirist Sword Worlders can be granted official ownership of the founding interest of their local shrine(s). Each level of this Benefit signifies added ownership of the shrine's resources and land assets – equating in potential assets if sold or wagered during gameplay.

The following table shows the size and average worth of what Shrine benefits offer.

Number of Shrine Benefits	Area of Ownership	Average Financial Worth
1	1d6 x 1 Square Metres	1d6 x 500 Credits
2	1d6 x 10 Square Metres	2d6 x 100 Credits
3	1d6 x 50 Square Metres	3d6 x 2,000 Credits
4	1d6 x 100 Square Metres	4d6 x 4,000 Credits
5	1d6 Square Kilometres	5d6 x 8,000 Credits
+1 Above 5	Add 1d6 to Current Area Multiplier	Add +1d6 to dice rolled and Double Current Credit Multiplier



CONFEDERATION PATROL

This career embodies the interplanetary police who ensure justice and fair trade among the Sword Worlds. The Confederation Patrol Service is similar and often compared to the Imperial Scouts. Seemingly militarised, the Patrol is part police force and part customs agency. They enforce trade restrictions between the Confederation and outside worlds. They protect Sword World investments, adjudicate disputes and suppress the piracy rampant in the area.

To be a member of the Patrol, a character must be a native Sword Worlder.

Qualification: Int 6+

Assignments: Choose one of the following:

- **Patrol:** You spent long hours and days flying across the star lanes of the Sword Worlds looking for pirates, raiders and other such troubles. The Confederation relied on you and your crew to keep them safe from interstellar threats.
- **Police:** You were in charge of searching out and apprehending interplanetary criminals. When within the Sword Worlds Confederation, your word was law.
- **Port:** You worked within and maintained the peace in a number of Sword World starports. Without you and those like you, commerce and travel would have been far more threatening throughout the subsector.

There is another career assignment, **Spy**, which is available only through special circumstances and career term events. It has its own list of skills in its own section following.



	Patrol	Police	Port	Spy
Survival	End 5+	End 6+	Int 5+	Dex 7+
Advancement	Int 6+	Int 5+	Soc 7+	Int 6+

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Pilot (small craft)	Tactics
2	Gambling	Vacc Suit	Astrogation
3	+1 End	Mechanic	Engineer (any)
4	+1 Int	Astrogation	Computers
5	+1 Edu	Engineer (electronics)	Medic
6	Gun Combat (Any)	Admin	Jack of All Trades
	Specialist: Patrol	Specialist: Police	Specialist: Port
1	Astrogation	Gun Combat (any)	Admin
2	Comms	Investigate	Diplomat
3	Engineer (any)	Melee (any)	Melee (unarmed combat)
4	Gunner (screens or turrets)	Pilot (small craft or space craft)	Persuade
5	Pilot (small craft or space craft)	Recon	Recon
6	Sensors	Streetwise	Streetwise



Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table; <i>Traveller Core Rulebook</i> , page 37) Alternatively, roll twice on the Injury table with a +1 DM and apply BOTH results.
2	You get caught in the middle of a disagreement between two Sword Worlds planetary governments. Remove yourself from the situation and gain the losing government as a Rival; fight for one side or the other and gain one as an Ally and the other as an Enemy!
3	You anger one of the noble jarls in the Sword Worlds political scene, causing them to cry for your uniform. Give in to their demands and leave peacefully or fight them to keep the Patrol's honour intact. If you choose the latter, gain an Enemy and 1 Social Standing.
4	You overlook a threat in your assigned duties. Perhaps it was purposeful, perhaps it was ignorance or it could have been you were set up. In any case, it appears that you betrayed the Sword Worlds and brought shame to the Patrol. You are immediately banished from the Confederation. You may no longer enlist in Sword Worlds careers.
5	You encounter something both wondrous and terrifying in your space travels. The fear and shock reduces your Intelligence by 1. Roll Endurance 8+ to gain a permanent +1 Endurance.
6	You suffer a scarring injury of which the glory might outshine the failed mission. Roll on the Injury table. If the result is 4 or higher, you are not ejected from this career.

Events

2d6	Event
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	You are pushed to your moral limits getting your job done and your hands get a bit dirty. Roll Deception or Social Standing 9+. If you fail, you may not make an Advancement roll this term. In either case, gain a +1 DM to any one Benefit roll from this career.
4	You spend many months on a tour with a few patrollers that you discover you do not get along with. Increase your Melee (unarmed combat) skill by 1 but take a -2 DM to your Advancement roll this term.
5	Your superior's superior notices your talents and decides that you do not work well with others and can be used better elsewhere. Automatically transfer to the Spy assignment for your next term (if any).
6	An assignment puts you in the thick of things and you get more involved in the politics of the Confederation than necessary. Gain one level in Advocate, Diplomacy or Persuade but also gain a Rival.
7	Life Event. Roll on the Sword Worlder Life Events table.
8	The Confederation is pulled a little thin and you are ordered to spend some time in another assignment. Roll Education 8+ to gain a roll on any Specialist skill table other than your own from the Confederation Patrol career path.
9	You are recognised for your Intelligence gathering capabilities. Roll Int 8+ to gain a roll on the Spy Specialist skill table and automatically transfer into that Assignment for your next term (if any).
10	Your command skills are tested by placing several Confederation Patrol ships into your mission under your control. Gain one of Leadership 1, Persuade 1 or Tactics 1.
11	Something amazing happens during your time on duty. In front of hundreds of other Sword Worlders back at base, you are singled out by your commander for bravery, honour and resolve. Gain +1 Social Standing.
12	A snap decision you made in the heat of the moment prevents a major incident between two prominent members of the Confederation. You are automatically promoted and gain an additional Benefit roll when you muster out of this career.



Ranks and Skills

Rank	Patrol/Port	Skill or Benefit	Police	Skill or Benefit	Spy	Skill or Benefit
0	Korporal		Kadet			
1	Sergeant	Weapon	Konstabel		Shaed	Stealth 1
2	Seniorsergent	Pilot (any) 1	Overhode	Leadership 1	Overshaed	Investigate 1
3	Chefsergent		Leutnant	Investigate 1		Deception 1
4	Leutnant	Leadership 1			Geisten	+1 Edu
5	Overleutnant		Kapiten	Diplomat 1		+1 Int
6	Oberstleutnant	Social Standing to 10 or +1 Social Standing, whichever is higher.	Oberst	+1 Social Standing	Oberstgeist	Diplomat 1

Mustering-Out Benefits:

Roll	Cash (Cr)	Other Benefits
1	10,000	Blade
2	20,000	+1 Int
3	30,000	+1 Edu
4	30,000	Gun
5	50,000	Ally
6	50,000	Ship Share
7	75,000	+1 Soc, +1 Edu

Specialist: Spy	
1	Gun Combat (any)
2	Investigate
3	Pilot (small craft or space craft)
4	Stealth
5	Streetwise
6	Jack of All Trades



JÄGER KOMMAND

Considering its extremely small size in relation to the Confederation Patrol or the Sword Worlds Army, this career is admittance into the elite and specialised Jäger Kommand. The Kommand can trace its traditions back to the platoons that survived from the original landing forces on the *Gram* and its fleet. Priding itself on being the oldest organised guardian of the Sword Worlds Confederation, the Kommand is a mix of heritage, tradition and military skill. The Sword World planetary governments call upon the Jägers to deal with matters outside the normal jurisdiction of the Patrol or local law enforcement.

Qualification: Soc 8+

Special Prerequisite: This career is only available to Sword Worlder characters that have successfully completed at least one term in an Army or Marines career path without being *ejected* from it.

Assignments: Choose one of the following:

- **Colour Guard:** You are a member of an elite crew that serves the Kommand by guarding esteemed members of the governing body or noble families. Your uniform is the colours of the family or office you are serving but the sword-on-starburst insignia of the Jägers is always brandished with honour.
- **The Jagd:** You are a 'lone wolf' amongst the Jägers, a member of a specialised unit whose duty is to stalk, locate and *deal with* targets who have wronged powerful members of the Sword Worlds Confederation. Targets of the *Jagd* disappear without a trace and you have done your part to make that happen time and time again.
- **Kommando:** You are one of the shock troops of the Sword Worlds' elite private force. You trained extensively to make planetary landings, ship-to-ship assaults and urban assaults. You and your brothers have taken on missions that official militaries might think are a waste of resources, time and manpower – because Jägers know no fear!



	Colour Guard	The Jagd	Kommando
Survival	Int 5+	Dex 7+	End 6+
Advancement	Soc 7+	Int 6+	End 6+

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Carouse	Athletics (any)	Diplomat
2	+1 Dex	Gun Combat (any)	Advocate
3	+1 End	Drive (any)	Medic
4	+1 Str	Social Sciences (History)	Comms
5	+1 Social	Investigate	Sensors
6	Jack of All Trades	Tactics (any)	Pilot (any)
	Specialist: Colour Guard	Specialist: The Jagd	Specialist: Kommando
1	Gun Combat (any pistol)	Deception	Battle Dress
2	Persuade	Investigate	Gun Combat (any)
3	Investigate	Gun Combat (any)	Heavy weapons (any)
4	Steward	Melee (blade)	Melee (any)
5	Melee (blade)	Melee (unarmed combat)	Tactics (any)
6	Social Sciences (History)	Stealth	Zero-G



Mishaps

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	An officer in the mainstream Sword Worlds military was passed over by the Kommand and has become obsessed with causing you to fail. Deal with him directly to keep from being ejected from this career but lose 1 Social Standing from the scandal if you do so. No matter how you choose to proceed, gain him as an Enemy.
3	An alien threat menaces one of your missions, forcing you to dispatch several members of the species. The alien government forces the Confederation through political pressure to eject you from the Kommand but with severance pay of 2d6 x 1,000 Credits.
4	A famous <i>jarl</i> of an esteemed family is attacked while under your care and the odds are not in his favour. You can battle by his side until help arrives or leave him to his fate. Do battle and you must roll on the Injury table but you are not ejected from this career. Leave him and you must roll Deception 9+ to keep from being stained a coward and losing 2 Social Standing!
5	The <i>Storhertug</i> (planetary grand duke) needs you for a 'special nocturnal mission' that no one can discover. Roll Stealth 8+. If successful you are not ejected from this career.
6	You are badly injured while on an important mission for the Kommand; a fact they will not forget. Roll twice on the Injury table, applying both results but you are not ejected from this career.

Events

2d6	Event
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	A rogue group of Sword Worlders are targeting historic landmarks and noble sites for vandalism and wanton mischief. You are ordered to dissuade them from continuing their crimes by any means. Roll Persuade, Gun Combat or Melee 8+. If you fail, roll on the Injury Table. If you succeed, you gain a +2DM to your next advancement roll.
4	The Kommand needs you to perform your duties for an extended period of time on the lanes and worlds that border Darrian territory. Gain any one of Gunnery, Investigate, Language (te-zlodh), Pilot or Survival. Use the increased skill in a test requiring a 7+. Succeed and gain +1 Social Standing; fail and suffer -2 DM to your next advancement roll.
5	You are given an opportunity to shine in personal combat when a skilled and dangerous foe challenges you to a duel. Agree to the duel and roll Melee 9+ or shoot him before the duel can begin with Gun Combat 6+. Succeed and gain a +2 DM to your next advancement roll but lose 1 Social Standing from dishonouring gossip if you used Gun Combat.
6	The Kommand needs you to take on the physical training of the next batch of recruits. Roll Athletics 8+ to do an admirable job. Succeed and gain 1 to Endurance. If you fail, your recruits are not physically prepared for their first mission and many get injured – you cannot roll for advancement this term.
7	Life Event. Roll on the Sword Worlder Life Events table.
8	A minor injury places you at a desk within a Kommand office for over a year. Lose 1 Endurance but gain two of the following: Admin 1, Advocate 1, Broker 1, Computers 1, Social Sciences 1 or Space Sciences 1.
9	A powerful Imperial noble wants to back a Sword World endeavour that could be mutually beneficial but the Confederation does not trust him. You are assigned to 'look after' the Imperial workers and soldiers while they are within Sword Worlds territory, rolling Investigate 8+. Succeed and gain a +2 DM bonus to your next advancement roll. Fail and the Imperials sabotage the project – roll on the Injury table.
10	The Jägers must be ready for domestic threats as well as foreign ones, a fact put to the test when angry citizens try to attack someone in your care. Roll either Gun Combat or Melee 8+ to defeat the civilian uprising. Succeed and gain 1 Social Standing. Fail and roll on the Injury Table.
11	A mission to Sacnoth puts you in a position to save an influential member of the psionic institute from an impending accident. Help him by rolling Athletics 8+. Fail and suffer no consequences (Sword Worlders do not care too highly for psions anyway). Succeed however, and the people of Sacnoth herald you a hero. You may immediately test for psionic potential through the institute (see page 152 of the <i>Traveller Core Rulebook</i>), or pass on the chance and gain 1 Social Standing for your traditionalism.
12	You are the sole survivor of an outstanding and successful mission where the Kommand saves an entire Sword World's planetary government. You are automatically promoted in rank this term.



Ranks and Skills

Rank	Colour Guard/Kommando	Skill or Benefit	The Jagd	Skill or Benefit
0	Enkadet	Gun Combat (any) 1	Ensvaerd	Melee (blade) 1
1	Naerajäg			+1 Dex
2		+1 End	Groensvaerd	
3	Enjäger	Streetwise 1	Blaesvaerd	Stealth 1
4	Jäger		Roedsvaerd	
5	Overjäger	Social Standing 10 or +1 Social Standing, whichever is higher	Svartsvaerd	Jack of all Trades 1
6	Oberstenjäger	Social Standing 12 or +1 Social Standing, whichever is higher	Stjarnsvaerd	

Mustering-Out Benefits:

Roll	Cash (Cr)	Other Benefits
1	15,000	Contact
2	20,000	Blade
3	35,000	Armour
4	40,000	Gun
5	55,000	Ally
6	60,000	Combat Implant
7	75,000	Air/Raft

SWORD WORLDS LIFE EVENTS

The life of the people of the Sword Worlds is drastically different from that of anywhere else in Charted Space, which leads to new and different types of Life Events that could transpire for characters hailing from this area. These events can add a great deal of uniqueness and background to Sword Worlders, should they be given the opportunity to experience them.

Any characters created using the Sword Worlds as an origin point should use the following table for their Life Events potentially generated during their career terms instead of the normal ones shown on page 34 of the *Traveller Core Rulebook*.

OTHER CHARACTER COMPLICATIONS IN THE SWORD WORLDS

There are a few other minor differences between the character creation of a common *Traveller* character in the Third Imperium and that of a Sword Worlder. The following subsections explain these small differences.

Mustering Out Benefits – Gambling for Cash

Sword Worlders tend to be rowdy gamblers that drink heavily and bet freely, with increasingly large sums of cash. This is shown through any Sword Worlder character who receives a number of Benefit roll re-rolls based on the level of the Gambling skill they possess. The following table shows the number of re-rolls available.

Gambling Skill	Cash Benefit Re-Rolls
0	1
1	2
2	3
3+	4

To show the increase in losses in ratio to the drinks imbibed during gambling sessions, each time a character re-rolls a Cash Benefit roll the next result has a cumulative –1 DM penalty (to a minimum of 1).

Mustering Out Benefits – Alternate Benefit Items

Sword Worlders have access to other types of equipment than Imperial citizens do, shown through a handful of different items available to them when acquired through Benefit rolls.



Sword Worlds Life Events

D66	Event
11	Sickness or Injury: The character is injured in an accident or contracts a local sickness like Raphaen's Pox or Svarten Influenza. Roll on the Injury Table.
12	Imperial Assault: A border skirmish with a group of Imperial separatists goes badly and the fighting is against bitter odds. The character gains 1 Social Standing but must roll on the Injury Table.
13	Birth of a Son: The character or someone very close to him has been blessed with a male child that shows great genetic potential.
14	Birth of a Daughter: The character or someone very close to him has produced a female child that will eventually be prepared for marriage to another family, preferably a powerful or noble one.
15	Assassin!: The character was targeted by a private assassin. The hired gun is thwarted and the character's survival celebrated but not without some costs. Roll on the Injury table with a +1 DM.
16	Vaen Avbryt: Translated to 'friend break up', one of the character's relationships falls apart, losing a loved one. Lose one Ally if the character has any. Otherwise, lose 1 Social Standing.
21	Taking the Marriage Oath: A romantic relationship of the characters is taken to the next level, instigating a marriage of ancient traditions. Through the binding of hands, sharing of blood and recital of a Sagamaal oath, the character becomes married. If the character is male and of old-styled Aesirist traditions, this could be one of many wives in his family group.
22	Jon Jonsson: An alias amongst aliases in the Sword Worlds, 'Jon' comes to the character with mysterious news that will shake his current beliefs in the local government to the core.
23	Kin Bedrif: Meaning 'no enterprise', the character has suffered a tragic severance of a personal business contract or agreement. The character either loses 2d6 x 1,000 Credits immediately or accrues an equal amount of debt to a Sword Worlds corporation.
24	Epidemic!: A horrible infection has run rampant across an entire Sword World, killing thousands and confining many more to their beds. The character loses 1 Endurance.
25	Rise of the Aesir: The character is heralded by a local Aesirist shrine to be marked somehow as an <i>Uppsvaerdbo</i> , the worldly child of the Aesir (gods). The character can automatically qualify for the Aesirist Church career path next term and gains 1 Social Standing.
26	Nygud Haert: A phrase translated to 'a new and good heart', the character made a true connection with a member of the opposite sex. This could bloom into something long lasting if given the chance.
31	Howl of the Fenriren: A mercenary group based around the dishonourable teachings of the <i>Lokii</i> has chosen to recruit the character for a brutal assault against the establishment of local government. Accept and gain an Ally in the <i>Fenriren</i> but an Enemy in the Sword Worlds Confederation; refuse and the opposite will be true.
32	Decorated for Valour: The character is part of a team effort that somehow helps win the day for the Sword Worlds. He and his comrades are decorated with Ribbons of Service, showing their influence upon the situation. Whenever openly wearing the ribbon, the character gains a +2 DM on Social Standing rolls with Sword Worlder military types. This bonus instead turns into a -2 DM penalty with Imperial or Darrian military types.
33	Undesirable Contact: The character meets a member of the Sword Worlds underworld and gets friendly with them, gaining a Contact in organised crime.
34	Inherited Heirloom: An elderly warrior in the character's family line dies and leaves the character a single piece of his estate – one of the rare and treasured <i>jötunnhammers</i> .
35	Important Contact: The character makes the acquaintance of a member of the local governing body or Confederation Patrol officers, gaining a Contact with the organisation.
36	Metal Worlds Debate: A major debate over settlement and industrial rights to the Metal Worlds takes place and the character is invited to work the event as local staff.
41	Honour Duel: A prominent noble defeats the character in a private duel over a minor matter but then offers to train him afterwards. Increase the character's Melee (blade) skill by 1.
42	Niflevaen: Translated to 'dead friend', this term is what Sword Worlders use to describe someone who betrayed them personally. The character has had a close and trusted friend betray them. If he has any Contacts or Allies, convert one into an Enemy. Otherwise, gain one Enemy.



D66 Event

- 43 Forever Marked:** The character is offered a traditional runic tattoo by an Aesirist *godar*. The mark will be prominent, bold and inscribed with phosphorescent ink that will last forever. It will mark the character as a friend to the Aesir – a risky advertisement in some areas.
- 44 Entropic Occupation:** The character is selected to serve nine months in an occupation base on Entrope. This will surely embitter him toward Imperials more than normal Sword Worlders tend to be.
- 45 Subsector Travels:** The character is placed on a transport headed to a more populated or applicable world for his future goals, gaining a +2 DM bonus to their next Qualification roll, if necessary.
- 46 Fraendevaar:** Meaning ‘a war of kinsmen’, the character’s family sends its adult males to a single planet to test their worth in mock battles against one another. Win or lose, the character makes a good showing and gains a +1 DM bonus to his next Advancement roll in his current career.
- 51 Lost Cache:** The character stumbles upon a long lost and forgotten vault of equipment from the era of the Sacnoth Dominate, before the last Frontier Wars. The character may consider the vault to have 2d6 x 1,000 Credits worth of weapons, equipment and armour... as long as it is TL10 or lower.
- 52 Guldendags:** Meaning ‘the gold days’, the character can only describe what has happened to him recently as amazing good fortune. Acquiring a noble inheritance he did not know about, patenting a useful device or even being part of an epic tale has filled the character’s bank accounts with spare funds. Gain a +2 DM bonus on any one Benefit roll from his current career.
- 53 Bear the Ring:** The character is somehow chosen to bear one of the most esteemed symbols of battle valour – a heralded Ring from a major battle. If the character is from a military career background, increase Social Standing by 2; if not, the bonus is reduced to 1 and the character gains a Rival from the Confederation Patrol.
- 54 On Trial:** The character is targeted by the local *jarl* as a suspect for a scandalous crime. The trial is long, arduous and expensive to the local populace. Guilty or not, the character avoids execution or exile through the help of a mysterious benefactor.
- 55 Organised Crime:** One of the larger planetary crime syndicates asks the character for a few favours here and there, gaining them as an extremely controversial Ally.
- 56 Vit Oega Solsen:** Translated to ‘the white eye of the sons’, the appearance of this fiery comet dips into the Sword Worlds subsector every 29 years. It is a sign of great military foreboding and is said to make heroes out of cowards and kings into paupers. Such is this superstition that the character must leave his current career path but automatically passes the Qualification roll for *any* career path he chooses next.
- 61 Sacnoth Invitational:** The character has ended up on the roster at the Sacnoth Psionic Institute, allowing him to immediately test for psionic capabilities (page 152 of the *Traveller Core Rulebook*) at half the normal cost.
- 62 Life with Aslan:** The character is asked by the Confederation to be part of an ambassadorial mission into a local Aslan community. The character gains Life Sciences (biology) and a Contact amongst the Aslan.
- 63 Darrian Artefact:** The character comes into possession of a rare and comparatively powerful artefact from the Darrian Confederation. The character can choose any single piece of equipment that is no more two Technology Levels higher than that of his homeworld.
- 64 Concussive Trauma:** The character is injured by blunt force trauma to the head, causing numerous and lengthy dizzy spells as well as hallucinations.
- 65 Imperial Defector:** The character discovers an Imperial noble trying to defect to the Sword Worlds. This could be a major boon to the character’s patron government but will no doubt make an Enemy out of any Imperials that learn of it.
- 66 Gift from the Aesir:** Whether it is from the Ancients, another high-tech race or the Aesir gods themselves, the character has been given a unique and priceless item that is far more powerful than most Sword Worlders would want to be responsible for.



The following adjustments exist to Benefit roll results:

Air/Raft: Sword Worlders may choose the *Hnaefir*-class Air/Raft.

Armour: Sword Worlders may choose *Ymir*-class combat armour.

Blade: Sword Worlders may choose *Aelffin* broadsword or *Svaerdir* dirk.

Combat Implant: Sword Worlders may also choose Odin's Eye, Pugilist Plates, *Tröl* Skingraft, or Tyr Fist.

Gun: Sword Worlders may also choose the *Knekt* Basic Combat Rifle or the *Riddare* Advanced Combat Rifle. A second result of this Benefit can then choose the *Wotan* Anti-tank Grenade Missile.

Weapon: See *Blade* and *Gun*.

Yacht: Sword Worlders may choose the *Scaef*-class Yacht.

Ageing of Sword Worlders

The medical processes that have become generally standard amongst the Sword Worlds have included many of the same chemicals found in standard anagathic treatments and vitamin supplements for well over a century. The results have dulled some of the negative effects of ageing in Sword Worlders. This is reflected in a Sword Worlder character being allowed to add (or subtract!) their Endurance DM to any rolls on the Ageing Table (see page 36 of the *Traveller Core Rulebook*).

This modification to ageing can result in higher skill levels for Sword Worlders with several terms but only for those who have the physical prowess to hold back the ravages of time.

Medical Care in the Sword Worlds

The medical profession in the Sword World Confederation is expensive and sometimes more thorough than the rest of the galaxy. Because of this, the restoration of lost Characteristic points costs 6,500 Credits per point.

Sword World career employers understand this fact and do their part to defray costs for their good employers, using the following Medical Bills payment chart instead of the normal one on page 37 of the *Traveller Core Rulebook*.

Career	Roll of 4+	Roll of 8+	Roll of 12+
Army/Navy/Marines/ Mercenaries	80%	100%	100%
Nobility/Entertainer/ Merchant	65%	80%	100%
Aesirist Church/ Citizen/Drifter/Rogue	10%	40%	80%
Agent/Confederation Patrol/Jäger Kommand	75%	100%	100%



LIFE AMONG THE SWORD WORLDERS

Surrounded on all sides by interstellar governments that could at best be considered *unfriendly* towards them, the Sword Worlds are a unique set of planets inhabited by a unique people. Competing with the Darrians, the Imperials and the Zhodani alike for territory, technology and resources is a taxing uphill battle.

With a history that sprang from an ancient Terran warrior people and an independence that began with refugees and vicious battles, the culture of the Sword Worlders is thick. Defining themselves through hardship, labour and conflict is a large part of the Sword Worlders' belief structure, a powerful catalyst in making them as tough as they have become over the generations.

Tenacious, stubborn and strong, the Sword Worlders are a civilisation that thrives beneath the Technology Levels of their neighbours. On the surface they are the underdogs and the primitives, but anyone who spends time within their ranks will know differently.

SWORD WORLDER PHYSIOLOGY

Swordies, the popular nickname for the people of the Sword Worlds, are physically Solomani in all regards. Any differences that can be seen in the *svaerbonir* (Sagamaal for the Sword Worlders) stem from evolutionary adaptation and environmental evolutions rather than genetic manipulations or influence from the Ancients. They are, by all accounts, simply Human.

Most Sword Worlders grow to between 1.85 and 2.2 metres in height; tall for a Solomani, more akin to a short Darrian. Despite their larger frame, Sword Worlders tend to have thick musculature and strongly defined bone structures. They are generally more athletic than Imperial humans because of their harder lifestyles, something reflected in their men and women alike. This thickness of stature also reflects in their mass, with an average mass of 105 kilograms in males and 85 kilograms in females. Their larger size sometimes hides their athleticism but thick limbs and trunk-like abdomens say otherwise.

Harsh environmental conditions on many Sword Worlds combined with the in-progress terraforming process on others have led to a hardy people with good general health. They have strong immune systems, sturdy constitutions and an overall positive physicality about them. Swordies have a long history of undertaking difficult situations and adapting to them. Considering their relatively less-advanced medical science field, this means a

more-or-less natural immunity to illness and disease, resulting in a more cemented resistance in the gene pool.

Sword Worlders take a great deal of pride in their bodies' natural strengths. They actively mock the Darrians for their reliance on pharmaceuticals, despite their own traditional vitamin supplements and they laugh at the 'high genetics' of Imperial breeding and enhancements. To a Sword Worlder, having to fall back on high-tech cure-alls and gene tampering takes a step further away from the *purity* of the stock that came to space with the original starship *Gram*.

With the exception of specific planetary adaptations required of long-term colonists, Sword Worlders remain naturally human. They might consider themselves a separate species from other Solomani but scientifically speaking they are the same.

Lifespan

As humans, Sword Worlders have the nine month gestation period, with a tendency toward late births at closer to 10 months. This adaptation makes childbirth harder on Swordie mothers but it means that their children have a stronger immune system and better developed bone structure as a result. When combined with their traditional outlook on child-raising, young Sword Worlders grow up tough or they do not grow up at all.

Sword Worlders are considered adults, in the eyes of family and community, by the age of 16 standard years. By this time they are expected to have had enough training and life experience to contribute to the whole of their local populace. Physically speaking, Sword Worlders have an adult prime that spans between the ages of 20 and 55, after which they begin a slow decline and reduction in physical faculties – slowed considerably by their lifelong use of *svaerdmatt*.

Unless cut short by any number of tragic circumstances, Sword Worlders commonly live to well over 100 years, with stories told of an old Aesiren reaching nearly 12 decades by Imperial count. Certain planets have better or worsened life expectancies based on their atmosphere, ambient radiation and other factors. The leading natural cause of death in Sword Worlders is endocrine failure from a lifetime of filtering light toxins from food, water and tainted atmospheres.

Diet

Sword Worlders have the standard dietary requirements of any omnivorous human being. Fruits, vegetables, meats and grains are all necessary to their overall nutrition. They are limited



somewhat by the local agricultural production capabilities, replacing what they must with factory-processed imports and mineral or vitamin supplements.

Highly active lifestyles of most Swordies force a leaning towards proteins in their food choices, with hunted or ranch-farmed meat forming the lead source. Legumes, eggs and synthetic nutri-bars are common as well but a roasted or smoked animal of some kind is the traditional centre of any Sword Worlder meal.

As an interesting oddity about them, Sword Worlders relax their normal pragmatism when it comes to sugars and sweetened foods. Swordies tend toward having a weakness for dessert foods. This stereotypical sweet tooth comes from an old tradition of drinking honeyed alcohol with nearly every meal. Evolving from honeyed drinks into adding sweeteners to all beverages and including desserts with most meals, this tradition seems a respite from the otherwise harsh reality of Sword World culture.

SOCIETAL ROLES

Understanding the Sword Worlders' societal norms requires understanding the hardships they have endured. The average Imperial citizen views Sword Worlders as touchy, dour, humourless and prone to useless squabbles. Prejudice against the Swordies is remarkably strong in the Spinward Marches,

especially since the Fifth Frontier War – where they were among the aggressors. After the war however, limited contact with the Imperials has only fuelled the spread of these feelings. Sword Worlders may be the descendants of Solomani colonists but their culture and social customs are sufficiently different from the Imperial norm.

Unlike their Imperial neighbours' culture, which has all but eliminated gender roles, the Sword Worlds still maintain ironclad differences between men and women in their society. To many outsiders this looks like a sexist oppression. This however, is a profound misunderstanding of Sword Worlder culture.

Easily recognised by outsiders, Sword Worlder culture expects and demands different things from the different sexes. Males are to be active and aggressive, while females are expected to be passive and accepting. The origins of this cultural sexism stems from the early days of Sword Worlder civilisation. It has varied in how it has reflected in the population over the years but psychologically these traits are imprinted on the Sword Worlders and are still quite strong today.

Traditionally women are expected to remain in the background of Swordie life, looking after the household and family. They stay at home within the local community, expected to be protected adequately by their men. While not exactly restricted





to housekeeping, meal preparation and childrearing, there are certain jobs in the Sword Worlds viewed as 'suitable' for women. Teaching, gardening and working in small shops owned by a male family member (or husband) are acceptable, as well as similar risk-free occupations. Women who aspire to other roles may do so but not without accepting associated risks. They can enter male careers but they will be expected to adopt the male attitudes and mannerisms that parallel their choices.

Although there are no formal barriers to female societal advancement, it is certainly unusual for women to reach the upper ranks of any organisation. In addition, Sword Worlder society does not accommodate working mothers. Bringing another life into the family – hopefully a male one – is too important not to be a mother's only responsibility. Any working woman who is to bear children must give up her career, taking on a traditional role for the family. In the Sword Worlds there is a lot of social pressure to contribute to the family. Whether it is a remnant of the early emphasis on colonisation or a deeper need to expand biologically, the result is the same. Many organisations see little to no point in training and promoting women when their role will eventually force them to 'retire' sooner than their male counterparts. There have been many moments in Sword Worlder history where women have used clever strategies to circumvent the cultural constraints placed upon them. By turning over childrearing to a housemaid or an unmarried female relative, they can step beyond the 'trap' of domestic life. These unorthodox methods are costly, so it is no coincidence that many women found in predominantly male career pursuits come from the upper classes. For them, the cost is acceptable when compared to the risk.

Sword Worlders as a whole believe that making any responsible choice requires the undertaking of an appropriate amount of risk. Having the authority to accept responsibility for any course of action, therefore enjoying the possible renown from its success, is rooted in sharing an appropriate amount of risk inherent to that action. This Swordie ideal of 'risk and reward are connected' is reflected in most aspects of their life.

Leadership is best served from the front lines, not only in a literal military sense but metaphorically for all walks of life. A CEO risks everything by investing his life savings in the company he commands; an engineer should accompany the driver on the first live-fire trial of his new tank; an architect is the first tenant in a building he designed.

It would be a mistake however, to equate their risk acceptance with blind stupidity or passive courage. A Sword Worlder has no reservations toward taking safety measures and reducing the danger inherent in his duties. A police unit storming a room will be sure to don their body armour; a military *kaptajn* will keep units in reserve when committing other forces to battle. Using understandable amounts of reservation when dealing with risk

is not necessarily seen by Swordies as cowardice; cowardice is the practice of accepting a task and then avoiding it in order to escape the associated risks.

The idea of 'passive courage' – the methodical endurance of whatever obstacles life sets before you – is mainly a female virtue rather than a male one. Sword Worlder men are courageous, willing to endure pain, hardship and death for a goal that they have chosen to aspire toward. Sword Worlder women are raised to withstand unknown, unavoidable and random threats. This has served the people of the Sword Worlds well. In times of conflict, the men are expected to be ready to serve. If the war is lost however, the women pick up the pieces and hold tightly on to Sword World traditions. Their courage and bravery plays a critical role in returning the Sword Worlds to normalcy.

Sword Worlder society is built around the *husenbrandt*, or the household hearth fire. Semi mystical in its significance to the family, the hearth fire is a very real thing. Even the most meagre apartment will keep a small hearth where the goodwife tends a flame, always keeping it burning no matter how small. Swordie men weather discomfort and danger in their daily lives, secure knowing that their hearth fires and families will be there for them to come home to. The hearth fire is where the strongest oaths and vows are taken. It is where a man and wife (or wives) can be honest with one another; the secret refuge where a man can relax his bravado to admit his doubts and fears to listen to the wisdom of his loved ones. The *husenbrandt* is the heart of the home, family and Sword Worlder honour. The hearth fire's keepers - the women who tend it - are considered the collective voice of reason within that heart. Sword Worlder men may be bold and daring but he has a 'safety net' for his plans within these fireside discussions. No true Swordie man needlessly sets aside his responsibilities to his hearth fire – and therefore his family. Likewise, no true Sword Worlder woman will intervene in her husband's plans except in truly important matters. Even when the circumstance calls for it, the wife will only give this advice in private. Countermanding their husband where anyone could see such a thing would result in dishonouring him, with her punishment to follow.

Unless actively trying and working toward breaking expected norms, Sword Worlder social roles can be generally recognised as easily as knowing their sex.

PRIDE AND PREJUDICE

Sword Worlders can be characterised as a proud people. This presents itself as true on two main levels. First, a Sword Worlder takes pride in his ancestors, the original members of the *Gram* fleet. Those people colonised a subsector with virtually no resources, low numbers and adversity threatening them from all directions – even the planets and moons they were settling seemed against them. Yet, they prevailed to create the Sword Worlds.



Second, a Sword Worlder takes pride in his own accomplishments. What an individual can do to help support and advance the whole is important to these people. Personal goals that can be set and achieved are worn like badges of honour but only if they are worthwhile to talk about. A soldier that fights in the infantry like any other Swordie will not care too much to brag about the regular fighting but they will cling for a long time to a tale about when their Wotan rocket dropped an APC filled with Imperials. A businessman might trade in millions of Credits each day but getting that 3% price hike over a Darrian megatrader is pride-worthy. Sword Worlders are a generally proud people, but personal pride must have roots in something greater than the norm.

With this cultural pride comes a distinct prejudice against anyone who does not have to work as hard as they do to survive. Imperials are seen as having been handed everything by the stagnancy of previous generations, working only as a way to pass the time between elder family members leaving inheritances, noble games and other *weaknesses*. Darrians are foppish alien freaks that rely on technology to make up for their own shortcomings, clinging to peace and prosperity as a child clings to a security blanket in the crib. Aslan are certainly interesting but ultimately their allowance to let their women control so much in their society is the root of constant mockery. Having an '*Aslan's wife*' is a Sword Worlder mockery men use with one another if a wife is too outspoken or given too much power over the husband's affairs. Zhodani – a race of aliens that cannot even respect the privacy of one's own mind – are never trusted to be anything other than effete mind-pirates and socialite thugs; Sword Worlders will trade with them if they must but never without a hand on a weapon at all times – just in case they start having third party thoughts.

To be a Sword Worlder is to have the utmost respect for your friends and allies; to take pride in all the things they have done and the accomplishments of the *svaerdbonir*. In order to earn that respect however, one might have to overcome any number of faults... not the least might be the very species one hails from!

SAGAMAAL – THE LANGUAGE OF THE SWORD WORLDS

There are two distinct branches of the Sagamaal language. The first, and seldom used, is the original common language of the Sword Worlds; 'Old Sagamaal' dates to the first colonists from the *Gram*. The second is the language spoken by many Sword Worlders in the modern day, which is simply referred to as Sagamaal. The two are distinctly related to one another but considerable differences have understandably developed between the two in the 1,500 years between their commonplace uses. Through some linguistic morphing and the unfortunate addition of certain outside slang, they have become separate entities.

Old Sagamaal is a reconstructed language that took its roots from Viking Age Icelandic – the language of the ancient sagas, explaining the root of its name. In the pre-Imperial era, during the 10th Century, the Cultural Roots Revival tried to bring back many ancient traditions and beliefs throughout the Terran-derived cultures. Sagamaal was devised at this time, extrapolating from ancient terms to craft many new words for post-Viking technologies, phrases and concepts. The Terran-Scandinavian populations began to use the new language in common practice, integrating it fully into their culture. The mixed nationalities of the original Sword World colonists used Sagamaal as the single language spoken across the colonies, despite it not being an actual native tongue.

When compared to its origins Sagamaal, as it is spoken in the year 1120, has changed almost beyond recognition. Something like 60% of the vocabulary is different or altered, with words borrowed from the other native Terran languages of the colonist families. Swedish, Danish, German and Imperial Anglic are the primary infiltrating languages, with a few words for basic concepts borrowed from Vilani. Colonists from Agidda had a difficult time learning a terrestrial language filled with non-tonal sounds and hard consonants, forcing the other colonists to learn a few simple Vilani words to overcome necessary barriers. These words managed to informally infiltrate Sagamaal and eventually became 'proper' words to use for common terms and phrases. For example, the Sagamaal words for 'yes' (*Ili*, pronounced **eel-ee**) and 'no' (*kill*, pronounced **keel**) are derived from Vilani.

Due to its earlier malleable stage during the colonies' development, the grammar of modern Sagamaal is much simpler than that of the original language.

The Rules of Sagamaal

Over the centuries of use since the founding of the Sword Worlds, the grammatical rules of Sagamaal have simplified considerably from the fragmented and highly inflected language first spoken on Gram.

The following is a list of linguistic modifiers and sample words used in modern Sagamaal.

en-: 'A', a prefix used for a word to note it is singular. *Ensvaerd* = 'a sword.'

-en: 'The', a suffix used for a word to note it is the subject of a modifier. *Djuren* = 'the animal.'

-i: A suffix used to signify that a noun is being used as an adjective. *Bergi* = 'mountainous'; *Blodi* = 'bloody.'

kin-: This prefix is used to turn a word into its negative opposite, much as un-, dis-, anti-, im- or -less would be used in Galanglic.



Where the direct opposite of a word is not applicable, 'Kin' can be used as a separate word entirely in order to produce a similar negative. *Kinsol* = 'sunless'; *Kin Batl* = 'no fighting.'

-nir: A suffix used to show a noun is plural. *Stjarnnir* = 'stars.'

-s: A suffix used to show the possessive. *Vaens* = 'friend's.'

A Sampled Lexicon of Sagamaal Words

Alt: Old (Pronounced **aalt**)

Alv: River (**aalv**)

Atte: Eight (**ah-the**)

Avbryt: Break-up (**aav-breet**)

Bedrif: Enterprise, accomplishment (**beh-dreef**)

Berg: Mountain (**behr**)

Bistand: Help (**bee-stahnd**)

Bistar: To help (**bee-stahr**)

Blae: Blue (**blay**)

Blitz: Storm (**bleets**)

Bok: Book (**bawk**)

Borg: Large City (**boorg**)

Brandt: Fire (**brahnt**)

By: Small City (**bai**)

Dag: Day (**dahg**)

Djur: Animal (**joor**)

En: One (**enn**)

Faa: Few (**fah-ah**)

Farkost: Ship (**fahr-kohst**)

Fem: Five (**fehm**)

Fjarr: Far (**ffyaar**)

Fjernt: Far away (**ffyernt**)

Forbund: Friendly association (**foor-boond**)

Fraende: Kinsman (**frayn-day**)

Furetag: Business, company, enterprise (**foo-ray-tahg**)

Fyra: Four (**fee-rah**)

Gaard: Farm, ranch (**gahrd**)

Groen: Green (**grah-ehn**)

Haen: Hand (**hayn**)

Herre: Formal master (**hay-reh**)

Hr: Mister (**hayr**)

Hus: House (**hyoos**)

Huvud: Head (**hyoo-voood**)

Ili: Affirmative (**eel-ee**)

Kill: Negative (**keel**)

Kort: Short (**kohrt**)

Kvaell: Evening (**kah-vayll**)

Land: Dry land (**lahnd**)

Lille: Little (**leel-leh**)

Ljus: Light (**lyoos**)

Luft: Air (**looft**)

Mana: Many (**mah-nah**)

Mark: Field (**mahrk**)

Mat: Food (**maht**)

Metal: Metal (**may-tahl**)

Naera: Near (**nay-rah**)

Namn: Name (**nah-men**)

Nat: Night (**naht**)

Ned: Down (**nayd**)

Ni: Yes, little-emphasis (**nee**)

Niu: Nine (**nee-yoo**)

Norr: North (**nohr**)

Nul: Zero (**nool**)

Ny: New (**nai**)

Oega: Eye (**ah-gah**)

Oel: Beer (**ahl**)

Ost: East (**ohst**)

Planet: Planet (**plah-nayt**)

Plante: Plant (**plahn-teh**)

Reikistjarna: Stellar body (**raik-ees-yarn-ah**)

Roed: Red (**rahd**)

Rumhamn: Starport (**room-hahmn**)

Seks: Six (**sehks**)

Sju: Seven (**syoo**)

Skov: Forest, woods (**skohv**)

Sol: Sun (**sohl**)

Spring: Jump (**spreeng**)

Staat: State (**stah-aht**)

Stjarn: Star (**ste-yahrn**)

Stor: Big (**stohr**)

Svaerdbo: Sword Worlder (**svayrd-bo**)

Svaerdbonir: Sword Worlder Populace (**svayrd-bo-neer**)

Svaerddeniren: The Sword Worlds (**svayrd-vehr-dehn-eer-en**)

Svart: Black (**svahrt**)

Syd: South (**syeed**)

Thing: Governmental legislative body (**tihng**)

Tiu: Ten (**tee-oo**)

Trae: Wood, lumber (**tray**)

Traed: Tree (**trayd**)

Tre: Three (**treh**)

Tve: Two (**the-veh**)

Un: Lone (**oon**)

Upp: Up (**oop**)

Vaen: Friend, ally (**vay-ehn**)

Vaext: Plant (**vay-ekst**)

Vatten: Water (**vah-tehn**)

Vest: West (**vehst**)

Vit: White (**veet**)

Vulf: Wolf (**voolf**)

FORMAL DEALINGS

Sword Worlder society is, in its own way, more formal than that of the Imperium, although not so much as the Aslan Hierate or the Zhodani. Within the Sword Worlds there are defined traditional rules governing behaviour. Taking responsibility for their actions is a large part of Sword Worlder culture, making it natural for many of these societal regulations to deal with



claiming, granting and accepting responsibility and authority. Sword Worlders with some experience with the worlds outside of the Confederation know that outsiders will not follow these rules. Even so, the social formalities are so deeply ingrained that a Sword Worlder will still react to violations against them as rudeness – a sure invitation to an aggressive response. Sword Worlders who have not ventured away from home usually assume that rudeness is a deliberate slight. It surely would be, if it came from a fellow Sword Worlder.

In an interesting paradox, formal rules make Sword Worlders much more relaxed among their own kind. It is assumed everyone knows how to behave properly and what each of their particular actions will mean to the social gathering as a whole. Members of a more informal society, one that lacks clearly articulated rules, might be constantly looking for reasoning why things work the way they do. Sword Worlders, who are used to these interactions, are not put off by them.

This general relaxation becomes obvious even to outsiders when Sword Worlders are in their home territory, socially speaking. Family lines often remain in the same neighbourhoods for generations and consistently socialise with their neighbours, creating a very incestuous style of friendships and social nepotism. A decorated army officer may live beside an old school friend who later becomes a low-class street cleaner and both men can grow old together, relax and remain lifelong friends. Social and career-based rules could limit the subjects of their conversations but nothing would prohibit their friendship. Sword Worlders cannot understand or forgive the Imperial notion that socialising with people of lower standing is somehow beneath the wealthy; merely one more reason to hate them.

REPUTATION AND HONOUR

The combination of responsibility and their love of communal life produces what outsiders see as Sword Worlder 'touchiness'. Keeping a good reputation amongst peers is paramount for them and a Sword Worlder will take whatever measures they must in order to maintain and increase his reputation. Sword Worlders often like to believe their courage is an instinctual quality that other Human cultures somehow bred out of their core and no longer hold dear. In reality, most Sword Worlders consider the weight of their actions very heavily, acting the way they do out of fear how they would be treated if they were seen in a disreputable light.

This Sword Worlder belief is seemingly an extension of a common military training technique. Fear of what happens when someone looks bad in front of their peers is one major factor into their steadfast motivation to excel. In the Sword Worlds communities, these peers take the form of everyone within a few kilometres of one's home and the reputation applies to domestic or commercial matters as well as one's combat behaviour. This

system works as well as it can due to how Sword Worlder society revolves so much on small, tightly knit communities. A strong desire to remain in the neighbourhood where one grows up makes avoiding disreputable behaviour doubly difficult. New arrivals to any given community are instantly under intense scrutiny from their neighbours, especially when social mores can be judged.

Sword Worlder obsessions with having a good reputation manifests itself in many ways. Sword Worlder media tries to remain far tamer and less scathing than what can be found within the Imperium. Very strict libel laws – those that keep rumours and gossip from becoming judged true in the court of public opinion – ensure media sources stay fair and factual. A long-lived 'gag rag' where gossip and hearsay are printed as fact would be impossible, with real stories pertaining to reputation-influencing topics being double- and *triple*-checked before being committed to publication. Legal ramifications aside, most Sword Worlder legal agencies consider the presence of slander or libel a mitigating circumstance in cases of assault or murder; in other words, a Sword Worlder might be found innocent of killing someone that was actively besmirching their reputation. The ancient *code duello* (the legal use of one-on-one duelling to settle legal differences) has been banned on many worlds in the sector but mainly due to the infringement upon law enforcement and not due to its barbarism or inherent faults. Someone who is a victim of a reputation slight should expect aid from the local community and lesser sentences are still imposed for these crimes. Any occupation based around the purposeful smearing of another Sword Worlder, even in jest, is against the very nature of the *svaerdbonir*. Stand-up comics, tragedy-chasing paparazzi and shock media personalities are virtually unknown of for this reason – they would not last long in such a profession here.

Working both with and against reputation is a Sword Worlder's idea of *honour*. Where reputation is what the outside world thinks of someone's accomplishments, honour is how a Sword Worlder's accomplishments reflect upon their family and close friends. Honour is a measure of self-worth; what a Sword Worlder believes he should be due and what others therefore believe he is due as well. It is a reflection of how closely a Sword Worlder abides by the traditional views and mores of his people in regards to his choices, the risks he takes according to them and how successful he was at dealing with them. It is a Sword Worlder's honour that keeps him from slaughtering his brothers to gain higher patriarchal status, why alien equipment is often frowned upon and personal slights – even those that would not harm one's reputation – are only dealt by those ready to defend their positions.

Sword Worlders with higher personal honour ideals will often have a higher standing and reputation due to how well they are looked upon by their peers, however someone with a



reputation does not necessarily have to maintain an honourable stance. In fact, it is often easier to cut corners, backstab allies and behave scandalously behind closed doors to get ahead in social reputation at the cost of their own honour. These Swordies, the ones who view honour as an old-minded concept that only holds back their ascension to power, are seldom anything less than villains.

It is a major social stigma to be found dishonourable or of ill repute; far more so than just to undertake actions outsiders may view as 'evil'. In Sword Worlder legendry, the vilest pariahs and outcasts are not Vargr pirates or jackbooted Imperial invaders but those Sword Worlders who have chosen to escape their honoured responsibilities by going rogue and leaving duty behind.

MILITARISTIC PRAGMATISM

Sword Worlder society is viewed openly as militaristic; a label it often deserves wholly. Darrians and Imperials look upon the Sword Worlders as aggressive and draconic with how ready they are for military action (or counter-action) but it stems from generations of conflict with their interstellar neighbours and the constant upheavals that took place in the Frontier Wars.

The defence of the community is seen as the duty of every Sword Worlder male of fighting age (16 standard Imperial years) and their membership in regional self-defence units and militias is almost universal. Most also enlist in the regular armed forces as post-adolescent training before moving on to an adult occupation – unless the military becomes their life's path.

This is partially why the 'militaristic' labelling even applies to civilian and commercial organisations. The original colonists of Gram were already members of various military units from their original communities; part of why they were able to survive the flight to the sector at all. During the transition to a more civil society various aspects of their militaristic culture managed to mingle with civilian walks of life easily enough. Personal responsibility ingrained itself as a part of the Sword Worlder psyche, creating a mentality where Swordies cannot help but feel uncomfortable and rudderless when there is no clear chain of command. 'Responsibility' in the Imperium frequently ends up being defined as 'accepting the blame' of those beneath you without having any actual control over the situation beyond a directorial sense. In the Sword Worlds however, the person

Harmgang – An Honoured Duel

In the traditional sense of the Sword Worlds, personal honour is paramount to the worth of one's life and only the foolish ignore tending to it. Although generally disallowed to settle legal matters, the one-on-one duel is still called upon to finalise things between individuals. Like a civil lawsuit in Imperial legislation, the honour duel – or *harmgang* – leaves legal jurisdiction at the door in favour of settling what is right and wrong based on the disagreement.

This is not to imply the harmgang is a trivial matter that one Sword Worlder would use to settle minor matters; it is still viewed as an ancient and prideful tradition. A Swordie will not call upon the harmgang to get back his overly-long borrowed lawn tractor but it would be the best answer for a parent whose daughter has been expectantly deflowered. Calling for the duel is a serious matter and not a decision to be taken lightly.

Traditionally taking place in an *Ull's Ring*, named for the Aesirist god of the duel, the harmgang must remain within the 13 metre diameter oval. This area is always marked in some fashion; by a ring of stones, painted boundaries or even a wall of fencing or cage bars depending on the Swordies that constructed it.

Every harmgang bears its own level of rules leaning against it. Individual limitations such as whether it must be bare knuckles, blades, first blood, loss of an eye or whatever is to be determined by the challenged party; but there are a few traditional laws of the duel that *must* be followed if honour is to be maintained:

Surrender must be met with honour. Anyone undertaking an honour duel must be prepared to allow their opponent to surrender. Surrender in the harmgang means an automatic deference to the victor's views (concerning the disagreement that brought on the challenge) but it spares the combatant any further violence. Surrender can be announced verbally or by holding the traditional upward-facing two-fingered palm.

Svaerdbonir only. Outsiders cannot be expected to follow the honour demands of the harmgang and cannot participate. They are allowed to watch and play witness but cannot interfere in any way.

No mothers or daughters. The harmgang is a place for Sword Worlder *men* to settle disputes or honour, not their wives, mothers or daughters. Swordie women cannot enter a harmgang unless they manage to somehow not fall into the traditional roles of mother or daughter.

who will be claiming responsibility *must* maintain the authority over their subordinates to retain control. Sword Worlder civil managers thus tend to be more autocratic, with clearly stated responsibilities and open obligations to maintain alongside their workers. This places a great deal more duty upon their shoulders than those of their Imperial counterparts but they



There are always exceptions to the rule; missionaries and the zealous looking to spread the 'truth' of their faith to worlds or communities where they feel it is too weak. Sword Worlders expect to see these sorts of spiritualists here and there and do not take offence to their presence unless they are acting unduly rude; something that no Sword Worlder will tolerate for long regardless of the source's chosen spirituality!

Aesirism and the Old Ways

During the early 400s, a modernised mixture of ancient Scandinavian and Norse mythologies rose within the populations of the Sword Worlds. In direct opposition to the Tizonian practice of Emperor worship, Aesirism became both a religion and a political statement to those who adhered to its teachings openly.

know to accept the blame for failures as much as they can claim praise for their successes.

Sword Worlders as a whole deal with things with a simple statement: *'Can I do this without undue harm to myself or my brethren.'* The key word in that ancient proverb is *undue*. A Swordie might not feel that pressing the attack on a hostile takeover is worth the backlash or a transport pilot might know they can traverse the asteroid-laden shortcut despite the potential for disaster. It all depends upon what the Sword Worlder feels is actually harmful, or 'undue' to the situation. This is where their intense pragmatism and practicality stems from – a simple desire to be the best they can be without risking too much with their peers.

SPIRITUAL BELIEF

There are two broad scopes of belief in the Sword Worlds – those who follow the Aesirist traditions and those who do not prescribe to spiritualism at all. There are varying degrees of Aesirist faithfulness like it is with any religion, a lot of which depends on the strength of the faith in the community. If one's neighbours tend to throw Aesiren celebrations, recognise holidays and enjoy their blessings; one cannot help but join in. The general Sword Worlder culture of community and family-based life only makes religious trends more apparent. Where Aesirism is weak, it remains so. Where it is strong, it continues to thrive. The same idea remains true with those of moderate worship – if it has worked so far, why change?

Although it has been suppressed within the Imperium, Aesirism spread to other worlds both inside and outside of Tizon's sphere of influence. The church soon became an important political force as well as a vat of spiritual focus.

In 468, a coordinated revolution took place simultaneously on Hrunting, Isenfang, Mjolnir and Gungnir, bringing those four worlds under the control of their populations. Most of these people had converted to Aesirism over the course of the previous 50 years. Their citizens sought purity through their devotion toward living according to the principles of Aesirism. It was a direct challenge to one of the Tizonian Empire's founding ideals, which eventually led to the longest and darkest struggle in the Sword Worlds' brutal history. Those four worlds banded together as the Aesir Alliance, fending off the Tizon Empire for more than a century.

As of 575 however, Hrunting fell to Tizon. The remainder of the Alliance could not stand against the growing might of the rest of the Sword Worlds and was conquered over the next three years. The Empire's influence changed Aesirism slightly but at its core it remained a religion based on the power of nature and how the faithful allow it to work within them.

In 604 the Second Dominate broke up the Tizon Empire for good and Aesirism sprang back to life with renewed vigour on the four former Alliance worlds. Freed from the need to conform in the face of the Empire, the people of the Aesir Alliance worlds embraced their religion once more but in a fashion that allowed it to spread to other worlds and take root there.



The faith teaches that the Aesir, the ancient gods of the faith, came to the stars with the Sword Worlders. The rainbow bridge between the world of men and the heavens, called *Bifrost* in Old Sagamaal, extended up into the galaxy. The power of the gods followed their people, extending the realm of the Aesir to anywhere the Sword Worlders chose to settle. It kept a connection between the old Terran communities and gave them something to hold onto during the harshness of colony life; a common lifeline between the people.

Where Aesirism takes hold, a shrine is built somewhere where the 'power of nature' would be strongest. This could be in a hollow in the land, a forested grove, or perhaps just a preserved area of grassland within an otherwise urban setting. The shrine will be kept wild and natural in appearance, at the centre of which will be some major focal point, such as a large ash tree or a natural spring. This central point is where the local congregation holds its gatherings, receives blessings and generally addresses the Aesiren community. In large cities, Aesiren will commonly pool their resources in order to purchase a small section of land and rehabilitate it back to a near-wilderness state. The shrine is run by one or more *godar*, priests who are paid from the communal funds to maintain the shrine and perform necessary services for the people. It is one of the largest reasons why ancient tradition has not disappeared on many of the Sword Worlds but it also is the anchor that has kept many of those same worlds rooted in primitive technologies.

The Aesir are worshipped in these shrines, each god representing a specific ideal to which any good Aesirist should aspire to emulate. Each of the Aesir also has a skill that they are

best known for; devout followers should always keep pushing themselves to attain better proficiency with that skill in order to be the best follower they can.

The following table shows the various Aesir gods, their area of expertise and the skill their faithful should try to excel at.

Services in Aesirist congregations are few and attendance in the shrine is never mandatory. So long as a Sword Worlder is attempting to live by the religion's ideals, they are fulfilling their role of what the gods require.

The loose organisation of the church makes it difficult to pin down the number of Aesirists active in the Sword Worlds but open worshipers number about 40 percent of the populations found on the worlds of the former Aesir Alliance. Fifteen to twenty percent exist within the remainder of the Tizon Empire's worlds and Sacnoth, and only five percent thrive elsewhere in the Sword Worlds Confederation and the Border Worlds. Oddly enough, a disproportionate number of upper class families on Gram, Narsil and Sacnoth tend to be Aesirist; at least in moderation of practice. Zealous members aside, the attitudes and moral precepts of the Aesirist church leave their mark upon the lives of many people throughout Sword Worlder territory – some particularly surprising.

The rise of Aesirism sparked a general interest in the Sword Worlders' collective Scandinavian ancestors and many practices from the commonly referred to 'Viking era' have therefore been updated and inserted into modern Sword Worlds culture and society.

The Aesir

Name of God	Title	Focussed Skill
Balder	God of Chivalry and Beauty	Persuasion
Bragi	God of Poetry and Sagas	Art (Oratory)
Eir	Goddess of Healing	Medic
Forseti	God of Justice and Truth	Advocate
Freya	Goddess of Love and Fertility	Trade (Farming)
Frigg	Goddess of Wisdom and Marriage	Investigate
Hel	Goddess of the Dark and the Dead	Stealth
Heimdall	God of Watchfulness and Guardianship	Recon
Ioun	Goddess of Family and Children	Steward
Loki ¹	God of Chaos, Trickery and Mischief	Deception
Odin	God of Fathers and Statesmanship	Leadership
Saga	Goddess of History	Social Sciences (History)
Thor	God of Battle and Courage	Melee (Bludgeon)
Tyr	God of Martial Excellence	Melee (Blade)
Ullr	God of the Duel and Fair Combat	Melee (Unarmed)
Var	Goddess of Contracts	Broker
Weth	Goddess of a Wife's Rage	Melee (Blade)

¹ Loki is included in the list for completeness' **sake** but he is not revered by anyone but the *Lokii* (see entry on page 31).



The Lokii

A troublesome sect, more like a secret society or cult, the *Lokii* (pronounced *loh-kai*) formed in the late-500s when the Aesir Alliance was beginning to lose ground. Started by criminals, troublemakers and anti-Tizonian terrorists, the Lokii began as a weapon against the fall of the faith – but transformed into something much more.

Over the next two generations the Lokii fought a guerrilla war against the Tizonians, always pushing toward the Sword Worlds' independence and freedom from tyranny. Above all else the sect fights against being *controlled*. Unfortunately their vehemence toward lawlessness rapidly turned them toward all legislative and governing bodies – including the Confederation itself.

The Lokii have become a multi-world spanning cult of saboteurs, criminals and large-scale anarchists. They deal with structure and power by trying to tear it all down, sometimes using extremely violent means. They are not above assassination of public officials, mass destruction of private property and the execution of numerous innocent lives. Wherever they go, chaos surely follows.

The leader of a cell of Lokii is called the *Brandtholden*, or 'Fire Keeper'. The Aesir Loki is heralded as the god of fire, making the hearth fire that burns in every cell's hidden headquarters the leader's responsibility to maintain. Just as the hearth fire is important to Sword Worlde families, it is the primary point of gathering for the Lokii as well. At a Lokii hearth fire, the sect members maintain their cohesiveness and synch up their activities for the most *impact* gained by them. The largest cells can have upwards of 20 separate members, making the organisational meetings at the hidden hearth fires a necessity to keep a cell from devouring itself through the anarchic behaviours of its members.

All Lokii bear a single brand – the Old Sagamaal runic script for fire – which they receive after their initial rite of passage. The placement of the brand changes from member-to-member but it is always somewhere easily covered in public and easily revealed to fellow sect members. Any branded Lokii is expected to give aid to another Lokii, unless that member is showing weakness, stagnation or compliance with the idea of *control*.

The Lokii believe, at the centre of their strange code of honour, that their chaotic and destructive antics actually strengthen the *svaerdbonir* through the culling of the foolish, ignorant or weak. By arranging for the weakest parts of the Sword Worlds to be killed or removed, the remains are stronger than ever before. In a certain point of view, they are right.

Membership to the Lokii is not in and of itself a crime but anyone discovered to be a member can expect to be watched and

followed closely until they can be arrested for *something*. Sword Worldeers are well aware of the danger the Lokii represent and it puts them on guard – thereby reinforcing the strengthening ideals the Lokii believe in.

Government

In the Sword Worlds, the original governing structure, dating from the end of their Constitutional Crisis, is still largely in use. Like they look upon most aspects of their culture, the system works well enough so they never thought to change it much, if at all.

The Sword Worlds Confederation's government is divided into the 'chancelleries', groupings based on the areas of influence they individually manage. The leaders of these groups are called chancellors and they are the most powerful members of their specific governing agency. In the current system there are Chancellors of Defence, External Relations, Finance, Internal Relations, Justice and Trade; all of whose roles are mainly self-explanatory.

The equivalent to an Imperial prime minister of the Sword Worlds is called the Chancellor of the Confederation, or *Foerblilldskansleren* (pronounced *fohr-bleeld-skahn-slay-rehn*). Each individual world appoints a representative to sit at the Confederation Council and bear the title of ambassador, adding in their weight on issues to be resolved by an 'adjusted majority' voting process. Seen as the patriarchal planets to the Confederation, Gram, Narsil and Tizon have strict individual veto power over any decisions made. In a similar fashion, any unanimous vote made from the ambassadors of smaller worlds creates a special veto called a Coreward Veto. This power is the only way to overthrow a decision by one of the patriarch worlds. In practice, this means that most things are left in the hands of the worlds themselves unless something arises that is more Confederation-wide.

The end of the conflicts between Gram and Narsil saw a tense finality to their differences and the Confederation was reformed stronger than before. Even with this renewed strength of purpose, the Council is still often deadlocked but planned negotiations and proper influence of the smaller planets and the Border Worlds has turned the Sword Worlds Confederation into a co-dominion between the planetary powerhouses of Gram and Narsil.

Governing the Border Worlds

The Border Worlds, a new and unstable attempt at creating a buffer outside the Confederation, are technically *not* Sword Worlds at all despite their origins. After three centuries of the most important Sword Worlds surviving under the jurisdiction of one government, the Imperium chose to revive the old divisions after the Fifth Frontier War. This decision split off several 'minor' planets and created a counterbalance to the newly empowered



Confederation. The wisdom of this decision is still in question. The last decade has shown things in the Border Worlds getting worse rather than improving.

Initially the Border Worlds Authority (the BWA), the provincial government of the Border Worlds, is not terribly different from the Confederation. To help placate the populations, their constitution was written from the one used by the Sword Worlds' chancelleries. It was altered enough to remain a distinct and individual governing contract but this is mainly a paperwork form of lip service. In practice, the Imperial Colonial Office sends influential advisors to chief BWA administrators, their equivalent of chancellors. Any chief administrator who wants to live long in their position will heed the advice he is given by these Imperial 'advisors.'

MONEY IN THE SWORD WORLDS

Nearly every world and nation in the Sword Worlds Confederation has its own currency. Over generations of Sword Worlders having to deal with independent mintage and marks of wealth, thus a variety of methods have developed through time to handle the inherent chaos involved.

Class III or better starports, most large cities and travelling mercantile vessels are used to dealing with the service of changing monies. At the very least they handle all Sword Worlds and Border Worlds currencies. They must all deal with Imperial credits as well; not out of any respect but because of the prolific nature of the Imperium's wealth. Higher class establishments may also handle Darrian currency, Ardenian Federation funds, Zhodani Consulate scrip and the fragmented currencies of populated worlds located in District 268. There is a fee for the service changing money instituted in the Confederation by the Chancellery of Finance, normally between 1.5% and 3% of the value of the money being changed. Major banking centres will also perform this service, though the fee can be doubled or even tripled in order for them to make a profit on the exchange.

Anyone who does not wish to change their currency types will discover that several moneys are widely accepted. Imperial credits can be used everywhere but only at about 95% of their true value due to the distrust and prejudices against the Imperium. The currency of Gram, the *krone* (pronounced **kroh-neh**) and the *nymark* (**nai-mahrk**) of Narsil can expect a similar exchange rate. The *krone* tends to be worth 0.5 Imperial credits, while there are about 12 *nymark* to the Imperial credit; but these values go up and down based on the political scene at the time. Throughout the Border Worlds, travellers can find that only Imperial credits and the Sacnoth *mark* are accepted everywhere and at a similar value.

Any other minor Sword Worlder and Border Worlder currencies might be accepted at known exchange rates to a major

currency but it will take a moderate amount of convincing for a creditor to do so. The degree and severity of the fee the payer will have to incur will be decided by each individual creditor but 'lesser' currencies from minor worlds or nations will need to be converted at a professional moneychanger to be used away from their original area of mintage.

LAW

Legal agency and actual lawmaking differs from planet-to-planet in the Sword Worlds but overall there is a base code followed that stems from the Chancellery of Justice. This core forms the base from which all of the individual planets make their own legal codes. Certain Sword Worlder ideals stay constant but small differences can be realised during Confederate travels or research.

The enforcement of laws falls first upon the shoulders of a family's patriarch, who is expected to take responsibility for his household and all of its members. This only holds directly true in highly traditional communities, where outside influences have not created the need for neutral arbitration and fair mediation.

Local magistrates, called *forseten* (pronounced **fohr-she-tehn**), are empowered by the state and all local noble families to make final judgments on legal matters. Civil differences that cannot be solved between the parties can also come before a *forseten* but only if all other options have been exhausted. These legal agents do not hold these offices as a career but rather hold other more community-driven jobs and only wear the mantle when called upon. They tend to be upstanding nobles but any male who commands the respect of the Swordies in his area can perform the task.

When a *forseten* is called to hold court, he has to announce the event openly. This gives everyone local a chance to come forward and seek arbitration in front of the community, ensuring that everyone also helps with the enforcement of the findings. These courtly events can transform from a few individual meetings to a week's worth of gatherings, tradition and legal mediation. For the community, this gathering represents a strong moral and societal centre being exercised – a ritual of keeping Sword Worlders honest and honour bound with one another.

Like so many other aspects of Sword Worlder society, law enforcement on a criminal level is left to the Sword Worlders themselves. Off-duty military and militia members will form neighbourhood watches and security details to maintain safety from criminals, sometimes appointing local deputised agents on a full-time basis. Locating and apprehending criminal elements is something that any 'good' Sword Worlder should be ready to do if their community calls for it but having a few specialised law agents on board is never frowned upon. In fact, successful law



enforcement officers can always expect to have a toast in their honour at drinking halls, restaurants and similar gatherings.

Sword World Criminal Punishments

In the Confederation there is little in the way of formalised punishments for criminal offences, at least when speaking on an interplanetary level. Each planetary community will keep its own records and maintain a constant level of judiciary regulation – if only to avoid undue lenience or severity within the system.

The Chancellor of Justice has given the planetary ambassadors specific instructions on the more serious crimes like murder, rape and treason but they leave the lesser ‘sentences’ to the officers of the local legal enforcement.

Although some punishments have become standardised over the generations, there is a special individuality that nobles and forseten can place upon specific instances to ‘personalise’ them. Whenever possible, the sentencing of a criminal should cast a special or unique light upon their crime to better show the community what transgressions against the law will earn them. For example, an automobile thief may be sentenced to serve years in the waste management of a junkyard, an extortionist will be forced to give his possessions and resources to his victims, or a malicious assaulter of women (who are not married to him) will find themselves being humiliatingly lashed publicly by a row of female volunteers. If the punishment is poetic enough, in Sword Worlder belief, perhaps the next potential criminal will think twice.

Many of the Sword Worlds do not take the death penalty lightly, restricting capital punishment and substituting it with a life sentence of menial servitude. Called *kjede og galge* (pronounced **kyay-deh ahg gawl-geh**), ‘chains and gallows’ in

the Imperial tongue. This practice sees the rights of the prisoner suspended for the duration of the sentence – often several decades. Like a form of legal slavery, even the right to life is forfeited, the master assigned to the prisoner having complete control over them. He may order the prisoner to do anything he needs, including placing them in a situation where death might be all but certain. Many under kjede og galge are given to the military for base labour; by the end many are grateful to undertake any duty where they might die and the slavery can end. Being placed under this type of sentence is a great dishonour and only succeeding at a truly monumental task is one of the few things that may restore a prisoner’s lost honour – even if it is granted *posthumously*.

The following table shows the Sword World standard examples for crime and punishment within the Confederation.

HISTORY OF THE SWORD WORLDS

In –420 (pre-Imperial) the Loyalist *Sword-class* troop transport *Gram* left Terra carrying roughly 40,000 troops to be part of an invasion force headed starward. The troops consisted of several varied units from the 8th Scandinavian Army Corps, colonials from Agidda and various specialist units. This included a mobile field medicae, an engineer regiment and three German *Jäger* battalions (which would be the roots of the *Jäger Kommand*).

Loyalist capital ships pounded the planet Chemozem’s defences into ruin but ground forces had only barely moved to deploy when a Reformer relief fleet jumped in and caught them off guard. Outnumbered, the invaders tried to escape by jumping from within the gravity well and most of them were destroyed or hopelessly scattered by misjumps. Only the *Gram* and six destroyers and escorts escaped. Having lost the civil war,

Sword Worlds Criminal Sentencing

Criminal Charge	Expected Sentence
Arson	3–7 years mandatory construction detail.
Assault	5–10 public lashes from victim or victim’s husband/father.
Banking Fraud	Complete enforced forfeiture of assets.
Burglary	12–24 months servitude to victimised family; lifelong garnishment of wages.
Child Abuse	3–5 years Kjede og galge; doubled if child is male.
Distribution of Illegal Substances	12–36 months public service.
Embezzlement	Enforced forfeiture of assets to the victimised commercial entity.
Lewd Public Conduct	6–12 weeks public service; assigned to menial labour.
Murder	Lifetime of Kjede og galge.
Perjury	10–20 months of incarceration and public labour.
Rape	2–4 years Kjede og galge.
Theft	8–16 months servitude to victim; 5–7 years garnishment of wages.
Trafficking (substance)	8–12 months public starport/motor pool labour.
Vehicular Manslaughter	20–30 years Kjede og galge; doubled if victim was male.



everyone in the force that attacked Chemozem was branded as war criminals. They fled spinward to elude their pursuers. In transit they picked up several more fleeing Loyalist ships, including a light cruiser; *Robert the Bruce*.

Now refugees, their government gone and the chain of command shaky, the senior officers transformed their military expedition into an impromptu colonial venture. The Gram Council, made of naval captains and top army officers, formed to take charge of the fleet. They resolved to find a suitable planet to settle but outside of danger from Reformer actions. They kept the troops in low berths until the new home was reached in order to preserve supplies, knowing how difficult the road ahead would be. The Reformers' Earth Union would eventually hear about this new colony and come for them. To fight this eventuality, the Council elected to leave the Rule of Man completely.

On Wu, the capital of one of the Magyar 'pocket empires', they made contact with an envoy of the *Faoheirlyu*. This small Aslan clan situated on the trailing edge of Hierate space were vassals of the *Wahtoi*, who were engaged in a clan war with the rival *Khaolyari* clan. The Gram Council, seeing a need in the Aslan situation, hired their escort ships out as mercenaries; their price was passage out of Humaniti's space.

The *Gram* itself, too important to the Council, did not get involved in the fighting. As the *Faoheirlyu* had little need of additional troops, the soldiers were left in low berth while the escorts fought in small skirmish battles. The troops were woke in rotations and offered the chance to stay behind with the Aslan. Less than 200 caved and did so. In addition, merchant ships were chartered (bribed) to return to Terra and contact fleet members' families and secretly invite them to join the colonisation. The Council acquired colony-friendly equipment as well as an old Aslan colony transport with room for 10,000 in cryo. Fortunately, the *Gram's* mercenary efforts captured enough enemy assets to pay/trade for all this.

In -404 the *Gram* and her escorts began their epic trek across the Aslan Hierate. Issues with diplomacy delayed them in the same systems for months and they often had to fight off raids by rival Aslan clans. By late -401 however, they arrived at the edge of the transrift Hierate. Fully aware of the Aslan attitude toward real estate, the Gram Council decided not to settle too close to their territory. The fleet travelled deep into the Spinward Marches before seriously looking at a new homeworld.

Several worlds attracted interest but none were ideal enough to warrant the risk. The search continued until the Council had no other option but to make a choice; supplies and time had both run thin but it was a technical problem that forced their hand.

In late -400 the crew and passengers of the *Gram* began to experience severe jump sickness as a result of a malfunctioning

jump drive. The *Gram* remained in the current system, Spinward Marches 1223, while engineers began repairs. Meanwhile, the escort vessels surveyed 1223's main planet and scouted neighbouring systems. The main planet proved to be a world with a thriving ecosystem compatible with Terran life. The atmosphere was dense and breathable, although most of its main land mass's interior was desert; the coastlands and islands could provide enough living space for their needs.

Finding this world suitable, they decided that the risk of another jump was not worth it. On Day 127 in the year -399, the Gram Council colonised the world and named it Gram after their vessel.

With how long it would be before the starships construction could begin on Gram, they needed to prepare for possible contact with alien neighbours or former Terran foes. Anything might happen in the meantime: the post-*Maghiz* Darrians might achieve star travel or some other colonial expedition could happen upon 1223. Preemptively settling the worlds between Gram and Cunnonic, the closest world with a Darrian population, the Council used its remaining ships to establish small colonies on Joyeuse, Colada, Tizon and Hrunting.

The Council knew a strong centralised economy was necessary to develop Gram as the hub of their colonial effort. Democracy and civil liberties received a mockery of respect but Gram evolved into a tight and unmoving oligarchy. Justifying the hardships of their people or because they actually believed their own propaganda, the leaders manifested a straightforward ideology – the Sword Worlder way.

The importance of colonising surrounding worlds to grow into a strong interstellar power formed the base of the Gram Council's plans.

-387 saw the Council using their escorts to train their potential colonists and to make one yearly visit to each of the four colonies. Even with limiting the ships in this way, they wore out and eventually each had to be decommissioned. The population of Gram grew rapidly due to the original settlers' familial traditions and the nearly 1:1 ratio of men to women in the original fleet population.

Soon after the first settlement run from Gram, the *Robert the Bruce* headed back through Aslan space to contact loved ones left behind and bring as many of them back to Gram as they could. The ship vanished on its return journey from Terra and its fate is currently unknown. The Aslan *Wahtoi*, when hearing about their former allies' plight, helped maintain a tenuous connection with Terra for almost two centuries. A few small ships managed to make the journey back with their aid. One of the largest groups of Terran newcomers, helped by the *Wahtoi*, arrived in -321 and settled on Caladbolg. Though many Sword



Worlders subsequently moved to Caladbolg for a variety of reasons, the world never quite fit into the Sword Worlder culture as a result of so much outside influence.

Intermarriage and monitored breeding habits saw a population boom by –300. Gram had a population of over 400,000 and the four colonies had about 30,000 between them. Driven by their ‘Sword Worlders First’ ideology, Gram allocated massive resources into a reinvented space program. They began refitting the decommissioned escorts to embark on a program of colonising the unsettled worlds in the region. Eight years later they had built the first jump-capable ship of their own, the *Genfoedsel* (Pronounced *genn-foh-edd-sell*; Sagamaal for ‘Rebirth’). Gram sent most of one generation’s population off to settle Durendal, Dyrnwyn, Excalibur, Hofud, Sacnoth and Tyrning. Beater (called Galatine at the time) was not targeted for permanent settlement. Instead, a fuel station was placed in the system while extensive surveys of the planet took place.

In –292 the Zhodani sent emissaries to Gram and began official trade with the Sword Worlders. The relationship was tenuous and never amounted to much because of the great distance between Gram and the closest Zhodani world as well as the Grams’ fear that the Zhodani might overwhelm their culture limiting their contact.

A Darrian exploration ship from the world of Mire came to Tizon in –265. By that time Gram had grown to a population of 600,000 and the four ‘First Colonies’ sat at 200,000. The six new colonies had twice that amount, with Sacnoth holding the vast majority. The recent knowledge that a rival interstellar power was emerging in the neighbouring subsector caused Gram to redistribute resources from the colonising program to look into building a military defence fleet.

The period from –265 to –232 was a time of consolidation within the rest of the Sword Worlds. Gram’s economy was suffering under the government’s tight central control and draconic push toward a stronger military presence but disruption caused by the *Umbaetur* (Pronounced *Oom-bai-toor*), a political movement on the planet that pushed for greater freedom within the populace. No new colonies were formed but many people from Gram left it behind to seek the other settled worlds and less harsh circumstances. Sacnoth especially grew strong while Gram started to stagnate. Sacnoth built its first starship in –232 when the total population of the Sword Worlds was 2,400,000; of which Gram had a mere 800,000 to Sacnoth’s 500,000.

When things seemed safe from the Zhodani threat, a new wave of colonisation took place in the last three decades of the century. Narsil, Anduril, Orcrist, Sting, Biter and even Beater were settled from Sacnoth. Three more planets were settled in those last years, between –200 to –186. Gungnir

and Mjolnir in the Sword Worlds subsector and Isenfang in the nearby Vilis subsector were Gram’s contribution to the Sword Worlds as a whole.

THE SACNOTH DOMINATE

From –232 to –187 Sacnoth’s economy exploded and expanded, overtaking Gram by a large margin and establishing Sacnoth as the region’s new powerhouse. A two-year conflict followed where Sacnoth defeated Gram handily and became the head of the Sacnoth Dominate. It was the first interstellar government of the Sword Worlds.

By –104, tension between Sacnoth and Gram escalated fully into the War of the First Rebellion. The Sacnoth Dominate broke up in –102 as a result and became the Gram Confederation, the Sacnoth Confederacy and the Hofud Assembly. At first the conflict was only between the Confederation and the Confederacy, with the Assembly doing its best to stay out of it. It did not take long for all three mini-governments to begin competing against each other, creating and dissolving new alliances seasonally.

The battles continued. Occasional cease-fires took place but it was not until –88 that it came to a stop. The following stretch of time became known as the Fimbulwinter, where planetary bombardments inflicted too much damage on the Sword Worlds to be denied. Shipbuilding capabilities in the Sword Worlds had been demolished and the Swordies had to cease the war before it destroyed them utterly. Except for minimal contact held by a few carefully preserved starships on neutral lanes, interactions among them ceased for decades.

The year –11 saw Gram recovered enough to once again build starships. Other worlds were nearly able to join them and over the next generation five interstellar states rose from the ashes of the war-torn Sword Worlds: the Gram Alliance, the Sacnoth Dominion, the Double Monarchy of Narsil and Anduril, the Tizonian League and the Trailing Assembly headed up by the people of Sting.

By the beginning of the Imperial era, the Sword Worlds’ combined population had reached almost 200 million. The Five States had grown in strength and were less concerned with avoiding the rest of Charted Space. When the Imperial scout cruiser *Erik the Red* made contact with the Sword Worlds in the year 53, they did not flinch. The closest Imperial worlds were too far away for trade to be considered but it also meant they were too far away to receive aid in the case of a conflict.

Eventually Imperial influence in the Deneb sector grew and Sharurshid established the first official trade route to the planet Biter in 73. This trade route created substantial benefits for several worlds. A jump-3 luxury-goods route gave Dyrnwyn



wealth enough to become the leader of the Trailing Assembly. For the same reasons at the same time, Colada also became the economic mastermind of the Tizonian League.

Once again, tensions between Sacnoth and Gram increased until 98, when war broke out between them again. Five years of their unrelenting conflict saw both sides exhausted and damaged. Their weakness allowed for a conspiracy against them to form. A clandestine meeting took place on the island of Elder on Anduril. Colada, Dyrnwyn and the Double Monarchy agreed to divide the Sword Worlds among them in this meeting; so long as they could officially take advantage of the situation.

These conspirators supported and created numerous insurrectionist and rabble-rousing groups on Gram and Sacnoth, encouraging the breaking up of control on those two worlds. By 104 the two waning superpowers were thoroughly balkanised and the three growing powers tried to create peace to ensure this state remained. The Treaty of Magnusstad established the Triple Dominion and confirmed the legitimacy of the *de facto* countries on Gram and Sacnoth. The fractured states that remained were denied the ability to keep armed space vessels. The Triple Dominion took control and defended the two worlds against outside aggressors but primarily by confiscating Gram and Sacnoth's few remaining military ships.

The politics of the Triple Dominion became characterised by two primary concerns – the struggle to stay on top of the three dominant powers and a combined determination that neither Gram nor Sacnoth can ever be reunited against them. To implement this, each of the three states supported different nations on both planets and secretly manipulated them to create a cold war between them. The three allies constantly tried to increase their own individual power, often at the expense of the two others. The idea of a Gram/Sacnoth reunification was ever present, making it that necessary the alliance be maintained at all costs.

Until the year 147 all contact with the Imperium of Man maintained informality. The stubbornly independent Sword Worlders took offence to Imperials butting into their affairs uninvited, causing them to sever diplomatic relations as well as trade. Contact with the Darrians was likewise broken, if only to keep from looking as though they were playing favourites with outsiders.

An Imperial diplomatic mission came to Dyrnwyn, Anduril and Colada and negotiated a formal treaty only to continue toward Darrian worlds to do the same. The Imperium exchanged ambassadors with Anduril, Colada and Dyrnwyn by the end of 147. These ambassadors proved to be troublesome. By 212, a vicious civil war had broken out on Colada. Dyrnwyn and the Double Monarchy supported different sides of this conflict,

rendering Dominion forces that intervened totally powerless. Four years later the war took on an 'Imperial feel' and evolved into a nuclear exchange of total destruction.

Colada was one of the most important Sword Worlds, its population nearing 100 million. In the first bombings it was transformed into a fourth-rate state with a population less than 1% of that number.

The Double Monarchy and Dyrnwyn had a falling out, soon after, over the division of the devastated Colada's former possessions. In 217 the subsector again collapsed into squabbling states as a result. Sting seceded from Dyrnwyn, taking Biter and Steel with them. No longer held by the restrictions of the Treaty of Magnusstad, four nations on Gram and six more on Sacnoth began to build their own warships to prepare for the future.

From 217 to 604 became known as the Squabbling States Era, for obvious reasons. For 400 years the Sword Worlds were divided. A variety of states formed, solidified, grew, shattered, merged, conquered and were conquered by one another in a hurricane of political activity and chaotic upheaval.

After the nuclear war on Colada, the planetary navy found itself without an industrial base to reinforce it. Grand Admiral Svein Danjalsson bet his career on a gamble and brought the fleet to Tizon and took control. Tizon had been lulled into complacency for over a century but its takeover by the Coladan fleet turned it instantly into one of the major Sword World powers. This action turned the Grand Admiral into 'Svein the Great', mainly using his fleet to protect instead of conquering further. Rather than antagonise the other Sword Worlds, he used his military might to expand Tizon's role as a trading force. Within two short decades, Tizonian vessels were serving as a cargo hauling force as much any other Sword Worlds fleet. By the year 300, they were larger than the sum of any *two*. Peace was maintained until 281. Estrid, granddaughter of Svein I, died in a commonplace accident at the age of 38. Her son, the 18-year-old Danjal II, allowed the grief to turn into powerlust, embarking on a hasty program of expansion. After assuming control of Colada, Hrunting, Isenfang and Cunnonic he proclaimed himself Emperor of the Tizon. He even claimed that his ascension would make his mother proud.

In 285 Emperor Danjal began attacking the neighbours to his mini-empire. The empire's expansion was halted by 288 when Joyeuse, Tyrfing, Beater, Orcrist, Excalibur and all the spacefaring factions on Sacnoth and Gram created the United Jarldoms. Seeing this defence force, the Tizonian Empire backed down and felt it best to focus on what they had already accomplished.

Gram and Sacnoth had not forgotten their glorious pasts. Unification parties on both worlds had grown significantly in



strength, especially after they 'came to the rescue' of their Sword World neighbours in the face of Tizonian offence. In 364, the national factions of Sacnoth united into a strong federation of states. Gram saw their success and followed suit, creating the Gram Republic in 371. The two former partners immediately began to acquire interstellar territory, coming immediately into conflict with each other once again. Their sudden refreshed rivalry tore the United Jarldoms apart from within and they were dissolved in 388.

Joyeuse became a protectorate of the Gram Republic, Tyrning entered into the protected territory of Sacnoth. Hofud took control of Beater and Excalibur assumed control of Orcrist. It was political cannibalisation.

391 saw the Tizonian invasion of Joyeuse. Gram acted in their own defence faster than Tizon was ready for, declaring war on the Tizonian Empire. They had counter-invasion forces as well as relief troops to deploy. It only took three years for the Tizon Empire to ask for peace. Colada, Mjolnir and Joyeuse were given back as member states of the Gram Republic in the peace settlement. Gungnir seceded from the weakened Empire and became a constituent state of Gram.

The Biter Atrocities

In 383 Hofud had attacked and completely conquered Sting. One of its governing nobles, known only as Marianne, escaped to Biter and set up a government in exile.

Discovering this splinter government, Hofud then invaded Biter in 419. This invasion started a terrible guerrilla war that crawled forward for nearly two decades. Hofud's rulers came to a brutal solution in 435 – they began their attempts to *depopulate* Biter. Biters were rounded up and placed into 'relocation camps' while they were being deported forcefully to other worlds under Hofud's influence. This was the start of the *Spredning* (Scattering). Sending Biters all over the Sword Worlds created the *Luffarnir* ethnic group that can be found all over the subsector. The population that survived on Biter scattered and hid in the wilderness.

It was discovered by outside investigators in 437 that Hofud was deliberately building 'kill ships'. These transports had faulty passenger holds and loading ports designed to open into the vacuum of space. Using these ships, they would order the deaths of all passengers on four out of five Biter transports. They believed no one would keep count of the Biters being transported and ever notice the mounting losses.

This triggered Biter extremists to assassinate Jarl Birger, the eldest son of the ruler Johan II of Hofud. Johan's response was the ordering of biological agents deployed to destroy the ancient forests where resistance fighters were known to be hiding. Over the next 18 months tons upon tons of chemical

and biological weapons were employed on Biter. This event disrupted the core ecology of the planet and caused massive damage to the biosphere and population. They called it the *Saltsaar* (pronounced *sahlt-sah-ahr*), or the 'Salt Sowing.'

These terrors spurred Hofud's neighbours to action. Under the rare unified approval of both Sacnoth and Gram, the Dyrnwyn Compact moved upon and conquered Hofud. Hofud's territory was divided as punishment for their crimes. Gram assumed control of Beater. The Dyrnwyn Compact took Hofud, Sting and Biter itself. Survivors of Hofud's treachery were granted Steel as their new home and allowed to remain independent and even claim control of the other Metal Worlds.

The disharmony in the Sword Worlds was epitomised for outsiders by what happened in the Biter Atrocities. The way outsiders looked down upon them gave birth to a political movement supporting unified and sovereign Sword World governance. In 444 Leonard Torstensson published a political tract called the *Fraender* ('Kinsmen'). It announced the principle that every Sword World should maintain its independence within the idea of a secure and protected confederation. Confederalist parties soon formed on every Sword World. For many years they were not terribly successful but they persevered.

In 470 the Imperium moved their borders forward, consuming many worlds in the Vilis subsector, including the primary worlds of Vilis and Garda-Vilis, creating the County of Arden in the process. Sword Worlders regarded the entire subsector as belonging to them. They immediately took offence but knew they did not have the strength to oppose the expansion. When the Sword Worlds later joined the Outworld Coalition in the genesis of the First Frontier War, they waived this first Imperial sanction as their reasoning.

Conquests of the new-thinking Aesir Alliance by the Tizon Empire between 575 and 578 gave Confederalist factions new strength. By 592 Confederalist sympathy was at an all-time high throughout the Sword Worlds. Between being still divided among several states (The Double Monarchy, the Dyrnwyn Compact, the Gram Republic, Sacnoth, the Kingdom of Sting and the Tizon Empire), many Sword Worlders saw the First Frontier War as a golden opportunity. They saw to regain worlds in the Vilis and Lunion subsectors that were being 'occupied' by the Imperium. In 592 the five individual navies took control of the situation and set up a confederation governed by a *junta* of seven powerful admirals. At first they did not formally dissolve the individual state powers but it was seen as a reflection of their independence rather than seditious stubbornness.

Once fully in control, the junta was not so bold as to attack the Imperium. Instead they moved laterally and invaded the Entropic Worlds, taking advantage of an existing civil war on Entrope. Their sudden involvement made the side of that conflict that



was currently losing hail them as liberators – as the war they were losing halted when they got involved.

The Darrians, seeing the Swordies' interloping as a sign of things to come, allied themselves with the Imperium in 595. The long-standing conflict between the Darrians and the Sword Worlds has many of its roots founded in these events, with grudges concerning the invasion lasting for centuries. This new Imperial-Darrian alliance brought concerns to the Sword Worlds from two sides but the Imperium allowed the Darrians to serve as the main conflict force.

The war lasted too long and by 604 everyone involved was tired and ready to make peace. Even the advanced Darrians had become too exhausted from holding up the majority of the battles to continue. They sought an end despite not having regained their lost worlds by that time. The war ended with the Imperials strong, the Sword Worlds damaged but feeling positive, and the Darrians feeling used and weary.

With the war over, the naval junta created a new confederation of individual worlds to replace the original one. The six states still functioned as independent governmental forces under the umbrella rule of the Second Dominate. Similar to the original Sacnoth Dominate, the political structure was far less constricting; with Gram, Narsil and Sacnoth all being granted veto power over the Dominate's policy.

The Tizonian planetary navy denied the legitimacy of the Second Dominate, instead electing to support the Tizon Empire with whatever resources they had. The other navies tried to take actions to suppress this. It took three years for the four opposing navies to garner a submission from Tizon but at great losses on all sides. Most of the Sword Worlds joined the new Dominate peacefully to become full members but Tizon was forced to join as a conquered territory – leaving a bad taste in many Tizonians' mouths.

Strong again by 615, the Second Dominate joined with a new Outworld Coalition to take advantage of the Imperial Civil War... renewing hostility with them. Their goal was to regain control of all lost Sword Worlds in the Vilis subsector. The Second Frontier War went well in the first months and the Sword Worlders forged an occupation on several of these worlds. Vilis, which at the time was the Imperial subsector capital, was among them. Time proved difficult for the Sword Worlds however and things eventually went wrong.

While the Imperium's Grand Admiral Arbellatra Alkhalikoi was having difficulty with the Zhodani, High Admiral Zaitkov was left in charge of the Sword World front. With fresh ideas and higher technologies, Zaitkov's forces cut through the Dominate fleets like a scythe through wheat. By the end of 620 the Imperial fleets routed the Dominate forces and took occupation of Isenfang,

Hrunting, Mjolnir, Gungnir, Tizon, Colada, Joyeuse, Dyrnwyn, Durendal, Hofud and Biter. It was nearly a complete rout.

Grand Admiral Arbellatra used the victories in the Sword Worlds to boost morale and negotiate a separate peace with the Zhodani. She then took her fleet to the Imperial core, where her forces ended the Civil War. Thus abandoned by its happenstance Zhodani allies, the Second Dominate vied for peace.

The only war leader to refuse the idea of peace, Admiral Denisov of Narsil's remaining fleet, made a fateful last stand in the orbits around Narsil. The fleet was destroyed at great loss to the Sword World. Denisov himself fled the massacre with a handful of his ships, establishing a secret base in the Bowman system. From there he continued raids against the Imperium; never giving up the fight. These raids were akin to organised piracy but Denisov's actions are the staging ground for the romantic and prideful part of Sword Worlder military tradition. For seven years Denisov raided Imperial targets at will. He used his wits to bet the upper hand but three separate occasions found his forces defeating the Imperials martially.

Denisov was defeated in 628 by Vice-Admiral Koenig in a battle at Mertactor, tracing the fleeing forces back to Bowman. Koenig destroyed Denisov's secret base and forced the surrender of the remaining Dominate forces. The Second Frontier War was over. Denisov himself was never heard from again and was thought to have been lost in battle.

In the years that followed, professional Imperial negotiators left behind by the occupying forces could not make the Sword Worlders give up their hold on the Entropic Worlds. They remained stubborn in spite of Imperial forces occupying half of the worlds in the subsector. Tired of being battled from within, the Imperials ended their occupation and gave up trying to change the status quo.

The last half of the seventh century allowed the Second Dominate to become more centralised, taking on more functions judged to be essential for the overall commonwealth. The Sacnoth planetary government fell into line and became an adjunct of the Dominate government. In 698, the strengthening Dominate government tried its hand and moved to override a joint Gram-Narsil veto. Although only concerning an interplanetary trade directive, it was an adequate flexing of their political might and potential. Gram responded in kind, heading up a coalition consisting of Anduril, Colada, Durendal, Joyeuse, Narsil, Tizon and Tyrting in a coup against the Dominate.

This 'Gram Coalition' ruled unquestioned until 788, when a short and unexpected war with the Darrian Confederation resulted in the loss of Entrope, Winston and Anselhome. It was a military action that took place to the surprise of everyone involved –



especially the Sword Worlds' population. Public outrage at the war effort was pivotal to the subsequent fall of Gram. The Coalition was succeeded by a tense alliance of Narsil, Sacnoth and Durendal. The Trilateral Alliance tried to emulate the long-lasting governments of the past but none of the three partners felt strong enough to retake the lost worlds.

The Trilateral Alliance dissolved in 848 due to the weakness of its loose organisation and the negative dealings between its members. Independent worlds and small planetary clusters tried to govern themselves in the wake of its failing. One of the Alliance worlds, Isenfang sent ambassadors to the Imperium to become a client state in 849, choosing not to join the Sword World state to come.

In 852 Gram reapplied its influence on the subsector with the help of Zhodani money and advisors to persuade the Sword Worlds to solidify into the current Confederation. Kowtowing to prevalent anti-Gram feelings in the populace, the capital of the new Confederation was placed on Joyeuse. This is the Sword Worlds government that has remained in power since.

978 brought on the seemingly inevitable centralisation of power that once more created a stage where the central government began to interfere with the member worlds' internal affairs – something that the Sword Worlds has always looked down upon. The government maintained its power base by favouring Gram, Narsil and their closest trade partners instead of Sacnoth and the trailing Sword Worlds. Even though they benefitted from such favouritism, many individuals on these worlds still opposed this developing nepotism. Sacnoth eventually had enough and tried to secede, hopefully taking Tyrning, Beater, Dyrnwyn, Durendal, Hofud, Sting and Biter into a new government along with it. Trying to show its new, more understanding side, the central government did not prevent them from attempting this secession.

The crisis between so many of the Sword Worlds lasted for three years. Popular socio-political movements on Gram and Narsil put pressure on the governments of both to resign, or at least revolutionise their mentalities. A constitutional convention between these factions rewrote the Confederation Charter to newly emphasise the expressed autonomy of its member worlds. The new Gram government made a play for power as well, managing to get the Confederation capital moved to Gram by offering to build a new city using the best available materials and technologies to give the delegates and the noble bureaucrats a place to live safely.

While dealing with the Constitutional Crisis, the Sword Worlds could not yet rejoin the Outworld Coalition at the start of the Third Frontier War. Wisely deciding to preserve their resources after the Crisis was resolved, they watched and waited to see how their former allies did. The Sword Worlds took advantage

of the Imperium's focus elsewhere during the war to bolster support for an unpopular governmental agency on Isenfang, persuading them to join the Sword Worlds Confederation in 983.

The Revival of the New Viking Era

Labour conditions for workers in industrial Gram, Narsil and Sacnoth were reaching intolerable points by the end of the 10th century. The Sword Worlde upper class throughout the Confederation was being bombarded by scandal after scandal as they tried to gain social superiority, opening a wide rift between them and the solid middle class. This spawned a reformist movement in the middle class on Gram that swept across the entire Confederation.

The foundation stone of the movement's platform was a need to return to the 'pure' values of an earlier time – from an era where Sword Worlde did not betray one another for petty gains. These values took their roots from a romanticised re-telling of the Gram's history as much as from an even more romanticised version of the Viking Age on Old Terra.

By the time the Swordies realised the differences between reality and fiction, the Viking Era was settling in. Women were once more told to come home from their jobs at the businesses and factories to be returned to traditional 'womanly' pursuits – and Sword Worlde masochism took root.

The Fourth Frontier War broke out in 1082 and Sword Worlde forces were strongly united under the Confederation. By 1084 they invaded and successfully captured Anselhome, Entrope and Winston. The Darrians counterattacked and captured Cunnonic in return, much to the population's chagrin. A treaty was signed between the Zhodani and the Imperium, leaving the Zhodani to look back toward the Darrians and the Sword Worlds.

In 1098 the various nations of Joyeuse fell out of favour with one another, rendering the world's planetary government all but powerless. The resulting conflict was the Joyeuse Civil War. Marking the latest point where Sword Worlde raised blades against Sword Worlde, the Confederation's collective chancelleries have blockaded the world in order to allow the local forces to quell their own disagreement but the fighting has continued into the current year, 1105.

A FIFTH FRONTIER WAR IS ON THE HORIZON

It is 1105 and war again looks like it is set to erupt between the Imperium and the Outworld Coalition. The Sword Worlds Confederation has created four fleets for the upcoming war: the Narsil Fleet, the Joyeuse Fleet, the Gram Fleet and the Sacnoth Fleet. These fleets will launch within the next two years – surely committing themselves to another brutal conflict that might be the end of the Sword Worlds' independence yet again.



10 POINTS OF GREAT INTEREST WITHIN THE SWORD WORLDS

The following section discusses some interesting points of order and facts about the Sword Worlds (and the surrounding area of space). They are the subjects Sword Worlders will likely know from simply growing up in the subsector but outsiders will need to have more of an inside angle or resource of information in order to know *all* of this.

These 10 bits of interest are the types of things both players and Referees can use to form interesting stories as well as plotlines that have the true Sword Worlds feel.

The Arkadia Freikorps

The *Freikorps* (pronounced *free-cohr*) mercenary unit specialises in internal security and counterinsurgency missions throughout the Sword Worlds. Its charter is maintained as a single infantry battalion with sizeable military police assets, each maintaining a TL10 standard of arms. Originally assembled in the Vilis subsector in the 1070s, the Freikorps has found itself the centre of one controversy after the next since 1100. Battling throughout the Garda-Vilis insurgencies of 1103 and 1105, the unit was later accused of war crimes against civilian targets. These charges were eventually dropped by the Imperial court as part of an agreement to come to *their* aid in the future. For many Sword Worlder members of the unit, this as-yet-to-be-revealed favour is a Damocles' sword hanging over their collective heads – as working for the Imperium will no doubt come with many strings attached and a cost that is perhaps too high to pay.

Sword Worlds Beer

The Sword Worlders are legendary for their production of high-quality beers. Other worlds might make wine, coffee and a variety of other things as luxury agricultural exports but several Sword Worlds are famous for their ales, lagers and stouts. Sword Worlders think of beer as the only alcoholic drink fit to sit partner to a man's meal, with stronger liquor being reserved for dessert or conversation.

Traders that seek Sword Worlder beers are always looking for the expensive Lambic Reds of Gungnir, named for their colour as much as the unusual method of brewing using the natural airborne flora of the planet for fermentation. This makes each batch special in its own right and some lambics are only available in the hundreds of bottles – each one fetching tens of thousands of credits. Less prized but far more available are *weizenoeinir* (pronounced *vee-zehn-oh-eeen-neer*) of Tizon, a family of heady wheat beers brewed by huge brewery corporations. There are a number of lesser ales and lighter brews drunk throughout the Sword Worlds but most of these average products are viewed similar to soda or table wine in other cultures.

The Sword Worlds Clothing

One can often tell a Sword Worlder just by looking at what he is wearing. It is generally due to the stereotypical 'Scandinavian'

appearance of the Confederation's imagery but is also because common Sword World clothes are much closer to military uniforms. Those in active service wear their uniforms at all times, even when off-duty, just in case they are called to action. As large portions of the worlds' populations are on active duty, any crowd of Sword Worlders is going to be scattered with military garb. Wearing a uniform also occurs in situations where a civilian wardrobe might be more appropriate in the Imperium. Basically, wherever the Confederation maintains a regular presence occupationally, a uniform is present.

Even the dress of the citizenry looks similar to military fashion and style, despite being clearly civilian in nature, often having uniform-like qualities. Utilitarian boots with little decoration are worn with more frequency than shoes, for example. Any veteran or almost every male that has served in a local militia, will at least wear his campaign ribbons and unit insignia openly and proudly at all times.

Sword Worlds women are expected to wear exaggeratedly old-fashioned and feminine wardrobes unless they follow a 'male' occupation. If so, they are expected to downplay their true gender and dress as a male does. Full-length dresses are common, as are elaborate hats. Wealthy or upper-class women try to wear clothing that is complicated, mildly impractical and looks as though they require many servants to don properly – which is exactly the idea. Unmarried adult women will often lean toward seductive outfits that accentuate their *assets* but they will return to traditional fashion sense once they have landed their patriarchal catch.

The Fridrottaevlan

(Pronounced *Freed-roht-taiv-lahn*)

This ancient and traditional festival of sports, open to all Sword Worlders, is the Confederation's version of the Old Terran Olympics. The event runs once every four years, with competitors often returning for several games in their own lifetimes.

The Fridrottaevlan originally began in the early colonisation of the Sword Worlds as a way of cementing solidarity while encouraging the brave and brightest of the new colonies when they gather to compete. Traditionally held on Gram as a reminder of the ship that all Sword Worlders hail from, the week-long festival covers typical track-and-field events, various skiing-based sports and martial events like target shooting and wrestling.

When the Fimbulwinter descended on the Sword Worlds, the Fridrottaevlan was halted as one of the casualties, not restarting until the year 41 – placing a four-year event on odd numbered years. Once it regained its former glory however, it took on an even more patriotic feel in the following Fridrottaevlanir (plural) and became a symbol of the Sword Worlder rise to glory. Since its return the games have always continued, no matter what the political situation



in the Confederation. Most Sword Worlders would find the games' cessation troubling and a sign that the Confederation had returned to the low point of the first century pre-Imperial. To help remind the Sword Worlders that they all have a stake in the games' existence, they are no longer held solely on Gram; instead a lottery system has been put into place to determine which Sword World will host each festival. It is considered to be a great honour, especially for any competitors who win events while on their own homeworld.

The Kenningsboken

(Pronounced *kehn-eengz-boh-kehn*)

This book of spiritual wisdom is like a guide to traditional living and has become quite popular throughout the Sword Worlds. Like a cultural bible of sorts, it is very old. It dates back as far as the original Terran refugees but its actual authorship remains unknown. The book is written in poetic short verses, or *kellningnir*. These stanzas are often cryptic and paradoxical in direct translations, requiring longer studies to understand their meaning. These mental riddles are thought to be good for both mind and soul.

Most of the Kenningsboken deals with domestic concepts, leaning most Sword Worlders to regard it as a 'women's book' in the feminine spiritual sense. Sword Worlder men may read and quote from it but often choosing the parts that can be interpreted easily and with machismo. It is best thought that serious study is left to the wives and daughters of the Confederation.

The Luffar Conundrum

(Pronounced *Loo-faar*)

Originally forcibly removed from Biter during Spredning during the Biter Atrocities, this ethnic group is poorly regarded and segregated wherever they live. They were condemned to a life of servitude in Hofud's empire and these enslaved Biters never returned to their ravaged homeworld after Hofud's later defeat. Luffarnir (plural) managed to spread across Sword Worlder space, always taking up permanent underclass positions on most worlds. Poor and uneducated due to prejudices against their history, Luffarnir have often found crime to be a possible avenue of relief, only further alienating them from other Sword Worlders.



In the last few decades they have come to find pride in their outcast status, reliving the days of their resistance on Hofud and their survival in the generations that followed. This has created many Luffar street gangs with loose connections to one another, forming a strengthening network that will surely focus on anti-Hofud sentiments in the near future.

The Odeniren

Called 'The Sword Points' by the Imperials they obsessively target, this extremist terrorist group has a fanatical faith in the Sword Worlds' destiny. They believe the Aesir were responsible for the *Gram* engine troubles during the original fleet's leaving Terra. The fact this happened in the middle of a large cluster of inhabitable worlds is all the proof the Odeniren members need to point out their holy destiny.

Odeniren attacks target anywhere they believe the *Svaerdbonir* are working contrarily to their greater destiny. This makes them terrorists on the Sword Worlds as well as in Darrian or Imperial space. Similar to the *Lokii* in tactics but not in motive, the Odeniren have few supporters and countless detractors. They are hunted as common criminals, the group outlawed in both the Border Worlds and Sword Worlds Confederations.

The Suthri

The largest and most predominant media service in the Confederation is called the Suthri. Translated loosely from Old Sagamaal as the word for information, this organisation is in charge of disseminating important facts to the Sword Worlds. The Traveller News Service is not blocked within Sword Worlds Confederation space but it is widely considered to be nothing more than an Imperial propaganda machine. The TNS is especially avoided in times of war.

It was after the Third Frontier War when a collection of small Sword Worlds news companies banded together to create the Suthri. It was not long before it had a strong and loyal following, claiming the market share. Supported by their own network of correspondents, they accept and page through the incoming TNS data feeds, adjusting and shifting the stories to best fit the Sword Worlders' needs.

There is a motion within the government of the Border Worlds to attempt to get the Suthri banned from spreading its information there. This is just another sign that outsiders are distrusting of the filtered idea of news coming through this organisation.

The Nefarious Tree Shark

The Imperium populace has a running joke that every native animal in Sword Worlds fauna seems to be named a 'tree-something.' When the Sword Worlders heard about this joke and the implication that they were ignorant, they instantly turned it back upon its originators. They began to spread word of the deadly, fearsome, peerlessly stealthy... and completely *mythical*... Tree Shark.

It is unclear as to who actually came up with the idea but now pretty much any loyal citizen of the Sword Worlds will be in on the joke. They go out of their way to tell Imperial and Darrian visitors to the Sword Worlds tales of the 'ferocious tree shark'. The exact details of what a tree shark always changes slightly depending on whatever world the tale teller is on and it usually lies in a region close to his present location. The point of this joke is to fool the tourist. The stories gradually get more outlandish until it is obvious that they are making fun. The reaction of the 'victim' being fooled then will set many of the locals' attitudes toward him. Good-natured laughter at being fooled or playing along acceptance might be more easily trusted; take affront and act offended and the target is just another annoying Imperial who will find it cold and unforgiving in the present company.

The Unvulfen

(Pronounced **Oon-vool-fenn**)

An ancient Aesirist practice that translates to 'lone wolf', it is common for a dishonoured Sword Worlder male to leave on an interplanetary – potentially interstellar – quest for personal enlightenment and glory. By throwing themselves at insurmountable odds and hopefully surviving, *unvulfenir* (plural) hope to bring honour and respect back to their names in a way that might erase whatever they did to lose it in the first place. They leave their homes, wives and children behind with only what they can carry on their person and must undertake the lifestyle until one of two things happen – they are killed or those who they wronged forgive them. For unvulfen that have wronged the dead; this is a lifelong decision.

Some accounts of unvulfen venturing into Aslan or Imperial space have managed to romanticise the life somewhat but the truth of the matter is quite different. It is not easy or heart warming to live as unvulfen; it is actually a hard, cold and bitter road that most often ends in a lonely death far, far away from those that once loved them.

THE SWORD WORLDS

All of the planets that make up the Sword Worlds subsector are located on the Spinward Main, most of which require a Jump-2 capable drive and some patient manoeuvrings up the Arm. The Main diverges at the Metal World known as Iron and then again at Caliburn. Heading Rimward from Caliburn, the Main splits once more in District 268, opening up to the Five Sisters and eventually toward the Darrian subsector.

Beyond Darrian space lies the Sword Worlds Confederation, occupying a section of the Spinward Main in a collection of mini-governments under the same confederate umbrella to create a single political body.

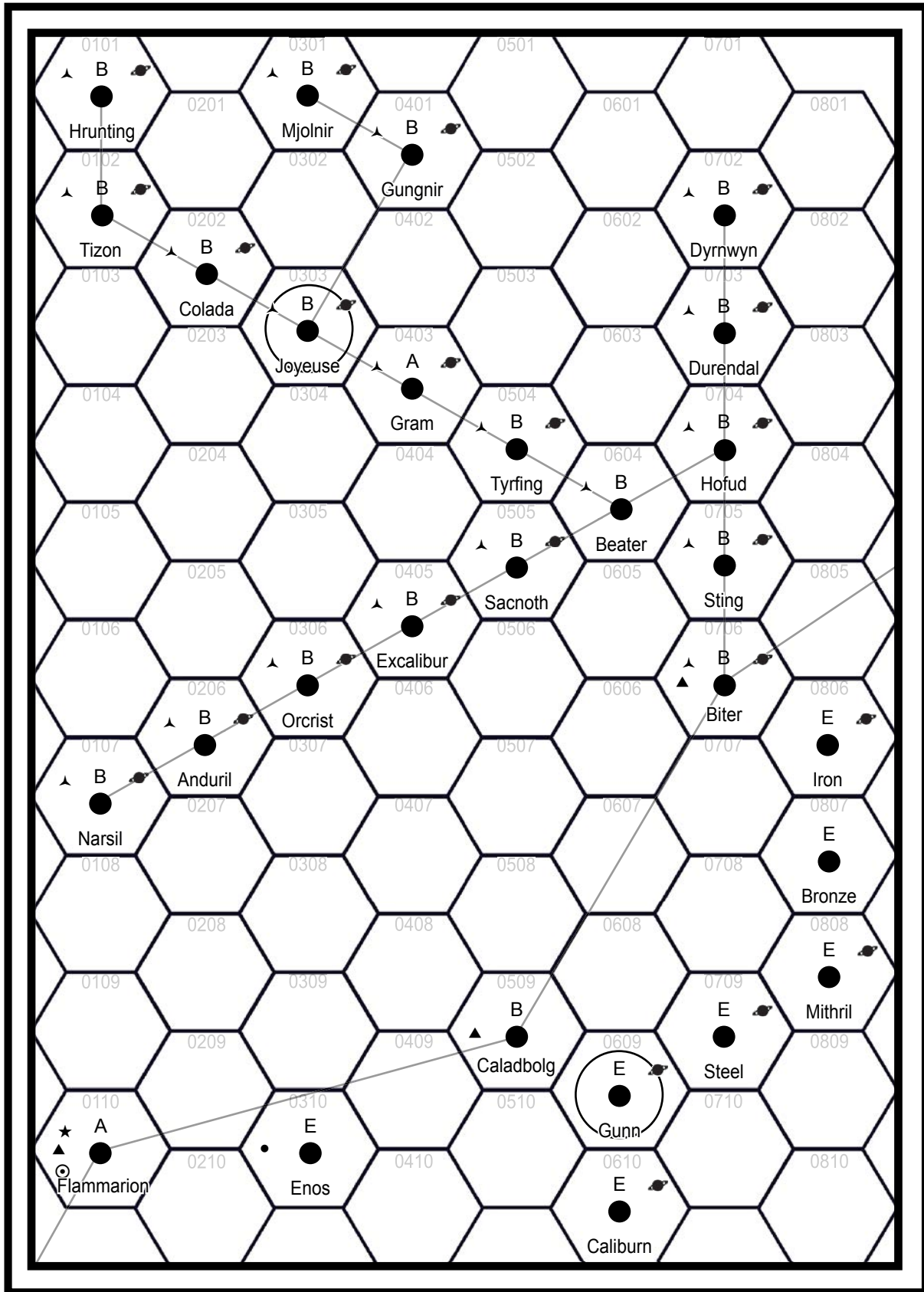
The subsector is home to 19 member worlds of the Confederation, a few semi-neutral worlds that form the Border Worlds Alliance and some worlds controlled by the Imperium of Man.

Named for the primary capital planet of the Confederation, this area of space is also called the 'Gram Arm' and it places them in the path of several powerful neighbours – most of whom they have managed to cross blades with at some time in their history.

The following table shows the navigational and factual information on the planets in this subsector; those that are being given a more detailed look in this chapter.

Sword Worlds Subsector

Name		Statistics	Remarks	
Hrunting	0101	B463747-9 B	S Ri	G
Tizon	0102	B386887-A B	S Ri	G
Narsil	0107	B574A55-A B	S Hi In	G
Colada	0202	B364685-B B	S Ri Ag NI	G
Anduril	0206	B985855-B B	S Ri	G
Mjolnir	0301	B530544-A B	S Po NI De	G
Joyeuse	0303	B464778-A B	S Ri Ag	A G
Orcrist	0306	B8A6733-A B	S FI	G
Enos	0310	E25059B-4 M	S Po NI De Lt	
Gungnir	0401	B444779-8 B	S Ag	G
Gram	0403	A895957-B B	S Hi In Cap	G
Excalibur	0405	B324755-A B	S	G
Tyrfing	0504	B637735-A B	S	G
Sacnoth	0505	B775956-C B	S Hi Ht In	G
Beater	0604	B685686-A B	S Ri Ag NI	
Dyrnwyn	0702	B958412-A B	S NI	G
Durendal	0703	B687334-B B	S Lo NI	G
Hofud	0704	B666553-A B	S Ag Ga NI	G
Sting	0705	B645896-A B	S	G
Biter	0706	B354623-A B	S Ag NI	G
Steel	0709	E655000-0	S Ba	G
Iron	0806	E529000-0	S Ba	G
Bronze	0807	E201000-0	S Ba	
Mithril	0808	E568000-0	S Ba	G





HRUNTING (B463747-9)

Diameter: 4,200km, Gravity: 0.51g, Atmosphere: Standard Oxygen-nitrogen, Hydrographics: 30%, Climate: Normal, Population: 32,000,000, Government: Representative Democracy, Manufacturing Tech Level: 9.

Hrunting is the gateway planet between the Sword Worlds Confederation and the Entropic Worlds. It is also the last Sword World for travellers heading into the unincorporated worlds of the Querion subsector and eventually into the Foreven sector. As a result, the planet sees a mixture of peoples constantly coming and going.

The Hruntings have organised themselves into rural, agricultural lives in small settlements where the land has been meticulously cleared of salt crusts. They try to keep a 'live-and-let-live' policy toward outsiders, perhaps even more so than other Sword Worlders. People in the same communities help one another lean toward certain social ideals, which can vary between communities – but all have their roots in Sword Worlder basic culture. Only the extremely well-to-do can show notably eccentric behaviour in public but even they tend to be isolated by their peers.

This mixture of social norms and what some of the Hruntings will overlook (or let pass) has made the planet a good staging ground for Confederation efforts looking toward the Entropic Worlds. In the current year of 1105, there has been a recent swelling to the planetary fleet's population. This combined with the appearance of several protected military outposts in the desert interior has people wondering what may be on the horizon.

Ecology

Hrunting is a young world, roughly two billion years old, keeping a 3:2 orbital resonance with Beowulf, its primary star, which is similarly young. Like many young red dwarfs, Beowulf flares with some degree of regularity. These flares occur every few decades, increasing incoming light by 50% for a few hours at a time. This kind of 'night flash' can be annoying but does not actually cause any problems. There is some worry on a longer scale however, as geological records show that Beowulf 'superflares' every 10–15 centuries – and does so for long months at a time. The record indicates that it did so just a few thousand years before the *Gram* came to Sword Worlder space.

This superflare evaporated Hrunting's oceans and the vapour began escaping the planet's lower gravitational hold. The flare-period ceased before the hydrosphere could be completely destroyed, with the remaining water in the air condensing over the next century. Substantial precipitation leached minerals out of Hrunting's soil, depositing them in massive, chemical-salt crust flats that ring the shrunken ocean coasts.

The lack of a water table and the constant erosion caused by the absence of interior flora has turned the continental landmass centres into acrid, dusty deserts. Few ever go into them except on scientific explorations or survival training missions. Dust storms in the interior are frequent but those strong enough to reach the coasts are major events. They cause significant trouble and problems for farmers, who need to remove the chemical grains from their crops and soil before seepage can cause any permanent damage.

Multicellular life on Hrunting is a relatively new presence, having formed about 100 million years ago. Photosynthesis-capable lifeforms have yet to evolve on land, meaning most of Hrunting's biosphere is found in its oceans.

Hrunting's chemically-concentrated shores are home to one new breed of life. The *stone trees* are neither stone nor are they truly trees. They are actually a mollusc-like order of animal life that has 'recently' come onto dry land. The stone trees exploit the complex sulphur compounds on the slowly expanding beaches. A typical example of the species resembles a twisted tree or fern, a calcium-based shell appearing stony and bark-like. Inside of the protective shell is a soft-bodied animal. There are 'leaves' at the top of the 'branches' but they do not provide any nutrients as they would for actual trees. Instead they are really dark grey or black shell-growths designed to gather solar energy and regulate the difference in temperature between the top of the stone tree and its roots in the much-cooler ground. Using a graded heat scale system, the organisms break down sulphur compounds from the receding ocean, thus gaining what it needs to live.

Points of Interest

Brennistein, home to 1.2 million people, is the capital city of Hrunting. It is easily among the oldest settlements in Sword Worlder space and is home to a lot of historical architecture. Archaeologists enjoy great success throughout the planet and finds are made whenever someone digs up a chunk of street or crust. The City Council is very strict about making sure its ancient heritage is preserved, forcing artefact-seekers to pay licensing fees of several hundred credits – twice or more for outsiders. The Brennisteinians are equally proud of that heritage but some problems still arise from researching ancient history. Business owners might find a legitimate building site held up for years while a new licensed discovery is catalogued, militiamen might need to protect fresh sites if they uncovered something of certain worth, or perhaps a dig might just be a trivial obstacle to navigation.

The city is divided roughly into three sections. Nordhavn is the oldest part of the city that extends from the sheltered oceanic bay to the Vridasig River bank, as aquatic trade was the city's



original purpose. It is a maze of short and primitive streets and alleys; a sign of the city's love for its past glories. The dockside area is poor, rough and known for having a brutal criminal element.

Brennistein's newer developed section is south of the riverbed, in a place called Slaltland. There are more open streets here, friendlier to modern vehicles common in the Sword Worlds. The city's middle and upper classes live here for the most part but wealthy estates are also common outside city limits – always with modest amounts of protection from the Nordhavn gangs.

The third section of the city is Tunn Halvø; a smooth-coastal peninsula that sweeps around from the north and guards the entry to the rest of the bay. The Ryanstoet bridge crosses to Tunn Halvø from the rest of the city, constantly watched by the Tunnsvaerden Wardens. The tip of the peninsula is where the upper echelons of Brennistein's society, both the hereditary nobility and those with old money, call home. This is why the bridge is so well-protected; much of the city's – and therefore Hrunting's – financial and socio-political power is found on Tunn Halvø.

Tizon (B386887-A)

Diameter: 3,000km, Gravity: 0.51g, Atmosphere: Dense Oxygen-nitrogen, Hydrographics: 61%, Climate: Cold, Population: 370,000,000, Government: Bureaucracy, Manufacturing Tech Level: 9.

The people of Tizon are commercially focussed and believe that making money is the most important aspect of any career choice. As a result, entrepreneurship is very strong on the planet. Anyone who can call themselves a business success can assume a role in the upper echelons of society with no regards to the nobility of their birth or station. The local military dedicates itself to protecting Tizonian commercial interests even in the light of recent Imperial scouts/spies being revealed in the area. It is a planet whose blood runs gold; gold like coin.

Wealthy Tizonians are expected to be patrons of science and art, though many do so while keeping their money to themselves. Generous patrons and supporters are looked on favourably, the most admired being those with the money to retire and still contribute to the world of art and scholars.

Ecology

Tizon's climate is cooler than a normal Terran one, concentrating the population near the equator. This is particularly true around the Athskilinn Sea, a sizeable inland sea that separates central Treskaginnir from Noeglen. Tizonian wealth-focus makes them an urban people, as does the planet's near constant rain and cloud cover. Being inside is a Tizonian mainstay. A typical

Tizonian evening is more likely to be spent reading a poem or working a ledger than it is to go out in the likely poor weather.

Still Sword Worlders at heart, Tizonians tend to be very interested in conversation and debate. Larger cities will maintain a culture of lavishness revolving around the home-based suites of noted 'professional' hosts, favourite commercial establishments and pubs. Information spreads fast and accurately on a planetary scale, catering to those who are not lucky or fortunate enough to live close to one of these conversational salon locales. This is why Tizonians are arguably the most open-minded of Sword Worlders, showing an active interest in diverse and socially fluid culture. They do not have much discomfort with tradition changes if they think a better way is available to them.

History

Tizon has long been one of the most important planets in the Sword Worlds subsector. The Tizonians held an upward climb and at the year 590 it had used its higher-quality naval assets to build an empire large enough to forge it into a power comparable to that of Gram or Sacnoth. Largely a victim of their own success, the defeat of the Tizon Empire was labelled as a major step toward the unification of the Sword Worlds, even at the cost of the Empire's future.

The Tizonian Navy continues a tradition of training highly skilled officers and crewmen, a surplus from which go into the main trading fleets in the subsector. Tizon's claim to fame has always been its history as capital of the now-lost Tizon Empire.

Established in the year 281, this fated Empire's fortunes ebbed and flowed, always with the strength of its huge trading fleet behind it. At its weakest point, when Tizon and Cunnonic were the sole members, the Tizon Empire was stronger than most might believe.

Military and commercial naval power propelled Tizon to the height of Sword Worlds' prosperity. Centuries later the Tizonian shipping fleet still carries a majority base of trade and is outdone only due to volume by the mercantile fleets based on higher-population Sword Worlds.

The end of the sixth century saw a Tizonian resurgence to their battles against the Aesir Alliance and by 578 the Empire had completely conquered it. The ascendant Tizonians had strived to their greatest achievement. But it would not last. The so-called Confederalist Revolt united the Sword Worlder states at the time in an uneasy alliance run by the junta of admirals. When the Tizonian Navy left the junta council because of breaking up the states into individual worlds, the other navies joined forces and moved against the Tizon Empire. Despite being



significantly outnumbered, the Tizonians held on for a long time. A brutal three year war saw the continually outmanned Tizonian squadrons outperform their opponents. The usual competition for position between Gram and Sacnoth helped level the playing field somewhat, in spite of their supposed Confederalism. As the Tizonians continued their battle, Gram and Sacnoth gathered their forces long enough to finish the war. The Tizon Empire was soon annexed and passed on to the civilian Second Dominate.

After the war the planet went directly under military occupation for more than a decade. In order to prevent the rise of another Emperor, a large bureaucratic government was put in place by the occupying powers. Positions in the government were slowly filled with Tizonians and by the time the occupation ended, over 100,000 Tizonians were employed in civil service roles. This ensured that the local populace kept a vested interest in ensuring that one set of hands never again held all the power. How the bureaucracy functioned has fluctuated over the centuries but since the end of the Constitutional Crisis of 979, Tizon has been democratic in the elections for heads of the various departments. The bureaucrats have been responsive to the desires of their elected officials but only if they have the wealth to back up the social graces of their positions.

Points of Interest

The capital city, Ny Eital, is located on Treskaginir where it draws near to the southern continent at the sea's west end. The starport is located on the southern side of the straits; forcing travellers headed to the capital to enjoy a salty boat journey or a short flight to cross the straits. These trips are best witnessed at night, when the skyline of Ny Eital is lit beautifully in shades of yellow and orange.

With a population of nearly 400 million, it is difficult to make any generalisations about how each Tizonian might live. The forests, hills and plains have all been turned into homes as the colony expanded – the cities are not the sole communities of Tizon. The temperate band around the equator is heavily populated but there are large and sprawling cities throughout a wide variety of environments. Highways, path-routes and other major infrastructure constructs join them. To the north and south of the 30th parallel the colder climate restricts settlement to sealed environmental domes and the mines that were Tizon's original reason for settlement.

Throughout the populated section of Tizon there are dozens of scholastic universities that teach a variety of subjects in higher-learning. These facilities ensure that scholars and learned men from Tizon are in large demand all over the Sword Worlds – allowing Tizonians to become inserted into important roles throughout the Confederation. In this way, the Tizon Empire still lives... in a way.

NARSIL (B574A55-A)

Diameter: 4,800km, Gravity: 0.27g, Atmosphere: Standard Oxygen-nitrogen (Tainted), Hydrographics: 38%, Climate: Normal, Population: 27,000,000,000, Government: Technocracy, Manufacturing Tech Level: 9.

Narsil is by far the most populated planet in the Sword Worlds, helping to make it an industrial force to be reckoned with. They have few peers in the entire span of the Spinward Marches. The state of its relative primitive technology, when compared elsewhere, is all that holds it back from being a rival to its Imperial cousins. This is accented further by the Narsil system's use as a gateway to Darrian space. Most of the trade with Mire and Daryen goes through Narsil instead of even closer markets, putting high-tech Darrians in a position to mingle with 'low-tech' Swordies – not always the greatest of options to say the least.

Ecology

Narsil is unusual, as it is a planet that orbits a rare M0 II giant star. Isildur, the name of the star, was once a typical star-body but roughly 1.5 million years ago it began a chain of helium fusions within it, expanded into the orbits of its inner system and grew in luminescence considerably. Rocky planets around the star were incinerated or softened to the point of being molten and several of the icy stellar bodies in the outlying system melted in the solar change. Narsil was transformed from a frozen ball of gas, water and rock, in an elliptical orbit between 80 and 120 AU into Isildur's new habitable zone.

The surface around the equatorial belt melted to create a central ocean that grows alongside Isildur's increasing heat and radiation. During this change Narsil vented ammonia, methane, nitrogen and carbon monoxide into its atmosphere for several hundred thousand years. Ammonia and methane escaped the planet's low gravity, while any remaining gases mixed to form a toxic atmospheric soup.

It was the Ancients that chose, for their own reasons, to terraform the planet. Carbon monoxide was split into oxygen and combined with the other noble gases, creating a large percentage of atmospheric carbon dioxide – thus also triggering a massive greenhouse effect. Phytoplankton and single-cell oxygen-scrubbers were introduced into the ocean, gradually reducing the carbon dioxide levels to release free oxygen. Afterwards fish, coastal birds, crustaceans and larger animals were added. Some of these species were actually Terran species, like sea lions, dolphins and polar bears.

By the time the Ancients chose to leave once more, Narsil had been turned into a terrestrial world. Its percentage of oxygen may be lower than usual (only 12%) but easily habitable at lower elevations or with breathing-assisting survival gear.



The Narsils are stereotyped as the most short-sighted of Sword Worlders. Whether this is true, or just a reflection of their proven failure to resist their corporate overlords, is a matter often argued over throughout the subsector. The people are also culturally conscious of hierarchy and giving jurisdiction to those in higher positions or stations. Living in enclosed cities and domes can have this effect, tightened laws and the enforcement there of is a must. The culture of the large corporations that employ the majority of the Narsils also maintains a tradition of respecting a superior's requests, unsurprisingly. In recent years there has been a tendency towards rebellious thoughts, seditious gatherings and even the rumour of full-blown revolution has been heard in the slums and labour unions.

History

Narsil was first settled in -204, when an Anduril-based company set up an initial base of operations on the planet. Hunting and gathering pre-occupied the first Narsils, based around capturing and exporting Terran-derived lifeforms that were prized elsewhere. Narsil offered a solution to the fractured biospheres of its neighbours and grew quickly as it exported plants and animals that no one had seen since their time on Terra. The settlement prospered within the Sacnoth Dominate, getting its own hertug and governor general in -142. It remained outside of the War of the First Rebellion and the dangers afterwards; managing a population of 4,500,000 at the beginning of the Imperial era.

Narsil united with Anduril in 44 to create the Double Monarchy. They benefited Narsil until 604 (when it ceased) well enough that it soon surpassed Anduril in population and industry; growing to equal Gram and Sacnoth in power base. Narsil continued to grow for several centuries. It maintained the greatest population growth of any Sword World and industry soon took over as the main economic force.

Dragging large meteorites from nearby planetoid belts onto Narsil, they were broken down to use in soil-creation feedstock, as agriculture was otherwise impossible on Narsil's icecaps. The asteroids soon expanded to feed the planet's industry factories with metals and raw ore. The general lack of concern for environmental regulations kept productivity high and costs low but Narsil's atmosphere suffered as a result. Already tainted with heavy levels of carbon monoxide and ammonia, the air was definitely ruined by industrial production by the year 800. The industrialists' choices bought their way into the nobility however and the situation would not soon change.

Narsil is ruled by a large conglomerate of business interests. These 31 moderately independent companies became interlocked through stock swaps and joint ventures. They usually act together for mutual protection and increased profits. Nearly three-quarters of the planet's workforce is employed by

one of the combined entities. The system is largely based on earned merit with employees getting promoted by their graded level of ability. The true leadership of that force will consist of the best Narsil has to offer at the time. The highest positions of the conglomerates are held by the owning families but day-to-day governing operations are performed by time-tested talented Swordies.

Points of Interest

Narsil is an odd place, geographically speaking. Towering ice cliffs mark the boundary between the equatorial ocean and the icy landmasses that cover the rest of the planet's surface. No one ventures to the coastal edges, which are slowly eroding as the planet moves toward Isildur in its orbit. Settlements stay north and south of the 50th parallels as a result.

The planet's atmosphere was once its most terrestrial feature but excessive industry has rendered it no longer breathable without aid. In the last 100 years the biosphere has deteriorated, with scientists fearing mass extinctions in both flora and fauna.

The northern hemisphere holds the lion's share of the population but there is no part of the ice caps that is truly free of Human occupation. The only visible difference between the two hemispheres can be seen from orbit at night. The city lights of the north create massive fields of brightness, while those in the south are separated by thin, bright lines of the enclosed tunnel/roads that join them.

Cities are largely enclosed habitats due to the cold conditions where people live but the atmospheric taint has been allowed to accumulate for long enough to require it as well. Only the planet's starports, airfields and agricultural manufactories are kept in the open.

One of Narsil's largest cities, Nysnoe is home to more than 50 million Narsils but it is a typical example of the planet's larger metropolises. Nysnoe sits on a large open ice plain on Narsil's north ice cap. It contains eight gigantic arcologies. These areas are imaginatively named as numbers; from 'Arcologie En' to 'Arcologie Atte', meaning one to eight. These areas and the adjoining suburb domes are completely enclosed to ward off the cold and atmospheric toxicity. These domes are insulated with a translucent aerogel that lets filtered light through while keeping internal heat from escaping – like a chemically-reinforced greenhouse. Most of the population lives in the arcologies in enormous apartment buildings. Levels of housing alternate with shops and workplaces; a person can live his entire life in one building complex without ever moving to another. The wealthiest people live on the outside-most layer of each building to allow natural light into their possessions through windows. The interiors are lit by artificial lighting nodes and fibre optic lines semi-conducting external light inside the building. In



Nysnoe and its other urban brethren, there is a lot to be said for the depression that can set in without access to 'real' light and the occasional jaunt under the open – and unfortunately toxic – air of the external world.

COLADA (B364685-B)

Diameter: 3,200km, Gravity: 0.41g, Atmosphere: Standard Oxygen-nitrogen, Hydrographics: 40%, Climate: Normal, Population: 2,400,000, Government: Bureaucracy, Manufacturing Tech Level: 9.

Ecology

Colada is small and sufficiently dense so it can hold an atmosphere comfortable for Humans. It has one small asteroid moon called Minaya; this spheroid was captured from the system's planetoid belt and came to an orbit 25,500 miles from Colada. Minaya is heavily cratered, rich in carbon, water-based ice and has made an ideal location for the Coladan Space Brigade's primary base.

Colada is roughly sectioned into two pieces. One is a supercontinent called Hjalmar (pronounced *hyall-mah-renn*), which covers most of the southern hemisphere and wraps up to some of the northern and the world-spanning Broestharnesk (*broh-est-tharr-nesk*) Ocean. The other notable landmass is the small continent Hjartyen (*hyarr-tee-enn*), out in the middle of that ocean. The east and west coasts of the ocean were once inhabited but the planet's devastating nuclear war forced both regions to empty. All of the populace now lives on Hjartyen and its various adjoining islands.

Coladans live a rural, agricultural lifestyle for the most part. There are small 'township' cities dedicated to supporting their surrounding regions as well as larger metropolises. There is a strong prejudice against the Coladan foodstuffs from these townships, even though radioactivity on Hjartyen has been below dangerous levels for centuries. Where produce traded for profits will be shipped off-planet for processing, the dreaded word 'Coladan' will be removed from the selling label. Industrial and jewellery-quality diamonds from the old, eroded centre of Hjalmar are another primary trade source.

Coladans might pay lip service to the Sword World ideal of female conduct and masochism but a planetary tradition that 'there are no safe jobs on Colada' helps the old-minded Swordies excuse women in the workforce. Colada simply cannot afford to have half its potential labour force kept at home. Keeping more than 2% of its population armed at all times has made Colada's home industry grow accustomed to working under conditions similar to when they were at war.

History

800 years ago, Colada lost its position as a major power in the Sword Worlds when a nuclear war crushed the populace back into a new Dark Ages. In the last few centuries it has started to recover; this is mainly due to its famous skilful mercenaries – the Champion's Guard.

The Champion's Guard forms the total armed force of the world and is available for rent to anyone with the funds to pay. The world is too lowly populated to keep more than 50,000 men armed and ready but their quality is unquestioned. The officers of Colada are known to brag about their ability to outfight any other unit of their size and level of technological development and few disagree.

In the first Imperial century, Colada held an equal partnership with Anduril and Dyrnwyn in the Triple Dominion. In 212, the vicious Vetur War broke out on Colada and deteriorated into a nuclear exchange. The rural and thinly inhabited continent Hjartyen was spared the damage but things all over the world still feel the effects these days. Several hundred nuclear weapons were set off, destroying much of the planet's infrastructure. The fallout contaminated most of the agriculturally sound land and inflicted genetic damage in the remaining population. Having sub-par medical services and no resources to clean up the environment another 300 years passed before the population began to show growth. Coladans still have a higher rate of cancers and birth defects due to external stimuli than any other Sword Worlder population.

The planet's recovery has only occurred in the last two centuries. By 1100, the radiation level in the atmosphere finally dropped to the acceptable levels once taken before the Vetur War. An Amber Zone grading is still in place for the planet for those who pay attention to such things. This is due to higher-rad hotspots and localised soil poisoning by leftover heavy metals. Where the radiation was worst, the Coladans moved away and wrote off the old areas as a loss until they can figure a way to clean them fully.

Points of Interest

Foernyelseborg (pronounced *fohr-nyell-say-bohrg*), known as 'Renewal City', is the capital and largest city on the planet. It houses and employs a mere 300,000 people but remains an important east coast water port on the subcontinent. The primary starport was built a distance to the north for safety reasons but it also remains on the coast.

Foernyelseborg is an unusual Sword Worlder city in that it keeps no accommodations for gravitic vehicles. It was founded shortly after the Coladan nuclear war as a necessity and swelled to



its present state while Colada was laid low, economically and technologically speaking. Grav cars and vans are becoming more common with the populace but the city's streets are designed mainly for wheeled vehicles, as they are still the main form of vehicular transit.

Much of the city is like a throwback to older times. It was built low to the ground and primarily used old-fashioned steel frames, stone facings and older styles. The buildings are not more than five stories tall except for those in the city's centre. This gives Foernyelseborg a 'feel' that sits well with the Sword Worlder admiration for tradition. This explains why the city has always seemed slow in implementing upgrades. The look is said to be that of Terra's European styles from the century before the Solomani had jump drives. The dark grey slate and sandstone used in building construction from local quarries gives the whole city a sober and utilitarian ambiance. Foernyelseborg is also called 'The City of Rain' on account of its precipitation levels. The warm equatorial ocean current runs into cold arctic air just off the coast, producing rainfall on more than half of the days in the annual calendar.

An important piece of the city, the Huvudgata (pronounced *hoo-voood-gah-tah*) is a large circular avenue, a mile in diameter, that separates the central downtown from the rest of Foernyelseborg. Traffic is constant and learning how to get onto and off of it from a side street is a skill that locals claim takes years to learn.

A trip to the north of the city will bring travellers to Stoedel Base. This large facility is dedicated to training new members of the Champion's Guard in the ways of a military life. After basic training, infantry and aerospace Guardsmen are transported where needed. Unless advanced training for space and shore-assault troops is needed; in that case the training will continue at Stoedel.

ANDURIL (B985855-B)

Diameter: 9,500km, Gravity: 1.52g, Atmosphere: Dense Oxygen-nitrogen, Hydrographics: 49%, Climate: Normal, Population: 220,000,000, Government: Technocracy, Manufacturing Tech Level: 9.

Anduril is a diverse world where the people have always thought of themselves as being part of many different groups, based on their ancestry. It has shifted painfully between unification and balkanisation numerous times since it was first settled in an endless pattern of growing pains.

The citizens of Anduril are among the wealthiest of all Sword Worlders. This shows in their education, clothing and personal confidence in everything they do. The average Andurilian is cheerful and proud of the artful way he handles adversity

using a creative mind. They can be too strongly patriotic and somewhat xenophobic.

The Coordinating Bureau of Anduril has never managed to be a strong government. It rose out of a lack of better options, always becoming a subordinate to local authorities due to a series of treaties and alliances confusing to outsiders. This is only enforced further by various regions and cities that remain all but independent from the core government. The Bureau stumbles along from crisis-to-crisis. There are things that they should be paying attention to that never happen, while others take up too much of their time. For example, there is no universal Anduril currency being minted and the military here is second-rate at best.

Ecology

Anduril is a large planet with a dense atmosphere that orbits a vigorously energetic star. This should produce severe weather patterns on any planet but here the situation is spectacularly bad. The planet has a substantial axial tilt of 53°, putting large portions of the planet's surface under periods of perpetual day or night twice a year. During the seasons of Hvassirok and Kuldirok winds in excess of 200 kilometres per hour roar across the planet, eroding and sandblasting almost anything with a surface to beat against.

With the winds and wind-strengthened oceanic waves, matter erosion is *the* major factor on Anduril. The sandblasted natural sculpting of the continental interiors has become famous throughout the Sword Worlds. The planet's axial tilt makes things difficult but Anduril is quite terrestrial. People live comfortably on the planet roughly 80% of the time. Buildings are low to the ground and are wide rather than tall when built for size purposes. When looked at from the proper angle, Andurilian architecture is either built with a pointed prow, or it will be paired with an airfoil – an independent, curving, triangular wall built nearby. All the prows and airfoils within a town will point in the same direction; the direction from which the winds will come during the times of the planet's greatest axial tilt. Andurilians gladly explain why they construct their buildings this way, cheerfully adding gruesome stories of what happened to those foolish enough to be caught outside during a particularly nasty storm.

History

Anduril was first settled in the late -200s during a wave of Sword World colonisation after Sacnoth became jump-capable. It became the target for several private colonisation projects financed by various ethnic groups who felt poorly about their fellows on Gram and Sacnoth. These colonists each selected a different part of the planet to settle; creating 'sub-nations' of self-segregated settlers thought of themselves as Navies, Surgies, Geenies, Fosts and so on, instead of believing them citizens of Anduril.



The scattered countries were later forcibly united by the Sacnoth Dominate. A tenuous planetary culture developed from the chaos – especially after the planet joined the Double Monarchy. The different groups thought of themselves as provincial parts of a larger unit. The tendency toward balkanisation has gotten stronger and weaker through the generations. Between the Second and Third Frontier Wars, Anduril found itself divided, yet again, into multiple states.

The early 1000s saw the planet's reunification into multiple international coordinating agencies. These agencies are designed to offer diverse services such as collective defences and commercial postal access. The resulting combined conglomerate found itself turning into a planetary government.

Not everyone respects this new planetary government, however. In very recent times, several rebellions have broken out across the planet. Each of these outbreaks were driven by local nationalists. They all aim to try to break one portion of the world away from the planetary government in order to create a base of operations to eventually bring about world-spanning change.

Points of Interest

There are two main places where outsiders come to visit, the capital city of Graehavne (pronounced **gray-hahv-neh**) and the distant facilities of the Hofnir Starport. Each of these locations are typical Sword Worlde constructions, following all of the normal methods of layout, architecture and the like. If there is one major element to Anduril's past filled with fractured controlling elements, it is the generalisation of traditions here.

The planet has two large continents broken into multiple nations and one large ocean sharing the hydrosphere with much a smaller sea that separates the two landmasses, the Innesjor (pronounced **een-neh-syoor**). There is also an inland sea, more like a huge lake, called Blaesjor (**blay-syoor**). Most of the planet is settled on the coasts around the Innesjor but the Blaesjor is centrally located in a large area of sprawling estates and ranches.

Hofnir starport is located on the island subcontinent of Kleinland, with seaborne launches going east across the ocean from there. It is highly policed and guarded by both private and military factions; including a sizeable contingent of the Jäger Kommand – placed there during the Sacnoth Dominate to try and keep the peace.

MJOLNIR (B530544-A)

Diameter: 4,900km, Gravity: 0.53g, Atmosphere: Very Thin Oxygen-nitrogen, Hydrographics: 0%, Climate: Tropical, Population: 520,000, Government: Representative Democracy, Manufacturing Tech Level: 9.

One of the least-habitable 'main' Sword Worlds, Mjolnir (pronounced **myohll-neer**) has always been tragically overlooked and lightly populated. Sword Worlde settlers have always skipped it in favour of Vilis or Garda-Vilis; turning Mjolnir into a backwater military buffer planet after those two worlds were absorbed by the Imperium. Half-a-million people now call it home, primarily involved in the one industry that brings any ships to the planet – 'mining' the oil pools.

Ecology

Mjolnir is a small, rocky body with a very thin atmosphere. In a lot of ways it is similar to Mars in the Terran solar system. Unlike the Red Planet however, it has a minor biosphere that creates low levels of oxygen to the air.

The planet possesses vast swirling dust seas filled with silt and other particulate matter. It is the moon of a large rocky primary called Niflheim (pronounced **nif-leh-hai-em**), which orbits through a pair of stray planetary orbits. The system is still young; the planetoid belts are matter-dense but Mjolnir's thin atmospheric envelope offers no protection from the space debris that it gathers while it passes through them. As a result, Mjolnir's surface is repeatedly peppered by meteorites. This creates the double effect of simplifying the planet's life to remain bacteria-like while turning the upper planetary crust into a layer of crushed rock as thick as a kilometre in some places. The surface consists of cracked plains of rocks, small and large, separated by seas of fine dust.

Scattered around the planet, old volcanoes jut up from the fractured surface of stone and dust. The planetary starport is located on one of these volcanic plateaus due to the surface being too unstable to build upon while the rocky areas are too dangerous to dig down into. When the massive dust storms lighten enough to allow a traveller to see, the starport's enclosed tube-train looks like a cobalt serpent winding to and from the one place where people can live in relative safety – beneath the dust seas in sealed domes.

History

Mjolnir, then called Haulteclair (pronounced **howl-teh-clai-reh**), was ignored in the first century of Sword Worlds colonisation. The first Gram settlers primarily used Mjolnir as a stepping stone on the way to more agreeable worlds further coreward. The population remained under 20,000 for generations, dedicating itself entirely to being little more than a transit stop. The sticky chemical deposits that adhered to everything post-dust storm were troubling to visitors but had properties that flagged them as being somehow useful. Until the technique for freeing from the rocky substrate was developed in the 450s by Doctor Leif Hroarsson, no one could figure out how to make use of it. Once the process became refined and the 'oil pools' were opened, the planet began a new period of prosperity, growing to support more than a million citizens in a single generation's time.



It was during this time that Aesirism exploded in popularity on Haulteclair and the Aesir Alliance seceded from the Tizon Empire. Haulteclair, now named Mjolnir after the mythical hammer of Thor, was one of its primary members. Life was good on Mjolnir during this time. The oil pools were recognised as a key strategic resource and big industrial moguls like Gram and Narsil took interest in protecting it from Tizonian control.

Tizon grew in strength however and Mjolnir was re-conquered immediately before the Tizonian War. When the war ended in the Empire's defeat, Mjolnir was free to join the Second Dominate. The Mjolnir people were oddly divided on religious lines after their long-time common enemy vanished but it was the weak governments that tried to rule for the next century that left the planet as the poorest of the Sword Worlds.

Until the early 900s, the oil company Rikarolja Furetag (pronounced *reek-ah-rohl-yah foo-reh-tahg*) controlled the planet in a corporate stranglehold; life revolved around the oil-mining company's interests. The population swelled to nearly 3,000,000 as the industry grew and the planet became wealthy. The period was the Golden Age of Mjolnir but it could not last. The company dissolved due to corruption, mismanagement and pressure from local revolutionaries.

The planet had no other alternative however, it was the oil-pool industry. Its galactic neighbours could not afford to let the industry falter. Helping a new government to claim the oil pools in the name of the people became everyone's hopeful dream but all it created was a string of new corporate puppet masters pulling the strings. The vicious cycle was broken when a major earthquake rocked the planet in 1040, a tragedy that killed over two million people and shredded the planet's ecosphere. In the 75 years since, Mjolnir's society has responded by growing in new directions. The centralised government vanished and was replaced with a more democratic social construct. No more large cities have been built since the quake but each town tries to be self-reliant. Midhvolff (pronounced *meed-voolf*), the capital, has never been rebuilt. The ruins have not even been cleaned up. No one even goes there. Instead, it sits like some dead *thing* at the centre of a network of tubeways that now connect the remaining struggling communities.

Points of Interest

Mjolnir is made up of many small towns and individual settlements joined by the tubeways. The tubeway hub is actually the ghost city of Midhvolff, the former planetary capital. It once held 400,000 people and was much larger than any community on present-day Mjolnir. When the quake of 1044 struck the dome failed catastrophically. The outer world over most of the city simply fell in and crushed it. Some open spaces remained safe from debris but rapidly filled with airborne dust. Within minutes, 98% of the city's population was dead; whether crushed or suffocated.

The oil pools, the foundation behind Mjolnir's economy, are scattered around the landscape. When the single-celled life in the dust seas dies, they decompose into beads of complex silicone sludge-product. The dust is too thick and extensive in most areas to concentrate but the local geology eventually produces pond-sized pockets of the material under the crust.

Erroneously called 'oil', this tarry substance is only vaguely related to petroleum. It is based around silicone rather than carbon chemical compounds but it has many similar uses in several fields. Natural silicone compounds are extremely rare, making the unique substance Mjolnir's major export. It flows particularly often to Gungnir, Tizon, Joyeuse, Narsil and Gram.

The 'best' of these oil pools are about 30 metres across and five to seven metres deep. Tubes are dropped into the depths of a pool to be mined before atmospheric gas is heated and pressurised down one of the tubes. This process loosens oil from the particulate matter and forcibly extracts it through another tube into waiting storage containers. Harvesting only takes a few hours at a time to fill the containers before the extractor is moved to another pooled spot. After 90% of the oil in the pool has been removed the remainder is left in place to help regrow and refill the pool biologically over the next decade.

The planetary starport is near the city of Armundshaven, connected to other cities by tubeways and the actual landing facilities on the surface. The dome is now home to Armundshaven's commercial sectors. The city's shops and markets, as well as off-planet business and trade, exist within the dome. The rest of the city-dome is cramped housing, artisan trades and otherwise unpleasantness. Offworlders are given only a veneer of Mjolnir's lifestyle, giving the distinct feel of living in an industrial town. Armundshaven is exactly that, given the whole planet's reliance on the mining of oil pools. Though not the largest city on the planet, the starport city is home to 10,000 people and the planet's commercial centre.

JOYEUSE (B464778-A)

Diameter: 4,000km, Gravity: 0.51g, Atmosphere: Standard Oxygen-nitrogen, Hydrographics: 44%, Climate: Cool, Population: 41,000,000, Government: Bureaucracy, Manufacturing Tech Level: 9.

Ecology

Joyeuse is a dry world with cold air and precipitation is high during the planet's long nights. The combination of oceanic cycles and frequently dry days has seen Joyeuse's salty oceans enter into a period of slow evaporation. The plains of the landmass are dotted with woody shrub growth and grass-like species but they are gradually giving way to desert and badlands.



The Joyeuse year is a scant 12 days long, which places it through an extremely hot 'daysummer' season of constant sunlight and a bitter freezing 'nightwinter' pitched in constant darkness. These freak seasons are 12 days long due to the slow rotation of the planet.

The majority of Joyeuse's citizens are agricultural ranchers. The high workforce requirements are due to Broedsaed Mange (pronounced **brohd-sayd mahng-eh**), a wide variety of fungal parasites that constantly attack all flowering flora. Farmers must work hard to fight against the Mange, running vast ranches devoted to the animal husbandry of cattle and sheep. The animals are allowed to roam freely to live off the resistant lowland vegetation, helping to maintain an ecosystem despite the invasive fungal plague. The planet's Amber Zone status is based on Joyeusean strict regulations involving the trade of potentially infected foodstuffs. The people of Joyeuse do not want infection-viable species brought onto their world while preventing possible outbreaks on other worlds. The Mange is less invasive away from Joyeuse but a major threat offworld nonetheless.

Cities are typically small; the largest of them is Tholasborg at merely 250,000 Joyeuseans. Water on the planet is the primary concern. The planet's salty oceans are small and unsuitable for irrigation but the best rivers and lakes were claimed long ago. Hopeful farmers set up minor operations on seasonal streams and small aquifers but these are hard to make profitable. Joyeuse has a strict homeland militia backed by a local Jäger Kommand outpost to police the worst of the squabbles over 'water rights.' In the wilderness, away from watchful patrols, serious assaults and murders are reported daily – always over whose livestock can drink where.

The primary sea life of Joyeuse is the *attemunni*, meaning 'eightmouths'. An order of animals that is similar to Terran whales, sharks and large fishes, these creatures are generally long and serpentine with a small head trailed by a tubular trunk as much as 50 times longer than it is wide. The head holds the distinguishing characteristic common to all attemunni sub-species: a set of eight multipurpose tentacles each ending with a mouth. Some of the larger species, which may be up to 50 metres long, evolved their tentacles into a wide parachute for gliding. Others create new appendage-groups used to filter pseudo-plankton from the ultra-saline water. Smaller or faster species evolve into hunters or scavengers. No species of eightmouth is palatable and inhabitants of Joyeuse regard them as pests or vermin.

Points of Interest

Although not actually located on Joyeuse, the Thoslinn Base is both the marshaling yard for Joyeuse's medium-sized navy and the primary peacetime Confederation Navy facility. Thoslinn is

the next sequential planet from Joyeuse. It is an airless world about 4,000 kilometres in diameter. It is home to the largest and most heavily fortified military base in the Confederation.

When there is no fighting going on, the Confederation Navy is put on non-alert and its planetary auxiliaries are sent home, the skeleton crew acting as a home unit when war next breaks out. The Thoslinn War College is also here, taking in students to help make a wartime Navy and a widely varied but cohesive fighting unit. Thoslinn Base is located throughout the Harkvild Massif (pronounced **hark-veeld mah-seef**), a contender for the planet's largest mountain. The base was originally built entirely within the mountain but as conflict in the Sword Worlds declined it spread out into the surrounding plain areas. The higher technology weapons of the Confederation's enemies make hiding under stone and rock merely an inconvenience; excusing the lack of safety in a military base with so much out in the open.

ORCRIST (B8A6733-A)

Diameter: 8,000km, Gravity: 1.04g, Atmosphere: Exotic, Hydrographics: 62%, Climate: Normal, Population: 42,000,000, Government: Oligarchy, Manufacturing Tech Level: 9.

Orcrist is not a terrestrial Sword World. It asks the most out of its people and, more than anywhere else, the Sword Worlders are fanatical about looking out for each other. This attitude does not translate to off-worlders, making them convenient targets for the tight criminal families that have formed here. Outsiders should be warned away from Orcrist if they want to maintain their safety and security.

Ecology

Orcrist is the sole large moon of the brown dwarf Dvergur (pronounced **deh-vehr-goor**), which is actually the only 'planet' of the system. Dragged along by the star into its current orbit, Orcrist was bombarded with an astonishing amount of stellar debris; the entire surface is a jagged array of badlands nearly unknown in the entire Imperium.

The Sword World is tidally locked to its star, giving it an unusual day period. It spins once per orbit, meaning the primary star also appears to circle Orcrist. Settlements cluster together where resources like metal ore and crystalline deposits can warrant it. Living areas are inhabited by extended family units and are built up or destroyed over the years as they are required by the populace. Each housing building becomes a mini-base in its own regard, sealed off from the oxygen-free atmosphere. They contain their own air scrubbers, 'growing' their own oxygen using plants that can thrive in the high levels of carbon dioxide.

Two large-scale attempts at terraforming Orcrist have failed; the latter just 50 years ago when the aptly-named Orcrist Corporation went bankrupt trying to establish some hardy



algae-form atmosphere scrubbers. Nine times out of ten, terraforming on any scale does not work but after hundreds of small attempts, there are always some successes – this is not so on Orcrist. Projects hope to establish a basic ecology of bacteria and simple plant life entirely by wide-scale and even random efforts. If it manages to function in some way, a specialised ecology will surely form over time. This is directly contrary to standard terraforming theory, which uses complex arrays of natural and engineered lifeforms. The Orcrist Project is simpler and maintains a greatly lowered chance of widespread success – but it also happens to be dramatically less expensive.

History

Orcrist was named in –208 when Sacnoth started a mining settlement there. It could not actually report a permanent population until 217, when 18,000 seasonal miners from the Double Monarchy were abandoned in the aftermath of the sundering of the Triple Dominion. The charismatic leader of mining security took command of the operation, setting up a governing junta composed of himself and his watch kaptajns.

The initial colony faced the same sorts of problems as the original Gram colony had, with few women and nearly no children to produce the next generation. Neighbouring worlds helped alleviate the associated social obstacles as they began making contact with the Orcrists. By 250 the colony had weathered its crisis and evolved into a respected society of roughly 90,000 people.

In 288 Orcrist became a member of The United Jarldoms and the junta elevated a jarl for purely ceremonial duties amongst the other members. The next century was progressive because of the aid from others; Orcrist paid the requisite taxes and left its defence to its partners. This was a mistake. The Jarldoms fell apart in 388 and Excalibur 'shouldered the burden' of Orcrist's defence. In 459, when the Double Monarchy tried to assert a historical claim to Excalibur and Orcrist, Excalibur turned to Gram for protection. After a short conflict, a compromise was reached and Orcrist was given up to the Double Monarchy while Excalibur became a protectorate of Gram. Orcrist remained a colony of the Double Monarchy until the establishment of the Second Dominion. Later it became a colony of Narsil under the Trilateral Alliance. Essentially, Orcrist has been a planetary bargaining chip far too often, resulting in the Orcrists becoming staunch supporters of the Confederation.

In 1098, the Orcrist corporate community undertook the Orcrist Soil Manufacturing Project. Terraforming has traditionally been the domain of larger companies but Jarl Alvir Jallingsson Innbild started a movement toward small-scale individual efforts that could naturally scale up to a big result. Ultimately, it will take centuries to determine if the Project is going to work and no one can be sure the initial enthusiasm for it will last long enough to

see it through. Even after two expensive failures however, the people of Orcrist are still willing to try.

In 1104 there has been a significant increase in Jäger Kommand traffic near several of the Project sites. This could mean something big is on the horizon; or at least something that might endanger the Project's potential success.

Points of Interest

Located at the equatorial belt of the planet, the capital Grevistad and the nearby Groenhamn starport are really the only major places of any interest on the planet itself. Most travellers land at the starport and venture to Grevistad to do business, meet locals and otherwise interact with Orcrist.

While the starport itself is less than significant in its simplicity, it remains the only legal way on or off the planet. It is heavily protected and monitored at all times, often under the watchful sensors of Confederation Patrol technicians. Once every season or so a commercial fleet will come to Orcrist and deliver necessary supplies from several of its neighbours in exchange for ore, crystalline minerals and other planetary resources.

To the northern edge of Grevistad lay the sprawling algal fields of the Orcrist corporate oxygenation farm. The 'farm' is several dozen kilometres wide and consists of a few metres depth of ultra-nutrient rich protein pools attempting to create an Orcrist-proof species of algae that will eventually form the base of a new atmosphere in the terraforming process. It is not currently doing much for the environment and requires constant care and re-seeding but with each tenth of a per cent's worth of progress the planet draws closer to a new age of prosperity.

Enos (E25059B-4)

Diameter: 2,000km, Gravity: 0.72g, Atmosphere: Thin Oxygen-nitrogen, Hydrographics: 0%, Climate: Very Hot, Population: 750,000, Government: Bureaucracy, Manufacturing Tech Level: 5.

An outlying member of the Sword Worlds in physical location and culture, Enos has begun to draw itself away from the rest of the Confederation since the whispers of a new war have risen. More than anywhere outside the Border Worlds, Enos feels the Imperium's renewed interest in them.

Ecology

Enos is a ball of super dense materials unlike most other planets. At some point a massive stellar debris impact smashed away its planetary crust and mantle, rocketing most of the silicate material off the surface to be burned up in space. What could not escape the gravity well fell back to the planet and became Enos' stony shell. Enos' core is 95% metal inside that rocky



crust, which is only about 18 kilometres thick on average. The core is rich in precious elements; this includes gold, palladium, rhodium, platinum, iridium, rhenium and osmium. The extreme difficulty of digging through Enos has kept it from becoming a mining company's paradise. Several megacorporations have projects and theories-in-testing about how to make the highly profitable effort.

The most unusual feature of the planet is the Fire Sea, an equatorial geological site about 400 kilometres across that contains a large and accessible basin of petrochemical deposits. These deposits exist close to the crusted surface and the planet's earthquakes regularly allow the oil and natural gas to escape the crust and seep to the surface. The sand atop the Fire Sea is often black and thick with tar, and the localised atmosphere is foul with sulphurous compounds. The planet's dry atmosphere allows intense static charges to build up in the air, erupting as violet and reddish lightning during the planetary dust storms. These lightning strikes spark smouldering fires in the tar, which are soon snuffed out by the blankets of silicate dust. The result is a dangerously deceptive thickness of the crust's surface throughout the area.

Any area within several kilometres of the Fire Sea can look perfectly safe until the moment a fire gout finds a weak point in the crust and bursts through in a conflagration that may take weeks to cease. If a natural gas leak is also nearby, the outbreak can instead be explosive. With these hazards come opportunity and the Fire Sea is made of concentrated elements useful in a variety of industries. If the Fire Sea can be tapped for its riches, the profits will be enough to fund better mining of Enos' metallic riches.

The numerous peasant-culture peoples of Enos have dealt with the local conditions; redeveloping into the type of culture common to primitive Human cultures living in hot, dry climates. Most people are farmers, living around small oases and tending marked ranches irrigated by the underground water table. Local animal species resistant to salt and other sedentary chemicals leached by the watering are key to their survival. Most of these oases have a small town in the centre but they are little more than villages. Those who make a living from trade maintain caravans of imported miniphants from settlement-to-settlement. Traded goods tend to be relative luxury items, as most oases are self-sufficient in the basics of life. On Enos, life tends to be rather basic.

Each oasis is run by a hereditary headman but he is treated no better or worse than the people he calls neighbours. The oases are then organised into several clans. The smaller clans might only control one oasis and its families, while major clans like the Slengr or the Arrheboe may claim 30 or more while controlling

over 10,000 people. There are more than 200 clans overall, with new ones splintering off and forming all the time.

Water is the chief priority of any Enosian and strict rules surround any source of it. Social rituals, politics and even local language dialects have all been warped by the need to preserve water. Water is prized but freely available if asked for, even by outsiders. If it is taken without permission however, the person gains the permanent enmity of the locals – if they survive their apprehending.

The Enosians have avoided isolation in their oases by strictly seeking and enforcing poly-exogamy, or multiple-wife marriages outside the local community. As a result, marriages are often arranged for political or economic reasons and the trade caravans' secondary priority is to transfer the brides-to-be to their new homes.

History

Enos was settled in 477 by a refugee ship suffering a jump drive malfunction. The castaways, having survived on the remaining resources of their landed vessel, were found in 484. Believing they had earned their place, they elected to stay rather than uproot for transportation to Caladbolg – where they would start over as poor peasants instead of tenacious survivors.

At first it was Enos' position, a full four parsecs from the main cluster of Sword Worlds, that kept its trade merely marginal. After Caladbolg, Caliburn and Gunn joined the Imperium in 555, Enos became a transit point for Sword Worlder trade with District 268 and the Trojan Reach. This brought a small trickle of trade to the world and strengthened contact with the rest of Charted Space. The major events of the last five and a half centuries have missed Enos almost completely. Its distant location and lower technology have kept it from being of any strategic interest to anyone that might molest it.

The closest thing to becoming involved Enos has seen was the building of a secret, heavily defended, deep-space refuelling station halfway between them and Orcrist. Going online shortly after the Third Frontier War, it is used as a staging point for strikes at Imperial installations at Caladbolg.

Points of Interest

The de facto capital of Enos is Arthjar, a small but well-protected city on the southern side of the planet. Nestled behind the Enosian Vaermark mountain range, where the largest deposits of subterranean water can be found, Arthjar is different from many other Sword Worlder cities. The starport is one of the few in the Confederation that is close to the capital, a result of long-distance transportation being such a problem. The planet receives only a few ships a year in any case. The



rural communities maintain primitive internal-combustion driven cars and some imported ground vehicles but they are primarily owned and driven by the wealthiest Enosians in the countryside. There are a handful of TL6 biplanes sponsored by the government that allow special transit between the few and far between oases on the planet.

GUNGNIR (B444779-8)

Diameter: 3,900km, Gravity: 0.49g, Atmosphere: Thin Oxygen-nitrogen (Tainted), Hydrographics: 40%, Climate: Normal, Population: 47,000,000, Government: Balkanised Societies, Manufacturing Tech Level: 8.

A strange array of states separated and created by biology, Gungnir is a model of the Sword Worlds in miniature. It seems there is always a war of some sort going on here and recent upsets have escalated planetary tensions to the point of recreating many of the same issues the Confederation have suffered for eons.

Ecology

Gungnir is a small planet, its surface divided into correspondingly few continental plates. The largest plate rings the equator of the planet like a girdle. This has prevented the oceanic masses at each pole from mixing. Having two separated oceans meant that life evolved in two theatres on Gungnir; once at its south pole using Earth-like left-handed amino acids and once at the north using the opposite. The planet is over four billion years old and the two oceans developed multicellular life around their thermal vents. When its star grew luminous enough to melt the ice covering the primordial planet, both oceans underwent an explosion of evolution and invaded the land in short order.

Competition between the two evolutionary chains is muted because each type rapidly evolved proteins that caused severe allergic or toxic reactions to the other. They now coexist in a blended ecology that mutually avoids one another. For Humans colonising Gungnir the problem was learning to avoid the types of life most harmful to them – the ‘right-handed’ species, which cause swelling when eaten or touched with bare skin. The colonists have managed to clear the alien life from the civilised areas but 80% of the planet’s surface is still potentially dangerous. In these areas, visitors wear filter masks and biosuits to avoid accidentally breathing in or contacting something that could be harmful or even deadly to them.

The planet’s ecologically enforced balkanisation turned Gungnir into the most culturally diverse planet in the subsector; possibly as diverse as the rest of the Sword Worlds combined. It is impossible to pin down any unifying thread that runs through every Gungnirs’ lifestyle. Most citizens fight an uphill battle to push back the alien half of the biosphere but a few instead try

to better accommodate for their existence. Many states are laid back and easy-going but Valfrelann is a totalitarian dictatorship that pens its people in by maintaining a wide buffer of deadly, untamed wilderness around it.

History

Trying to pin down a specific history of Gungnir is dependent upon who is telling the tale; but there are a few points of order that seem constant in all of their stories.

In the earliest days of colonisation, settlers on Gungnir would strike out into the wilderness, despite its dangers, to clear some territory of its alien life. They would then make it their own and proceed to live there by their wits and what resources they could manage, grouping into larger survival-based communities. Large stretches of unpopulated poisonous biosphere separated these enclaves, creating the *fristatnir* (pronounced *free-staht-neer*), or ‘free states’. Over time many of these states grew into one another and today Gungnir is divided into hundreds of political units of varying sizes that all argue and war amongst each other. The largest are multimillion-citizen bodies like the Fortam Conglomerate, Valfrelann or the Kingdom of Rechemannia. Conversely, the smallest *fristatnir* contain no more than a few villages. The political and social systems are feudal; all of the smaller units tending to ally into larger groups or turning to greater neighbours for their own protection.

As of late 1104, one *fristat* (singular) in particular is showing a strange form of promise. Borne of a colony of Aslan outsiders, the Prydden Clanland is a small community of some 200 of the aliens mixed with 50 or so Gungnirs. The group has recently began advertising as having a mercenary charter for hire – as if they know something big is coming the subsector’s way.

Points of Interest

Ziedettin (pronounced *zai-det-teen*) is the capital of the Kingdom of Rechemannia, one of Gungnir’s larger *fristatnir*. It may be smaller than several cities on the southern coast of the kingdom but it was constructed with the intention of opening far northern Rechemannia to better development. It is a cold place that has kept the dangerous local life scarce, making it far easier to clear out the right-handed life forms than it has been elsewhere. There is some development taking place in the city and small towns have sprung up to exploit the local resource management.

Ziedettin is a city that is made up of government workers and the businesses that serve their needs. The only reason to go to Ziedetten is if one needs something from the Rechemannian government. Even so, visitors find the city curiously quiet and calm. Land was cheap initially and investors in the city deliberately overbuilt in hopes of a flood of new residents. There are 500,000 people living in the city but it was designed for twice that. Transport buses and trams are always half empty, parks



are consistently deserted and the streets rarely see more than the occasional pedestrian during the hours when government offices are open.

The city was built monumentally, including a 60-metre statue of Hertug Simeon I, the founder of Rechemannia, standing at the centre of the city. It is a convenient landmark for many blocks in every direction to those travelling on avenues that radiate out from it. Many locals give directions based on Simeon's facing, such as 'three blocks over Simeon's left shoulder' or 'straight under the Hertug's gaze.'

A chain of mountains with several of the tallest peaks in the subsector, the *Omoeligimunir* (pronounced *oh-meh-lee-gee-myoo-neer*) are also called Gungnir's 'Impossible Walls'. With a few non-terrestrial exceptions, the largest mountain in the Sword Worlds is here: Odin's Tooth (*Odinitand*; pronounced *oh-deen-eh-tahnd*). Rising 24,891 metres from sea level, it attracts sport climbers from all over, all of them eager to be the first to reach the summit. Gungnir's atmosphere is already somewhat thin at ground level, making oxygen supply a problem from the first step. The top has only ever been reached by grav vehicle – never on foot.

GRAM (A895957-B)

Diameter: 7,900km, Gravity: 1.09g, Atmosphere: Dense Oxygen-nitrogen (Tainted), Hydrographics: 55%, Climate: Normal, Population: 6,800,000,000, Government: Technocracy, Manufacturing Tech Level: 9.

Gram is the forefather Sword World, the first world from which every other Sword World sprang. This bestows the average citizen of Gram with a sense of importance that colours his dealings, even with other Swordies. This self-aggrandising nature and penultimate pride is the planet's greatest strength and deepest weakness, as shown throughout recorded history.

Ecology

The planet of Gram is geologically similar to Terra, being just a few kilometres larger in diameter and fractionally denser. This is notable in that Gram's surface is divided nearly between the large Vendshavet ocean and the only supercontinent of Midgaard. A few scattered seas spoil the symmetry but not enough to shadow the two primary planetary features.

The average citizen of Gram has more in common with Imperials living on their high-population worlds than he does with most other Sword Worlders. It was once possible for the people of Gram to live in small villages and engage in the personal dealings that form the cornerstone of Sword Worlder culture but its cities grew so large that this is only feasible in rural locations. A small number of cities have experimented

with group housing alongside worker locations to create pseudo-villages within each construct but this attempt to re-traditionalise Gram is very rare.

The average Gram lives beyond the rural or ideal life for many Sword Worlders. Living a manly life on a freehold or a farming ranch is not terribly logical on the planet. Most have jobs in industrial or service-based fields but a disproportionate number of Grams use their self-confidence as fuel for travel. They try to explore the universe to find the next step in their own cultural evolution – for 'they obviously cannot find it on any Sword World.'

This means that the social norms which secure safety elsewhere in the Sword Worlds are not present on Gram, either. On Joyeuse, it would be unthinkable for a man not to know how to fire a rifle proficiently; on Gram, personal ownership of rifles is banned. On Tizon, peer pressure between competing Swordie families does most of the work of keeping order; on Gram, large police forces are required. Citizens of other Sword Worlds look at Gram as their misguided and somewhat disturbed older brother that takes its own family for granted.

History

Gram's history is one long list of betrayals and triumphs against those who they view as traitors to the original cause – those Sword Worlder populations that have broken away from Gram's authority. Sacnoth first rebelled against Gram to form the Sacnoth Dominate, making them the most disliked of neighbours. Gram later led a counter-coup against Sacnoth, only to be betrayed by their allies – adding them to the list of foes.

The planet recovered its rightful place in charge of its peers with the creation of the Gram Alliance, managing to fend off a revolt by Sacnoth during the Constitutional Crisis of 979. The secession of Sacnoth to the Border Worlds is just another betrayal to the Grams – a sign that the cowards would rather go to another war with the all-powerful Imperium than deal with Gram's fury.

As the Confederation's founder, much of Gram's history is directly tied to that of all the Sword Worlds. This is further covered in the History section.

Points of Interest

Ny Kalmar is the planetary capital and one of the most important cities in the Sword Worlds. The capital of the Confederation itself is no longer here but Ny Kalmar goes about the business of being the central soul of Gram. Situated on the southeast coast of the Vendshavet, Ny Kalmar faces south onto the Solsund strait that opens up into the sea.



The city itself has 21 million citizens, many of which now live well outside the city and commute over 200 kilometres to work using new and 'advanced' gravitic vehicles. Grav cars can be seen parked on roofs, inside urban-blended parking structures and private lots in order to keep vehicular clutter from stacking up in the streets.

The city is somewhat triangular and fills a wide, fan-shaped gorge cut into the crust by the Etir River. The river was what originally spurred the city's foundation more than 1,400 years ago. The river has been tapped for hydroelectric power and no longer reaches the sea, now only finding its natural mouth through the city's sewers and conduits after being used by the population. The resulting Hoetfallnir (pronounced *heh-fahll-neer*), or 'High Falls' is where the runoff water cascades into the gorge at the far north of the city. The neighborhood around it goes by the same name and is Ny Kalmar's most prestigious, with several high-class estates and a few mansions built in and on the cliffs.

The Aelvgata (*aylv-gah-tah*) is a wide boulevard that starts at the falls and moves to the shoreline to divide the city in two. Its centre median is comprised of a long line of massive European ash trees that were imported as seedlings from Terra. These were a socio-political nod to Aesirism, which considers the ash tree sacred.

Hansen's Landing, the primary starport of the planet, is right across the water on the opposite coast just a few thousand kilometres away. The contrails of chemical conversion rockets headed to orbit can often be seen high overhead from the city; their roar heard over the busy traffic. It has a small town built around it, maintaining good transportation between the starport and Ny Kalmar. If starship crews need to spend time on the planet while their ship is on the ground for a few days, they can shack up in the small community without bringing their 'low class' to the city itself.

DYRNWYN (B958412-A)

Diameter: 9,600km, Gravity: 1.2g, Atmosphere: Thin Oxygen-nitrogen, Hydrographics: 76%, Climate: Very Cold, Population: 220,000,000, Government: Corporate Controlled, Manufacturing Tech Level: 9.

Dyrnwyn has long been a planet ruled by the Fortarn Conglomerate, a corporation that has suffered Sword Worlder distrust of big business – but not enough to fail in their endeavours. It is a corporate stronghold; an investment of stone, ice and noble gases.

Ecology

The orbital near side of Dyrnwyn is mostly ocean, having constant daylight and an Earth-normal climate at the 'hot pole.' A

circular area of liquid water extends out from its centre for 5,600 kilometres in every direction, forming the only liquid ocean on the planet. These waters get colder as they radiate out from the central point until it becomes the ice shelf that encloses the rest of the planet. There are a few islands in the ocean circle, forming the best possible real estate on the planet – which are primarily owned by the Fortarn.

Dyrnwyn's far side is a frozen and jagged landscape typical of tidally locked planets. Atmospheric winds carry hot air to the far side at higher altitudes, forcing cool winds to blow back, resulting in somewhat extreme weather conditions at the very edge of the ocean. This makes ocean currents more complex but easily accommodated for by modern seafaring craft.

Dyrnwyn is very large and atypically still has a molten core. This produces a near-standard terrestrial magnetic field. In combination with the stillness of the planet's dark side, it is large enough to hold a small amount of helium gas unaltered in its atmosphere. Produced by radioactive decay in the planet's crust, this gas gets trapped in the ionosphere with cosmic and solar radiation within Dyrnwyn's magnetic field. On the dark side of Dyrnwyn, there are some of the most extensive and beautiful auroral displays in the sector, coloured bright red due to the helium ions.

Most Dyrnwynians live in the twilight zone where Fortarn is interested in the planet's temperate locale. Other continents poke up above the ice in many locations but they are of little use to those without the resources to survive there.

Within the ocean circle, there is perpetual daylight and strong liquid currents – making it perfect for both solar and hydroelectric power plants. A number of these facilities exist under Fortarn's umbrella in the area, providing energy for the whole planet and several battery-based charging services. This also draws many outside inhabitants to the area but they are ultimately at the mercy of the Conglomerate. If the Fortarn make a decision that might affect a homeowner's property, such as radioactive material dumping or clear-cutting for new machine storage, the Dyrnwynian will have no choice but to relocate; likely at their own cost!

The Dyrnwynian attitude reflects their government: very loose and independent from a traditional planetary ideal. On many worlds with Dyrnwyn's population and climate-based troubles, a large underclass riddled with unrest would form. To battle this social eventuality, the Dyrnwynians use typically Sword Worlder community-mindedness to cement the connection to their corporate masters. One of their most widely known and frequently bragged-about positive notes is Dyrnwyn's lack of taxes. Happy to brag about this, they normally do not realise that this is because they get no services while the Fortarn makes massive profits – enough to cover the missing taxation.



Dyrnwynians also try not to ponder what actually happens to those rare people who somehow fall through the cracks of Dyrnwyn's societal graces. They turn a blind eye to the rumours, 'knowing' it will never happen to them.

Points of Interest

On the Jarthlaug Islands, in the only area of liquid ocean found on Dyrnwyn, lies the city of Katlar. It is where the Fortarn Conglomerate keeps its primary asset management and resource supplies. It is a large city of 50 million people but it is designed almost like one gigantic campus for the workers from Fortarn, their families and visitors from elsewhere. It is a tense location packed with commercial bodyguards and Confederation Patrol squads to not only keep the peace – but to keep an eye on the 'un-Swordie' influences by the company.

By the present day in 1105, the Fortarn have swelled their numbers by half-again, including a high concentration of privatised security personnel that are armed as well as any planetary military might be. The people of Dyrnwyn who are not employed by Fortarn, which is the vast minority here, have begun to worry what the Conglomerate must be planning.

EXCALIBUR (B324755-A)

Diameter: 3,000km, Gravity: 0.54g, Atmosphere: Very Thin Oxygen-nitrogen (Tainted), Hydrographics: 36%, Climate: Cool, Population: 47,000,000, Government: Dictatorship, Manufacturing Tech Level: 9.

Excalibur is a planet suffering from a vicious civil war. The controlling hertug, Baron Randulf Huld, controls the planet with an iron fist. This fist was once wearing a velvet glove but has since worn through in many places from a history of dealing harsh pugilism to Excalibur's people.

Ecology

Excalibur is resonantly locked with its primary star, Artur, rotating in a ratio of three times every two orbits. At some of the higher latitudes this has the light and dark moving at a bit less than running pace along a solid strip of land circling the southern hemisphere between 40 and 60 degrees South. These conditions evolved special lifeforms that have avoided the usual route of hibernating during the long nights by instead 'chasing' the dawn for their entire lives.

The very thin atmosphere makes flying out of the question despite the low gravity, so these animals – called Striders – walk everywhere they go. Long and spindly like giraffes or giant ostriches, they rarely stop for any length of time. There are two groups of striders; the dark-plumaged ones in the 'dusk' zone running away from the sun as it rises and the brightly-coloured ones halfway around the planet following the eternal sunset. The two groups are composed of the same primary group of

animal species. All lay eggs and leave their clutches in the soil to hatch when the sun comes back around.

Plant life on Excalibur needs to grow and breed quickly to compensate for the odd daylight cycle. Few species are hardy enough to make it through the blazingly hot daytime and weather the the nights' habit of killing everything. As a result the plants grow, bloom and perish in the short window of proper conditions. The rapid flowering blooms give the herbivorous striders lush vegetation to eat in front of and behind them during their travels.

History

Baron Randulf Huld has been in control of Excalibur for nearly 50 years, his draconian rule having worn thin a decade ago. The people have been speaking out and even lashing out at his officers and enforcers for years, forcing Huld to intensify his own forces to 'protect' his assets. Excalibur is now riddled with royal military units, mercenaries and other suspect agents the Baron might use against his own people if they do not fall back in line.

Randulf's charismatic and charming son, Reyf Huld, is also in politics. He is openly supportive of a strengthened Excalibur and of its people but he wisely does not cross his father by doing so. He has done very well for himself and many world members firmly believe Reyf will make a dramatically better leader than his father, if the tyrant can ever be made to give up his stranglehold on the planet, that is.

Excalibur's ancient history lies greatly in the comings and goings of the Sword Worlds and more about this world is covered in the overall subsector history.

Points of Interest

A planet without a true capital, Excalibur's largest community is actually Raskarhamn (pronounced *raas-kahr-hahmn*) Starport, located just north of the day/night band on the northeast tip of the Arennen peninsula. The peninsula juts out into the Arkjahav Sea, a churning over-salinised oceanic feature that is sometimes used for local sporting events. The starport is operated by private forces under the direct employ of Baron Huld, making it his first line of defence and marketplace for trade on the planet. It is the centre of a massive urban sprawl that houses a full 70% of the planet's total population. The 'city' pays taxes directly into Huld's coffers in return for his police, emergency and commercial assets.

Excalibur's most recent point of interest actually lies away from the planet's surface. Alien ruins were recently discovered on the third moon of Excalibur, a rocky sphere called Bedwyr. The ruins, and perhaps the moon itself, are somewhat of a mystery. Bedwyr appears to be an invasive satellite, probably from elsewhere in the system, though the nature of the event that



brought it to Excalibur and the forces required to put it into a stable orbit are baffling. The moon base itself is old by Human standards, though chemical dating methods suggest it is no more than 20,000 years old. While it is not Human in origin, it is also clearly not of Ancient manufacture due to its relative youth – and no one else is laying claim to it.

TYRFING (B637735-A)

Diameter: 6,100km, Gravity: 0.77g, Atmosphere: Very Thin Oxygen-nitrogen, Hydrographics: 72%, Climate: Normal, Population: 77,000,000, Government: Oligarchy, Manufacturing Tech Level: 9.

Ecology

Tyrfing is another classic tidally locked world. Its hot side perpetually faces the sun, while its cold side barely avoids permanently freezing; a reasonably comfortable temperate band exists in between while getting a parody of night and day from its wavering orbit around the primary star, Alberich. Current circulation in the planet's chain of seas keep the cold side from freezing over fully and the thin atmosphere whistling along at gale force levels between hot side and cold. At ground level, a chilly wind constantly blows in from the dark side of the planet but the atmosphere is thin enough to prevent any hydrostatic shock from occurring in the twilight band.

The Tyrfings are predominantly a rural people. Apart from the new starport servicing town at Brakigastad, the only city with more than 200,000 people is the capital at Munarvag. Despite the thin atmosphere, most people live on greenhouse-esque farms; domed over and seeded with the fastest growing plants that survive in continual daylight when that edge of the planet leans toward the Alberich's rays.

Extremely conservative, Tyrfings often practice a focussed form of Aesirism that concentrates on Freya as the god of fertility and crops. As with classic Aesirism, each person is responsible for his own religious duties, even the Tyrfing *godars* still follow the old ways. Followers of the faith tend to be well-educated in their religion and many zealous congregation members hail from here. If there can be Aesirist fundamentalism, it can be easily seen on Tyrfing. As a result of their staunch faith, the Tyrfings are less trusting and hospitable than most other Sword Worlders. It takes much longer to win them over to trust and eventual loyalty but rude or thoughtless behaviour will harden them against a stranger in no time.

Hereditary nobles, the *jarls*, rule the planet with their number of nearly 15,000. Everyone else is *carl* class, or yeoman landowners that have no say in the government except through collective stances they might take against the *jarlnir*.

The *carlnir* had a much easier time applying this pressure in the time before wealthy jarls and numerous off-world interests. This has shown particularly true of Jarl Aki IV Skirsson of Sandigdomaen. As the owner of the land on which the Brakigastad Starport was built, he has grown to be the richest man on the planet. Both the *jarlnir* and *carlnir* have worry that he may use his good fortune – and allies elsewhere – in a push to become a King of Tyrfing.

Points of Interest

Munarvag and Brakigastad, the two major cities of Tyrfing, are both located high on the northern hemisphere, close to the northernmost tip of the supercontinent Dagmark. They are both constructed in the same traditional Sword Worlder circular styling but Munarvag keeps its city centre aligned for politics and noble effort where Brakigastad has the planet's starport at its core. Both cities are heavily populated by Aesirists, meaning that lush natural vegetation and other 'wild' elements are commonplace amongst the longhouse apartment structures and the moderately technological architecture.

SACNOTH (B775956-C)

Diameter: 7,200km, Gravity: 0.98g, Atmosphere: Standard Oxygen-nitrogen (Tainted), Hydrographics: 50%, Climate: Normal, Population: 8,300,000,000, Government: Technocracy, Manufacturing Tech Level: 10.

Depending on when you look at it, Sacnoth is one of the most critical of the Sword... or Border... Worlds. Coming and going over its history in and out of the Confederation, Sacnoth is a populous planet with an economy larger than the other six Border Worlds put together. Only Gram and Narsil seem to be its match in the entire subsector.

Ecology

Sacnoth is a Terra-analogue world, equally diverse and lush from Humaniti's polishing on Sacnoth's roughest edges. The planet consists of three continents joined by well-travelled isthmuses.

The largest of these continents is Eisufer (pronounced **Ay-soo-fehr**), which covers the northern pole and roughly a third of the planet south beyond the equator. A similar landmass at the opposite side of the world but half the size, is Arathrion (**ah-raath-ree-ohn**). The third continent is Erl and it spans around a third of the planet between the other two.

The large inland sea of Harmeer on Erl is the most heavily populated section of the entire planet. The planetary capital, Foerstaberg (**fehr-stah-behrg**) exists near the centre of the area, while the starport sits on the Halsband Islands to the west – where its chemical rocket pollution will not harm the thickly populated inland.



Even outside Harmeer region Sacnoth is a heavily developed planet of large cities and sprawling arcologies across the landscape. Huge industrial farms feed most of the planet's population of roughly eight billion people. Sacnoth buzzes with activity at all times. It is a political powerhouse and one of the most economically important worlds in the sector. By far having one of the largest shipyards in the Sword Worlds; absolutely larger than any of the Border Worlds'. Citizens of Sacnoth seem terribly *busy* all their lives, by the standards of other Sword Worlders.

The great mystery of Sacnoth's ecosystem is its 'atmospheric taint'. The lifespans of Sacnothi are noticeably shorter than those of other Sword Worlders despite the use of *svaerdmæt*. Anyone living on Sacnoth for more than a decade in total starts making ageing rolls four years earlier than normal.

Why this life-shortening occurs is unknown but a subtle environmental cause is suspected – though still unverified. People of Sacnothi descent who live out their lives on other worlds are not affected and otherworld transplants whom live here are. This lends itself to some kind of atmospheric or hydrostatic toxifying agent. Over the last 1,200 years countless studies have been made of the phenomenon but no real explanation has ever been decided upon. Whatever this complex culprit is, it has resisted analysis by even Imperial and Darrian researchers who have looked into it. The Imperial Scout Service – baffled by its cause – has chosen to *call* it a 'tainted atmosphere' so as to best fit within the ISS planetary coding system, even if they are not sure the atmosphere is actually responsible.

History

Sacnoth was settled from Gram in -294, when a small cabal inside Gram's space-development teams used their program to escape the increasingly oppressive government that was controlling the planet. Six worlds were selected for settlement but the cabal manipulated events to ensure that Sacnoth would be the destination of their friends, relatives and like-minded individuals. Also arranging for the lion's share of supplies and equipment, Sacnoth consequently did much better than any of the other worlds, quickly attracting more settlers and power. This eventually led to Sacnoth surpassing Gram in power, establishing the Sacnoth Dominate and becoming their primary competitor for subsector control.

During the Fimbulwinter, Sacnoth's central government had problems asserting itself against the remoter parts of itself. This trend continued during the Five States era, only worsening. Colada, Dyrnwyn and the Double Monarchy used these internal tensions to later balkanise Sacnoth in 104.

Sacnothi are, along with their constant opponents the Grams, the 'great people' of the Sword Worlds. Unlike the Grams however, they have not been constantly disappointed in their aspirations and have avoided the growing paranoia of their counterparts. The Constitutional Crisis of 979 shook their confidence after Gram grasped leadership of the Sword Worlds Confederation more firmly but this was viewed with respect more than envy or jealousy. Without a burning need to win at all costs against the Grams, Sacnoth gave little pause when it made the recent choice to join the Border Worlds Alliance willingly – a choice that will cause them problems in the future, to be sure.

Much of Sacnoth's history is directly tied to that of the Sword Worlds and the Border Worlds. More about this planet's history can be found in the History section.

Points of Interest

Before the war most civilian starships used by Sword Worlders were built on Gram but Sacnoth has always been the source for naval shipyards that build warships. Since forming, the Border Worlds have mostly had to rely on the Imperium as a source of new ships or beg the Swordies for their cast-offs. In the recent turn of events, Sacnoth's formerly civilian spaceship yards have yet again begun building starships laden with weapons of war... reclassifying the yards themselves as Type V.

Controversial shipbuilding aside, Sacnoth also has one of the most (in)famous colleges of specialised science anywhere in the subsector – the Sacnoth Psionic Institute. Located on a massive campus compound near the Erl-Odermeer coastline, the Psionic Institute is the single most prestigious and feared university site anywhere in the Sword or Border Worlds. Although costly to receive testing or attend training, any Sword Worlder psion who graduates from the Sacnoth institute has a bright future ahead of them despite the natural Sword Worlder distrust of psionically skilled persons.

BEATER (B685686-A)

Diameter: 5,900km, Gravity: 0.58g, Atmosphere: Dense Oxygen-nitrogen, Hydrographics: 52%, Climate: Tropical, Population: 6,200,000, Government: Bureaucracy, Manufacturing Tech Level: 9.

Beater is the capital of the Border World Alliance, even though there is very little of importance on the planet itself. Sacnoth would be the far more logical capital but it was picked for one primary reason – the Imperium prevents high population worlds from dominating its neighbours and becoming sovereign powers.



Ecology

Beater is thickly in a mega-faunal stage of development. Low gravity, high temperatures, abundant oxygen and no seasons to speak of have all helped life grow beyond anything typical in an evolutionary chain. The most unusual fact about Beater's biosphere is the tendency for species to straddle the line between classed 'plants' and 'animals'. Even root-bearing and sedentary 'plants' like the *Hjastringtra* (pronounced *hyah-streeng-tra*) can skilfully defend themselves with extendible thorns when molested and more obvious animal-primary life like the *aksturen* can store photosynthesised solar energy for increased activity.

Before it became the capital world of the BWA, Beater was noted primarily for its agricultural production and its hunting safaris. The world supports hunting as a renowned pastime for several parsecs around, attracting rich Sword Worlders with a leaning toward thrill-seeking. Nobles throughout the subsector take pride in having one of Beater's impressive lifeforms preserved and mounted someplace where everyone can see their success.

The Sword Worlds Confederation provincial offices are run out of Kersborg, a sober city of just over 1,000,000 people. Built around a large hydroelectric dam that powers most of the planet, it is a loud city where a heavy mist permeates the air at all times – almost like living next to a crashing coast.

Points of Interest

Hallenport, the planetary starport for Beater, is located on a tiny island well north of Tyst Island, home to the blossoming capital city. It is a smallish facility built over 100 years ago to accommodate seasonal supply runs and the occasional visitor but increased money from offworld safari hunters and the Border Worlds Alliance have allowed it to swell in size and traffic considerably.

At the starport there are now three armed escort fighters that are used periodically to patrol the planet. With Beater's attractive hunting scene, poachers with access to their own vessels frequently try to land away from civilisations to avoid planetary taxation as well as hunting limitations. The patrol craft are *supposed* to prevent this kind of thing from happening but the pilots are often happy to receive bribes and so do not make much of a difference in illegal planetary hunts.

DURENDAL (B687334-B)

Diameter: 5,700km, Gravity: 0.56g, Atmosphere: Dense Oxygen-nitrogen, Hydrographics: 74%, Climate: Normal, Population: 72,000,000, Government: Oligarchy, Manufacturing Tech Level: 9.

Durendal is a planet on the brink of upheaval; something that seems to happen quite a lot in the Sword Worlds subsector. It is a strong oligarchy with a downtrodden people at its foundation, setting the stage for revolution... a feeling that is palpable in the air.

Ecology

Like many worlds throughout the sector, Durendal was actually terraformed by the Ancients. It was a living world with an oxygen atmosphere and multicellular life before they even looked in its direction, however. The only thing that kept the planet from becoming completely terrestrial was its tidal lock to the star Roland. The Ancients temporarily broke that lock about 300,000 years ago using the mysterious lines of extremely dense material deep within the planet's crust. These lines are so deeply buried that they are visible only with advanced densitometers and they are too perfect not to be artificial. They form a grid structure enveloping the mantle of the planet, causing insane magnetic forces to fluctuate under the surface from time-to-time – speculatively becoming strong enough pull a planet through space when activated.

Roland is so close to Durendal that the planet was rocked by immense magnetic tides for the 230,000 years it was no longer locked, ripples running along the grid pattern as tides in the water and quakes across the land. The planet's surface was warped significantly until it landed in its natural orbit, although the result pocked the surface with many more volcanoes than are found on other similar worlds. Much of the planet is layered with huge fields of lava that once flooded the surface as it slowly dragged itself through space. The strange stone has since been covered by a thin crust of meteoric soil. Durendal had a tainted atmosphere for a long time but with the return of the tidal lock about 70,000 years ago, the air normalised and became breathable once more.

Durendal is one of the most terrestrial planets in the whole subsector. Once visitors step away from the volcanic mountain ranges and peaked dormant tubes, the planet can actually be very pleasant. The Durendals have settled into the traditional yeoman-style farming that many Sword Worlders strive to move toward. The thin and rocky soil needs constant maintenance but the intermingled volcanic ash makes good fertilizer; the result is a lot of hard work but Durendal's farms are very productive.

The *hertug* of Durendal, Sigurd IV, is a man with a huge family and a history of pro-Confederation leanings. Several of his heirs are staunch supporters of the Sword Worlds and the recent addition of Sacnoth to the Border Worlds has only strengthened their anti-Imperial beliefs.

Even with the strong pro-Swordie feelings in the ruling class, the average person has long been at the mercy of local familial



lords. Most of these lords are decent to their underlings but some are not. As is often the case, the worst ones are the ones that are remembered. The Durendals are not simply uneducated peasants; they know their history and are not afraid to wield it as a weapon against future oppression.

Points of Interest

Isgorod (pronounced *eez-goh-rahd*) has served as the planet's starport for a very long time; all the way back to when the only ships that came and went from the planet were supplies for colonists. A strange dichotomy in progress, the starport is a hub of activity surrounded by primitive yeoman-owned villages that span for several kilometres. There is a distinct transition from the old-styled colonial look to the more modern spacefaring imagery only when crossing into the starport itself. It is like leaving the old world and entering a new one.

HOFUD (B666553-A)

Diameter: 6,100km, Gravity: 0.75g, Atmosphere: Standard Oxygen-nitrogen, Hydrographics: 62%, Climate: Normal, Population: 580,000,000, Government: Technocracy, Manufacturing Tech Level: 9.

Rabidly anti-Imperial due to its proximity to the Imperial border and its history with their constant hassling, Hofud is the primary spearhead in the Sword Worlders' collective cultural war against the Imperium. The recent creation of the Hofud People's Alliance is seeing this hatred deepen; soon it may boil up into real conflict.

Ecology

Hofud is one of the most heavily populated planets in the Sword Worlds and has been for numerous generations. The world is moving toward becoming fully urbanised and well-organised, reshaping itself in many places. Most Hofuds live on the larger of the two planetary continents, Ofrein, is particularly focused on becoming something new and fantastic. The capital city is found there and the most fertile agricultural land on the planet is to the west.

The smaller of the two continents, Baaten, is far less populated. It only maintains a populace of 60 million people to Ofrein's massive 520 million. Baaten is where the Hofud People's Alliance is becoming strongest, turning the thinly populated western peninsula into a network of hideouts, gathering places and supply caches.

Hofud's cities can be divided into those who are prepared to leave the planet if Imperial control tightens on the Border Worlds and those willing to ignore the Imperials' presence until they just 'go away'. Unfortunately, the second group is larger than the first by a modest margin. They are paranoid and tight-lipped about their denial of Imperialism, making their position

on the growing strength of the Imperium at their border seem even more troubling to those who are not ready to give up their world to the BWA.

History

Hofud has been the source of many controversies over its existence, most notably their pivotal role in the Biter Atrocities and the tragic chaos that followed.

This planet plays a key role in many events throughout Sword Worlds history and they are covered in much greater detail in the History section.

Points of Interest

The continent of Baaten only started to really grow in the last century and even now only has about 10 people per square kilometre in rural areas. It is called the 'wild west' of Hofud; the place where people travelled to settle into a new life away from their old problems. The east coast contains numerous cities that are rapidly growing, some even approaching those on Ofrein in size. As one moves further west the population thins out accordingly and the rural nature of the continent is maintained. The lands of the far west remain untouched and savage, in every sense of the word.

There has sprouted a new industrial centre working the newly blasted-out mines of the Blaebergnrir (pronounced *blai-behrg-neer*) mountains and it is being looked upon favourably as a new source of income – even if a healthy percentage of it goes to the Imperium through taxation and tariffs.

STING (B645896-A)

Diameter: 6,100km, Gravity: 0.75g, Atmosphere: Thin Oxygen-nitrogen (Tainted), Hydrographics: 52%, Climate: Normal, Population: 75,000,000, Government: Bureaucracy, Manufacturing Tech Level: 9.

Conquered twice during the Hofud Wars, Sting's native rulers have been replaced by ones from Dyrnwyn – making keeping its sovereign nature even more difficult. Much of the planetary population caved under each new bureaucrat that takes charge but a fraction of the people will always stay independent by living in the wilderness between the subterranean communities.

Ecology

Sting is an old world, long locked in its primary star's tidal pull. The last 200 million years have seen its core cool and the continental shifting has finally ceased. With no new land forming from below, erosion is gradually flattening the planet smooth. Once tall mountains have become merely rounded hills, the oceans fill with sediment and mineral-laden mud covers most of the planet.



Much of Sting's twilight zone is covered with plant life evolved to deal with the endless winds moving from the cold side to the hot. The jungle canopies are tremendously thick to shelter the sediment-rich soil below, making it difficult to traverse and explore without aid. Flat as Sting's lands are, the water table drains poorly to create mineral-laden mud. With the exception of stretches in the far north and south the land is a foul, toxic marsh. The gas-rich air here is poisonous to Humans, who find it impossible to breathe without becoming ill. The result keeps the colonies located in enclosed communities solely at the frozen poles. If Humans choose to come up to be active under the canopy, it is just a matter of time before they run into a concentration of gases that is fully poisonous – and they will die if unprotected.

Therefore the majority of Sting's population live in underground cities at the north and south poles. As the planet is tidally locked in its revolutions, the arctic and antarctic are not as cold as they would otherwise be. High-speed winds that carry warm air from elsewhere are piped down into the enclosures using huge filtration vents, helping use the natural elements of the planet to keep environmental control costs lower. Even with the thin atmosphere it is still wise to keep buildings strong and squat, even inside the subterranean enclosures. These winds can be savagely powerful in an instant, sometimes even threatening to overcome the filtration turbines. Ships landing at Vinduri Starport need to be careful and pay attention to radar maps transmitted from local traffic control. Wind shears have been known to destroy smaller craft in the last seconds of their landings as they are driven into what few mountains still remain nearby.

Once down into the enclosure, travellers discover a pedestrian paradise. Sting's cities consist of multiple levels connected by huge passenger elevators, despite most levels being small enough to walk across in less than half an hour. Larger levels often contain more 'natural' elements like farms and parks but also might be a site for major business districts and open-'air' marketplaces. These areas are equipped with rapid transit slidewalks, sometimes called 'people movers'. There are actually almost no vehicles; set aside due to the people's cultural aversion to noxious fumes collecting from exhaust. Internal-combustion engines are completely banned and hydrogen fuel cells are permitted to run the few maintenance and emergency vehicles on hand. Mass transit uses electrified railway lines that wind in and out between the huge turbine vents that bring air in from outside, the generators attached to them powering much of the city.

A few million Humans known as the *myrfolk* (pronounced **meer-foehl**), chose to avoid 'environmental slavery' and suffered for generations to adapt to Sting's lowland. As true primitives, they are looked down upon by the more modern Swordies. They ignore the myrfolk except at scattered trading posts on the forest edges, where the toxic miasma is thin to the point of being tolerable. The myrfolk see themselves as the true and natural inheritors of the ancient Kingdom of Sting. Punitive expeditions from the Swordies put significant pressure on the swamp-folk in order to keep them from uprising but otherwise the myrfolk live out their own lives.

Points of Interest

The biggest reason why people might look toward Sting, at least its surface, are because of the myrfolk's settlements. Called *bakke* (**bahk-keh**), these villages are primitive and small. Each bakke is perched on one of the planet's remaining hills, woven into the trees above the worst of the swamp gases. Over time the village population carefully 'farms' the hilltop's flora and lower canopy fungi to weed out the ones that are most poisonous. The longer a bakke can tend its surroundings, the cleaner the air around it will become. If there is a solution to Sting's environmental taint, it will be found with the myrfolk's farming techniques.

BITER (B354623-A)

Diameter: 2,800km, Gravity: 0.57g, Atmosphere: Thin Oxygen-nitrogen, Hydrographics: 41%, Climate: Normal, Population: 2,300,000, Government: Athenian Democracy, Manufacturing Tech Level: 9.

Biter is likely the most tragic world in the Spinward Marches. It was once a thriving planet with more than 20 million citizens but the actions of others brought about not only its devastation and depopulation but also the permanent demoting of an entire people to the lowest of classes.

Ecology

Biter is too small to be a terrestrial world but somehow it is. It is just another world that was terraformed by the Ancients 300,000 years ago. Biter's gravitic envelope is losing its hold on planetary air and water but slowly enough that most folk have no reason to worry. It currently has a thin atmosphere and several large, land-locked seas, so the Biters have yet to focus upon these losses.

The interior of the continents is largely comprised of plains that fade into deserts depending on the amount of precipitation that



falls in any given area. Within 200 kilometres of any major source of water however, Biter's surface is covered by an astonishing collection of tree and plant species imported from worlds all over charted space – including some taken from Terra itself. Confederation scientists have catalogued 43 separate lifeforms on Biter that hail from planets outside of the system. This variety makes the areas nearest to water grow into complex forests and all of the cities still housing inhabitants are found in these areas. The plains, which should be more hospitable land, were more badly damaged during the *Saltsaar* and unfortunately are too open to hide from persecution.

The remaining people live in small neighbourhoods raised up out of the old, destroyed cities on Biter. Within the neighbourhoods, activities are neatly organised and arranged always with the safety of the people. The plants and animals of the surrounding forests have been allowed to reclaim the upper floors of most buildings. Cities on Biter have become as much gardens as they are urban centres. Outside these inhabited zones, the city ruins have been left alone as a reminder of the horrors that transpired. Biters and visitors to the planet are encouraged to visit the 'ghosts of the dead' when they can and in the last century there have been a number of visitors from Hofud to these tragic sites – showing the Biters that at least one generation of their enemies are coming to terms with what they did.

History

Biter's history is directly and intimately tied into those of Sting and Hofud. In 383 Hofud attacked and conquered Sting, sending *Herlugin* Marianne fleeing to Biter to set up a government in exile. Hofud then invaded Biter in 419, starting a bloody guerrilla war that lasted for nearly two decades. Hofud then resorted to the first of the Biter Atrocities – the *Spraining*: where millions of Biters were deported to other worlds or killed outright.

Soon after, vast quantities of chemical and biological weapons were used – the second Biter Atrocity, the *Saltsaar* ('Salt-Sowing'). When the neighbouring nations finally stepped in and stopped Hofud, it was too late. Biter's ecology had already been too badly damaged and survivors were suffering from the chemicals' side effects. With the planet's industry and infrastructure crushed, it took over 200 years to repair the environment and longer to breed out the genetic damage inflicted. The population hovered around the 1,000,000 mark until the year 1000, when it slowly began to climb once more.

The tale of Biter is simultaneously sad and uplifting for many Sword Worlders. Everyone is aware of the Biter Atrocities; for centuries the Biters were furious with Hofud for what they did. In

the last 200 years however, Biter has listened to the teachings of Vilfred Santesson, a pacifistic *godar* who preached patience and forgiveness to his Aesirist patronage before passing away in 988 and some believe Biter's slow recovery from the Hofud Wars was his doing.

It has been seven centuries since the *Luffarnir* were forced to leave Biter and in that time they have evolved their own culture. The 'original' Biters are trying hard to find a reason to reunite with their long-lost brethren. Native Biters tend to be tolerant, perceiving the *Luffarnir* as their peers instead of walking reminders of their past horror. The main difficulty concerning the planet's future survival is that Biter's tiny and damaged infrastructure and government have been stretched to the limit by newcomers.

In the past years, the Imperium has been diverting large amounts of funds from the Ministry of Colonisation's programs in the Metal Worlds to support Biter's economy in the hopes of getting past the crisis. In fact, they hope to use a successfully repaired Biter as a model of proper Imperial rule over the former Sword Worlder planets.

STEEL (E655000-0)

Diameter: 6,100km, Gravity: 0.81g, Atmosphere: Thin Oxygen-nitrogen, Hydrographics: 47%, Climate: Hot, Population: 4,300, Government: Captive Rule, Manufacturing Tech Level: 8.

Steel has long been the Metal World most sought after by both the Sword Worlders and the Imperials. There has been a history of co-existence through corporate dealings but there is more than just money at stake here.

Ecology

Steel's primary is an evolved M8 III star, Daaluusinnagi (pronounced *dah-loo-see-nahg-ee*), which has only recently entered the luminous red-giant phase, galactically speaking. Steel itself exists only by random stellar happenstance; during the early era of the system, one of the local gas giants slowly moved toward the primary, shoving the inner system planets out of orbit into interstellar space. Steel was the sole exception. When Daaluusinnagi left its main sequence, Steel was heated by the 'near pass' sufficiently enough to be violently transformed into a young terrestrial world. Given time it might have developed its own oxygen-nitrogen atmosphere but the primary star will only be in this phase for few million years. Once again the Ancients intervened and forged Steel into a much more hospitable place to live.



Steel's year is actually hundreds of Terra-standard years long, so the planet's temperature runs through pseudo seasons from sweltering hot to brisk temperatures that fluctuate greatly with the primary star's radiation pulsations.

History

A privatised industrial company from Caladbolg settled Steel in -105. The new world was called Igliim, which is the Vilani word for the metal steel, a shared name with a sword belonging to a legendary Vilani hero. One year later the War of the Second Rebellion began and it raged for three years before Caladbolg got involved. The early colony found itself left to its own devices but slowly began to lose its technological foundation. This primitive colony barely survived the Fimbulwinter.

During the Five States era Igliim remained independent and poor, keeping barely enough interstellar contact to help with the problems of being an isolated settlement. In 104 Igliim became part of the Double Monarchy's territory and its name was officially changed to Steel. The world began a program of technological focus in order to improve the worth of its trade goods and overall market share.

Technological bootstrapping is a hardship that fails more often than it ever succeeds but Steel beat all odds. By 217 Steel had reached Technology Level 9. The collapse of the Triple Dominion caused a mercantile ripple and therefore a reduction of trade with the Monarchy. This forced Steel to purchase second-hand ships from nearby Imperial worlds, inviting a new wedge between it and the Sword Worlds.

Steel began a program of exploration and settlement of nearby worlds in 256, which would eventually lead to its downfall. Bronze, Iron, Mithril, Silver, Gold and Electrum were initially surveyed and small research settlements were established on all of them to plan their future development.

By Steel laying claim to six other worlds *and* naming them after metals and not swords, this upstart planet's posturing enraged Hertug Niels of Sting. Niels responded by sending out his own expeditions to the same worlds and laid claim to them. Claiming a bid to Steel itself based on a family connection with the Coronel of Caladbolg in the hundred years previous. A short war in 263 ended with Steel being forced to remove or abandon its outposts. Niels did not officially try to invade Steel but neither did he abandon his claim.

Then, in 383, Hofud invaded Sting. Niels' daughter Marianne escaped away to Biter while persuading Steel to ally itself with her government-in-exile against Hofud. Agreements or not, Steel stood by and did nothing when Hofud officially invaded Biter in 419.

In 579 a large cluster of asteroids was detected on a collision course for Steel. Calculations showed that the most heavily settled area on Steel would be at the centre of the strikes but lesser clusters would still hit the rest of the planet. A massive campaign on the other Sword Worlds provided funds toward a rescue effort but Sting shouldered the majority of the expense. Most of the evacuated folk were taken to Caladbolg, as it was the closest practical destination. Mithril was rejected out of hand due to its inability to sustain life.

There was not nearly enough time to evacuate everyone off the planet. The meteors struck in 580, killing a full 25% of the remaining population in the initial waves. The particulate matter alone that was thrown in the air lowered planetary temperatures dramatically, ruining harvests for decades to come. The confusion and panic that followed the strike killed a nearly equal amount while Sting maintained the evacuation. In 581 it was announced that Steel was officially empty of Human life; in gratitude for the rescue of his people, Erik of Steel had renounced his claim to Steel and the three other Metal Worlds in favour of the control of Ivar III.

While Ivar waited to resettle Steel with people utterly loyal to himself once the planets temperatures returned to normal, Sting's navy patrolled the system. The Constitutionalist Revolt of 589 and the subsequent rise of the Second Dominate got in the way of Ivar's plans. Under the new regime no Sword World was longer permitted to control another Sword World. The four empty Metal Worlds were soon taken over by the Confederation and held for future development. That development never came and Steel lay empty for 500 years.

Points of Interest

Whenever an evacuation takes place, there are a few stubborn folk who refuse to leave their homes. According to persistent rumours, some people did not evacuate in 579 with everyone else. The descendants of those people are said to have survived... even to this day. Everyone living on Steel 'knows someone who knows someone' who has met one of the so-called *Maruni*. Nothing else about these semi-mythical Swordies is consistent between tales revolving around them. Apparently some enjoy secretive rural lives in a valley hidden deep in the mountains. Others are said to be bogeymen, spending their time in darkness to find stragglers in the wilderness to kill and sometimes eat them. They always seem to display amazing, perhaps psionic, talents no matter what they are doing. Still others were saved by an Ancient device hidden somewhere on Steel, protected by its Maruni wardens. Whatever the case, stories of the Maruni are enough to keep wary eyes open and security high when dealing with the unknown regions of Steel.



IRON (E529000-0)

Diameter: 5,000km, Gravity: 0.66g, Atmosphere: Very Thin Oxygen-nitrogen (Taint), Hydrographics: 94%, Climate: Hot, Population: >1,000, Government: None, Manufacturing Tech Level: 0.

Iron is an uninhabited and desolate place with little to offer. While its three Metal World siblings are being developed in fits and starts, Iron looks like it will remain uninhabited for the foreseeable future.

Ecology

The Iron system is considerably young and the planet itself is less than a billion years old. Simple basic life has evolved in the tainted atmosphere and has added a miniscule amount of oxygen to the atmospheric levels. It will still be another billion years or so until it is remotely breathable for Humans but at least there is some hope. As it is, there is as much sulphur dioxide in the air from volcanic venting as there is unbonded oxygen.

If any part of Iron is interesting, it is the oceans. They are a hot and bubbling sight to behold. Under the local atmospheric pressures, the equatorial seas are not far from a constant boiling point and summer midday might reveal visible steam clouds from the oceans along the planet's middle. Iron's biosphere has not yet reached the predator/prey stage of evolution, so the oceans resemble a very thin soup or broth. The waters are cloudy and churn with brownish plumes of microscopic cells. The pungent smell on the coastlines reinforces the soup analogy – if that soup was made of eggs and rotten meat.

Iron is so generally displeasing as a planet that the Ministry of Colonisation is at a loss with what to actually do with it. Steel and Mithril are modestly inhabitable by unprotected Humans, while Bronze at least has commercial interest for asteroid miners. Iron is nothing more than a point on the map.

History

Iron was ignored for the earlier parts of Sword World history. It did not even receive a proper name until 256, when Steel first laid claim to it and several other Metal Worlds. Steel never got around to exploiting its claim and ultimately lost it. When the Second Dominate dissolved the Kingdom of Sting in 604, it declared the Metal Worlds to be resource assets held in trust by the Dominate with goals of future development. Nothing ever got started on this development project but Iron has managed to maintain rudimentary starports and port wardens to cement their own individuality.

BRONZE (E201000-0)

Diameter: 1,900km, Gravity: 0.14g, Atmosphere: None, Hydrographics: 11%, Climate: Frozen, Population: >1,000, Government: None, Manufacturing Tech Level: 0.

Airless and uninhabited, Bronze is being planned as the future site of an experiment by the Imperial Ministry of Colonisation but for now it is a jagged rock of *nothing*.

Ecology

There is currently no one living on Bronze except for a few survey teams and some data researchers. At the moment there is no government on the planet, though the Imperial Ministry of Colonisation has started putting a team together to attempt sealed domiciles and standard colony procedures in the near future.

History

Bronze is not an attractive planet; it is a tiny vacuum world with small icecaps to begin to provide the basic resources colonists require. As such it has been nearly unexplored – it is simply too costly and dangerous for the survey teams. Due to this utter lack of attention, Bronze has no history to speak of except as a potential commodity in interstellar relations.

MITHRIL (E568000-0)

Diameter: 5,000km, Gravity: 0.53g, Atmosphere: Standard Oxygen-nitrogen, Hydrographics: 83%, Climate: Cold, Population: >1,000, Government: Captive Rule, Manufacturing Tech Level: 10.

Similar to Bronze and Iron, Mithril is a planet devoid of development. It is of little importance to anyone but those struggling for control over the subsector and not because of the planet's value as anything but property to be traded, stolen or sold.

Ecology

Mithril is a terrestrial world that orbits a powerful F4 V star. Unfortunately, Mithril orbits at a large enough distance to have a low average surface temperature. The ice caps of Mithril are very extensive and the warmest areas of the equatorial lands have a climate like that of northern Scandinavia back on Terra. The planet's 2,486-day year allows for a long growing season that can support plant life and healthy fauna. It is Mithril's only renewable resource.

The local biosphere has adapted to the harshness by creating 'ephemeral glades' containing a wide variety of plant and pseudo-arthropod species that will grow and die over the course of a day or two when natural conditions are right.

While Mithril is cold and difficult to weather on average, a few places sustain enough warming factors that work together to allow sparse taiga-like climatic environments. For a third of the year from Tenmonth to Twentymonth the ground is clear of snow. The length of the planet's year has let Mithril's ephemeral plant life evolve a more permanent rooted lifestyle. Within



these warmer areas, the larger plant species can live for years and seem very similar to Terran coniferous trees popular in Scandinavian locales.

Points of Interest

Anyone attempting to set up a Mithrilese colony will be threatened by a completely unsuspected vermin: crystallice. The tiny biting 'insects' are a bane of wilderness journeying, causing painful swellings or worse for anyone unlucky enough to stumble across one of their nests.

Crystallice are not truly animals at all but rather an unusual life form most likely classified as a 'Mithrilese mega virus'. While animal-like and autonomous in their activities, crystallice have recognisable foreign organs and body parts that are different from anything else.

They reproduce in a way more similar to viruses than any other animal. When one bites, they not only suck blood for sustenance, they also inject a 'reproducer' bio-agent. The swelling and sharp pain produced by a crystallice bite is merely a side effect of a Human's immune response to the reproducer – like an allergic reaction on a greater scale. In Mithrilese

animals, the reproducer overwrites the DNA of cells near the bite, forcing corrupted cells to generate more of the reproducer proteins. These then spread throughout the body and corrupt more cells in the same fashion as a virus might. Eventually, the entire creature's DNA is compromised, becomes polluted and dies. The body is then held chemically ripe for the crystallice to implant eggs that will hatch and devour their host.

The most remarkable feature on Mithril is a complete mystery. The so-called 'Aslan Chasm' is a remarkable artefact that spans more than five kilometres in length and 1,500 metres in depth. Carved for reasons that elude all research of the teams coming to Mithril, this chasm is assuredly *not* made naturally. Not only was Mithril uninhabited when it was found but the images carved on the walls revealed that the chasm was seemingly of Aslan manufacture. While lost on many Swordies, this fact is of considerable interest to scholars and xenologists specialising in the history of that alien species, as the Aslan did not travel across the Great Rift rimward until only 1,000 years before the Imperium's founding. By all research and testing, the chasm is no less than 1,800 years old – making it the earliest known sign of the Aslan people existing in the Spinward Marches.





SWORD WORLD EQUIPMENT

The industrial and economic practice in the Sword World Confederation is very different from those found in the Imperium or the Darrian Confederation, creating a different atmosphere of invention and fabrication. There are a lot of imports from outside the Sword Worlds but there are also many locally produced items available that have that 'Sword Worlde' feel.

This chapter is dedicated to the equipment invented, created and utilised primarily by the people of the Sword Worlds.

A LOOK AT SWORD WORLDER TECHNOLOGY

The core basis of Sword Worlds technology is not any different from that of other humans. Sword Worlders are predominantly Solomani on a biological level and can use all Imperial equipment without penalty. Imperials can likewise use Sword Worlde equipment; some even learn to enjoy their basic pragmatist approach to design.

Being able to use each other's equipment does not mean the equipment can work together seamlessly, or even at all. The different standards, interfaces, power levels, calibres and even language cores used makes outwardly similar items remarkably different on the inside. This means that Sword Worlde equipment cannot use Imperial accessories, parts or supplies without modification and vice versa. It ensures the Confederation can depend on sales of their parts as well as their finished products but it also fosters the segregated mentality of the Sword Worlders.

The differences between Imperial and Sword Worlde technology go beyond just different standards. Sword Worlders see themselves as stalwart pioneers who braved the stars fearlessly, with even civilian equipment bearing a rugged design that holds up as well as any military gear. By Sword Worlde standards, Imperial equipment looks rather flimsy.

One of the other noticeable differences between Sword Worlde and Imperial products is that Sword Worlds goods are able to be repaired by a single skilled worker with a basic tool kit. Keeping in line with their hard edged and pragmatic self-image, Sword Worlders have kept a utilitarian feel and core design to their research and developments. Sword Worlde equipment is designed with standard fittings, easy access and comprehensive owner's manuals are the ways for even Sword Worlde laymen to keep their gear running.

While each Sword World planetary union builds its own models of vehicles and weaponry, they are under Confederation legislation to all follow the same templates for a number of 'universal' parts utilised across many products. Mechanics maintain a talent for piecing things together when times are tough, so the product similarities are thoroughly exploited in the field whenever necessary. Equipment manufactured on different Sword Worlds can sometimes be less compatible but remain utilitarian overall.

The same sort of technological universalism extends all over the Confederation militaries as well, making sure the units deployed can quickly make repairs, eliminate missing resources on the go and the like. Each member world might maintain independent military forces which are deployed together as units but the Confederation takes great care to train their members in 'field engineering'. This talent focuses on the idea that equipment designed and manufactured on one world can use parts and supplies made on another. For example, Mjolnir and Gungnir may field different artillery platforms but they use the same bolts, couplings, fittings and such.

In typical Sword Worlde tradition, the manufacture of standard equipment and supplies takes place at numerous small workshops and mini-factories across wide stretches of territory. Although technically less efficient than setting up fewer but larger plants, it allows the economic benefits to spread more evenly to the Sword Worlde populace and makes Confederation internal logistics difficult to disrupt through normal industrial sabotage. If forced under the yoke of outside governments, even worlds under hostile occupation can keep manufacturing military equipment in these small workshop sites – fuelling the inevitable guerrilla war against oppressors in the Sword Worlds.

Communications Technology (TL12)

The Sword Worlds have a tendency to 'stick with what works' in most senses when it comes to their technological advances. They are not against forward advancement but there is a definite plateau of growth between upward movements. It took a long while for the Sword Worlders to get beyond the helmet microphones and directional radios; once they eventually reached laser transceiver usage, they sought to perfect it rather than evolve beyond it.

Practical in their choices of standard equipment, the Sword Worlds Confederation relies on lower, but reliable, technology for communications with its military forces. The basic TL10



Commdot is the regular comms device for most Confederation staff, saving the higher and more powerful laser-based arrays for platoon-level communications and ship-to-ship transmissions.

In order to preserve battery life and energy signatures on primitive (TL9 or less) devices, Sword Worlders use an abbreviated form of language they call 'field speak'. It is a kind of verbal shorthand similar to the kinds of hand signals Imperial insertion troops use while deployed in hostile territory. The ability to ask and answer important tactical questions in fewer words than it takes an Imperial marine to ask for transmission clearance can significantly extend the battery life of any electronic transmission device by upwards of 200%.

In general, on a civilian level, basic fibre optics and radio transmissions are the normal standard of communication between Sword Worlder living areas and communities. While this might leave them a bit behind on the current ideal forms of communication, it also means they have near-mastery over its use, maintenance and repair.

Computers and Robotics Technology (TL11)

Sword Worlders use computers and robots as much as any advanced civilisation but their independence and fierce determination to be self-reliant keeps them from becoming *dependent* upon them.

Avoiding certain types of computer programs and robot models that might take the place of hardworking Sword Worlder experts has been the key. Keeping the Confederation's member worlds from building or making professional use of anything 'a good Swordie can do better' has helped keep Technology Levels in these fields from becoming a crutch. Seeing how the Darrians and Imperials rely on computers to do everything for them, in the Sword Worlders' opinion, has made their choice not to do so an easy one. They take pride in doing things 'hands on' instead of letting their tools do the work for them, harbouring distrust and contempt for those who have to.

Computers in the Sword Worlds are used to perform tasks and calculations beyond the normal modicum of attention a Sword Worlder can give. High science and mathematics, network intrusion defences and rapid-access data storage are the primary uses for computers in the Confederation along with running many functions on higher-tech devices like starships and sensors. Beyond these core uses, any computers more powerful than a basic personal hand-com are not terribly popular; the sheer mention of true Artificial Intelligence guaranteeing quick and likely brutal response from any Sword Worlder.

In a similar vein, the science of robotics is equally limited by the can-do attitudes of the Sword Worlders. If a strong Sword

Worlder can perform an action on his own, it would be shameful to allow a robot to do the work for him. Even the handling of hazardous materials is left to Sword Worlders in hard-cased hazmat gear rather than letting a standard work drone take the lead. With very little exception, the use of robots in the Sword Worlds are limited to special instances and often only amongst scholars, merchants and other 'effeminate' societal roles.

Energy Technology (TL12)

The Sword Worlds are generally dependent on their industrial practices and military outfitting services to stay functioning as independent pieces of the Confederation. Not advanced enough to reach anti-matter batteries or high-output fusion, medium-yield fusion engines, chemical batteries and geothermal tapping serves the vast majority of Sword World power needs.

What the Confederation lacks in advanced power sources it makes up for in volume. Similar to how they maintain fabrication sites, Sword Worlders prefer to keep numerous smaller, lower yield power plants as opposed to enormous world-supplier styled ones. Losing a single power plant in an offensive action against the Sword Worlds would not have nearly the impact that losing a larger one would. It does mean a larger number of workers and resources being in constant supply to these sites.

Some of the smaller Sword World colonies even reach farther back to the basic rules of colonising. Windmills, coal-burning plants and water turbines appear on several moons and planets like Excalibur, Hofud and Tyrning.

The great exception to the normal Sword Worlder energy views lies at the heart of the Sacnoth Psionic Institute. Bartered for several generations ago, there is a TL14 magna-fusion core that powers the institute and all of its advanced psionic technologies. The remainder of the planet still abides by the common Sword World ideals but a handful of workers trained outside of the Confederation keep the hidden power plant safely functioning.

Environmental Technology (TL9)

Preferring to adapt their own lifestyles to the environment rather than trying to adapt an environment to their lifestyles, Sword Worlder technology has been focussed on survival. It is a point of pride for the Sword Worlders who live on harsher worlds but even more so for those who eke out their existence on downright hostile ones.

Small amounts of localised terraforming had been achieved with the use of technology acquired from outside sources, though this is extremely rare. These instances are mostly due to planets that were formerly occupied by Imperial or Darrian forces that performed much of the terraforming during their control of the territories. Like enjoying the comforts of a home someone else built, the Sword Worlders



are happy to exploit the bettered environments of these once-owned planets and moons.

Orcrist is the exception to the Sword Worlders' aversion to terraforming sciences. Using what they know from outside teachings and technologies, this planet is the site for several small-scale terraforming sites run by the Confederation. It is not an easy or profitable exercise, nor is it looked upon favourably by most Sword Worlders, but Orcrist is in too important a stellar location to leave so sparsely inhabited. The needs and demands of the barely understood terraforming processes are what drives so many of the Orcristans to the privateering and profiteering actions the planet has become known for.

Medical Technology (TL9 – TL13)

One of the oddities in Sword Worlder technology, medical practices in the Confederation follow three separate paths – biological care, pharmaceuticals and cyber science. Sword Worlder self-assurance in their own abilities results in the concepts of needing medical maintenance or enhancement frowned upon, however a long history of hardship and conflict means that any advancement toward a tougher, more combat efficient Sword Worlder is welcome. It is an odd paradox.

Surgical care and general medicine on the Sword Worlds is important but not terribly advanced by Imperial or Darrian standards. Organ transplants are more common than vat-grown replacements, prosthetics are rare unless they are combat enhancements and the majority of medical training is focussed on field-styled medicines – even when being practiced within a hospital.

Pharmacy sciences are, just as oddly, learned in the Sword Worlds. Curing diseases and dissuading viral infections is vastly secondary to the constant upkeep of the Sword Worlder physiological well-being. It is thought better to avoid a complication than to repair it, in order to keep the gene pool strong. By mixing the best applications of high-grade anagathics, potent vitamins and normal medical supplements, the Sword Worlds medical community has created *svaerdmæt* (direct translation 'sword food'). This substance is available anywhere simple aspirin or dietary supplements are sold and it is has added years to the lives of Sword Worlders everywhere (see *Ageing of Sword Worlders*).

Augmetics and cybernetics fall into an ironic medical field that Sword Worlders tend to require but greatly distrust. Like putting faith in a robot to do a Sword Worlder's job, bionic or cybernetic prosthetics are like putting faith in a machine over one's own body. Medical replacements are looked down upon and pitied greatly but combat implants and greatly enhanced prosthetics are seen as useful tools when necessary. Considering the

amount of conflict Sword Worlders see and the injuries they suffer as a result, the research and development in the cyber science field is heavily weighted toward combat implants and applications. Sword Worlders that choose to receive prosthetics are often bitter and cold toward their fellows, a sign of the self-pity they feel for relying on a machine that has become part of them. No matter how vastly superior or useful the implant or prosthetic may be, there will always be the regret that the bearer could not perform as well without augmentation.

The leading medical institute, Niflnir College of Biology, in the Sword Worlds is located near Osgihamn Starport on Tizon. It is the most prestigious medical school in the subsector and most doctors, surgeons and military medics are trained there. It has an extensive research facility on the grounds and nearly every advance in Sword World medical science springs from the students and professors working there.

Sensor Technology (TL10)

Relying on the Confederation Patrol to watch the space lanes and listen to lower-technology probes sitting in the empty space at the edge of the Sword Worlds, primary sensor sciences are left on spacecraft and satellites. Sweeping scans and localised field probes are used to keep the subsector well-watched but the Sword Worlders are aware that the boundaries are not airtight.

Planetary sensor use is mainly left to radio-based trackers and electromagnetic probes but communications between military units and central Confederation Patrol hubs is key to keeping what is known about their surroundings as fluid intelligence. Sword Worlder units checking in periodically with a central service that will log, track and disseminate the information is the most trusted of 'sensors' at their disposal.

With so many encounters with Aslan, Darrian and Imperial forces in the past, the Sword Worlds have acquired numerous examples of more advanced sensor technology and utilise it when they can. It is not widespread practice however and the Confederation considers these rare deployments to be special operations and not something to spend too many resources up keeping.

Transportation Technology (TL9/

TL11)

As with personal equipment, Sword Worlder vehicles differ from Imperial equipment in design philosophy, in much the same fashion. Sword Worlder vehicles used by the citizenry have heavier frames than their Imperial counterparts, with similarly simple components and parts designed to be maintained or replaced more easily under field conditions.



Sword Worlds vehicles are generally civilian models of military designs, built on the same chassis and using the same parts, just lacking the hard point armaments. This makes an outside force less likely to recognise the military vehicles from the civilian ones, a constant reminder that every aspect of Sword Worlde life is designed around surviving potential occupations. This does not mean that any common Sword Worlde can go down to the swap-n-shop and buy a street-legal grav tank just because it is unarmed. It *does* mean that a civilian-purchased grav truck will be built to the same technical specifications as an army grav APC. It might lack the armour, engine capacity or power plant efficiency, as well as the weaponry, but the basic chassis is the same. The engine compartment is also the same between models. A competent mechanic with the right tools could easily install a larger power plant, additional grav modules and some military-grade *augments* to cobble a respectable assault vehicle in no time at all. Because of these traditional beliefs, Sword Worlders who spend time around vehicular assets will surely possess the skills and equipment to do these conversions.

Water craft, a requirement for the Sword Worlds with high oceanic terrain levels, tend to be much lower tech than their ground vehicle equivalents. Wind sailing and rowing are used recreationally as much as they are out of necessity, with commercial or industrial craft normally being powered through raw combustion or nuclear/chemical fusion. Many of the families that came to the subsector originally had nautical backgrounds, which were kept alive through the generations of Sword Worlde traditions; a fact demonstrated by the higher percentage of skilled seafarers in societies dominated by the Aesirist church.

Ships designed and constructed in the Sword Worlds more closely resemble ancient Terran Confederation ships than Imperial vessels, despite their obvious borrowed ideals from Aslan shipbuilding. Their streamlined ship models are elegant and aerodynamic bodies, like broad leaf-shaped spearheads; built for atmospheric use as well as open space travel. Vessels for extra-planetary use only are squat and blocky, with heavily protected bridges and sensors on antennae-like booms. Many Sword Worlde ships still use total-conversion chemical fusion rockets for propulsion. Craft that use reactionless thrusters are still laid out in the same manner even though drag and inertial compensation is no longer a factor. No matter how they are laid out, Sword Worlde craft that need to traverse the subsector require at least a Jump-2 capable J-Drive, as the individual worlds in the Confederation are a good distance between one another.

Sword Worlde designers are far more pragmatic than those of neighbouring cultures; their various vehicles, especially military ones, are outfitted with fewer amenities than Imperial, Darrian or even Aslan versions. In the Sword Worlds, it is not

uncommon for vehicle or starship crews to pack themselves more than double normal capacity in order to ensure active crew at all times – even if they might not be in the best of moods due to cramped conditions!

Weapon Technology (TL9)

One of the most treasured areas of research and development in the Sword Worlds, weapon technology is extremely important to the Confederation. Sword Worlders trust in weapon types that can control damage output, from the first attack to the last, with little to no variance due to energy cell drain, wave fluctuation or other such instances.

With a staunch tradition in the noble families for close quarters combat, the pounding thrill of a melee engagement, weaponry designed for close combat is commonplace. Whether in a military battle or an honoured duel, a Sword Worlde is regularly at home holding a blade, axe or hammer. In typical Sword Worlde fashion, melee weapon design and fabrication is a steady business taught across numerous worlds.

In a somewhat comical turn of phrase, the Sword Worlds are exceptionally good at the forging of... swords. Most Swordies can be found with at least a sturdy *svaerdir* at their hip or in their boot but longer blades and the more specialised *aleffin* broadswords are also common. Swordsmithing is both an industry and an art form in the Sword Worlds. Common fighting tools are mass produced in stamping out combat-ready blades that do the job but are not much to look at; more personalised or significant weapons will be commissioned out to more specific smiths – true artistes that make one-of-a-kind swords.

Beyond the 'primitive' reliance on melee weaponry, Sword Worlders are not strangers to firearms. From the earliest settling troops aboard the *Gram*, solid-projectile pistols and rifles have been the surest standard amongst Sword Worlders. Chemical combustion primers and cased ammunition have been a thing of the past for Imperials but common slug-throwers are still in use in high numbers within the Sword Worlds' communities.

Greater versions of the standard slug weapons have been deployed in the Sword World military units; a ballistic science rooted in electromagnetics similar to gauss weaponry. Using non-chemical methods to ignite the propellant in each round fired, the EM weaponry has as little variance in its velocity and accuracy as any projectile firearm can. EM weapons are remarkably advanced for their level of technology, offering excellent stopping power and penetration at a slightly slower rate of fire than their Imperial or Darrian gauss cousins.

Sword Worlders do not choose to use laser or other energy-based weaponry unless they have no other options; a Swordie would never choose to be unarmed if any weapon were available,



even a 'less reliable' one. Not only does energy weapon supplies and maintenance take a higher level of science than what the Sword Worlds regularly possess but the Sword Worlders have a low general opinion of them. In their eyes, energy weapons are too random in damage output, munitions grading and, frankly, they do not cause enough visceral damage to a target. Cauterised wounds are not as debilitating or demoralising as a 'nasty bleeder', after all.

Heavier squad support and vehicular weaponry remains as plain and straightforward as personal weaponry. Large calibre EM weaponry and anti-armour chemical explosives, both placed and propelled, are the norm. Simple to use and just as simple to maintain and operate, Sword Worlde heavy gear is based on the idea that any Sword Worlde – citizen or military – can get behind the trigger without hesitation.

Like any other Sword Worlde technology, the weapons made in the Confederation are easy to work with, reliable and contain many interchangeable parts for easy repairs. As the saying goes: '*Smash a Swordie rifle and you are still left with enough to put together a pistol!*'

PROVINCIAL EQUIPMENT OF THE SWORD WORLDS

There is a lot of equipment to be found on the catalogues of merchants throughout the Sword Worlds, many of which are only reliably found in the subsector. Armour, weapons, survival gear and vehicular support are all manufactured in dozens of locations throughout the Sword Worlds, the most notable examples of which are presented in this section.

Armour

The wearing of armour in the Sword Worlds is omnipresent in all aspects of military paths as well as most civilian ones. Life is dangerous in the Sword Worlds and most of its inhabitants realise that and are prepared for what might stand against them.

This is not to say that every Sword Worlde is clomping around in powered combat armour or the baker you pick up your *hienna* loaf from will be wrapped in Kevlar on a *Thörsdag* afternoon. It is likely the baker might have his ballistic vest in a closet nearby however.

Brynja Armoured Longshirt (TL 8): A metre-and-a-half of anti-ballistic plastic rings woven into a mesh shirt, the *brynja* is an advanced version of an ancient traditional protective measure worn by many of the Sword Worlders' Terran ancestors. Built better to turn away the edged weapons Swordies tend to use, the *brynja* has a higher protection rating against bladed weapons. Due to its 'traditional' look and feel, staunch supporters of the Aesirist church prefer wearing *brynja* when on missions of the faithful.

Confederation Patrol Armoured Uniform (TL 9): The standard field uniform of the members of the Confederation Patrol, this utilitarian jumpsuit is reminiscent of Terran military fatigues most commonly coloured in a drab grey. Sewn with protective alloy plating between layers over important areas, the uniform offers modest protection for a Confederate operative. To wear this uniform and NOT be a part of the Confederation Patrol is akin to impersonation of a military officer, carrying a penalty of a dozen public lashes – in the most lenient of Sword Worlds.

Ymir-class Combat Armour (TL 11): Heavy even by combat armour standards, *Ymir*-class combat armour is made up of interlocking alloy plates adhered to a fibrous woven shell of plastic cells designed to diffuse kinetic impacts as well as energy ones. The faceplate of this style of armour bears an enlarged optic window to give excellent peripheral vision without having to rely on too much head movement; necessary when factoring in the thickened clavicle-neck mounting for the helmet. This armour is bulky and uncomfortable but all of the chafing and rubbing soon creates calluses and all of the constant muscle fatigue fades into a dull ache. *Ymir*-class armour takes getting used to for even the most physically fit of Swordies but those who survive because of its improved protection swear by its efficiency.

Armour Modification Options

Sword Worlders are known for their individuality, especially in matters of personal pride. This has led to numerous minor modifications called for by armour purchasers, some of which have become more widely requested.

Hel's Voice (TL 7): A modification to the grille of any helmet, this voice modulation unit turns the normal speaking voice of the wearer into a monstrous growl. It masks the wearer's true voice patterns and gives them a rather menacing demeanour, making it a favourite amongst the *Lokii*. Cr 100.

Armour Type	TL	Protection	Required Skill	Cost (Cr)	Mass (Kg)
<i>Brynja</i> Armoured Longshirt	8	4(6 against blades)	None	750	8
Confederation Patrol Armoured Uniform	9	6	None	4,000	4
<i>Ymir</i> Combat Armour	11	13	Athletics (Endurance) 1	150,000	18



Imported Battle Dress in the Sword Worlds

Sometimes salvaged from Imperial or Darrian incursions, the use of battle dress in the Sword Worlds is highly limited. Its size and complexity makes it difficult to work alongside normal Sword Worlder troops, especially on the frequently cramped conditions on board Sword World vehicles.

For Sword Worlder characters that do wish to use the battle dress from other cultures (or make use of any gained during character creation), some technological adjustments must be made. This takes a Physical Science (electronics) skill check to make battle dress more Sword Worlder-friendly. This decreases the Protection rating of the armour by two and removes 10% of the Mass in the process.

Swordlock (TL 7): Available to any armour that has covered wrists or hands, this strong loop of flexible alloy cord is magnetically connected at both ends to the arm of the wearer. When used appropriately, it holds any one-handed weapon (even pistols!) firmly in the grasp of the user. It would take a significant amount of pressure to disarm the wearer, even retaining the weapon through unconsciousness. Cr 50.

Luminator (TL 8): Fuelled by small chemical batteries, these translucent ribbons are interwoven or adhered to the wrists or palms of the armour. They can be activated by thumb switch, causing the ribbons to give off a radius of light equal to that of a 50 candlepower flashlight. The battery will keep the light going for six hours before needing to be replaced. Cr 50.

No Quarter Node (TL 9): A small device worn at the base of the neck between the shoulder blades, the node is a voice-triggered failsafe to keep Confederation soldiers from being interrogated. When a three-word phrase coded in Sagamaal is uttered, seven individual needles pierce the spinal column of the wearer and deliver a massive cocktail of neurotoxins – killing the wearer in 2d6 x 10 seconds. Stopping the toxins from doing their job would require a full TL 12 or higher medikit and a Very Difficult Medic skill task. Cr 10,000.

AUGMENTS

While mostly viewed with disdain and pity for the bearer, augments and combat implants are still available at medical centres across the Sword Worlds. Those presented here are by no means 'common' amongst Sword Worlders but they are found within the subsector.

The distrust and general negativity felt by Sword Worlders about bionic and cybernetic augmentation will cause significant damage to one's social reputation upon receiving any. Each

augment purchased and implanted into a Sword Worlder character permanently reduces their Social Standing by -1... cumulatively.

Pugilist Plates (TL 9): This augment meshes reinforced plastic plates with the subcutaneous fat under the skin of the knuckles, forearms, knees, shins and forehead. Anyone augmented in this fashion inflicts an additional two points of damage with the Melee (unarmed) skill and suffers one point less. Cr 10,000.

Tyr Fist (TL 10): A mid-arm replacement prosthetic that begins at the elbow, a Tyr Fist is a slightly oversized humanoid hand. It incorporates strength-enhancing servos for grip and chemically-hardened fingertips capable of shearing through plated titanium. Although its size and bulk incurs a -2 DM penalty on Melee (unarmed) skill checks, the Fist allows the user to inflict 2d6+2 damage and ignores the first five points of any worn armour protection automatically. Additionally, any task that would require the Fist's manual dexterity would suffer a massive -6 DM penalty due to the thick digits. Cr. 250,000.

Tröl Skingraft (TL 11): Named for the mythological creatures of Terran folklore, this skin graft adds a thin layer of semi-organic polymers to the recipient. These polymers make the flesh dense and harder to physically injure, adding 2 natural Protection to them against any non-energy attack form. This bonus stacks normally with any other worn armour and even subdermal augments. There is a side-effect of the *Tröl* Skingraft however and any wounds the recipient suffers will heal into waxy, blue-tinted scar tissue. This augment incurs an additional -1 Social Standing penalty to the recipient (for a total of -2). Cr. 175,000.

Odin's Eye (TL 12): Replacing the recipient's eyeball and adjoining socket with a HUD lens and a variety of scanning filters, the Odin's Eye is disorienting for several months after implantation. Once acclimated to its constant feed of information, the user can effectively 'see' in multiple wavelengths of light, radio feedback and motion tracking – especially in the chaos of combat. This gives the recipient a +2 DM bonus on checks for the following skills: Drive, Flyer, Gun Combat, Heavy Weapons, Investigate and Recon. Cr. 300,000.

MEDICAL AND SURVIVAL GEAR

Sword Worlders have been fairing into the wilderness of their planets for generations, discovering new dangers and doing their best to overcome them. Relying on traditional and 'medium-tech' supplies to get beyond each obstacle, the Sword Worlds use a great deal of chemical and pharmaceutical support to accomplish this.

Aquaviten (TL 5): A fortified liquor used by Sword Worlders to 'clear the head or numb the pain' whose name translates to *water of life*, aquaviten is used recreationally as often as it is



medicinally. Aquaviten is distilled from a mixture of grain and starchy tubers. After distillation, it is flavoured with herbs, spices or fruit oils to cover its potent astringency. Commonly seen flavours are caraway, cardamom, cinnamon, cumin, anise, fennel and citrus zest. The recipes and flavours differ between worlds but caraway (or its local equivalent) is the most common flavour. Once a user has had as many full 'doses' (a healthy swig from a bottle or mug) equal to double their Endurance modifier, they begin to feel the effects. Each dose thereafter numbs the user from feeling (the Referee must keep track of damage secretly – as the wounds still occur) wounds to Dexterity and Endurance for a number of hours equal to the additional doses taken. They also however, suffer a cumulative –1 DM penalty to all skill checks during this time. Drinking a number of doses equal to the user's Endurance score will render him immediately unconscious. Cr. 10 per dose.

Suture Tape (TL 7): An adhesive material made from organic base compounds that blend with flesh, suture tape is a quick and easy way to seal up wounds to stop bleeding. Although guaranteed to leave an ugly scar, suture tape adds a +2 DM to Medic skill checks for battlefield first aid attempts. Cr. 250 for a roll worth four uses.

Multi-Meditool (TL 8): Similar to a standard multi-tool, the multi-meditool is designed for first aid and field surgery in a hurry. It contains everything that a standard TL 7 medikit contains but only for a single use. It also contains a small hand-powered bone saw and a scalpel in its adjustable, 15 centimetre long body. Cr. 750.

Flexishell Shelter (TL 9): This lightweight survival shelter is a Sword Worlde wilderness favourite. Folding down to three, one-metre long plastic poles, the shelter can be 'snapped' into its full size – a two metre cubed structure that can house three adults – in just a few seconds. It takes more like 10 minutes to break down properly but it packs down to something that can fit in a standard sword scabbard (which is where many Swordies keep it). Living in the shelter grants a +4 DM bonus to Survival skill checks against the elements and radiation; additionally it offers three points of armour protection to those inside, against attacks originating from outside the shelter. Cr. 2,500.

Svaerdmæt (TL 11): The commonplace cocktail of vitamins, anagathics and protein enhancers that most Sword Worlders take as a dietary supplement, *svaerdmæt* is what keeps Sword Worlders in such a predominant state of good health. As long as a character takes their daily dose of the supplement they are treated as a Sword Worlde for Ageing purposes as well as gain a +1 DM bonus to resisting natural diseases and illnesses. Cr. 50 for a bottle containing 100 doses.

'Titan' (TL 12): A highly illegal pharmaceutical enhancement drug used primarily by Sword Worlde criminal organisations, the injectable combat-enhancer known as Titan is distilled from cloned hormone glands taken from recovered Aslan bodies. Titan is supposedly a chemical derivative of the same hormones that flood the male Aslan during territory battles. While under the influence of Titan, the user's Strength and Endurance are increased by +4 for 2d6 hours. When the effects wear off, a withdrawal period of twice that time penalises all of the user's skill checks by a –2 DM due to shakes, aches and foggy mental acuity. Addiction to Titan is highly likely, as is a permanent increase in hostility in males – and a shift toward masculinity in female users. Cr. 5,000 per dose.

WEAPONS

The heart of many researchers in the Sword Worlds is bent specifically toward the production and creation of weaponry. Where most Imperial, Darrian or Aslan travellers might enjoy the use of a Sword Worlde weapon, there is still a stigma of preferring their use over something 'more refined'. The opposite is true as well, with Swordies looking at most outside weapon technologies as nothing more than unnecessarily frivolous.

The weapons in this section are Sword Worlde favourites; designed, manufactured and deployed within the subsector.

Melee Weapons

Sword Worlde culture puts a lot of emphasis on the masculine machismo of melee combat – even when dealing with female Swordies! These are a handful of local favourites.

Axe, Long-haft (TL 1): A lighter hand-axe made of a wedge blade on a 40 to 50 centimetre haft, long-hafted axes are a combination of a basic survival tool and are often carried as a 'melee sidearm' in areas thick with Aesirist culture.

Svaerdir Dirk (TL2): The most common combined tool/weapon found on the belt of nearly every adolescent Sword Worlde in the subsector, the *svaerdir* is a 20 centimetre long knife made of thick metal that extends deep into a wooden or pressed-leather hilt. The blade itself is rarely used for its cutting edge but mostly for its spade-like tip and width.

Aelfinn Broadsword (TL3): This Aesirist favourite is a straight-bladed broadsword with a stout hilt that can be wielded in one hand comfortably. It can also be held 'doubled' as a hand-and-a-half stance that maximises its potential with a forceful stroke. If wielded in this doubled stance (requiring both hands), the second listed damage value should be used.



Jötunnhammer (TL5): A new-aged look at a very old concept, the *jötunnhammer* is a massive maul that requires two hands and great strength to wield with anything resembling proficiency. The inner workings of the metre-and-a-half long haft and blocky head are designed to counterbalance and enhance the impact the weapon inflicts. These weapons are rare even amongst the Sword Worlders and can be found on walls and mantles as symbols of honour far more often than actually in the hands of a Swordie ready to bash a foe's skull in!

These weapons use a heavy head to concentrate the force of impact. They are particularly effective against non-rigid armour that does not include thick padding (i.e. flak, cloth, reflec and ablat). The protective value of armour types falling into that description is halved, rounding down. Jack, mesh, combat armour and battledress retain their full armour value – as does any combat armour built in the Sword Worlds.

Claymore, Dura-core (TL7): Using high-density alloys and a plastic-fluid filled core to add impact and speed to the weapon's swing, this massive two-handed sword is the melee weapon of choice for the shock troopers of the Jäger Kommand. Over a metre of blade topping a thick hilt with a wide and sturdy crossbar, the claymore is fearsome as well as effective.

Projectile Weapons

Having a sidearm at your belt in the Sword Worlds is as natural and intelligent as breathing the air of your homeworld. There are hundreds of gunsmiths and merchants where someone can get their hands on quality Sword Worlder firearms – the most common of these are detailed here.

Svaerdblitzin, Heavy Pistol (TL 8): Carrying only three .50 calibre rounds in its sturdy internal magazine, the 'Storm Sword' heavy pistol is the sidearm for Sword World marine officers. It is not considered a standard issue weapon due to its limited ammunition but those who have witnessed its incredible stopping power will soon swear by it 'just in case'.

Revolver, Serpentine (TL 8): A cross between a revolver and a light semi-automatic pistol, the revolving cylinder inside the Serpentine carries a tightly wound belt of 6mm light rounds that use a common firing pin to ignite.

Vendel, Electromagnetic Firing Machine Pistol (TL 9): The standard Sword Worlder military sidearm for nearly every branch on every Sword World, the 'Beast' uses a five-year chemical

battery cell to power an electromagnetic trigger. Otherwise not much different from similar machine pistols, the *Vendel* uses the same 7.76mm round as the other mass produced Sword World firearms – making it very easy to stockpile ammunition for them all.

Knekt, Electromagnetic Firing Basic Combat Rifle (TL 9): The 'Squire' is a Basic Combat Rifle for support troops and Sword Worlds militia members. It retains the basic frame of the more prestigious *Riddare* and the under slung RAM grenade launcher, but it lacks the more advanced electronic components. While these extra components are useful, some Sword Worlders prefer to use the more basic *Knekt* as a matter of personal pride.

Riddare, Electromagnetic Firing Advanced Combat Rifle (TL 9): The 'Knight' is the Advanced Combat Rifle of choice in many Sword Worlds military forces; especially those with higher resources to allocate to equipment. The ACR comes with gyro-stabilisation, side-mounted HUD, laser sights and an under slung RAM grenade launcher. It is a sturdy weapon with a reliable rate of fire and damage output.

Heavy Weapons and Explosives

Support

Sword Worlders enjoy a loud explosion, training their squad support members to use the same sorts of anti-personnel weapons that are mounted on many Confederation vehicles. Between high-speed projectiles and high-yield explosives, Sword Worlders have many ways of dealing with more advanced foes.

7.7mm Electromagnetic Firing Minigun (TL 9): The Sword Worlds' standard support weapon for their light vehicles and heavier squad members, the EMF minigun chain-feeds the standard Sword Worlds 7.76mm rounds through a rapid-firing four-barrel design. The EMF triggering mechanism reduces the recoil but the huge chemical battery and cycling rig weigh enough to still require a STR of 12 or higher to fire the weapon without it being braced.

200mm Automatic Rocket Launcher (TL 9): A drum fed monstrosity that must be mounted to something remarkably stable, the ARL hurls miniature rockets rapid enough to offer a one-weapon point of saturation fire. Due to the specific nature of the munitions fired by this weapon, it *cannot* fire anything but the rockets designed specifically for the ARL.



Melee Weapons

Weapon	TL	Required Skill	Damage	Heft	Cost (Cr)	Mass (Kg)
Long-haft Axe	1	Melee (Axe)	2d6+1	1	25	2
<i>Svaerdir Dirk</i>	2	Melee (Small Blade)	1d6+2	0	10	0.5
<i>Aelfinn</i> Broadsword	3	Melee (Large Blade)	4d6 (3d6+3)	3	250	4.5
<i>Jötunnhammer</i>	5	Melee (Bludgeon)	5d6	4	1,000	12
Dura-core Claymore	7	Melee (Large Blade)	4d6+2	2	750	6

Projectile Weapons

Weapon	TL	Range	Required Skill	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (Kg)	Ammo Cost (Cr)
<i>Svaerdblitzen</i> Heavy Pistol	8	Pistol	Gun Combat (Slug Pistol)	5d6	3	No	3	150	1.5	30
Serpentine Revolver	8	Pistol	Gun Combat (Slug Pistol)	2d6-2	24	No	1	200	1	15
<i>Vendel</i> , EMF Machine Pistol	9	Pistol	Gun Combat (Slug Pistol)	3d6-2	12	4	0	450	0.8	10
<i>Knekt</i> , EMF BCR	9	Rifle	Gun Combat (Slug Rifle)	3d6+1	20	4	1	1,000	3.4	12
<i>Riddare</i> , EMF ACR	9	Rifle	Gun Combat (Slug Rifle)	3d6+1	20	4	1	1,350	3.8	12

Heavy Weapons

Weapon	TL	Range	Required Skill	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (Kg)	Ammo Cost (Cr)
7.7mm EMF Minigun	9	Ranged (assault weapon)	Heavy Weapons (Man-Portable)	4d6-2	200	Auto 8	2	75,000	40	400
200mm ARL	9	Ranged (rocket)	Heavy Weapons (Launchers)	4d6+4	42	Auto 6	2	250,000	1,000	10,000
<i>Wotan</i> ATGL	9	Ranged (Rocket)	Heavy Weapons (Launchers)	6d6+5	One-Shot	No	3	6,000	25	N/A

Explosives

Weapon	TL	Damage	Radius	Mass (Kg)	Cost (Cr)
<i>Hammarslag</i> Anti-Vehicle Mine	9	10d6	1d6-1 metres	45	400
<i>Naeve</i> Anti-Armour Mine	9	6d6	2d6 metres	1	350
<i>Ragnarok</i> Nuclear Demolition Charge	9	14d6	10d6 x 5 metres	25	35,000
<i>Valkyrie</i> Nuclear Demolition Charge	9	10d6	15d6 metres	4	20,000



Hammarslag, Anti-Vehicle Mine (TL 9): The 'Hammer Blow' is a shaped charge that uses polygonal depleted uranium chunks (often the leftovers from ammunition crafting) to blast upward through a heavy magnetic ring by means of a high-pressure chemical charge. The mine can be set to be detonated by remote, wire-line or multi-tonnage pressure.

Naeve, Anti-Armour Mine (TL 9): Used by Sword Worlders to deal with enemy battle dress and lighter civilian vehicles, the common 'Fist' is a maximum-yield chemical charge that superheats armour and propels tumbling rods of dense shrapnel through the softened target(s). The mine is designed to be set off by pressure only but an accomplished demolitionist could rig it for remote detonation.

Ragnarok, Nuclear Demolition Charge (TL 9): Used almost exclusively as an area-clearing device, the *Ragnarok* is a simple but powerful charge that uses raw nuclear energy to incinerate, irradiate and blast apart everything in a huge radius. Delivering 2d6 x 10 rads to everything in double its damaging area, this charge is designed to be set off by remote only – preferably from very far away!

Valkyrie, Nuclear Demolition Charge (TL 9): A 'small and feminine' nuke as the Sword Worlders' joke, the *Valkyrie* is a semi-tactical nuclear charge that is sometimes called upon to deal with battlefield obstacles, heavy armoured support or enemy structures. Delivering 2d6 x 5 rads to everything in its damaging area, this charge can be set off by remote or by a hand-set timer.

Wotan, Anti-Tank Grenade Missile (TL 9): Omnipresent in Sword Worlder infantry units that are not otherwise equipped to deal with armoured targets, the *Wotan* is a one-shot disposable launcher system armed with a single infrared-homing missile. Requiring a few seconds (and one Significant Action) to extend, lock into firing mode and arm, the ATGM then uses an integrated laser guidance beam to strike the target. Once fired, the *Wotan's* plastic-polymer shell is distorted and slightly melted, making it unusable as a firing point.

VEHICLES

Most Sword World vehicles are built on thickened frames with durable internal components, the machines of the Confederation and its peoples are designed to last. Many are expected to deal with adverse weather conditions as well as varying terrain types but, with the growing number of urban territories appearing in the Sword Worlds, common drive trains are becoming more popular.

The following vehicles are Sword Worlds models that can rarely be seen anywhere else – and cannot be purchased at market price outside of the subsector.

Frakt Cargo Truck

This medium cargo truck is capable of carrying a full displacement-ton of cargo for Sword Worlder civilians who cannot afford the cost or complication of bigger grav vehicles like the *Vinlander* or the *Milliphant*. More advanced vehicles are often looked upon with disdain, being seen as 'too fussy' in certain situations. Most Sword Worlds cities still retain roads; most of those roads are busy with *Fraktnir* (plural) traffic, especially in rural areas.

Frakt Cargo Truck (Cr. 110,850)

TL: 9

Drive Type: Wheeled

Configuration: Box 24m³

Construction: Advanced Composites

Qualities: Rugged

Agility: +0

Speed: Cruising 100kph, Top 120kph, Off Road 25kph

Fuel: 1,000 litres (20 hours operation)

Armour: 4

Hull: 4

Structure: 4

Crew: 1

Passengers: 5

Cargo: 1.1 dTon

Weapons: None

Equipment: Basic Sensors, High Ground Pressure, Dual Hauling Winches

Skoeld Wheeled Armoured Personnel Carrier

A medium-sized cargo hauler that has been converted for troop transport for use in lower threat areas or noncritical deployments, the *Skoeld* (meaning 'shield' in Sagamaal) is only one step up from being a civilian vehicle. Often used by urban security and medevac teams, this vehicle is a reminder that Sword Worlders are used to seeing armed transports on civilian roads.

Skoeld Wheeled APC (Cr. 260,300)

TL: 9

Drive Type: Wheeled

Configuration: Box 26m³

Construction: Advanced Composites

Qualities: Rugged

Agility: +0

Speed: Cruising 140kph, Top 190kph, Off Road 45kph

Fuel: 1,000 litres (20 hours operation)

Armour: 18

Hull: 4

Structure: 4

Crew: 2

Passengers: 5

Cargo: 0.8 dTon

Weapons: 7.7mm EMF Minigun (4d6-2, +8 Auto)

Equipment: 500km Radio Comm, Basic Sensors, High Ground Pressure, Dual Hauling Winches



Slaettland Range Truck

One of the most common civilian vehicles in the Sword Worlds, this roomy off-road passenger vehicle is at home on paved roads as well as the ups and downs of the wilderness. It is used as a base transport by Sword Worlders both on and off military grounds, despite not being armed in any way.

Slaettland Range Truck (Cr. 50,550)

TL: 9

Drive Type: Wheeled

Configuration: Streamlined 16m³

Construction: Medium Alloys

Qualities: Rugged

Agility: +1

Speed: Cruising 120kph, Top 165kph, Off Road 40kph

Fuel: 450 litres (8 hours operation)

Armour: 3

Hull: 3

Structure: 3

Crew: 1

Passengers: 4

Cargo: 0.1 dTon

Weapons: None

Equipment: Basic Electronics, Medium Ground Pressure, Dual Hauling Winches

Vittne Command Car

A slightly militarised version of the common range truck, the command car is a good example as to how Sword Worlders make use of their peacetime assets. While not suited to modern battlefield hazards, the *Vittne* still gets a great deal of use by reserve officers and garrisoned units. By civilian expectations, it is a very durable vehicle.

Vittne Command Car (Cr. 215,700)

TL: 9

Drive Type: Wheeled

Configuration: Streamlined 16m³

Construction: Medium Alloys

Qualities: Rugged, Stealth

Agility: +1

Speed: Cruising 130kph, Top 160kph, Off Road 40kph

Fuel: 900 litres (14 hours operation)

Armour: 10

Hull: 3

Structure: 3

Crew: 1

Passengers: 4

Cargo: 0.1 dTon

Weapons: Dual Thermal Smoke Dischargers (12 uses), Multi-Spectral Searchlight

Equipment: 500km Radio Comm, Comprehensive Sensors (Compact, Hardened), Medium Ground Pressure, Dual Hauling Winches, Military Electronics

Tusenfot Tracked All-Terrain Vehicle

Called the 'Thousand-Foot' ATV due to its multi-plated track construction, this vehicle is the chief hostile-environment people-mover in the Sword Worlds. Carrying between two and twelve people at constant life support through any number of potentially dangerous terrain elements with an impressive ranged distance of over 3,800 kilometres, *Tusenfot* ATVs are extremely useful in the dangerous wilds of the subsector.

Tusenfot Tracked ATV (Cr. 440,550)

TL: 9

Drive Type: Tracked

Configuration: Sloped 100m³

Construction: Advanced Composites

Qualities: Rugged, Sealed

Agility: +0

Speed: Cruising 110kph, Top 140kph, Off Road 37kph

Fuel: 30,000 litres (50 hours operation)

Armour: 22

Hull: 70

Structure: 75

Crew: 2

Passengers: 10

Cargo: 10 dTons

Weapons: Turret – Heavy Laser Emitter (6d6)

Equipment: 1,000km Radio Comm, Dual Decontamination Airlocks, Comprehensive Sensors (Compact, Hardened), High Ground Pressure, Five Hauling Winches, Basic Electronics, Life Support (Advanced), Mechanics Workshop, Off Road Suspension

Hnaefir Air/Raft

The staple civilian aircraft in the Sword Worlds, the *Hnaefir* is a simple design with two ideas in mind – cheap and sturdy. An inexpensive version of the *Skraaling* APC, this vehicle has less protection, little in the way of sensors and somewhat 'unforgiving' controls. Even so, it can ferry half a Confederation unit and all of their gear much faster than the equivalent ground caravan could.

Hnaefir Air/Raft (Cr. 175,900)

TL: 9

Drive Type: Grav

Configuration: Open 12m³

Construction: Light Alloys

Qualities: Rugged

Agility: +1

Speed: Cruising 1,000kph, Top 1,850kph

Fuel: 30 litres (20 hours operation)

Armour: 5

Hull: 3

Structure: 3

Crew: 1

Passengers: 5



Cargo: 0.5 dTons
Weapons: None
Equipment: 500km Radio Comm, Basic Sensors, Basic Electronics

Vinlander Grav Van

The *Vinlander* is the standard civilian grav-based vehicle seen all over the Sword Worlds, with as many militarised versions floating around as the factory standard ones. With its sealed body compartment, simplistic frame construction and assorted *Skraaling*-compatible components, it takes a skilled mechanic with Sword Worlder asset accessibility very little to make a light APC. Refitting a *Vinlander* with the power assembly and turret weaponry of the *Skraaling* is a simple enough task – as long as the parts are available, that is.

Vinlander Grav Van (Cr. 310,250)

TL: 9
Drive Type: Grav
Configuration: Sloped 20m³
Construction: Advanced Composites
Qualities: Rugged, Sealed
Agility: +0
Speed: Cruising 500kph, Top 700kph
Fuel: 20 litres (10 hours operation)
Armour: 2
Hull: 5
Structure: 5
Crew: 2
Passengers: 12
Cargo: 1.5 dTons
Weapons: None
Equipment: Basic Electronics

Variant(s): **Roomy** variant reduces the number of passengers to eight but increases cargo space by one additional dTon (Cost: Cr. 305,000). **Cargo** variant removes passenger seating and increases cargo space by three dTons (Cost: Cr. 300,500).

Milliphant Cargo Hauler

The *Milliphant* is a gigantic, long-distance cargo mover used by Sword Worlders from all aspects of life. It is a common sight in any inhabited areas of the subsector, especially wherever large supply trains must keep moving between settlements. Its sealed body compartment makes it useful – if not terribly well-protected – in dangerous environments for limited amounts of time.

Milliphant Cargo Hauler (Cr. 570,300)

TL: 9
Drive Type: Grav
Configuration: Box 90m³
Construction: Advanced Composites
Qualities: Rugged, Sealed
Agility: +0

Speed: Cruising 400kph, Top 660kph
Fuel: 50 litres (50 hours operation)
Armour: 3
Hull: 8
Structure: 9
Crew: 2
Passengers: None
Cargo: 6 dTons
Weapons: None
Equipment: 500km Radio Comm, Basic Sensors, Basic Electronics, Basic Life Support

Skraaling Armoured Personnel Carrier

Similar in size and essential body structure to the civilian *Vinlander*, the *Skraaling* is a practical and efficient troop transport when dealing with threatening environments from battlefield hazards to dangerous natural elements. It is lacking in additional life support but makes up for it through its highly adjustable compartmentalisation. Sword Worlder field engineers are as likely to make a new variant that fits their unit's needs as they are to repair it – as this frequently takes roughly the same amount of effort, time and resources.

Skraaling APC (Cr. 918,600)

TL: 9
Drive Type: Grav
Configuration: Sloped 20m³
Construction: Advanced Composites
Qualities: Rugged, Sealed, Stealth
Agility: +1
Speed: Cruising 700kph, Top 1,100kph
Fuel: 30 litres (24 hours operation)
Armour: 30
Hull: 5
Structure: 5
Crew: 2
Passengers: 12
Cargo: 1.5 dTons
Weapons: Turret – 7.7mm EMF Minigun (4d6-2, +8 Auto), Anti-Laser Aerosol (6 uses)
Equipment: 1,000km Laser/Radio Comm, Airflow Devices, Comprehensive Sensors (Compact, Hardened), Military Electronics

Variant(s): **Ambulance** variant reduces the number of passengers to two, removes the Anti-Laser Aerosol and reduces the cargo capacity to 0.8 dTons but adds a functioning Medical Bay (Cost: Cr. 1,000,000). **Command** variant reduces passenger seating to 10, replaces the EMF Minigun with a 200mm ARL and upgrades the sensors to Advanced while adding a +4DM Jammer Suite (Cost: Cr. 1,800,000). **Fire Direction Centre** variant increases Crew to eight by removing all Passengers, upgrades Sensors and Electronics to Advanced levels and adds 0.2 dTons of Cargo space (Cost: 1,200,000).



Kralle Grav Tank

A typical Sword World tank, the *Kralle* is not heavily armed or armoured enough to take on Imperial or Darrian armoured regiments but it does exceptionally well against grav AFVs and platoons of armoured infantry. It has tight quarters, simplistic design benefits and impressive firepower for its low financial costs. Deployed often alongside light APCs in order to give them cover to disembark their troops, the *Kralle* has fallen into a regimental support role far more frequently than it gets called upon as a frontline fighter.

Kralle Grav Tank (Cr. 4,100,250)

TL: 9

Drive Type: Grav

Configuration: Super Sloped 150m³

Construction: Advanced Composites

Qualities: Rugged, Sealed, Stealth

Agility: +0

Speed: Cruising 660kph, Top 880kph

Fuel: 50 litres (6 hours operation)

Armour: 50

Hull: 14

Structure: 15

Crew: 3

Passengers: None

Cargo: 1.7 dTons

Weapons: Turret – 7.7mm EMF Minigun (4d6-2, +8 Auto), 100mm Electromagnetic Cannon (6d6); Anti-Laser Aerosol (6 uses), Smoke Discharger (triple)

Equipment: 500km Laser/Radio Comm, Airflow Devices, Comprehensive Sensors (Compact, Hardened), Improved Controls, Military Electronics

Scramasax Grav Tank Destroyer

The greatly feared *Scramasax* grav tank is fast and deceptively lethal when it gets to pick and choose its targets. Its design is bent on moving quickly to a heavier target's flank, unleash a brutal salvo and then zoom off to be elsewhere when the heavy guns position to respond in kind. Imperial tactics being as static as they tend to be allows the Sword Worlder tank drivers to take advantage of them, earning the *Scramasax* its reputation as an ambush hunter.

Scramasax Grav Tank Destroyer (Cr. 8,100,750)

TL: 9

Drive Type: Grav

Configuration: Super Sloped 200m³

Construction: Advanced Composites

Qualities: Rugged, Sealed, Stealth

Agility: +1

Speed: Cruising 880kph, Top 1,250kph

Fuel: 70 litres (10 hours operation)

Armour: 70

Hull: 25

Structure: 25

Crew: 4

Passengers: None

Cargo: 3 dTons

Weapons: Front – Twin 7.7mm EMF Miniguns (4d6-2, +8 Auto), 200mm Electromagnetic Cannon (8d6), Anti-Laser Aerosol (12 uses), Dual Smoke Dischargers (triple)

Equipment: 1,000km Laser/Radio Comm, Airflow Devices, Advanced Sensors (Compact, Hardened), Improved Controls, Military Electronics

Variant(s): **Bombardment** variant removes the 200mm EMC and replaces it with two 200mm Automatic Rocket Launchers (Cost: Cr. 7,860,000).

Mjolnir Artillery Platform

Built to overwhelm point-defence systems, the *Mjolnir* is packed to the brim with HEAT rocket rounds that it hurls in great numbers from its quad-array multiple rocket launchers. It can punch through the armour and defences of most main battle tanks and makes a ruin of lighter targets.

Mjolnir Artillery Platform (Cr. 1,800,000)

TL: 9

Drive Type: Grav

Configuration: Super Sloped 54m³

Construction: Advanced Composites

Qualities: Rugged, Sealed, Stealth

Agility: +0

Speed: Cruising 700kph, Top 1,000kph

Fuel: 40 litres (8 hours operation)

Armour: 30

Hull: 8

Structure: 8

Crew: 5

Passengers: None

Cargo: 4 dTons

Weapons: Turret – 4mm Flechette Minigun (4d6, +12 Auto); Front – Four 200mm Multiple Rocket Launchers (5d6, +6 Auto), Thermal Smoke Discharger (6 uses)

Equipment: 1,000km Laser/Radio Comm, Airflow Devices, Comprehensive Sensors (Compact, Hardened), Improved Life Support, Military Electronics

Variant(s): **'Hammar'** variant removes the Multiple Rocket Launchers and replaces them with 16 200mm Automatic Rocket Launchers (Cost: Cr. 2,500,000).

ODDITIES

The following are an assortment of interesting and somewhat unique items that can be found throughout shops and merchant stalls in the Sword Worlds. Sometimes they can be located in neighbouring possession as trinkets or souvenirs from the



Confederation but they are often outperformed by Imperial or Darrian equivalents. Those items falling into pieces of tradition, like anything from the Aesirist movement, will likely only matter to a Sword Worlder; and perhaps not even then.

Marking Chalk: 20 centimetres of dense, neon-green chalk formed into a thick rod. When Sword Worlders need to leave easily identified notes for squad mates or fellows who might be out of radio contact, a few quick strokes of this chalk will do the trick.

Protein Paste: A foul-smelling, but thankfully tasteless, material made from distilled grain and meat by-products. A healthy pinch of the stuff can be tucked inside the lip or chewed for several minutes to replace a single meal and stave off hunger. It cannot fully replace more than one meal a day without inviting malnutrition; not that most men can handle using it more frequently anyway!

Solsdag Ink: A chemical mix of synthetic inks used in Aesirist tattooing. Marks made by a skilled hand using this substance will shimmer in the light of day but glow brightly in darkness. One out of ten recipients will reject the ink like an allergen, leaving behind vicious and painful scars instead – something that some Sword Worlders might prefer.

Miniphant Longcoat: A long and sweeping coat made from the cured hide of the pack animal of the same name. It is a status symbol between noble Sword Worlds families, but rarely seen as much more than 'frontier wear' outside of the Confederation.

Boiler Bag: A clear plastic bag with a chemical seal that is used for field cooking. By filling the bag with water (or sometimes beer) and simple foods like tubers and meat it can be tossed into a standard campfire. The bag then creates a mediocre stew within minutes.

Meading Tabs: Small chemical tablets that can be dropped into lukewarm water to create a lightly alcoholic beverage. The resulting drink is not as good as anything actually fermented but a soldier in the field will be thankful for it.

Aesiren Idols: Metallic, plastic or even wooden busts of the Aesir – the gods of the ancient tradition. They look like the images found in their texts and files but many of them are somewhat impressionistic in their design. They are treasured amongst the old-minded Sword Worlders but not many else will see them as much more than knick knacks.

Svaerdgambul: Plastic dice imprinted with symbols and letters from the Sagamaal alphabet; used for gambling. These are a favourite amongst military units and garrison troops who use them to wager their salaries against one another. There are

other games played using the dice but the most popular is a simple gambit of highest totals.

Odinstone: A fist-size, spherical child's plaything made of commercial plastics and filled with a thick inky fluid. Within the fluid are several multi-sided objects with typical answers like 'yes', 'no' 'maybe' or 'With Sif's Guidance'. The user asks the Odinstone a question, shakes it vigorously and looks through the small window to see what the 'gods' have answered. Only the truly foolish would ever believe the toy's answers but it is a passing entertainment nonetheless.

Bureaucrat Bracelets: A set of lavishly embossed manacles with a half-metre of chain between them. These are somewhat of a joke amongst Sword Worlder 'diplomats', said to be worn by the original negotiators from the Sacnoth Dominate to keep them from strangling each other. They are given as gifts to new Confederation politicians as a reminder to keep calm and level-headed – or as mockery toward a military officer who recently started some kind of unnecessary conflict.

Warming Cup: A plastic-coated ceramic cup with a small battery compartment at its base. When up to a litre of fluid is placed in the cup and the bottom swivelled into the 'on' position, the fluid warms to a perfect drinking temperature in less than 30 seconds.

Roedwehr: A brightly crimson-hued jumpsuit adorned with extravagant ribbons and fringe-flairs. Translated as 'red clothes', this garment is traditionally worn on Aesirist holidays. It is a point of masculine pride to wear *roedwehr* into battle – a sign the Sword Worlder is unafraid and will never hide.

Björnling Blade: A child-size claymore made of dense foam painted to look like a real weapon. It is a toy to outsiders but to Sword Worlders it is the first real step toward teaching a male child how to wield a sword in adulthood.

Skaldeng Rope: A length of polymer-fibre rope layered with several elaborate knots, frays and small burnt spots. These are traditional heritage markers used by the oldest Sword Worlder families. Each knot is a marriage; each fray a new male child and each burn a death in the patriarchy. They are beautiful to look upon and are worn with pride by nobles all across the subsector but can also be used as an ironclad promise between Sword Worlders. If one Swordie gives another his *skaldeng* rope, it means that he gives his word to come back for it as soon as he can; a trusted symbol used by soldiers when they must leave a wounded man behind to get help. Any non-Sword Worlder unfortunate enough to be found by the Swordies with one of these items in their possession can expect nothing short of brutality.



SPACECRAFT

Behind in technology, resources and political power compared to their greatest threats from outside the Confederation, Sword Worlders build practical and battle worthy vessels that must be able to compete against far superior foes. In order to do this, some common ground on Sword Worlder ships must be set. Using what knowledge they have gained in the field over the generations, Sword Worlds shipbuilding is big business.

This chapter is dedicated to the starships designed and used by the people of the Sword Worlds.

SHIP DESIGN

Most Sword Worlder ships are streamlined and borrow a great deal of aesthetics from Imperial and Aslan sources, retaining their own baseline pragmatism in their overall design. Thickened bulkheads, dual-door separation from room-to-room and cramped personal quarters are the norm.

Like the ancient seagoing vessels of Terra, Sword Worlder ships are longer than they are wide, with a central corridor that bisects the crewed compartments in each ship. Colour-coded decks and numerically arranged chambers keep things organised on the ships, keeping the same system on every vessel so any Sword Worlder can know exactly how deep he is in a ship at a glance. It can be confusing for the uninitiated but all Confederation navies adopted the same system in 967, helping to make Sword Worlder crewmen as interchangeable and replaceable as the components that make up their ships.

System controls are blocky, uncomfortable and unintuitive to best keep Sword Worlder ships in Sword Worlder control, leaving out all of the smooth ergonomics and styling found in Aslan or Darrian vessels. Amenities like internal furniture and entertainment accessories are left out of the design process, leaving such things to the individual operators. Nothing 'frivolous' will ever be found in a Sword World ship blueprint.

The systems themselves are built with common wire harnesses, parts and accessibility to maintain Sword World ideology. Mechanical compatibility is key in order to keep repairs and maintenance as simple as possible. Spare parts and utility tools are kept in a central storage locker, helping emergency repairs to be carried out swiftly.

That the Sword Worlders learned from Darrian vessels, salvaged after conflicts with their neighbours, that the need for

hand-driven mechanical counterparts is vital. All doors have a manual override, all comm-units have a small friction-based hand generator to alternately power them and even atmospheric scrubbers have toxin storage bladders that can be pumped out if the need arises. Although added as safety measures, Sword World ship captains are not above routing power away from these sorts of systems *on purpose* in order to add more power elsewhere. After all, their crewmen can handle the extra work or they would not be worthwhile Swordies!

The one pattern that can be found across all Sword Worlder ships is the plain and practical nature of their design. If it does not add to the efficiency of the ship or its crew, a Sword World shipbuilder will not likely spend the resources or the effort installing it.

Rarely Known Facts About Sword World Space Travel

The following are interesting aspects about spacefaring inside of the Sword Worlds subsector.

All Ships Require Confederation Orbit Codes: In the year 623, after the Second Frontier War, the Sword Worlds Confederation made it mandatory for any vessel within possible assault landing range of a Confederation world or moon to broadcast official 'orbit codes'. Any vessel not actively broadcasting these codes is automatically assumed to be hiding something and can be boarded without other cause by Confederation Patrol troops.

On-Board Journal Terminals: Sword Worlders keep a single computer terminal in the public area of their ships for their crewmen to record personal messages on a central file. A central travel journal is kept by the crew in order to preserve exactly what they were thinking and experiencing while on the journey. The bridge officer has standing orders to jettison the data core from the journal terminal if the ship is possibly compromised – the way they preserve the last thoughts and messages of the crew on board. Although not mandatory, most Sword Worlder crewmen want to leave messages to their loved ones at least weekly during space travel.

Confederation Decompression Protocols: The thickened walls and bulkheads of Sword Worlder ships help keep out the vacuum of space better than other ships of similar chassis but it also makes it more difficult to make repairs when in an emergency situation. This hard fact has



caused the Confederation Patrol to take a hard stance on decompression situations when in combat. Should any portion of a ship be compromised and venting atmosphere, the bridge will give a full 12 seconds from the first claxon to seal it off and preserve the rest of the ship – at the cost of *anyone's* life who is left inside.

Gna, Aesir of Travel: On ships with predominantly Aesiren crew or at least practicing Aesirists in the command staff, there is often a single room set aside for an 'unseen crewman' – the Aesir god of travel, Gna. This room is kept full of gifts, sacrifices and sealed letters to the god in an effort to keep him pleased and sated in order to ensure safe travel between the blackness of the stars.

Crews

Despite naval careers being looked at rather impassionedly in the Sword Worlds, ship crews always have additional members to fill roles on off-shifts or when casualties occur. Like the parts in their machines, redundancy within spacecraft crews is evident as well. Cross-training skillsets is key to this redundancy, making sure that every Sword Worlder can do every necessary job they could be called for within one deck of their established on-board assignment.

All Sword World crewmen are expected to be well-versed in the standard Vacc Suit and Zero-G skills needed to survive starship emergencies. Additionally, Sword World naval staff all receive training in boarding and anti-boarding combat tactics reflected in their Melee skills. Every Sword Worlder is expected to defend the ship with whatever they have on hand to do so with, even if it is just a sharp knife or bare knuckles.

Referee Note: Player Characters who wish to officially crew a Sword Worlds Confederation vessel must possess Melee, Vacc Suit and Zero-G skills at a minimum of skill-0. If they do not they may undertake a series of difficult training courses to pick up the basic knowledge needed. Each takes two weeks of full time training or six weeks of part time study to learn to the required level.

Computer Language

Civilian Sword World ships use a standard Galangic alphabet and numerical system in their baseline computer codes but

military and higher-security vessels will often switch everything over to a software language based wholly on Sagamaal.

Without knowing the Sagamaal tongue, anyone trying to use the Astrogation, Comms, Computers, Engineer, Pilot (spacecraft), Remote Operations or Sensors skills on board a ship with these protocols in place will suffer a –6 DM penalty.

New Ship Components

The following components are available to Sword World ship designs.

Cramped Barracks: Not every ship needs to be ready to house soldiers in battle dress. By tightening walls, shortening cots and adding hammocks for equipment storage in place of cabinets, crew quarters can be slimmed to uncomfortably small – allowing for other systems to have more room in their place. Cramped Barracks take up only 1 ton per Marine/Passenger and remain the same cost (MCr. 1 per 10 Marines of space). Life Support costs 1,500 Cr. per Marine/Passenger.

Boarding Defences: Sword Worlder starships are built to get in thick with the enemy and withstand the beatings they can dish out but that is just from the outside. Many Swordie ships are also built to defend against the enemy from the inside. Remote-armed anti-personnel mines in exterior corridors, retractable door bars and roll-down stoppage doors can be fitted to slow down, injure or even kill enemies boarding a Sword Worlds ship. When activated, the Boarding Defences system makes any open-access area (corridors, airlocks and so forth) potentially dangerous to boarders. The boarders must attempt a Recon skill check whenever entering a new area on the ship. The initial damage inflicted by the defences is 3d6+3, with each point of positive Effect on their Recon rolls reducing the damage by 1d6+1. Boarding Defences only remain active for a total of five skill checks per area tested in; afterwards they are considered to be overcome, detonated or disarmed. Boarding Defences take up 0.1 tons per 10 tons of vessel, and cost MCr. 1 per ton of Boarding Defences purchased for the ship. Re-arming a used set of Boarding Defences cost 50% of their original value.

Sample Sword Worlder Spacecraft

The following are a handful of spacecraft designs commonly found in the Sword Worlds subsector, normally under the command of the Confederation Patrol or one of the planetary navies.



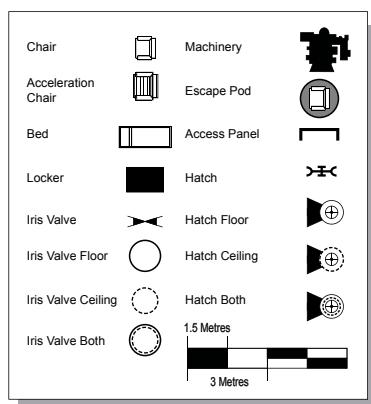
Sceaf class Personal Yacht

A transport for cash-strapped Sword World leaders the Sceaf is a small personal vessel capable of back to back Jump 2 trips, enabling a greater range than most other small vessels. The pragmatic nature of the Sword Worlders allow them to shrug off the tedium of spending two back-to-back weeks in jump space.

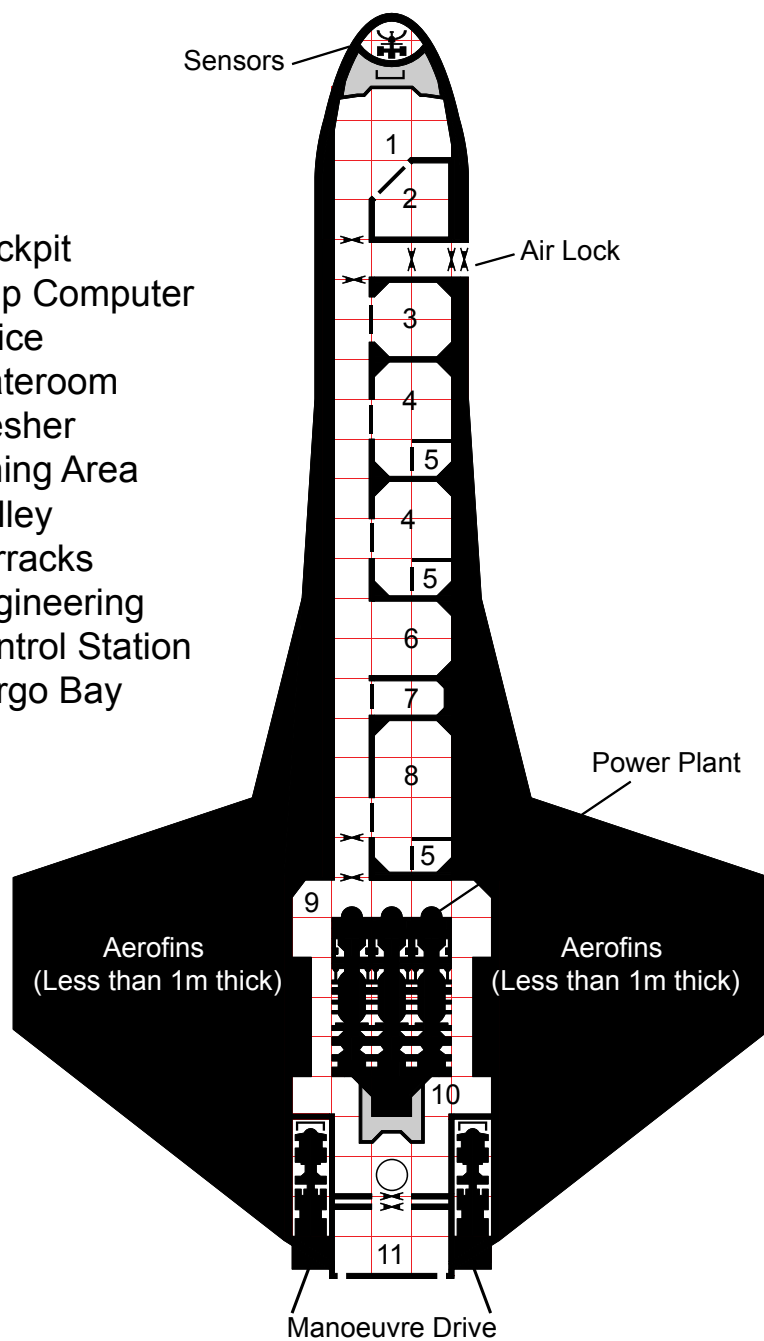
Two luxury staterooms (by Sword Worlds' standards!) are home to the likely wealthy owner and his guests in comparative comfort, while the attached office space allows him to keep up with any business dealings while travelling. The dining area contains a half-size hall served by a fully equipped galley, allowing the steward (or skilled crewman) to prepare meals. Truly prestigious owners travel with a chef to make the most of the kitchen, making trips as comfortable and enjoyable as they can. The crew quarters are 'cozy' in their diminished size but comfortable. Crew food comes from the same galley as any other but is often of a more utilitarian quality. A *Sceaf's* usual crew allotment is a captain, two engineers and a service steward. Any shortcoming in the crew's skills that are revealed during a trip is made up for when the ship is next docked at a starport, revealing the practical nature of the Sword Worlder vessel.

Sceaf class Personal Yacht			Tons	MCr.
Hull	100 tons	Hull 2		2.2
	Streamlined	Structure 2		
	Aerofins		5	0.5
Armour	None			
Jump Drive	A	Jump 2	10	10
Manoeuvre Drive	B		3	8
Power Plant	B	Rating 4	7	16
Bridge			10	0.5
Computer	Model 2 fib	Rating 10		0.24
Electronics	Basic Civilian		1	0.05
Weapons	None			
Fuel	Two Jump 2s and 4 weeks of operation		48	
Cargo	3 tons		3	
Staterooms	2		8	1
Extras	Cramped barracks	4 Occupants	4	0.4
	Luxuries		1	0.1
Software	Manoeuvre/0	Rating 0		
	Jump/2	Rating 10		0.2
Maintenance Cost (monthly)				0.003266
Life Support Cost (monthly)				0.01
Total Tonnage and Cost			100	39.19

Sceaf Class Personal Yacht Level 1 Main Deck

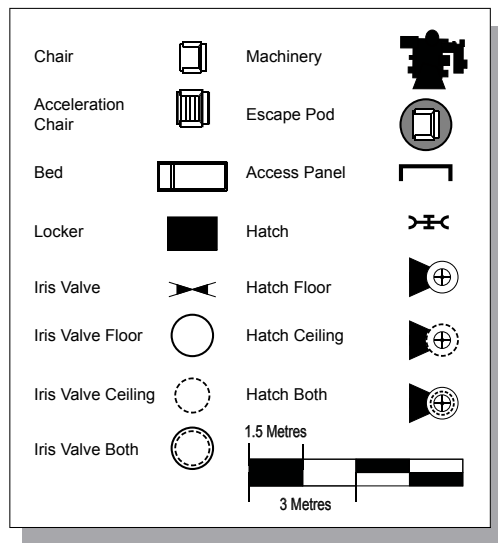


1. Cockpit
2. Ship Computer
3. Office
4. Stateroom
5. Fresher
6. Dining Area
7. Galley
8. Barracks
9. Engineering
10. Control Station
11. Cargo Bay

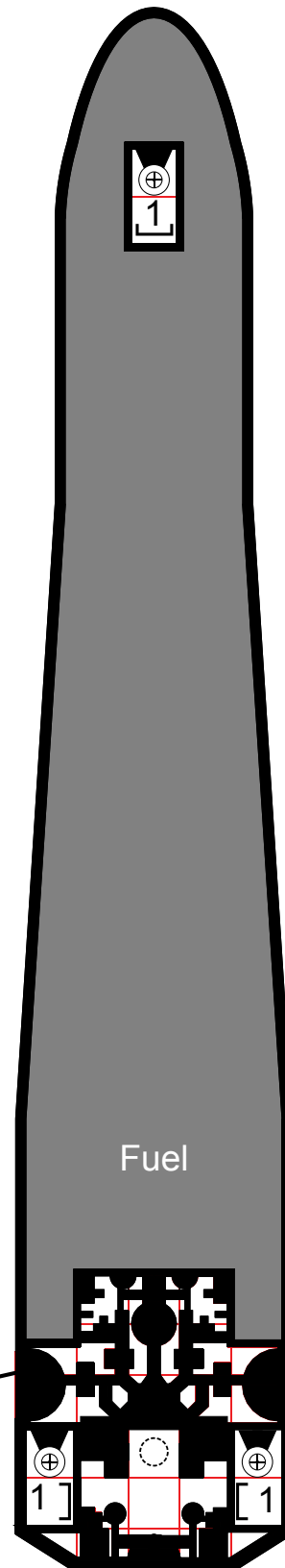


Sceaf Class Personal Yacht Level 2 Fuel Deck

1. Landing Gear Access
2. Engineering



Jump Drive





Baldr-Class Attack Fighter (TL9)

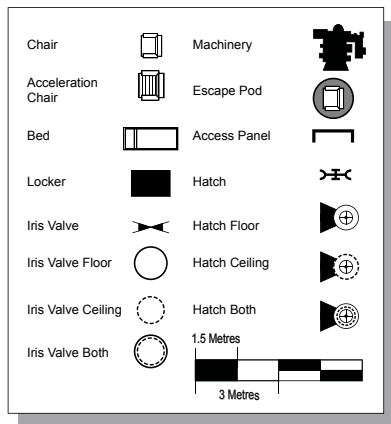
Fuelled by chemical rockets and armed with a variety of under-the-wing weapons, the *Baldr* is designed to fight its way through enemy defensive positions to strafe armoured assets, making up for the anti-tank deficits of Sword Worlder infantry. More of a 'super jet' than a fighting spacecraft, it is deployed from atmospheric airbases as often as it is deployed from extra-planetary carriers. Using condensed chemical rockets and on-board energy batteries to power the vessel and its internal systems, there is an expensive resource element to rearming a *Baldr* that keeps them from being a mainstay in Confederation air superiority. Successful sorties in a *Baldr* are significant points of interest on a pilot's resume and many Sword Worlder officers give preference to those who can boast them.

A single pilot with nimble hands can operate the *Baldr* attack fighter just as well as other two-man teams might pilot a similar craft. The cockpit is cramped and uncomfortable for anyone in necessary environmental protection, but well-placed command consoles and manual controls maximize utility with minimal mobility. The fuel and ammunition stores of each fighter is protected behind triple-layered titanium steel casings, hopefully stopping breaches or explosions from endangering the pilot before he can manage to eject from the main body of the craft. The fuel levels kept as a standard in these fighters is more than adequate for deployment, a lengthy engagement and the return trip to a carrier or airbase at high speeds but interplanetary travel is all but impossible. As long as a *Baldr*'s pilot remains aware of his fuel levels in respect to his return requirements, this attack craft can make for an extremely useful addition to any Sword Worlder navy.

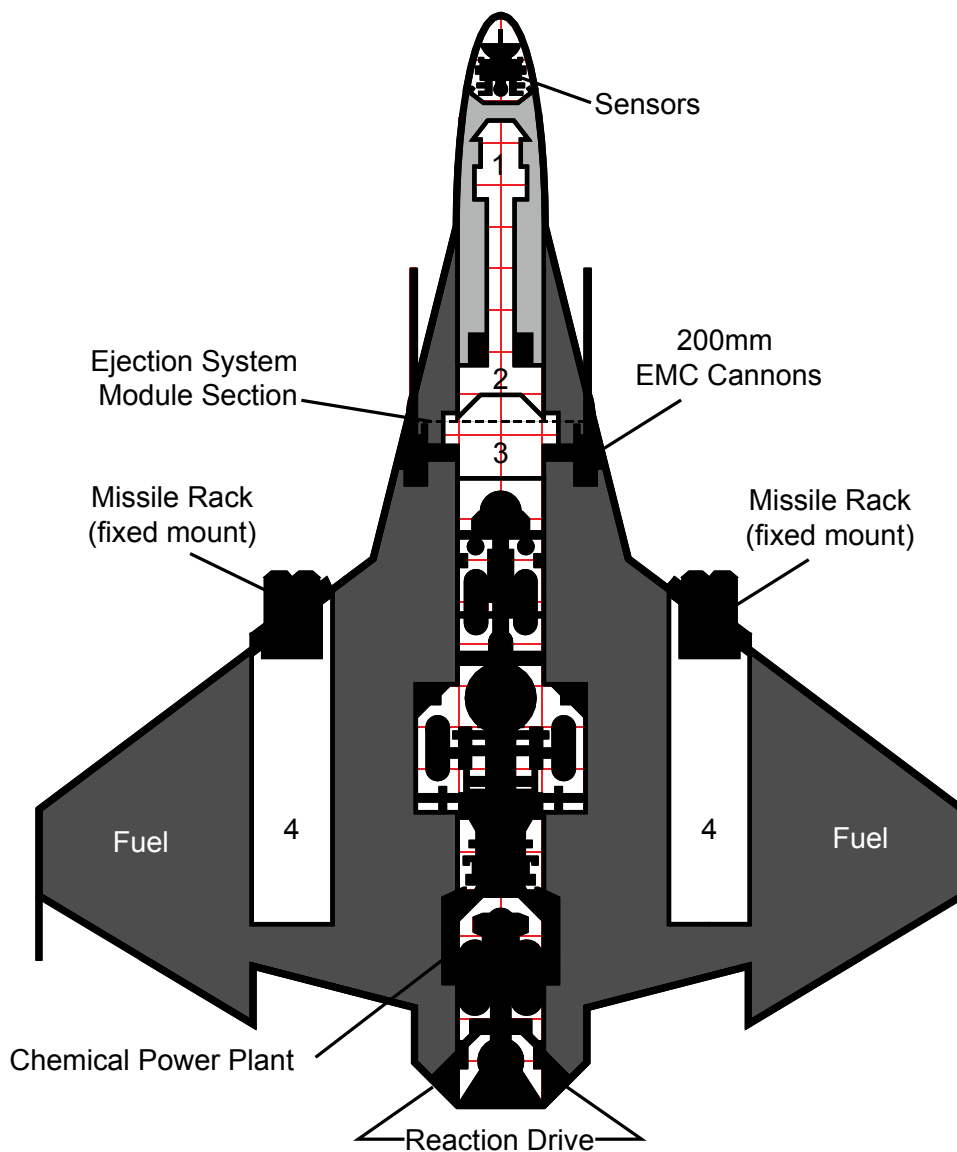
Baldr-class Attack Fighter			Tons	Price (MCr)
Hull	40 Tons	Hull 1	—	1.54
		Structure 1	—	—
	Aerofins		2	0.2
	Streamlined		—	—
Armour	Titanium Steel	4 pts.	4	0.154
Manoeuvre Drive	sK	Thrust 5	2.5	5
	Reaction Drive			
Power Plant	sK	Rating 5	6.5	3.25
	Chemical Plant		—	—
Bridge	Cockpit for 1		1.5	0.2
Computer	Model 2 fib	Rating 10; Hardened		—
Electronics	Basic Civilian	DM -2	1	—
Weapons	Fixed Mount	Dual Missile Rack	1	1
	Fixed Mount	Dual Missile Rack	1	1
	Anti-Personnel Mount	Dual 200mm EMC	1	1
Ammunition		36 Missiles	3	—
		5,000 7.7mm Rounds	1	—
Fuel	15.36	Twelve Hours of operation; 1 hour at5G	15.5	—
Cargo	0.2 tons		0.2	—
Extras	Ejection Module		0.34	0.3
Software	Manoeuvre/0	0	—	—
	Evade/2	Rating 15	—	2
	Fire Control/2	Rating 10	—	4
Total Tonnage & Cost			39.5	19.884

Baldr Class Attack Fighter

(Fighter is 1.5 metres high)



1. Cockpit
2. Cargo
3. EMC Ammo
4. Missile Magazine





***Sleipnir*-Class Confederation Patroller (TL10)**

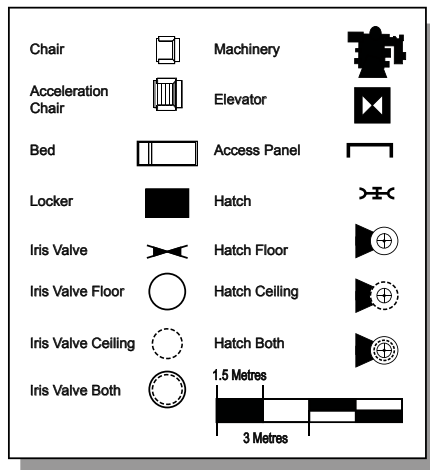
One of the first Sword Worlder ships that uses more common, non-rocket propulsion based on acquired Imperial and Aslan components, the *Sleipnir* is more efficient than most other local vessels. Vessels spend weeks in lengthy flight routines around the subsector in search of possible threats to the Confederation. It is a standard Sword World ship in most other ways, including its cramped conditions and engineering short-cuts. Any skilled Sword Worlder trained in spacecraft use will feel at home in a *Sleipnir*, even if no one else probably would.

The Confederation Patrol has dozens of these ships in tours around the subsector at all times, keeping their sensors sweeping for threats. When enemies are found, the *Sleipnir* is a more than capable small-engagement vessel that can handle auxiliary craft and small warships – even Imperial ones. There is little comfort inside these ships, especially when they are conscripted to hold marines or kommandos under the low ceiling and amidst the crash-webbing and storage racks. It is not used for full-scale battles against battlecruisers or other massive foes but it can hold its own against the more common threats stumbled upon during patrols.

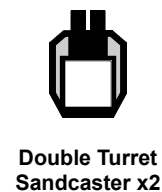
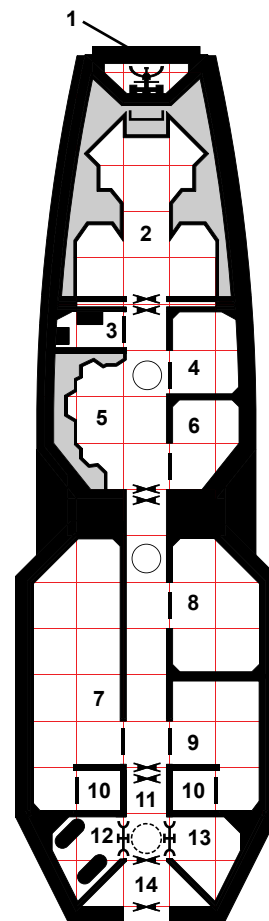
<i>Sleipnir</i>-class Confederation Patroller			Tons	Price (MCr)
Hull	300	Hull 6	—	12
	Standard			
		Structure 6	—	—
Armour	Titanium Steel	8 pts	60	9.6
Jump Drive C		Jump 2	20	30
Manoeuvre Drive E		Thrust 3	9	20
Power Plant E		Rating 3	16	40
			—	—
Bridge		Compact	15	1.5
Computer	Model 2/bis fib	Rating 10; Hardened, Jump Control Specialisation	—	0.32
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Missile Bank	51	12
	Hardpoint #2	Fixed Mounting (Missile Rack)	0	0.85
	Hardpoint #3	Double Turret (Sandcaster/Sandcaster)	1	1.0
Ammunition		20 sandcaster barrels	1	—
		120 Missiles	20	—
Fuel	80 tons	One Jump 2 – Four weeks of operation	80	—
Cargo	14 tons		14	—
1 Stateroom		Double Occupancy	4	0.5
2 Low Berths			1	0.1
Extras			1	—
	Cramped Barracks	Room for 6 Marines/Crew	6	1
			—	—
Software	Manoeuvre/0		—	—
	Evade/1	Rating 10	—	1
	Fire Control/2	Rating 10	—	4
	Jump Control/2	Rating 10	—	0.2
Maintenance Cost (monthly)				0.0112
Life Support Cost (monthly)				0.0122
Total Tonnage & Cost			300	134.67

Sleipnir Class Confederation Patroller

Level 1 Command Deck

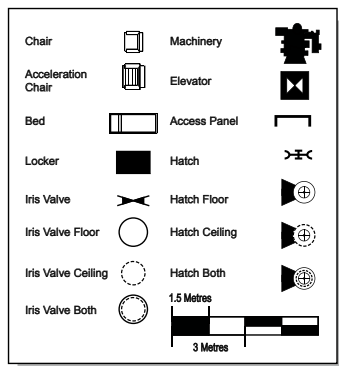


1. Avionics
2. Bridge
3. Ship's Computer
4. Office / Med Bay
5. Fire Control / Navigation
6. Ship's Locker
7. Crew Barracks
8. Common Room
9. Stateroom
10. Fresher
11. Turret Access
12. Cold Berths
13. Sandcaster
Barrel Storage
14. Airlock



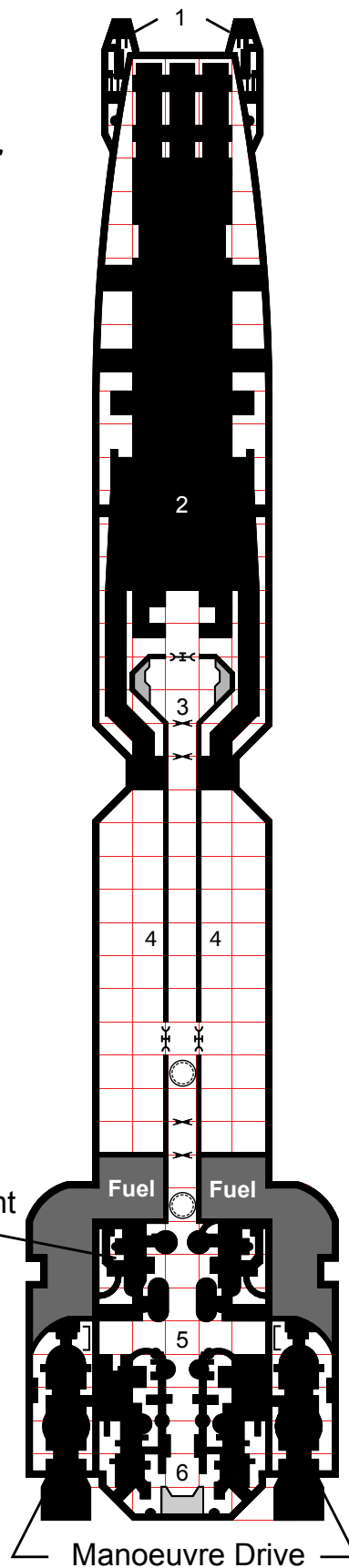
Sleipnir Class Confederation Patroller

Level 2 Mid Deck



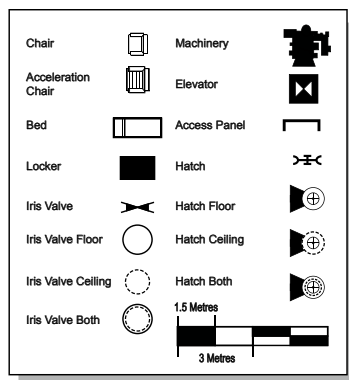
1. Sensors
2. Missile Bank
3. Missile Bank Fire Control / Access
4. Missile Magazine
5. Engineering
6. Power Plant Controls

Power Plant

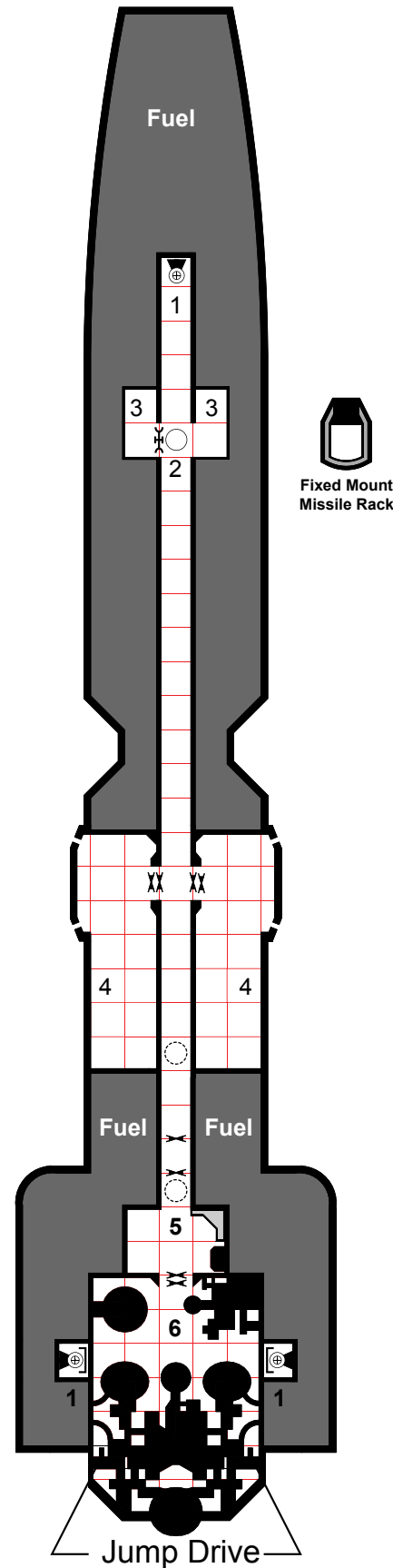


Sleipnir Class Confederation Patroller

Level 3 Fuel Deck



1. Landing Gear Access
2. Fixed Mount Access
3. Missile Magazine
4. Cargo Bay
5. Maintenance Area / Jump Drive Control
6. Engineering





Surtr-Class Bombardier Warship (TL11)

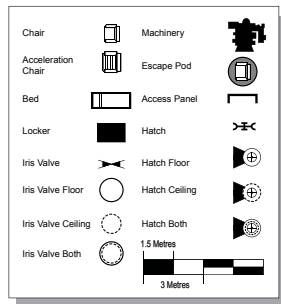
One of the highest-technology ships in the Sword Worlds Confederation collective fleet, the *Surtr* is in rare supply across the planetary navies of the subsector. Built large and spread out to maximise crew flexibility while minimising potential ammunition explosions during a combat encounter, these ships are allocated resources for one purpose – to destroy. A thick layer of liquid crystal sandwiched between two iron-ferrous alloy skins make up the outer shell of the hull in order to protect the vessel. Expensive but worthwhile, the efficiency of this ‘new’ armour is questioned by the engineers of the last generations due to its cost and reliance on materials that must be imported from neighbouring worlds. Sword Worlders do not like to have to look to others for anything, let alone one of the elementary components of their fleet defence technologies.

Even in light of the naysayers, the *Surtr* warships are afforded good and skilled crews whenever deployed. The Confederation Patrol possesses only three of these vessels, with the planetary navies of Gram, Tizon, Mjollnir and Sacnoth keeping the majority of these ships in their reserve. Supporting a massive bay of high-velocity *Magni* model railguns and two advanced arrays capable of launching the powerful *Nidhogg*-class torpedoes, the *Surtr* is very ammunition dependent. So long as Sword Worlder fleet tending ships remain in motion from resupplying starports, the *Surtr* is capable of unleashing massive amounts of damage to targets supposedly far superior to itself at modest enough ranges.

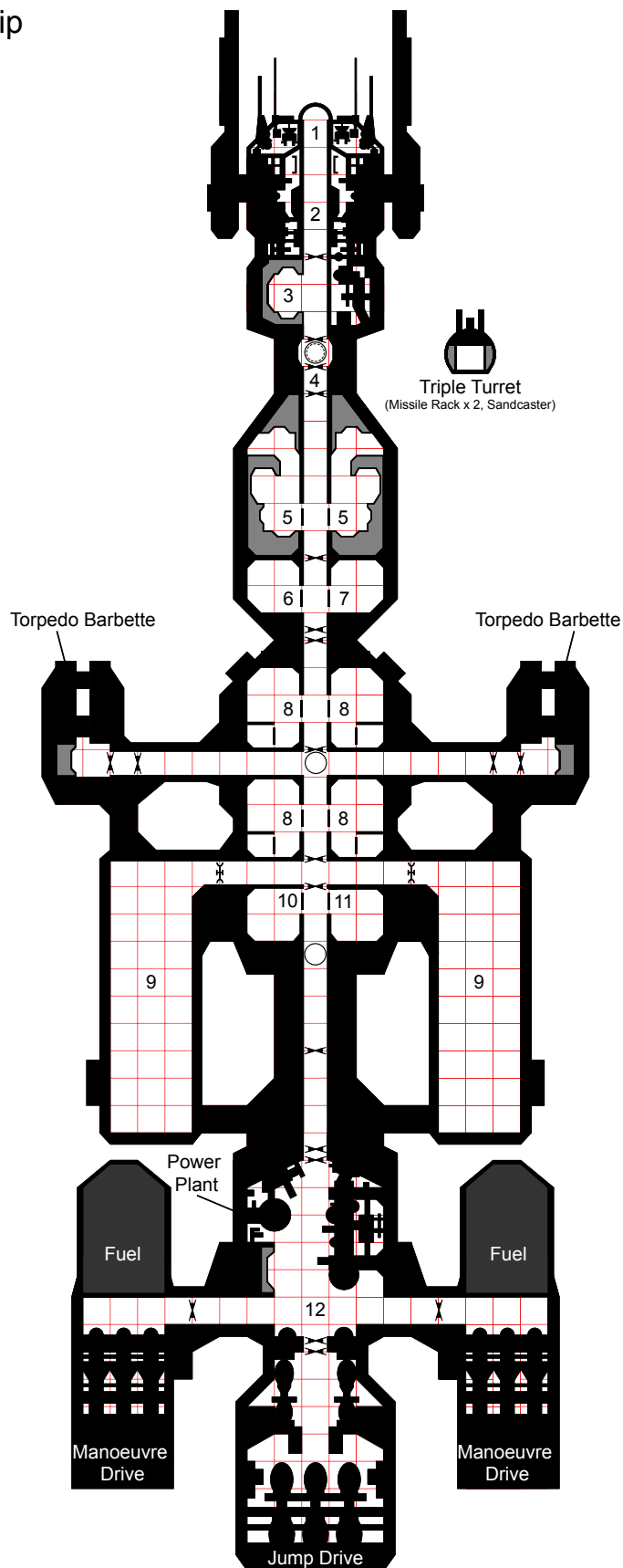
Surtr-Class Bombardier Warship			Tons	Price (MCr)
Hull	500 Distributed	Hull 10 Structure 10	—	28.8
		Self-Sealing	—	50
Armour	Crystaliron	8 pts	50	12.8
Jump Drive E		Jump 2	30	50
Manoeuvre Drive H		Thrust 3	15	32
Power Plant H		Rating 3	25	64
Bridge			20	2.5
Computer	Model 2	Rating 10; Hardened, Jump Control Specialisation		0.32
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Railgun Bay	51	30
	Hardpoint #2	Torpedo Barbette	5	3
	Hardpoint #3	Torpedo Barbette	5	3
	Hardpoint #4	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	1	2.75
			1	2.75
	Hardpoint #5	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	—	—
Ammunition		120 Standard Missiles	10	—
		24 Heavy Torpedoes	60	—
		400 Railgun Rounds	20	—
		60 Sandcaster barrels	3	—
Fuel	132 tons	One Jump 2 – Four weeks of operation	132	—
Cargo	17 tons		17	—
4 Staterooms		Double Occupancy	16	2.0
Extras			—	—
	Boarding Defences		5	1
	Cramped Barracks	Room for 10 Marines/Passengers	10	1
	Escape Pods	4 Pods	2	0.4
			—	—
	Life Boat/Launch		20	14
Software	Manoeuvre/0		—	—
	Library		—	—
	Evade/1	Rating 10	—	1
	Fire Control/3	Rating 15	—	6
	Jump Control/2	Rating 10	—	0.2
Maintenance Cost (monthly)				0.0259
Life Support Cost (monthly)				0.027
Total Tonnage & Cost			500	311.24

Surtr Class Bombardier Warship

Level 1 Main Deck

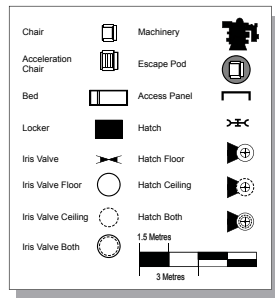


1. Sensors
2. Rail Gun Bay
3. Rail Gun Fire Control
4. Top Turret Access
5. Bridge
6. Office
7. Ship's Computer
8. Stateroom
9. Torpedo Magazine
10. Wardroom
11. Medical Bay
12. Engineering

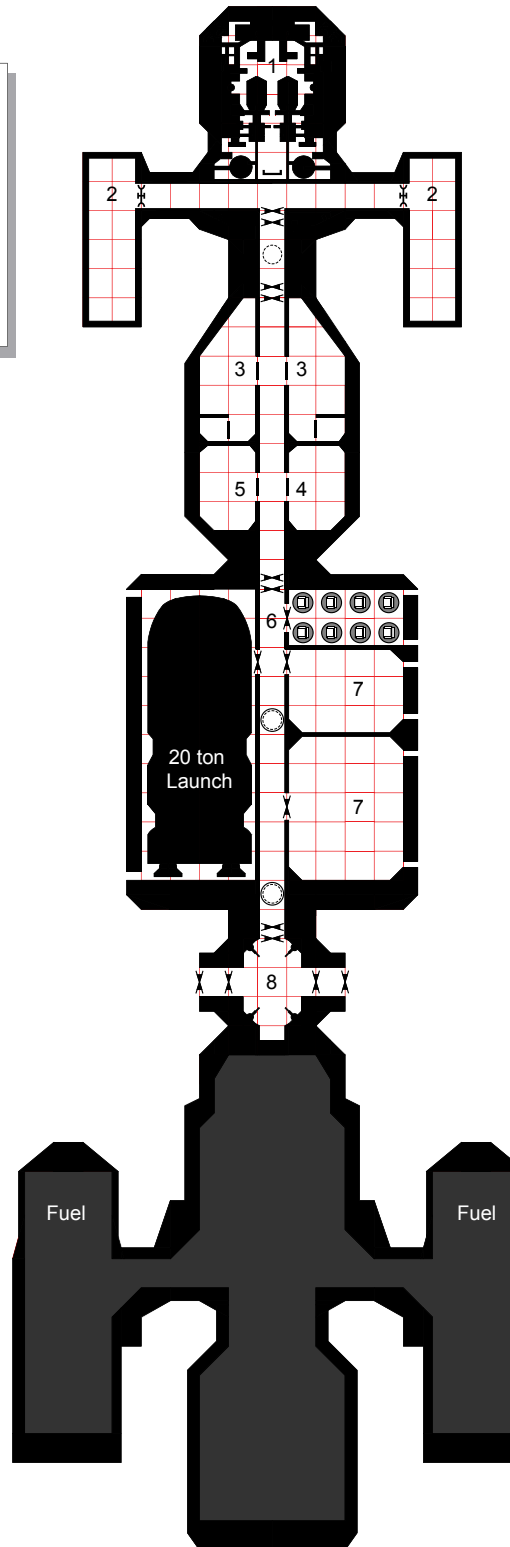


Surtr Class Bombardier Warship

Level 2 Mid Deck

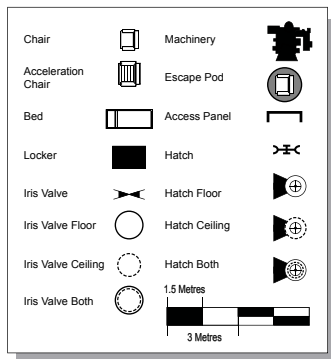


1. Rail Gun Bay
2. Rail Gun Magazine
3. Crew Barracks
4. Common Room
5. Galley
6. Escape Pods
7. Cargo Bay
8. Air Lock

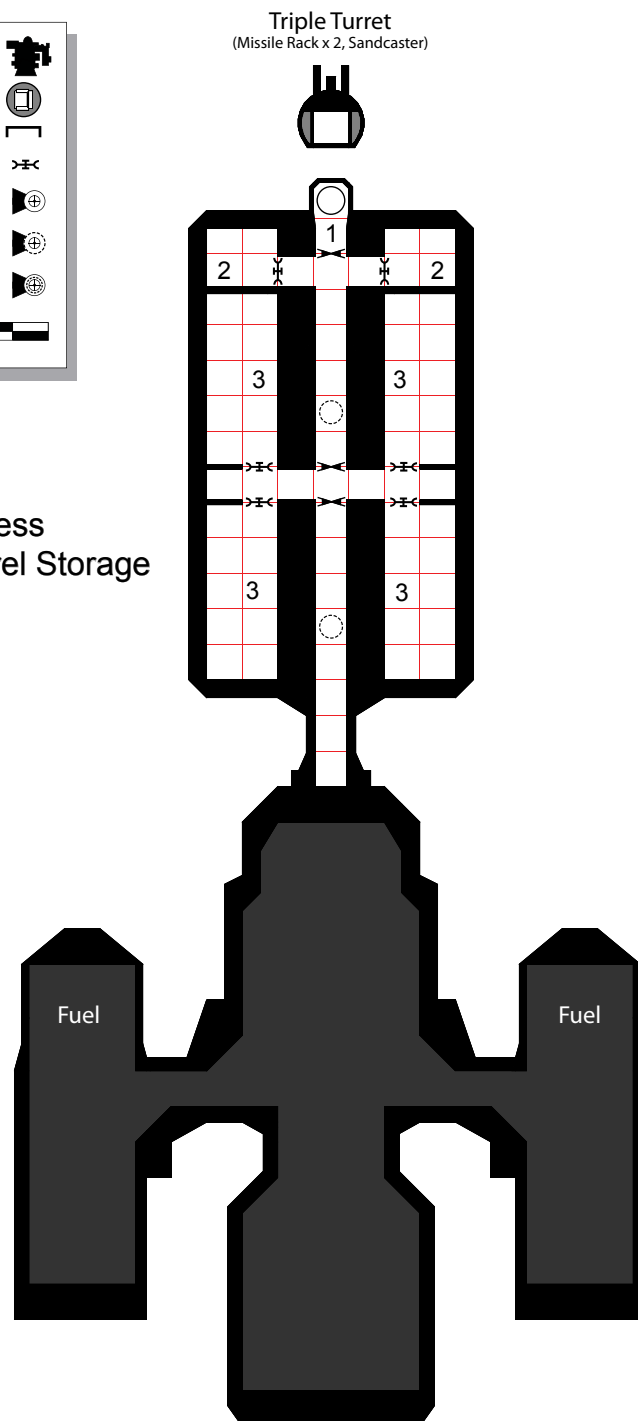


Surtr Class Bombardier Warship

Level 3 Bottom Deck



1. Lower Turret Access
2. Sand Caster Barrel Storage
3. Missile Magazine



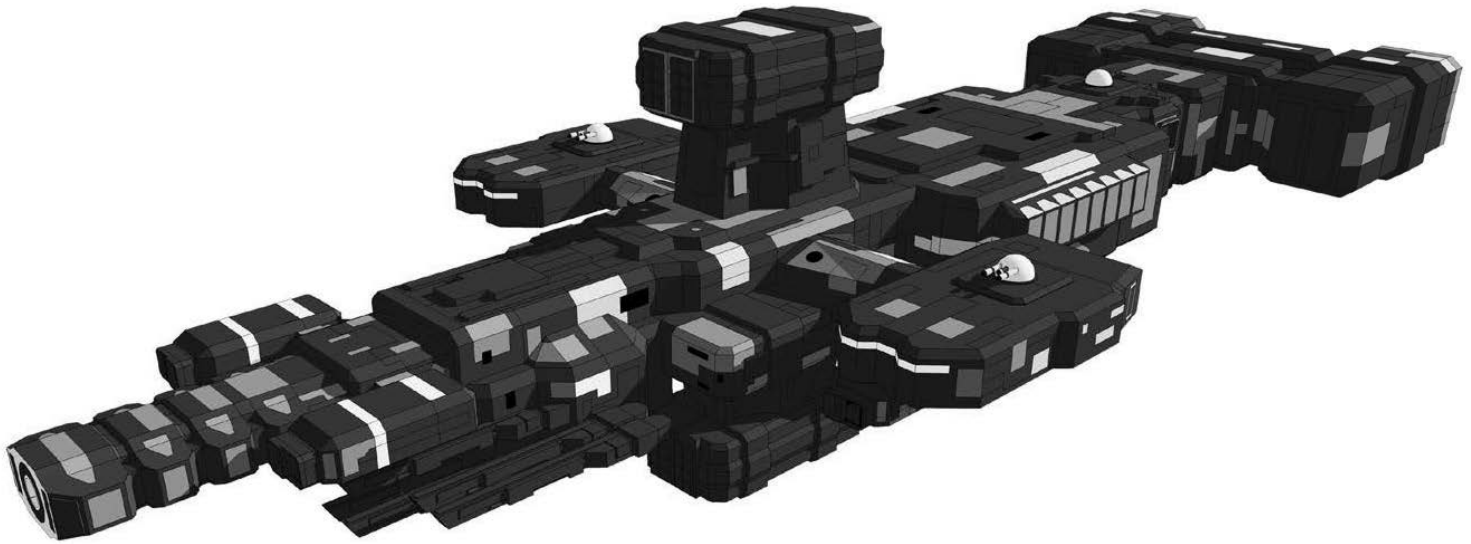


Jarl-Class Fleet Command Ship (TL10)

The primary naval command asset in the Confederation planetary navies, the *Jarl* is a titan amongst the comparatively smaller ships in Sword Worlder fleets. It is a sprawling spacecraft built to stand its ground at the centre of any engagement, weathering the storm while delivering significant counterattacks. Slow and ponderous, the *Jarl* is laden with numerous weapon and defence systems to make up for its lack of manoeuvrability. This includes the expensive and terrifying *Svartskie* ('Black Sky') orillery railgun platform; a weapon designed for eliminating entire enemy cities – when necessary.

The *Jarl* is built like most other Sword Worlder vessels. It has tight conditions, a lack of storage room except for each crewman's own personal gear and redundant systems aligned throughout the hull. Something that Sword Worlds designers could not institute in smaller crafts but always wanted to, the *Jarl* supports two complementary-but-not-reliant primary system areas. Complete and functional alternate command bridge, service airlock and briefing rooms exist at opposed sides of the spread-out vessel to serve the command staff in case one or the other is compromised. It is expensive and somewhat wasteful of space when not needed but when the command bridge takes a direct hit and it takes minutes instead of hours to bring a second, *fully equipped*, command bridge back online – there is little reason to doubt its utility.

There are four *Jarls* in fleet service at most times in the Sword Worlds. The *Siegfried* patrols the planetary orbits surrounding Gram and Tyrting. The *Valisson* is commonly deployed on a month-to-month basis around Biter, keeping a close watch over the routes to and from the Metal Worlds. The *Wulvenhoar* lies in orbit over Narsil, a leftover from the last engagement against local interplanetary rebels. The *Jormungander* is the only open-patrol command element the Confederation Patrol keeps within the subsector, always roving from planet to planet just to 'check in' and make sure its massive array of firepower could not be put to good use on the Patrol's foes.





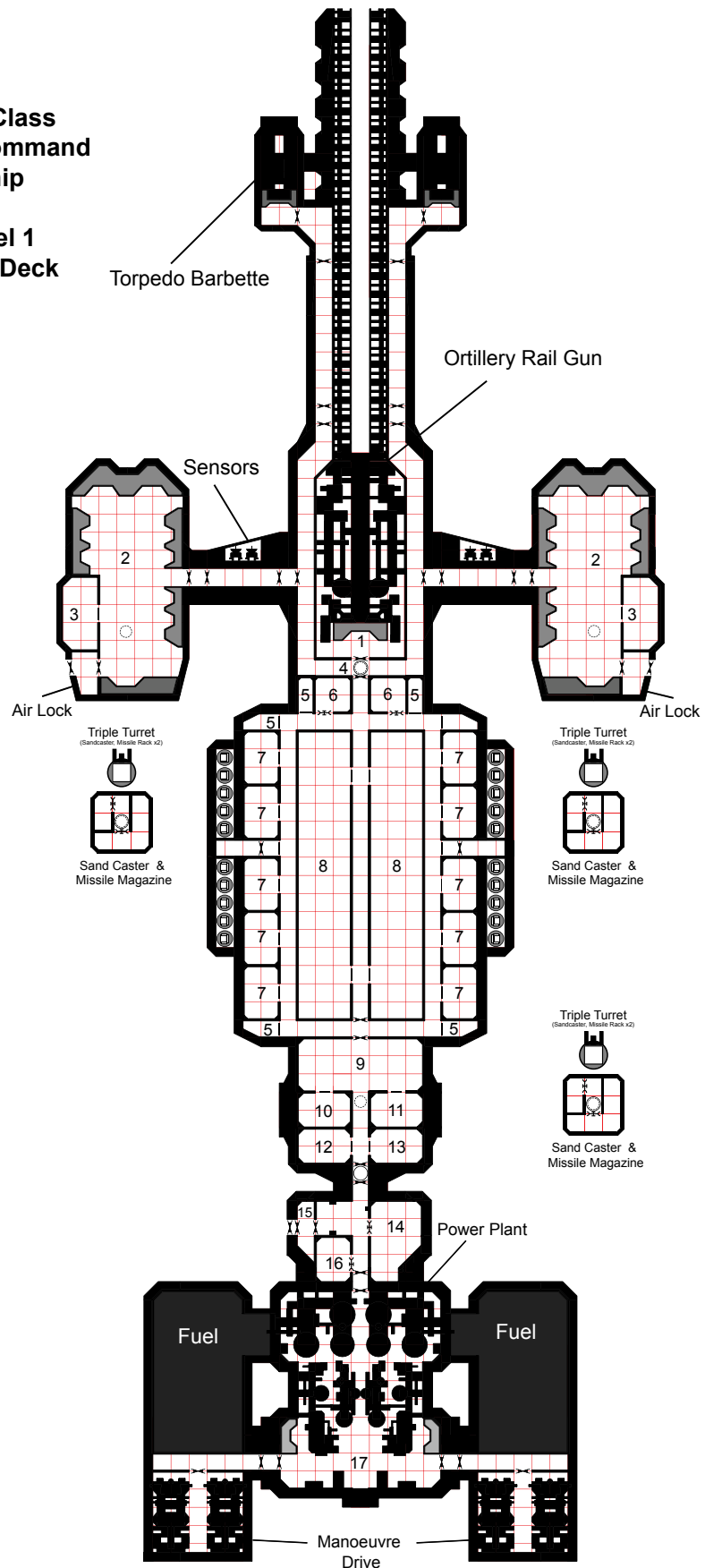
Jarl-class Fleet Command Ship			Tons	Price (MCr)
Hull	2,000	Hull 40	—	180
		Structure 40		
		Distributed	—	—
Armour	Titanium Steel	12 pts	600	60
Jump Drive N		Jump 2	70	130
Manoeuvre Drive N		Thrust 2	25	52
Power Plant R		Rating 3	49	128
Bridge			40	10
		Secondary Bridge Assembly	40	10
Computer	Model 2/fis bis	Rating 10;Hardened, Jump Control		0.32
		Specialisation		
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Ortillery Railgun	51	30
	Hardpoint #2	Heavy Missile Bank	51	12
	Hardpoint #3	Large Railgun Bay	101	60
	Hardpoint #4	Missile Bank	51	12
	Hardpoint #5	Torpedo Barbette	5	3
	Hardpoint #6	Torpedo Barbette	5	3
	Hardpoint #7	Torpedo Barbette	5	3
	Hardpoint #8	Torpedo Barbette	5	3
	Hardpoint #9	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	1	2.75
	Hardpoint #10	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	1	2.75
	Hardpoint #11	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	1	2.75
	Hardpoint #12	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	1	2.75
	Hardpoint #13	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	1	2.75
	Hardpoint #14	Triple Turret (Sandcaster/Missile Rack/ Missile Rack)	1	2.75
Ammunition		40 Ortillery Railgun Rounds	20	
		1000 Railgun Rounds	50	
		120 Nuclear Missiles	10	
		240 Standard Missiles	20	
		24 Basic Torpedoes	60	
		120 Sandcaster barrels	6	
Fuel	464 tons	One Jump 2 – Four weeks of operation	464	
Cargo	84 tons		84	
10 Staterooms		Double Occupancy	40	5
Extras				
	5 x Armoury		10	2.5
	Boarding Defences		20	20
	2 x Briefing Room		8	1
	Cramped Barracks	Room for 50 Marines/Passengers	50	5
	Escape Pods	20 Pods	10	2
	Ship's Boat		30	16
	Vault		12	6
Software		Manoeuvre/0		—
	Library			—
	Auto-Repair/1	Rating 10		5
	Evade/1	Rating 10		1
	Fire Control/2	Rating 25		4
	Jump Control/2	Rating 10		0.2
Maintenance Cost (monthly)				0.065
Life Support Cost (monthly)				0.105
Total Tonnage & Cost			2,000.00	781.52

Jarl Class Fleet Command Ship

Level 1 Main Deck

1. Ortilery Fire Control
2. Bridge
3. Briefing Room
4. Dorsal Missile Tower
Access
5. Fresher
6. Armoury
7. Stateroom
8. Crew Barracks
9. Common Room
10. Galley / Pantry
11. Ward Room
12. Training Room
13. Med Bay
14. Main Armoury
15. Airlock
16. Security Office
17. Engineering

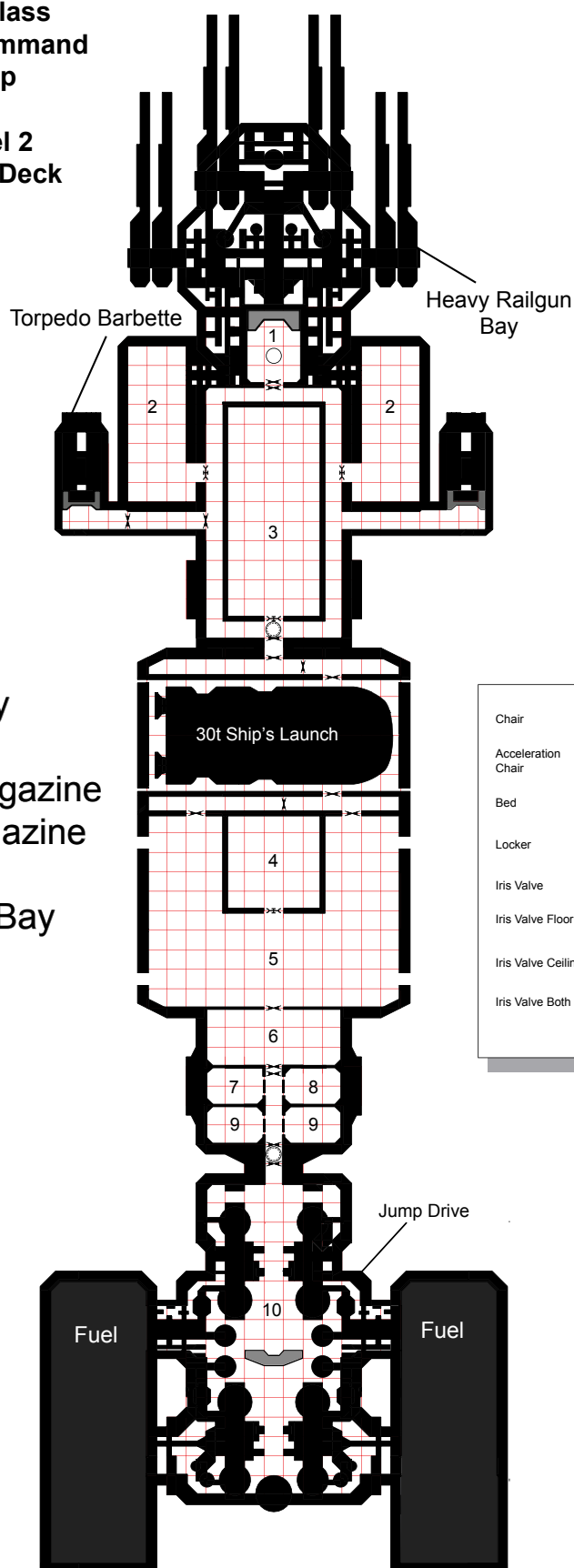
Chair		Machinery	
Acceleration Chair		Escape Pod	
Bed		Access Panel	
Locker		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both			
		1.5 Metres	
		3 Metres	



**Jarl Class
Fleet Command
Ship**

**Level 2
Cargo Deck**

1. Rail Gun Bay
Fire Control
2. Rail Gun Magazine
3. Orillery Magazine
4. Vault
5. Main Cargo Bay
6. Cargo Bay
7. Office
8. Wardroom
9. Workshop
10. Engineering



Chair		Machinery	
Acceleration Chair		Escape Pod	
Bed		Access Panel	
Locker		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both			

1.5 Metres
3 Metres

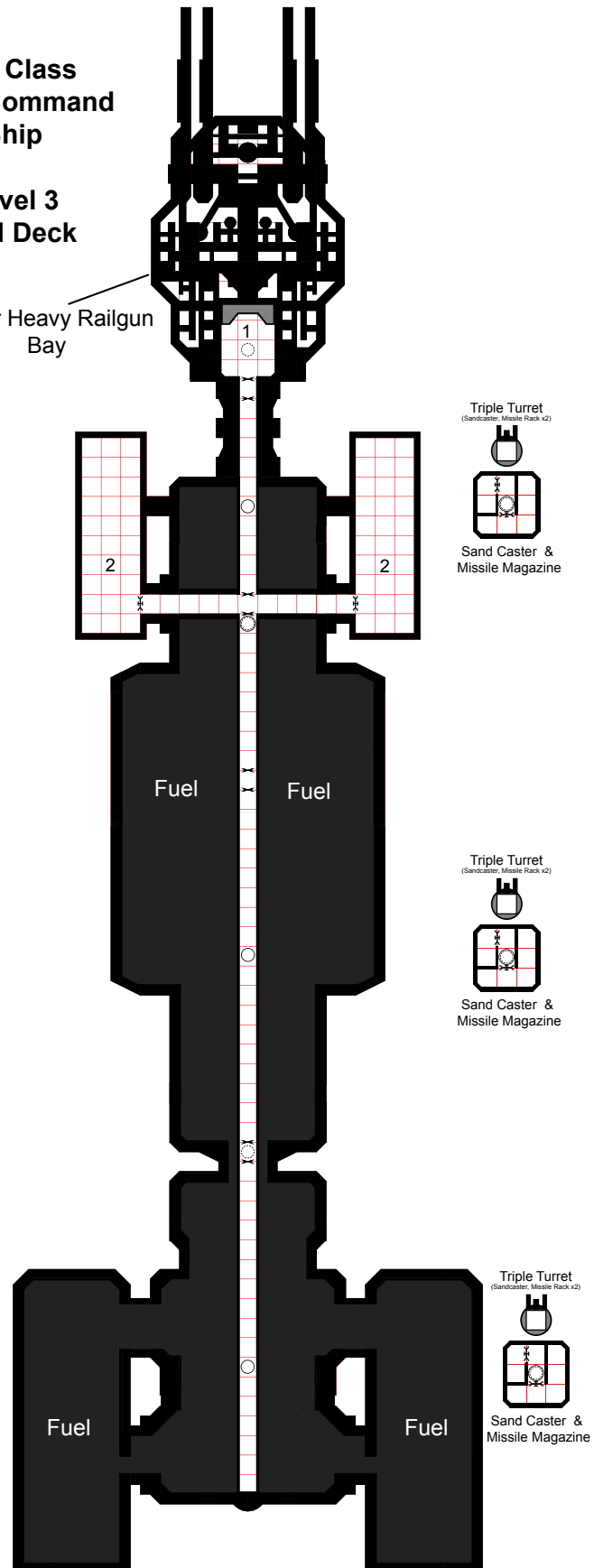
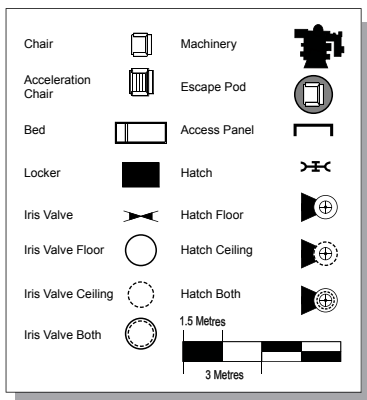


Jarl Class
Fleet Command
Ship

Level 3
Fuel Deck

Lower Heavy Railgun
Bay

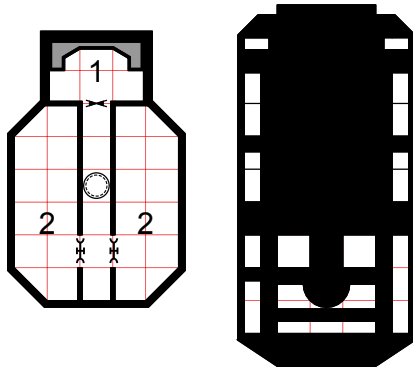
1. Rail Gun Bay
Fire Control
2. Torpedo Magazine
3. Ventral Missile Tower
Access





Jarl Class Fleet Command Ship

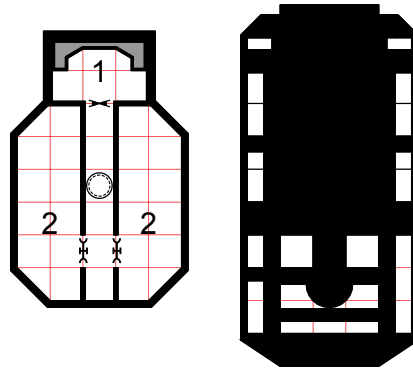
Dorsal Missile Tower



1. Missile Bay
Fire Control
 2. Missile Magazine
- Missile Bay
(6 Metres High)

Jarl Class Fleet Command Ship

Ventral Missile Tower



1. Missile Bay
Fire Control
 2. Missile Magazine
- Missile Bay
(6 Metres High)

ENCOUNTERS

Encounters that take place within the Sword Worlds (and some of the minor neighbouring worlds) are similar to those that take place within the Imperium or the Darrian Confederation. They are often the crossing of paths with adventurous types and hardworking Swordies trying to make a living in their corner of space. This sometimes includes Aslan, Darrian or even Zhodani outsiders who happen to be in the area but Sword Worlder humans make up the great majority of noteworthy encounters. Foreigners in the Sword Worlds are treated with as much respect as they earn; especially anyone bearing obvious Imperial or Darrian patronage, who will need to work that much harder to overcome political prejudice.

Even taking into consideration the harsh treatment that convicts and known criminals receive from law enforcement agents, there is a lot of organised crime throughout the subsector. Sword Worlders generally do not advertise their relations with such syndicates but they tend to look out for outsiders who might be able to further their nefarious plots and schemes. This is why strangers or off-world visitors are considered great tools for Swordie criminals to utilise.

Visitors to the Sword Worlds can expect to receive one of two types of welcomes – abrasive or extra abrasive. That is, of course, until the Sword Worlders gauge the degree of usefulness and potential threat in the visitors. There is not a great deal of trust afforded for outsiders; if acceptance, or in the least tolerance, can be gained however, Swordies are extremely good hosts. It is a difficult boon to garner but a worthwhile one.

Social misdeeds and blatant arrogance are commonplace in average company on the Sword Worlds, making etiquette and 'proper' graces as out of place here as normal Swordie culture is in Imperial territory. Minor rudeness and disagreements – so long as they do not break local legalities – are frequently forgiven or can even go unnoticed.

Sword Worlders have two distinct outlooks while working with them on a professional level. Jovial and gregarious during pleasurable activities while direct and bluntly aggressive in business practices, Sword Worlder professionalism is a dichotomy that takes some getting used to. It sometimes takes a dozen or more interactions with a particular Sword Worlder before they loosen up and enjoy themselves!

Behaviour and local legal edicts in the Confederation varies from planet-to-planet but throughout the Sword Worlds visitors can expect to have to work toward acceptance from most of

the populations. They can forge steadfast friendships after that transition though; as the Swordies will draw blades and dodge bullets for those who they can earnestly call *vaenen*, or 'friends'.

RANDOM SWORD WORLDERS

Referees and players can use the following table to generate random Sword Worlders as Patrons, Allies, Contacts, Rivals, Enemies or just basic encounters during an adventure.

Profession or Archetype

Roll	
11	Nomadic <i>Unvulf</i>
12	Wealthy Mogul from Anduril
13	Jungle Hunter from Beater
14	Influential Noble
15	Elder Veteran Patrolman
16	Wandering <i>Skald</i>
21	Army <i>Kaptajn</i>
22	Aesirist <i>Godar</i>
23	XBoat Support Staff from Biter
24	Traditional Archivist
25	<i>Lokii</i> Troublemaker
26	Coladan Nuclear Researcher
31	Botanist from Durendal
32	Syndicate Blockade Runner
33	Travelling Merchant
34	Planetary Naval Pilot
35	Confederation Advocate
36	Marines Field Surgeon
41	Fortarn Employee from Dyrnwyn
42	Excalibur Revolutionary
43	Gram Naval Officer
44	Darrian Agent
45	Mega-rancher from Gungnir
46	Anti-Imperial Terrorist
51	Mjolnirian Aesirist Missionary
52	Component Engineer
53	Weapons Researcher
54	Patrolman
55	Adolescent Male
56	Sacnoth Psionic Tutor
61	Tizonian Artiste
62	Aslan Colonial
63	Zhodani Spy
64	Joyeusean Citizen-Soldier
65	Metal Worlds Industrialist
66	<i>Jäger</i> Kommando



Motivation

Roll	
11	Needs medical aid
12	Spreading personal theology
13	Passing important information
14	Personal curiosity
15	Rearm or Resupply
16	Expand intelligence on local culture
21	Needs a new career role
22	Looking for a martial challenge
23	Kill a rival
24	Locate a lost heirloom
25	Escape from the Patrol
26	Seeking an honourable death
31	Prove worth to armed forces
32	Earn back familial honour
33	Learn to drive a grav tank
34	Revenge against an enemy
35	Start an Aesirist Shrine
36	Kill a deadly beast in combat
41	Drink, sing and enjoy life
42	Discover the influence of the Ancients
43	Test new weapon technology
44	Betray a close ally
45	Stop an Imperial incursion
46	Share a bond with a non-Sword Worlder
51	Sell Sword Worlder technology
52	Cover up familial dishonour
53	Look for Sacnoth psions
54	Murder an enemy
55	Take control of a military unit
56	See an Aslan world
61	Uncover a terrible secret about a Sword Worlder noble line
62	Acquire a Darrian weapon
63	Locate a <i>Gram</i> -era artefact
64	Avenge a fallen comrade
65	Become a planetary champion
66	Plot the downfall of the Imperium

Distinguishing Features

Roll	
11	Dangerously untrusting
12	Twirls pistol when bored
13	Uses nonsensical profanity
14	Bears numerous facial scars
15	Always over-equipped
16	Missing one eye
21	Smells of potent liquor
22	Heavily muscled and athletic
23	Mixes Sagamaal with Galangic
24	Chews a potent herb obsessively
25	Roguishly handsome or devilishly sultry
26	Uncomfortably optimistic
31	Suffers from common illness
32	Covered in Aesirist tattoos
33	Wears hair in numerous long braids
34	Flaunts physical prowess
35	Hates the colour red
36	Talks incessantly about past sexual conquests
41	Wears hair and/or beard in flamboyant styles and colours
42	Violently xenophobic
43	Has numerous obvious cybernetic implants
44	Refuses to ever be unarmed
45	Drinks far too much
46	Has a model-esque physique and shows it off
51	Believes in 'shoot first, ask questions later'
52	Despises firearms of all kinds
53	Awkwardly interested in aliens
54	Uses too many Aesirist metaphors
55	Traces lineage to a Frontier War hero
56	Complains constantly
61	Eschews modern technology
62	Unnecessarily cruel
63	Hums or sings to fill in silent times
64	Requires oaths and promises to afford trust
65	Narcissistic and Egotistical
66	Bears powerful natural psionics



Random Male Names

Roll		Roll	
11	Ansgar	41	Bjorn
12	Viggo	42	Hofun
13	Peder	43	Olrik
14	Dolf	44	Svein
15	Valbrand	45	Hröarr
16	Gagni	46	Bragi
21	Jerle	51	Frans
22	Ragnar	52	Karl
23	Eyvald	53	Rorik
24	Kristoffer	54	Ingjald
25	Tobias	55	Gaetir
26	Sali	56	Magnus
31	Vebjorn	61	Dominikus
32	Gram	62	Thormod
33	Mark	63	Olaf
34	Sigefred	64	Harek
35	Osferth	65	Vulfe
36	Hasvir	66	Padraig

Random Female Names

Roll		Roll	
11	Aud	41	Ikush
12	Kirsten	42	Nanna
13	Ota	43	Lisbet
14	Abigail	44	Gunhild
15	Hrefna	45	Rea
16	Ragna	46	Regina
21	Bera	51	Ingolv
22	Helge	52	Lucia
23	Ingrid	53	Eva
24	Borghild	54	Rosa
25	Vesta	55	Susanna
26	Maera	56	Fastvi
31	Dagne	61	Tullia
32	Jaddvor	62	Solvor
33	Freydis	63	Karina
34	Sigyn	64	Frida
35	Una	65	Marina
36	Grete	66	Katla

If necessary, the following table can be used to generate a Sword Worlds family name used by many Aesiren, nobles and other old-minded or traditionalist Sword Worlders.

Random Family Names

Roll		Roll	
11	Arge	41	Heiberg
12	Rieper	42	Slodi
13	Hjalmar	43	Aska
14	Sokki	44	Roesdahl
15	Bogedal	45	Hos
16	Schroeter	46	Spilli
21	Karlseffni	51	Kisi
22	Sellevoid	52	Clahn
23	Kruhl	53	Sharudkarin
24	Staki	54	Lander
25	Dahl	55	Staer
26	Long	56	Licht
31	Sigar	61	Steil
32	Raaby	62	Damsgaard
33	Stif	63	Skarki
34	Eberlein	64	Rath
35	Slengr	65	Strikr
36	Reuter	66	Grimlot

Sample Sword Worlder Patrons

Sword Worlder patrons, like any others, can stem from all sorts of careers and varied walks of life. A Sword Worlder is likely to only hire those they trust for jobs they can be proud of, leaving less savoury tasks they feel could be kept secret to outsiders. Sword Worlders try to hire from within their own people to preserve the Confederation's self-reliance but sometimes an outsider is exactly what they need to get a job done.

The following patrons are Sword Worlders that have gotten to the point where they will hire from all races, cultures and political leanings as long as they can stand by the consequences of their actions.

Atri Istirsson Hald, Art Historian

Requirements: Recon, Sensors, Survival; spacecraft

Rewards: Expenses plus Cr. 50,000 per location investigated

Player's Information

Atri Istirsson Hald is an ageing art historian on Tizon. His salt-and-pepper hair is tightly braided and he always seems nervous for some reason. He has been studying the *Reikistjarnahalle* on Tizon for the last year, finding a series of odd flaws in the artist Tomas Groenvald's globe sculptures of the Sword Worlds. Believing these flaws to be a code or map of ancient – perhaps even *Ancient* – origins, he has settled on the adventurers as the ones to help him get to where he needs to go and uncover this new secret of the *Reikistjarnahalle*.



Referee's Information

Atri is a bit of a conspiracy theorist and has been looking for a way to 'make his mark' for years. The tasks he asks of the characters will need to be researched in order to know whether or not they are just figments of Atri's imagination.

- The characters are asked to investigate six different marks on four different Sword Worlds; Tizon, Colada, Joyeuse and Mjolnir. When located, the marks only lead to more questions despite being heavily guarded by genetically-altered, ultra-aggressive predators native to each planet.
- As for 1 but Atri has imagined the importance of these marks on the *Reikistjarnahalle* globes. Serendipitously however, the 'mark' on Joyeuse is located close to a stockpile of old Frontier War weaponry hidden for the revolutionaries' use. After the characters deal with the guard beasts, a group of Joyeusean soldiers from one side or the other will come for those guns.
- Only one mark is decipherable to the point of being worth investigating; the one Atri located on Sting. Unfortunately it is located several hundred kilometres away from any of the hab-cities or a starport and on a shelf of planetary crust too thin for a starship to land upon. This means acquiring a grav truck or other personnel vehicle and making a long and dangerous trip out to the tainted wastes to find the mark's meaning – the burial mounds of Sting's original high-technology inhabitants.
- Atri has terribly miscalculated the actual location of the mark he wants investigated on Hrunting, unluckily placing it within a kilometre of a secret Darrian staging ground for spies headed deeper into the Sword Worlds. Although they will not be expecting company, they will react to intrusion quickly and with extreme prejudice.
- All of Atri's marks, one for each of the 19 Confederation worlds, tie in with natural deposits of a very expensive – and highly radioactive – mineral mixture that the Sword Worlds could put to great use. Once tracked down to a precise location and discovered for what they are, the coordinates of these sites can be sold to local industry and the deposits can be flagged for mining. Each site location would be worth hundreds of thousands of Credits... and hundreds of Rads worth of exposure.
- There are seven marks on seven planets; forming a spacelane route from Narsil to Hofud. Each mark designates a tiny shelter of Ancient design that hides a small fragment of a device that will power up when assembled in Hofud's outer orbit – revealing itself to be the remote ignition

component of a powerful and very old warship hidden in a magnetically-charged asteroid field.

Hröarr Bragisson Eberlein, Hunting Soldier

Requirements: Athletics, Gun Combat, Recon, Survival

Rewards: Travel expenses plus Cr. 500 per day of wilderness travel; Cr. 100,000 if a magniphant kill is made.

Player's Information

Hröarr is a one-eyed, retired soldier who enjoys a good hunt now and then. He introduces himself to the characters by dropping a heavy hunk of raw ivory tusk upon their table. He claims that it is the *tip* of the tusk from the elusive and deadly magniphant of the thick jungles of Beater. Being alone on his last safari allowed him only one shot; the near hit that ripped the ivory chunk from one of its tusks. He asks the characters to join him on his return to Beater to help corner and kill another one.

Referee's Information

Bragisson is a typical Sword World veteran with dozens of war stories to tell while on the hunt but there is one in particular that may come to haunt the characters' time at his side.

- The Licht family clan has been in a feud with the Eberleins for over 20 years. Striking at an honoured member of the family, Hröarr, while he is on safari would be a great step toward winning the familial contest. This means that Beater will have two hunts going on; the characters' hunt for the magniphant while a group of Licht family enforcers hunt for them!
- Hröarr was instrumental in the removal of an Imperial insurgent cell in his late years of deployment with the corps. His savagery was intense and infamous, labelling him *Jötun Blodi*. The Imperials have not forgotten his brutality and have dispatched a deadly assassin to deal with him and anyone who gets in its way. The heavily *modified* professional killer has tracked the 'Bloody Giant' to Beater, where he plans to leave Hröarr's headless body to rot.
- Magniphants have unbelievably good object memory due to their innate minor psionic abilities and one of the big alpha bulls on Beater remembers Hröarr and his scent. Considering he was the one that shattered one of the beast's tusks a few weeks ago, this monster seems hell bent on vengeance for the Sword Worlde's 'ballistic dentistry'.
- One of Hröarr's old wartime allies, an Aslan he calls *Enmetals Djur* or 'An Animal of Metal', is a battle dress Hierate soldier. Invited to join the hunt, the alien comes over-prepared and equipped to deal with anything Beater



has to offer. The only issue is, unfortunately the inaudible hum of his armour's power pack is a beacon to a number of aggressive predators found in the planet's jungles.

- Hröarr's timing for the safari trip could not be much poorer. Three days after the characters land and enter the jungle the annual heavy water monsoons will begin. These rains last for several weeks and turn the jungle into a treacherous and muddy killing field for the chiroraptryx flocks that thrive in the treetops. The magniphant will be tucked safely away in its den to avoid these swooping killers; the characters will not be so lucky.
- On the first night of the characters' safari, a bright light followed by a ground-shaking impact a few kilometres away awakens them all. The Imperial prison transport *Tartarus*, on its way to a super-max security prison moon in the next sector, has crashed into the jungle. The 16 hardened criminals that survived the impact overcame their guards, armed themselves and are now loose in the wilderness. Considering no Imperial agencies have jurisdiction here, it will be months before the Confederation allows bounty hunters to come and scoop them up. This is, of course, if the convicts do not find Hröarr's ship first...

Helge Karolsdottir, A Marriage of Inconvenience

Requirements: Carouse, Deception, Persuade

Rewards: Cr. 100,000 plus Cr. 10,000/parsec of travel to reach Orcrist

Player's Information

Helge Karolsdottir, only offspring to the heavily wealthy and recently deceased Karol Edjsmith, is undeniably attractive; her long blonde hair and sparkling blue eyes speaking of her Sword Worlder heritage. Having just turned 24 years of age, she needs to be legally married before she can claim her sizeable inheritance. She wants to pay one of the characters, the one who looks the most like a traditional Swordie, to join her on Orcrist for a short-lived marriage of convenience long enough to finalise the inheritance.

Referee's Information

There is a special exception clause in Karol's will that gives his nephew Hasvir control over the fortune if Helge is not able to collect within 90 days of Karol's passing.

- Helge discovers that she must be married for a full Orcristan year before her husband gains access to the inheritance accounts. In this time there will be many social events and family gatherings that the character will be expected to attend; excuses will only go so far before Hasvir's advocates begin digging into what is really going on.

- Hasvir believes something is suspicious about Helge's new husband and begins to look into him and his close friends. Events in the characters' pasts might soon be uncovered, perhaps causing old ghosts long forgotten to return to haunt them.

- Helge has not been a model daughter and Hasvir is appalled at the idea of her getting the family fortune. A campaign of misinformation, slander and threats has begun to try to scare the characters away from the family in the hope that she will leave with them. She does not scare easy however and will offer the characters double her offered wage to 'put the fear of Hel in Hasvir'.

- A local skald releases scandalous photos of Helge with her true lover in the local media. Numerous family members – Hasvir at the lead of them – approach the 'husband' and demand that he challenges the marital usurper to a duel in order to preserve the family's honour. Accept and he might be forced to kill Helge's one true love; refuse and invite suspicion to the veracity of their marriage.

- A few weeks into the counterfeit marriage, Helge reveals that she has true and honest feelings for her 'husband' and questions whether or not she will allow the charade to end when the inheritance is accessible. She offers a loving relationship surrounded by wealth and influence in exchange for the greatest gift she can receive... a child.

- The terms of Karol's will are very specific – Helge must not only be married to receive her father's fortune; she must also provide the family with a male heir.

Viggo Tve Svaerd, Penitent *Unvulf*

Requirements: Investigate, Language (Sagamaal), Persuade, Streetwise

Rewards: Cr. 500 plus a Darrian 'trinket' (TL15 Personal Shield Generator)

Player's Information

Viggo was ostracised from the Aesirist church for getting involved with outsider politics that caused the death of a beloved *godaren* priest. He spent the next five years as one of the wandering *unvulfnir* but now wants to return to the church. His tanned and well-muscled body is a map of the scars he received making amends for his transgressions, with a story to go along with each one. Viggo wants to hire the characters to help him find where his congregation has gone to, as he has been gone far too long to know any worshippers left in the area.



Referee's Information

Being an *unvulf* has put Viggo in many situations where he has to do things that most Sword Worlders might even blanch at the sight of. He lives as the teachings of the Aesir tell him to; he lives by the sword and will die with a weapon in his hand. This lifestyle has made him several enemies and allies but far more of the former.

- One of Viggo's adventures while he has been a lone wolf left an Imperial explosives engineer disfigured and nearly blind after a brutal bar brawl. This Imperial has desired revenge for two years now, tracking Viggo everywhere he has gone but has always been a few days or weeks behind. Now that Viggo has decided to stop and rejoin the congregation, 'Scar' can try to deal with him. As his plans include a large incendiary device, the characters will be in grave danger as well.
- While the characters are trying to find the Aesiren for Viggo, two Darrian justice officers approach them quoting a number of legal edicts and citations from the Taledh Codes. The two officers claim that Viggo is wanted for the unexpected impregnation of a Darrian noblewoman named Elha Orchid Vineblud. Viggo remembers a drunken tryst with a 'tall, pretty woman' named Orchid, so it is possible this paternity issue is actually his responsibility. Aesirists believe very heavily in the power and responsibility of a parent, so if the characters will accompany him to the nearest Darrian territory, he would like them to make sure this is not some kind of 'pointy-eared trick'.
- A powerful clan noble in the Damsgaard family, a merciless industrialist named Jerle has devious plans for Viggo and his new friends (the characters) that include a midnight kidnapping, heavy sedation and an untimely drop-off somewhere in the wilds of Beater.
- The son, Peder, of the godaren that Viggo's enemies killed to get at him is now in control of the shrine and all of the Aesiren here look to him for guidance. When Viggo returns to try to rejoin the congregation, Peder will command his followers to 'test the lost brother and his new shepherds' – through trial by combat!
- For whatever reason, Viggo has a pack of Vargr bounty hunters after him. These huntsmen are relatively green when it comes to training and far too eager. This makes them heavy on their triggers and not too considerate of collateral damage. Considering they are armed with high-radiation energy weapons and fragmentation grenades, this can be a major problem when the Vargr confront Viggo and the characters in a public square.

- Viggo is welcomed back with open arms into the shrine and a huge feast – complete with drink, women and song – for him and the characters. It is a celebration of what Viggo had to endure as an *unvulf* but the Aesiren attending will gladly listen to any stories of adventure and action the characters are willing to share. If they are particularly good at storytelling or have extremely unique tales to tell, they may even earn invitations to the church.

Sir Renjamin Hollister, Knight in Exile

Requirements: Astrogation, Pilot, Sensors, Stealth; Jump-capable spacecraft

Rewards: Cr. 250,000

Player's Information

A middle-aged Solomani whose personal grooming has fallen into disservice over several years of hiding out in the Sword Worlds, Sir Renjamin is an Imperial knight who ran from a personal tragedy in his noble line. He has kept a good array of contacts and informants on the outskirts in order to know the status of his brothers and sisters. It was through this network of rumours that he learned of his younger brother Ulys being killed in combat. As Ulys was the primary reason why Renjamin had to self-exile, it stands to reason he could return to his old life. Imperials are not well-liked in the Sword Worlds however and he wants to pay the characters a handsome sum to sneak him off the planet and to a nearby Imperial world.

Referee's Information

Sir Renjamin's self-exile into the Sword Worlds was due to a terrible secret that Ulys uncovered about him. In order to stand closer to the role as family patriarch, Ulys gave Renjamin the chance to leave and never come back before he leaked this dark secret to the rest of the family and the ravenous media hounds.

- Ulys is not dead. He learned of Renjamin's information network and fed them the story to get his brother to surface – so he may finish him off and be done with the charade.
- Sir Renjamin's horrible secret is a scattered chain of bastard children up and down the settlements of the Metal Worlds, many of whom he is only barely aware of in the first place. Some of the mothers of these children have spread the word of his dishonourable behaviours, making him showing his face anywhere a dangerous risk – as there are many Swordie brothers and fathers who do not take having Imperial-spawn cousins lightly!
- Ulys was killed in combat but not with enemies of the Imperium. He was killed in a back alley knife fight with pirate smugglers that he was dealing with over a few



hundred thousand Credits worth of stolen goods. The smugglers were never found or dealt with by the family in order to avoid scandal but Sir Renjamin was never made aware of such things. When he surfaces, the smugglers will surely think he must be on to them – and they will go on the offensive.

- The media has been aware of Sir Renjamin for several months, watching his movements in case he ever becomes a 'hot item' for a good scandal. This means the characters will be in the limelight whether they deserve it or not if they help Sir Renjamin. This could broadcast their location and activities to their enemies – who will surely come for them once the story comes to light.
- One of Renjamin's informants is a devious scoundrel who has concocted the story about Ulys' death in order to get the knight to come forward about his location. There is a Sword Worlder criminal syndicate that runs a vicious gladiatorial fighting circuit on Gram. They have offered Renjamin's informant a huge sum of money to give them an Imperial knight to fight and die for the crowd. They will still pay for the characters as well, just not as much; more of a 'purchase of convenience'.
- Sir Renjamin believed he was ready to rejoin Imperial society but he was wrong. Somewhere during the trip home, long beyond the halfway point, he will have a complete breakdown. He will barricade himself in a small area and demand to be brought back to his backwater hideout – even becoming violent if the characters refuse... or demand payment he cannot afford without re-joining the family.

Ulrika Rashdottir Heiberg, The Valkyrie of Dattrillian

Requirements: Athletics, Gun Combat, Melee, Streetwise

Rewards: Medical bills plus Cr. 50,000/successful Imperial raid

Player's Information

A vicious and manly Swordie woman with a score to settle against the Imperials on and around Dattrillian, Ulrika is technically a noblewoman of vast wealth and prestige in the Confederation – something she tries her best to forget. Drowning her sorrows in the blood of Imperials, who were responsible for her father and brother's deaths, she has brought her vengeance to a new level. She asks the characters to do one simple thing for her; she wants them to accompany her in performing a number of murderous raids on a number of Imperial targets.

Referee's Information

Ulrika's raids could get her and the characters into serious trouble with legal agencies on all fronts. The Imperials obviously will have issues with their people being attacked but the Sword

Worlders will not look too kindly upon one of their noble women causing such a wanton ruckus.

- Ulrika's first target is the real test of the trustworthiness of the characters. She leads them to a commercial transport in a space dock with four Imperial military passengers in its manifest. Ulrika then explains that anyone who gets in the way is also a target – even the civilians.
- The Imperials have gotten fed up with Ulrika's campaign of terror and have dispatched several two-man agent teams to stop her. Equipped with higher technology weapons, protection and equipment than can be found in the Sword Worlds Confederation, they will prove to be a constant and harrowing obstacle for Ulrika and the characters. If overcome however, Ulrika will have no problems using these new toys against the agents' countrymen!
- One of Ulrika's targets is a night raid on an ammunition hauler in the middle of nowhere on the planet Hrunting. Although she believes this shipment to be a secret Imperial supplier, it is actually from a Darrian source – which is just as good an enemy in Ulrika's opinion!
- Ulrika is very badly wounded in one of the raids and there is a question as to her survival. The characters have an important decision to make about getting her the aid she needs; cybernetic prosthetics will fix the problem easily enough but Ulrika will hate them for it. Do they go ahead and order the augment to ensure they get paid or do they hope she survives on her own biological merits and risk her death in the medical centre?
- To better instil fear in her foes, Ulrika has purchased a vicious – and highly illegal – weaponised hallucinogen from the Hivers. Using it will be risky and extremely effective but it will label the characters as full-scale anti-Imperial terrorists.
- Ulrika dies to a lucky shot by a defender during the first of her planned raids. This leaves the characters unpaid and on the criminal lists for all local Imperial law enforcement agencies. Although this is a bad situation already, it gets worse. The Heiberg family is extremely distrusting of outsiders and will suspect Ulrika's demise was actually a larger conspiracy against them, unless the characters have ironclad proof to the contrary.

Random Encounters

In addition to random encounters, this section looks at some of the general types of Sword Worlds locales in respect to their differences to their counterparts in human space.



Sword World Starports

Centres for commerce, travel and socialisation, Sword Worlds starports are the common ground through which many outsiders interact with the people of the Confederation. Swordies tend to stick to their own in most settings but within the confines of established starport territory they have to open their doors and make exceptions – else they would not be starports at all.

As the majority of Sword Worlder technology is less advanced than their neighbours', it is easier for the Confederation to keep their starports planetside. They tend to be large, sprawling affairs that double as public marketplaces, community squares, merchant halls and military surplus malls in equal measure. It is the thoroughly mixed purposes of Sword Worlds starports that primarily keep them from being built as orbitals; the local governing forces doing their best to keep them accessible to the general populace.

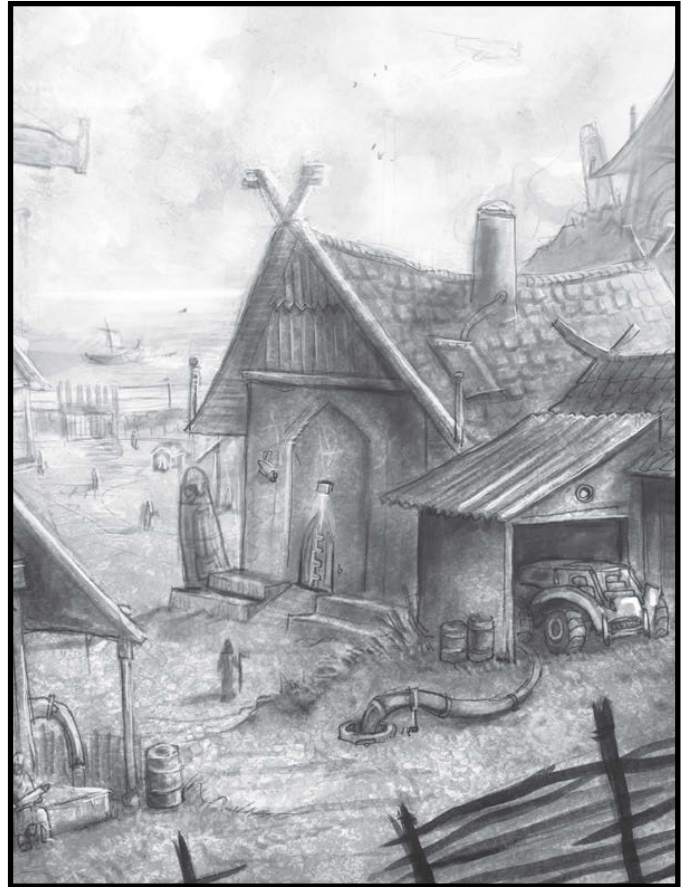
This multiplicity of duties is why open-minded commercial entities or megacorps will best keep their Confederation assets inside starport boundaries. It gives the visiting company a broader patronage with which to interact at a fraction of the cost it would take to tour the Sword Worlds. They are also very well defended, using much of the funding they receive in maintaining starport defences and station personnel. Between the allowance for spending on the facility and the traditional readiness of the Swordies on their own turf, Sword Worlder starports are not easy targets for outside threats

Sword Worlders build their starport facilities as sturdy as they do any other compound, ensuring that they are prepared for the inevitable conflicts that befall the Confederation. Those starports that lie close to the Darrian or Imperial boundaries keep especially high levels of constructed defences; including electrified fencing, security-surveillance suites, gunnery bulwarks and onsite barracks for the Confederation Patrol and their respective armouries.

There are only a few class A starports in the Confederation, with a number of class B facilities rooted on planets and moons where the Sword Worlds have higher populations. Most Sword Worlds starports are class C and D establishments. These are maintained by the local planetary governments and their constituent populations but pay respect and attention to the Confederation as a whole.

Sword World Urbanised Locales

Sword Worlder cities are as distinct and variable as the planets they can be found upon. Built low and dense, Sword Worlds cities are old-minded in their design. Architecture tends to be utilitarian and practical with a leaning toward bleakly plain. Squares and rhomboid shapes dominate basic exterior planning with small windows and thin doors built to bar entrance from potential intruders and protect those inside if battle occurs.



The interiors of Swordie buildings are quite different from those of Darrian or Aslan design, with several subtle aspects appearing in any Sword World building that most might overlook. High ceilings are not just due to the average Sword Worlder's height but also to allow for heavier melee weapons to be swung overhead as well as grenades to be thrown accurately indoors. One-metre-wide hallways and room transitions allow for a single combatant to hold off a line of enemies without getting flanked or faced two at a time. Foyers and through-rooms intermix throughout a building's layout, creating bottlenecks and stalling points where a home's defenders could trap enemies to be dealt with easily. Even though the technology of the Sword Worlders' enemies would likely maintain that home invasions would follow artillery bombardments or orbital strikes, their construction styles retain a style heavily influenced by traditions based on individual men defending their homes against primitive raids and trespass.

Most Sword World communities follow the same ideals in their layout and construction, preferring in yet another way to make sure that any Sword Worlder can be useful anywhere in the Sword Worlds. Those communities that have come to accept the Aesirist faith are even more old-minded in their architecture. Aesiren communities are all based around the importance of the actual shrine and all of the communal *langhúsniir* (Sagamaal



for 'longhouses') in which the Sword Worlders live, work and practice. Angled rooftops that maintain a single walkway down its spine for a pacing watchman, tall and thin window slits line the walls and huge double doors sit on each end. Round stone or sometimes ceramic fireplaces are built in the centre of the buildings to be used for heat, cooking and some rituals – especially the heating of tattoo blades and branding irons. These buildings are the opposite of normal Swordie design, being large and open inside instead of cramped. An Aesiren community is supposed to stand as one against a foe instead of trying to fight them one-on-one and only a huge hall can accommodate a force of warrior Aesiren.

Swordie city infrastructures are built on a spiralling layout instead of an Imperial grid, with the cities' most important structures lying at the city centre. The Confederation *alþinghalla* ('all things hall') is the heart of the city combined with Patrol offices, at least one power plant, one or more manufacturing facilities and the primary armoury – everything a solid Sword Worlder defence needs for the population to hold out against invasion. In concentric circles surrounding these primary structures are layers of housing, commerce and utilities separated by wide, vehicle-friendly streets. In just a few hours of time, a Sword Worlder city populace can shore up in the outer circles to defend it. If one layer begins to falter it can fall back to the next layer, gathering the defenders into smaller areas creating a tighter defence altogether. Should it come to it, the last stand around the city's primary structures will be the highest concentration of defenders all working together as a single unit or force. This shrinking phalanx is one of the greatest hidden assets a Sword Worlder city's layout presents.

Within city limits a lot of Sword Worlders rely on personal transportation to move around. Public transportation services can be too easily sabotaged or damaged, hindering the community too much to be considered useless. Sword Worlders would much rather maintain and fuel dozens of smaller vehicles that can act independently for the community, ensuring that the loss of one does not cripple the transit of the city. Sword Worlders prefer low-tech ground vehicles, even physically-powered

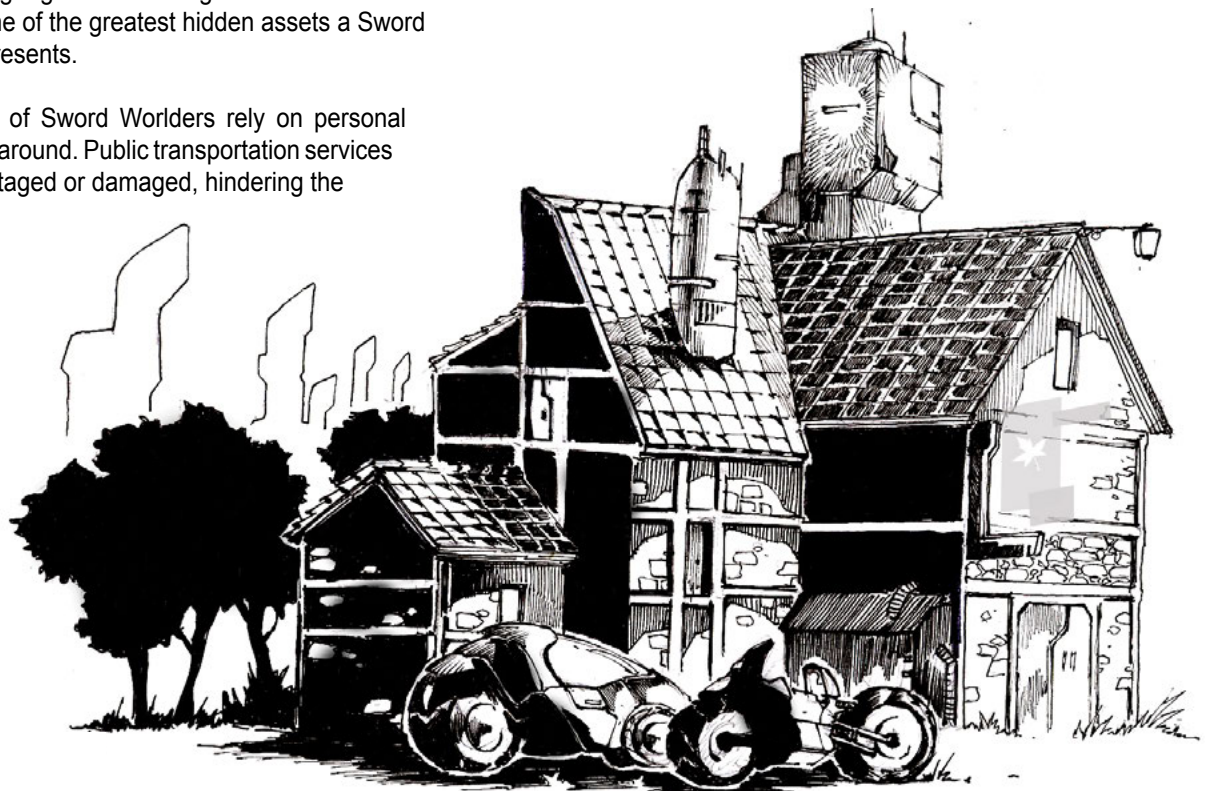
ones like bicycles, to more advanced versions. They do not shun grav vehicles by any means; they just recognise how much less costly replacements and repairs are on 'lesser' models.

On Sword Worlds where atmospheric conditions do not allow for open-air communities, totally subterranean or encapsulated domed habitats allow for the same arrangements of cities to take place. These types of cities do their best to handle the growing levels of air pollution but there is always an 'acceptable level of toxicity'. This practice makes Darrians who hear about it pale at the thought – which might be exactly why the Swordies keep doing it!

Rural Zones

Sword Worlds that have been terraformed or have habitable atmospheres will have scattered rural communities. Unless the wilderness is simply too harsh or choked with vegetation, Sword Worlders will use the space for whatever they can. Agriculture and resource gathering is the most common reason why Swordies will gather rurally, with few exceptions.

Aesirist communities will sometimes spring up in rural areas to take advantage of 'what the Aesir created', living extremely primitive lives in an effort to bring their society back to the purest form for the *svaerdbonir*. This does not mean they will utterly abandon technology or the benefits of Confederation assets, it merely means they will do their best to mute its direct impact upon their communities.





RANDOM ENCOUNTER TABLES

The following tables are a good base that Referees can use to generate random or happenstance encounters. When rolling on these tables, keep in mind that some Sword Worlds or specific locations might require a re-roll due to atmospheric, socio-political or other reasons.

Sword World Starport Encounters

Roll		Roll	
11	A small caravan of primitives from Asgard.	41	Some kind of noble royalty is passing through and security is extremely high.
12	A bitter Imperial expatriate with a huge bank account.	42	An Imperial Star Marine in battle dress is being quarantined.
13	A buxom restaurant waitress just off from a long shift.	43	An honour duel between Aesiren breaks out in the public thoroughfare.
14	1d6 Penal labourers performing routine maintenance.	44	A smuggler on the run asks the characters to hold something for him.
15	Two arguing space jocks bitter about a contested pirate kill.	45	An explosion rocks the foundation of the station.
16	The local Confederation Patrol commanding officer is drunk and loose-lipped.	46	Unexpected weather in the upper atmosphere halts outbound traffic for 1d6+2 days.
21	An Aesirist pilgrim trying to reach the shrines of Mjolnir.	51	A munitions dealer has lost a crate of rocket-propelled grenades somewhere in public cargo storage.
22	One damaged but operational Darrian warship is dropped off as spoils of conflict.	52	Two traders are arguing hotly over fair prices when a pistol is drawn.
23	A Jäger Kommando in search of a fleeing war criminal.	53	One of the Orcrist crime syndicates arrange for a fuel leak to empty the port, leaving it for their agents' sticky fingers.
24	A merchant from outside the sector cannot pay his tariffs, so he is having an emergency half-off sale.	54	A famous skald from Biter is at the starport for a day while his magnificent liner is being repaired.
25	Two unapologetic industrialists responsible for heavy pollution on Narsil.	55	An Aesiren godar is holding rousing corridor-corner sermons about the coming of Ragnarok.
26	A young noble desiring to learn the ways of the galaxy.	56	An Imperial X-Boat pilot is trying to avoid conflict with the Swordies while his ship is docked for refuelling.
31	The starport's manager is upset about some missing labourers and needs a few shifts covered.	61	A hunter is looking to start a safari to Beater.
32	A belligerent rabble-rouser fresh from the streets of Gram is vocal about the industrial working conditions.	62	Two stranded and desperate Darrians need help getting home.
33	One of the <i>Lokii</i> looking to sow anarchy through random sabotage.	63	A small ship crashes into the starport's exterior bay area, creating a major catastrophe.
34	Confederation Patrol officers need the characters to help apprehend a dangerous smuggler.	64	An envoy from a rare alien species has arrived to trade in their strange but advanced bio-technology.
35	Rival or Enemy arrives at the port looking for the characters.	65	A pregnant young Swordie stows away on the characters' ship to get out of the Sword Worlds and away from her shame.
36	One of the starport's power plants suddenly deactivates, blacking out sections of the building.	66	A very powerful psion expelled from the Sacnoth institute is on a narcotic hallucinogen and is quickly losing control of his talents in a public area.



Sword World Urban Encounters

Roll		Roll	
11	A low-income merchant needs some bodyguards in the marketplace.	41	A large and clumsy beast has wandered into a populated area, endangering innocent lives in the street.
12	A skald recites scandalous poetry in a public forum.	42	A Titan addict steals one of the characters' firearms in order to score his next dose.
13	A weapons dealer is overly interested in one of the characters' melee weapons.	43	There is a bad accident involving two ground trucks and a street side merchant.
14	A Contact or Ally meets with the characters, claiming they were told to be there.	44	A random dead Darrian shows up in an alleyway.
15	A company of garrison marines has all but taken over a local drinking establishment.	45	A black market cybernetics specialist is shopping for some <i>used</i> parts and is willing to kill to get good ones.
16	A terrible illness is spreading through the local medical facility.	46	A private club that specialises in boxing, wrestling and nonlethal knife fighting.
21	2d6 Sword Worlde children are playing soldier in the street – with real blades.	51	A mercenary unit is in town to discuss a ticket opportunity but the grunt soldiers are enjoying the free time.
22	A construction worker in search of cheap labour to finish his pet project.	52	A Sword Worlde school for melee and close proximity fighting sponsored by the Jäger Kommand.
23	A Confederation Patrol recruiter is having a drive toward crewing a new battleship.	53	1d6+1 Aslan wilderness colonists have come into the city in order to get some essential supplies.
24	An Aesiren shrine.	54	A wealthy noble from Anduril is looking to buy a starship – and its crew.
25	Local law enforcement is following the characters around, as if they know something.	55	An aquaviten distillery with holiday sample tastings.
26	Two Joyeusean criminal syndicates came here to negotiate terms but war broke out instead.	56	A ruined building that has been protected since the last major planetary conflict as a site of historic significance.
31	An open-air swap meet of sorts specialising in military surplus.	61	A radiation heavy power plant has reported a dangerous leak within the outskirts of the city.
32	Severe weather events have forced most people indoors for a total of 2d6 days.	62	An Imperial prisoner of war has escaped and already stolen a weapon.
33	One of Baron Randulf Huld's unpopular agents is in town looking for potential unrest-quellers to come back to Excalibur with her.	63	A store owner has been judged as a Darrian sympathiser, targeting his shop for riot, theft and violence.
34	A well-loved patriarch in a traditional Sword Worlde family has just taken his fifth wife and the city celebrates.	64	The manager of the city's Confederation <i>alpinghalle</i> needs help with an extremely sensitive matter.
35	A major Aesirist holiday has the city engaged in a drunken festival of sex, drugs and brawling.	65	A Rival or Enemy places a local bounty on the characters' heads but remains to see who kills them.
36	A revolutionary sets fire to a Confederation meeting hall and sabotages Patrol vehicles.	66	Caliburn Cooperative propagandists are speaking out with pro-Imperial rhetoric with no regard for their own safety.



Sword World Rural Encounters

Roll		Roll	
11	Unvulf hermit.	41	Aesirist church member.
12	Off-road vehicle.	42	Violent weather.
13	Dead animal.	43	Gram-era artefact.
14	Dead traveller.	44	Agricultural ranch.
15	Darrian wreckage.	45	Dead animal.
16	Wild animal.	46	Wild animal.
21	Rural airbase.	51	Dead traveller.
22	Ruins.	52	Crashed Imperial spacecraft.
23	Military training camp.	53	Off-road vehicle.
24	Noble family estate.	54	Scientific expedition.
25	Empty campsite.	55	Dangerous terrain feature.
26	Wild animal.	56	Wild animal.
31	Dead traveller.	61	Sign of the Ancients.
32	Low-tech farming compound.	62	Radioactive materials.
33	Imperial-in-exile.	63	Military trainees.
34	Off-road vehicle.	64	Isolated Sword Worlder community.
35	Abandoned grav truck.	65	Secret alien colony.
36	Dead animal.	66	Aesiren holy site.

SWORD WORLDER NON-PLAYER CHARACTERS

Generic Non-Player Characters

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Aesirist Believer	Aesirist Church (Aesiren) 3	7	6	8	5	5	6
Athletics (Endurance) 1, Carouse 1, Gun Combat (slug pistols) 1, Language (Sagamaal) 2, Melee (blade) 2, Persuade 1, Recon 1, Streetwise 1, Survival 0							
<i>Brynja</i> Armoured Longshirt (4/6), <i>Aelfinn</i> Broadsword (4d6)							
Bartender	Citizen (Worker) 2	5	6	7	5	4	6
Broker 0, Carouse 2, Comms 0, Deception 0, Diplomat 1, Gambler 1, Gun Combat (slug pistols) 1, Jack of all Trades 1, Melee (unarmed) 1, Persuade 2, Steward 1							
Emergency Radio, Autopistol (3d6-3, Auto 4), <i>Svaerdir</i> Dirk (1d6+2)							
City Consul	Nobility (Administrator) 4	4	6	6	9	8	10
Admin 2, Advocate 1, Broker 1, Carouse 0, Comms 1, Computers 1, Deception 0, Diplomat 0, Leadership 1, Melee (blade) 1, Persuade 2							
Datapad							
Confederation Patrol Officer	Confederation Patrol (Patrol) 4	6	6	8	7	7	9
Admin 1, Astrogation 1, Comms 1, Computers 1, Gun Combat (slug pistols) 1, Leadership 1, Mechanic 1, Pilot (small craft) 1, Sensors 1, Vacc Suit 1, Zero-G 0							
Confederation Patrol Armoured Uniform (6), <i>Svaerdblitzin</i> Heavy Pistol (5d6)							
Confederation Patrolman	Confederation Patrol (Patrol) 2	7	8	9	6	5	7
Admin 0, Astrogation 1, Comms 1, Engineer (electronics) 0, Gun Combat (slug rifles) 1, Gunner (turrets) 2, Mechanic 1, Pilot (small craft) 2, Sensors 1, Vacc Suit 1, Zero-G 1							
Confederation Patrol Armoured Uniform (6), <i>Knekt</i> EMF BCR (3d6+1, Auto 4)							



Deserter	Drifter (Wanderer) 2	7	7	9	5	6	3
Athletics (Endurance) 2, Carouse 1, Deception 1, Gambler 0, Gun Combat (slug pistols) 2, Jack of all Trades 2, Medic 0, Melee (blade) 1, Melee (unarmed) 2, Navigation 1, Stealth 1, Survival 2							
Mesh Armour (2), Knife (1d6+2), Revolver (3d6-3), Survival kit							
Kommando	Jäger Kommand (Kommando) 4	8	10	9	7	8	7
Athletics (Endurance) 2, Carouse 0, Comms 2, Computers 0, Deception 1, Explosives 1, Flyer (air/raft) 2, Gun Combat (slug rifles) 2, Heavy Weapons (launchers) 1, Melee (large blades) 2, Recon 2, Stealth 1, Tactics 2							
Ymir Combat Armour (13), Dura-core Claymore (4d6+2), <i>Riddare</i> EMF ACR (3d6+1, Auto 4), <i>Aelfinn</i> Broadsword (6d6+5), Communications Rig							
Labourer	Citizen (Worker) 1	10	5	9	4	3	4
Athletics (Endurance) 2, Athletics (Strength) 2, Carouse 1, Drive (wheeled) 1, Melee (unarmed) 1, Streetwise 1, Trade (labour) 2							
<i>Svaerdir</i> Dirk (1d6+2), Toolkit							
Lokii Troublemaker	Rogue (Enforcer) 3	6	9	7	10	8	3
Athletics (Coordination) 2, Carouse 1, Comms 1, Computers 2, Deception 3, Explosives 2, Gun Combat (energy pistols) 1, Language (Sagamaal) 2, Melee (large blade) 2, Persuade 2, Remote Operations 0, Stealth 3, Streetwise 2, Survival 1, Zero-G 0							
Subdermal Armour (3), Rapier (1d6+4), Laser Pistol (3d6+3), Odin's Eye, 2 Doses Titan							
Mercantile Tradesman	Merchants (Trader) 2	6	5	7	8	8	5
Admin 0, Advocate 0, Broker 2, Carouse 1, Comms 1, Persuade 1, Social Science (commerce) 1, Streetwise 1							
Datapad, Personal computer							
Militia Member	Citizen (Colonist) 2	7	7	8	6	5	4
Athletics (Endurance) 1, Comms 0, Drive (wheeled) 1, Explosives 0, Gun Combat (slug rifles) 1, Melee (large blade) 1, Recon 0, Streetwise 0, Tactics 1							
Flak Jacket (4), Broadsword (4d6), <i>Knekt</i> EMF BCR (3d6+1, Auto 4), Radio Communicator							
Professional Pilot	Navy (Flight) 2	6	8	7	7	8	7
Athletics (Coordination) 1, Carouse 0, Engineer 1, Flyer (air/raft) 1, Gun Combat (slug pistols) 1, Gunner (turrets) 1, Mechanic 1, Melee (blade) 1, Pilot (small craft) 1, Sensors 1, Space Science 0, Vacc Suit 1, Zero-G 1							
Armoured Flight Suit (6), <i>Svaerdblitzin</i> Heavy Pistol (5d6)							
Sacnoth Institute Psion	Psion (Adept) 4	6	7	7	7	8	6
(Psi Rating 9), Awareness 2, Telekinesis 1, Telepathy 1; Admin 0, Comms 0, Computers 1, Investigate 1, Life Science (psionics) 2, Persuade 1, Sensors 0, Stealth 1, Survival 0							
Hand computer							
Sword Worlds Patriarch	Nobility (Dilettante) 5	7	6	9	5	6	11
Admin 1, Carouse 2, Deception 0, Diplomat 1, Gambler 1, Gun Combat (slug pistols) 1, Language (Sagamaal) 1, Leadership 1, Melee (bludgeon) 1, Persuade 2, Steward 0							
Armoured Jacket (4), <i>Jötunnhammer</i> (5d6)							
Terrorist	Guerrilla (Terrorist)	6	7	9	6	7	5
Athletics (Endurance) 1, Carouse 0, Comms 0, Deception 1, Explosives 2, Gun Combat (slug pistols) 1, Gun Combat (slug rifles) 1, Investigate 0, Mechanic 1, Melee (blade) 1, Persuade 0, Stealth 1, Streetwise 2, Survival 1							
Flak Jacket (6), Broadsword (4d6), Serpentine Revolver (2d6-2), Commercial Explosives, Radio Detonator, Toolkit							



SWORD WORLDS ANIMALS

While many of the locations in the Sword Worlds Confederation and surrounding territories are harsh and wild planets with adverse atmospheric and geological conditions, animal life is present. Some of these animals are simple organisms whilst others are more complex but a few are truly wondrous and unique beasts. These Sword Worlds-specific fauna have been the focus of zoological research from many universities, institutes and political factions throughout Charted Space.

Some examples of the most interesting animals found in the Sword Worlds are listed here, categorised by the specific planet they originate from. Unless otherwise stated, encounters with these creatures need not be restricted to their home planet. Specimens could have taken off-world to research labs, zoos or private preserves as well. There is something to be said for the escape of a strange and interesting lifeform from the hold of a ship...

Anduril

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Attenmuar							
Pouncer (carnivore)	Plains Walker	18	20	22	1	18	0

Athletics (Endurance) 3, Melee (natural weapons) 2, Stealth 2, Recon 1

Teeth (2d6+poison, Endurance DM -4, Damage Paralysis), Armour 2. Number Encountered: 1

The **Attenmuar** ('eight pains') is a hunting arachnid whose body stands almost two metres tall when extended to its full height, a pose it only takes when intimidating competition in its territory. Hair-like spines cover most of its body designed to keep windblown particles off its chitinous exoskeleton, almost always the dark brown-black colour like freshly turned soil. Each creature keeps a hunting ground of nearly 25 square kilometres, only venturing out of that area to find a mate once every two years and always after the storming season. The **Attenmuar** have complex four-fanged mouthparts made for delivering potent venom into a victim as well as push large chunks of softened flesh into its jawless mouth.

Vattenvulf							
Killer (carnivore)	Ocean Shallows Swimmer	22	16	24	1	20	6

Athletics (Endurance) 2, Athletics (Strength) 2, Melee (natural weapons) 2, Stealth 1

Teeth (4d6), Armour 1. Number Encountered: 1d6+1

Vattenvulfnir (plural), or 'sea wolves', are large amphibious coastal predators found in Anduril's oceanic shallows. Although able to tolerate freshwater in their gill pockets, saltwater is their natural habitat. Similar to the ancient Terran salamander, their three metre long bodies are slick, leathery and a mixture of blue and grey flecks that give them adequate camouflage in the surf. **Vattenvulf** pre-hatched young (taken from a matured egg) are a delicacy amongst the Aslan and can fetch Cr. 1,000 each if fresh.

Beater

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Aksturen							
Chaser (Carnivore)	Forest Walker	20	12	18	1	8	6

Athletics (Endurance) 3, Melee (natural weapons) 1, Recon 1, Survival 3

Bite (2d6), Horns (1d6+4), Armour 2. Number Encountered: 1d6

Aksturen are similar to most Beater lifeforms in that they are large creatures that are a symbiosis of plant and animal that work together as a predatory team. This four-metre long, eight-legged beast has a short tail and a somewhat canine head topped with four curling horns. The entire animal is coated in pockets of dense 'algae cysts' that feed off the protein sweat of the animal and store solar energy through photosynthesis, giving it a mottled green-blue colouration.

Although living on chemicals and proteins found in their meat-based meals, **Aksturen** can tap into their solar energy stores for brief periods of heightened athleticism. Once a day these creatures can increase their Strength, Dexterity and Athletics skill by +2 for 1d6 x 10 seconds.



Bullvar

Intermittent (Herbivore)	Forest Walker	28	10	30	1	4	8
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Athletics (Endurance) 4, Melee (legs) 0, Recon 0, Survival 2

Legs (6d6), Armour 4. Number Encountered: 1d6

The **Bullvar** is the largest land species on Beater and one of the largest in the entire sector. Shaped similarly to an ankylosaur on thick, 10-metre tall legs. Like a tree with an oval canopy and four trunks, it sways along its path, feeding on the upper foliage of forests. Its five-metre long and wide body is scattered with armoured plates and spikes, and the entire upper surface is coloured green by photosynthesising moss that thrives between these keratin growths.

While normally quite placid and slow-moving, when provoked or threatened a **Bullvar** can run in excess of 30 kilometres an hour for short sprints and will run toward a target to trample it as often as the creature will run away.

Chiroraptryx

Hunter (Carnivore)	Forest Flyer	6	20	12	1	7	10
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Athletics (Flying) 4, Melee (natural weapons) 1, Recon 1, Stealth 2, Survival 1

Wing-claws (1d6+1), Beak (2d6), Armour 0. Number Encountered: 2d6

Chiroraptryx are deadly predators that spend their entire lives in two places – in the forest canopy or latched onto their prey. With a span of one metre, their two leathery wings are tipped with a half dozen hooked claws with which they hang on to the sides of their primary food source, the massive **Bullvar**. The **Chiroraptryx** has a 15 centimetre long, serrated beak filled with sharp ridges that slice up meat and fatty tissue to be swallowed by the creature.

Every time a **Chiroraptryx** attacks with its Wing-claws, it attacks twice upon the same target. If both of these attacks hit, the Beak attack gains a +4 DM until it is forcibly dislodged or killed.

Magniphant

Grazer (Herbivore)	Forest Walker	25	7	30	3	18	0
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Athletics (Endurance) 4, Athletics (Strength) 5, Clairvoyance 2, Melee (natural weapons) 2, Recon 2, Survival 3, Telekinesis 1

Legs (3d6), Tusks (5d6), Armour 3. Number Encountered: 1

The ultra-rare **Magniphant** is the 8-metre tall cousin of the popular **Miniphant** that Sword Worlders have used as pack animals for millennia. Potentially an evolution of the more common beast or its greater ancestor, this massive quadruped is the target of safari hunters from all across Charted Space. Due to its blue-grey thick hide, its four lance-like ivory tusks and minor psionic abilities, it is a difficult creature to hunt down as well as a mighty opponent to overcome. Extremely aggressive, **Magniphants** are ferocious when confronted and have eerily precise memories concerning what they have seen – allowing traps and ambushes to only ever have one chance of working upon them.

For skill purposes, a **Magniphant** has a Psi Characteristic of 9.

Skurgar

Chaser (Carnivore)	Forest Walker	8	16	14	6	12	8
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Athletics (Coordination) 2, Melee (natural weapons) 1, Recon 2, Stealth 2, Survival 2

Claws (1d6-2), Teeth (1d6), Armour 1. Number Encountered: 3d6+3

Nocturnal creatures that look like a cross between a rat and a pig, **Skurgar** are the 'wolves' of Beater. These pack hunters relax in ground cover during the day to let their black hairless skin soak up the warmth of the sun so they may have enough energy to hunt at night. They use their tooth-filled snout to sniff out prey in complete darkness, dragging them down through a series of painful bites and tearing lacerations with their oversized dew-claws.



Durendal

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Drue							
Gatherer (Photosynth)	Clear Floater	1	1	1	0	0	0

Athletics (Flyer) 0

Armour 0. Number Encountered: 2d6 x 100

The **Drue** are the primary lifeform that exists on Durendal. Built on the same pattern rarely more than a centimetre in diameter, much of their body consists of a tiny, seed-like sac that inflates with hydrogen drawn from water moisture through active photosynthesis. While not actually able to become airborne on their own merits, the sacs make **Drue** so light that the slightest puff of air current will pick them up and carry them long distances. There are so many **Drue** caught in the air that the planet's atmosphere has a slightly greenish hue when seen from space, although they are too large to cause any difficulty for Human breathing.

Veske

Filter (Drue-only)	Clear Floater/ Crawler	1	1	2	1	3	3
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Athletics (Flyer) 1, Melee (tendrils) 0

Tendrils (1), Armour 0. Number Encountered: 1d6

The **Veske** prey upon the **Drue**, having evolved from their smaller gas-driven brethren. While varied based on local stimuli, **Veske** are balloon-like animals between 10 and 200 centimetres in diameter. They feed upon the **Drue** either by filtering them directly from the air or by waving or trailing their sticky digestive tentacles. Most are fliers but some have adapted to life on the ground. This is more common in places where a prevailing wind could endanger them against cliff sides. Not being a true predator, **Veske** are all but helpless if attacked, using only the mild digestive secretions in their tendrils to cause irritation and blisters to anything making extended contact.

Dyrnwyn

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Graedjurn							
Hunter (Omnivore)	Plain or Prairie Walker	6	12	8	1	9	8

Melee (bite) 1, Recon 1, Stealth 0, Survival 2

Bite (1d6+1), Armour 1. Number Encountered: 3d6

Graedjurn (pl.) are the primary pest animal in the twilight band of Dyrnwyn. Weighing only 25 kilograms and less than a metre in height at the shoulder, this rodent-like quadruped is not terribly dangerous by itself but packs of the russet-haired omnivores can overwhelm much larger prey when cornered or hungry. With a metabolism dialled up to keep the beast from having a sleep cycle longer than a few short naps daily, it is no wonder that a **Graedjurn** will eat any organic matter that can get into its fang-filled snout – even its own kind when hungry enough!



Excalibur

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Strider							
Grazer (Herbivore)	Plain or Prairie Walker	14	6	22	1	6	4

Athletics (Endurance) 4, Melee (kick) 1, Recon 1, Survival 2

Kick (2d6), Armour 1. Number Encountered: 2d6

Striders are three-metre tall flightless birds that are often hunted for their meat and eggs. Long and spindly like giraffes or giant ostriches, the **Striders** rarely stop for longer than a few hours to rest. They can achieve bursts of great speed if the sun starts to get too far ahead of them and they risk cooling too far. They leave their eggs in the soil to hatch when the warmth of the sun comes back to that area. This can lead to them hatching to a different flock than what laid them but all **Striders** have strong parenting instincts to make up for this.

Gram

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Miniphant							
Intermittent (Herbivore)	Plain or Prairie Walker	20	4	18	2	4	5

Athletics (Endurance) 1, Melee (natural weapons) 0, Recon 1, Survival 1

Kick (2d6+2), Armour 3. Number Encountered: 1d6

The **Miniphant** has been used as a pack animal and multi-terrain mount for hundreds of years, ever since it was discovered on the planet Gram and domesticated. There still are wild herds of **Miniphants** on the planet but most have either been hunted or captured for domestication. A little over two metres tall and three metres long, these beasts of burden can easily carry two adult men, their gear and some additional cargo. This utility is why a young **Miniphant** can fetch nearly Cr. 10,000 on the open market, the price increasing dramatically if the skin tone is lighter or more appealing to the eye.

Hrunting

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Stone Tree Molluscs							
Reducer (Sulphurous Deposits)	Riverbank/ Shore Rooted	6	0	24	0	0	0

Athletics (Endurance) 3, Survival 4

Spines (1d6+Poison, Endurance DM-2 or 2d6 damage), Armour 5. Number Encountered: 1d6-1

Stone Tree Molluscs are massive tree-like molluscs that thrive on breaking down the sulphur deposits and organic salts found in the soil left behind by the drying lakes and rivers. They have huge bodies wrapped in dense shell, sensitive roots that extend deep into the ground and a canopy of shell flakes that look like leaves.

There are four main types of **Stone Tree Mollusc**, all of which can be found on Hrunting; the thickly armoured but extremely tasty *pebbletop*, the water-filled and self-purifying *barreltree*, the radiation sensitive *flagwaller* and the dangerously poisonous *snake's spire* (see spines).



Joyeuse

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Auma, Attemuni							
Hunter (Carnivore)	Open Ocean Swimmer	18	10	20	1	6	0

Athletics (Endurance) 2, Melee (bite) 2, Recon 1, Survival 1

Bite (3d6), Armour 2. Number Encountered: 1

The **Auma** is a subspecies of the native Attemuni ('eight mouths') family, sharing the characteristic eight-tentacled mouths on its spear-shaped head. Nicknamed a 'sea serpent' by *Joyeuseans*, this 20–25 metre long snakelike water predator is an efficient killer of fish, small water mammals and the occasional human swimmer or boater. They are an excellent source of animal proteins on the planet, causing hunters to watch the seas for when it surfaces its multi-tentacled head to look for prey; sometimes a full three to four metres out of the water!

Svarning, Attemuni

Chaser (Sanguivore)	Clear Flyer	8	18	6	1	10	6
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Athletics (Flyer) 4, Melee (natural weapons) 2, Recon 1, Stealth 2, Survival 1

Hook-siphons (1d6+poison, Endurance DM -2 or +3 additional damage), Armour 1. Number Encountered: 2d6

The 'Joyeusean vampire' is another subspecies of the Attemuni; the **Svarning** is heavily evolved compared to many of its snakelike cousins. Four of the creatures' eight mouth-tentacles flattened and re-articulated to become dragonfly-esque wings that it uses to fly with great agility, while the other four saw their sawing mouths thicken into sharp claw/mouth hooks. Each of these hooks is six centimetres long and wickedly barbed at first glance but inside there are two distinct hollow tubes. One tube carries blood-thinning venom; the other is a dietary siphon that sucks away the watery mixture. When a **Svarning** gets its hooks into a target, it does not take long for it to exsanguinate it completely.

Sacnoth

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Bludgaard							
Reducer (Omnivore)	Any Terrain Walker	6	6	12	1	5	12

Athletics (Endurance) 2, Melee (bite) 1, Survival 1

Bite (1d6+1), Armour 1. Number Encountered: 3d6

Called 'Blood Farmers', these small dog-sized insects are similar to Terran centipedes. **Bludgaard** are found everywhere on the planet, crawling in small carpet-like swarms that devour anything they can overtake. Their mandibles are strong and connected to swivelling hinges on their arrow-shaped heads, slicing all organic matter into chunks and mixing it with their saliva into a pulpy red mass that feeds the swarm (which is where they get their name). They are a pest on the planet and nothing seems to work on controlling their numbers; hunting, pesticides or even psionic deterrents.



Steel (Metal World)

Type	Habitat	Str	Dex	End	Int	Ins	Pack
Shell-Crab							
Grazer (Herbivore)	Ocean Shallows Walker	6	4	12	1	1	2

Athletics (Endurance) 1, Melee (bite) 1, Survival 1

Bite (1d6-2), Armour 4(1). Number Encountered: 1d6

Shell-crabs resemble large Terran lobsters, with an average length of one metre. They are edible and quite tasty when prepared properly; the colonists of Steel are looking to wipe them out as pests and make a profit through the sales of their meat. They are not defenceless however and have caused problems on delivery ships halfway to other worlds. It has a taste for electrical insulation, which causes problems for the Steel colony and any vessel they are transported upon.

The **Shell-Crab's** only mode of attack is a painful tri-mandible bite but it only bites if cornered. Its claws cannot be used offensively in any way, being tools limited only to feeding and helping with locomotion along the ocean floor. Between these clawed appendages and Steel's lower gravity, the **Shell-Crab's** walking speed double that of a normal human – on Steel.

The **Shell-Crab's** lower Armour rating is any attack that targets the animal's underbelly, which is much softer than the thickened carapace of the dorsal side.

Tizon

Dar'ape, Tizonian

Hunter (Omnivore)	Forest Walker	22	12	20	3	6	0
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Athletics (Coordination) 2, Athletics (Endurance) 2, Melee (natural weapons) 2, Persuade 0, Recon 1, Survival 1

Slam (2d6), Tusks (1d6+1), Armour 2. Number Encountered: 1

One of the surviving Darrian species that has survived to adapt on Tizon, the **Dar'ape** is a large humanoid simian with horny protrusions on his brow, shoulders and upper back. It has large, overgrown tusks in its underbite-laden jaws typically used in mating displays and territory conflicts but its primary form of defence are its thick-fingered, gnarly fists. These animals are solitary and extremely territorial, becoming dangerously violent when pressured or threatened; known to even charge small vehicles that enter the clearings around their dens.

Tyrfing

Ouroch

Grazer (Herbivore)	Plains Walker	16	8	18	1	1	4
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Athletics (Endurance) 3, Melee (horns) 1, Survival 1

Horns (2d6), Armour 1. Number Encountered: 2d6

Ourochs are the primary ranch livestock and work animals of the Tyrfingen people. Genetically-enhanced bovines with coarse wool and wide, flat horns, these beasts of burden are extremely common throughout the planet's farms. A single **Ouroch** produces enough sour-tasting milk to meet one man's dietary requirements for one day, can carry over 1,000 kilograms on its back and can drag three times that amount for hours without tiring.

CLASSIFIED INFORMATION

The following chapter contains a few of the Sword Worlds' mysteries and top secret bits of information found within their boundaries. Swordies are independent and violently individual in all their ways, creating the perfect environment for plots-within-plots and massive schemes. Some of these machinations are kept hidden even from the cogs and wheels working within them.

What this chapter actually reveals are five pieces of interesting information that Referees could use as plot points, campaign seeds or just unique adventure spin-offs for their players.

It should be noted that this mini-chapter ought to be for the **Referee's Eyes Only**; players may want to think twice about reading any further without express permission to be included in the plots it contains.

Fimbulvinter's Fenrir

The use of concussive missiles during the War of the First Rebellion set the stage for a horrid period of time in Sword Worlds history, known as the *Fimbulvinter*. The Sword Worlders collectively use this ugly event to keep them from ever deploying mass-reactive planetary strikes in warfare, always thinking of the environment of the planet in regards to how their weapons will affect it.

Hidden away in the underworld of Gram, where the chancelleries cannot find them, exists a cult-like mercenary group calling themselves the Fenrir. They are merciless opportunists who *prefer* to use chemical, energy and even biological weapons with no regard to their environment. Kaptajn Ulrik Earling, their leader as of the year 1103, has actually made plans to build and utilise high-grade nuclear munitions on a planetary scale... as soon as an Imperial target makes itself known to him.

The Tizonian Graduate League

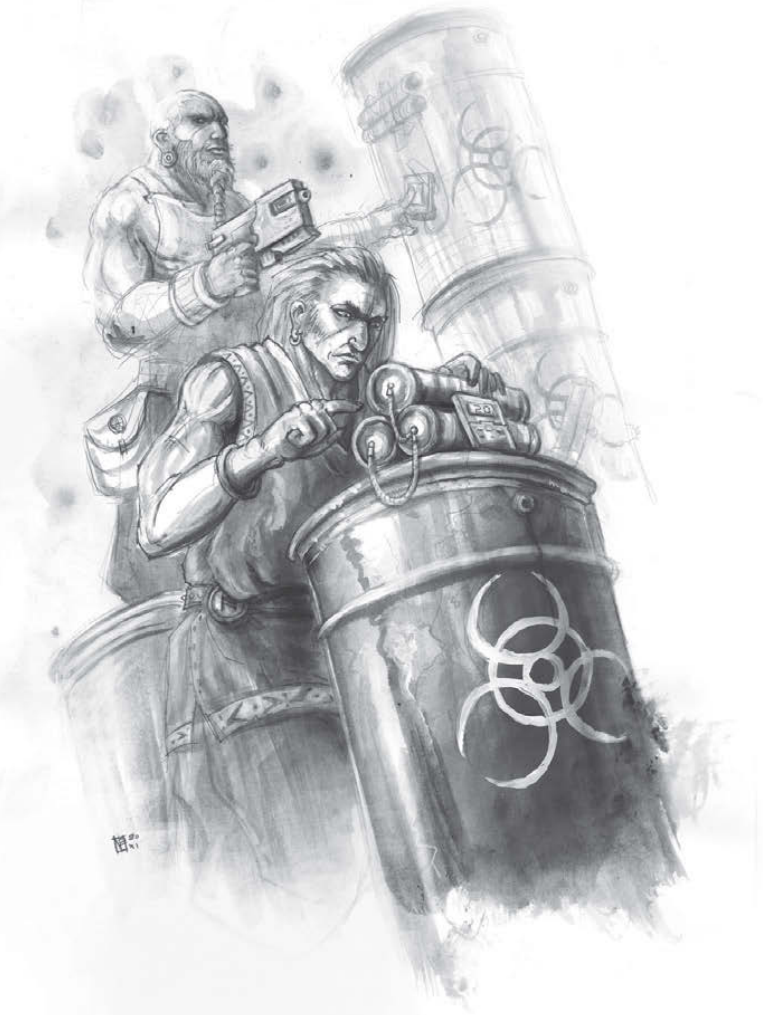
A secret society of scholars and university graduates from the most prestigious schools on Tizon, the Tizonian Graduate League is actually actively pushing toward controlling one aspect of Sword Worlder lives. Influencing the Confederation on an intellectual level by steering certain aspects of knowledge throughout the subsector is their way of maintaining the Tizon Empire – merely an Empire of a different sort.

Pushing some planets' technological advances one way while stifling another's, ensuring weapons are upgraded here while

armour is made more prevalent there; all while research into a new way to surpass all of these things is held in reserve on Tizon. The Tizonian Graduate League is why so many people wonder why the Tizonian universities and academies seem to give higher tuition breaks for students making deals to become employed on worlds away from Tizon.

Baelor's Brood – Crime on Orcrist

One of the most powerful crime syndicates on Orcrist, the longstanding family known as Baelor's Brood is like an interplanetary Mafia with Orcrist at its power base. Named after the ancient monster/deity in Terran myth, the Brood are involved in every type of criminal activity imaginable except one – sexual assault. The Baelors, as they are sometimes called, are extremely protective of the idea of 'family' and the mistreatment of women (beyond normal sexism and chauvinism) is punished very harshly. Oddly enough, *murder* is commonplace wage-fare for them, however.





Their leader is always called 'The Eye', named after the mythological creature's most significant feature. The current Eye as of 1104 is a heavyset Swordie born and raised on Orcrist named Ulf Skragesson and he has started a new aspect of the Brood alongside some unlikely allies – his brethren in the *Lokii*. Since taking over the Brood, Ulf has begun to contract numerous assassinations of important folk all over the subsector...and into Darrian space as well.

It *will* be the first time Baelor's Brood gets directly involved in a multi-stellar war... even if they are the ones who will help start it.

The Sacnothi Awakening

The Sacnoth Psionic Institute has created a psionically-charged version of the normal Sword Worlder vitamin *svaerdmæt* supplement. Using many of the same high-tech chemicals used by Zhodani psionologists (some of whom were captured and *made* to pass on their secrets), this psi-supplement does for psionic ability what the common substance does for Sword Worlder lifespans and vitality.

The reason for the existence of this new supplement being kept a secret has nothing to do with its primary usage but rather how the Institute is implementing it. To strengthen Sacnoth's hold on the subsector, the Institute leaders are sneaking shipments of their version of *svaerdmæt* into the common trade supplies. They want to make as many new Sword Worlder psions as they can in order to attract them to the Institute and therefore the Sacnothi way of life, steeling their hold on the subsector the old fashioned way – by breeding out the 'weaker' Swordies.

Doctor Schroeter's Ubermannennir

Magnus Schroeter, a biologist and award-winning genetic chemist from the sprawling metropolises of Gram, has discovered his own way of 'perfecting' the Sword Worlder physiology – genetic engineering and modification. By breaking countless laws and scientific regulations, Schroeter has perfected a process on how to create the *Ubermannennir* (pronounced *ooh-behr-mahn-nehn-neer*)...or 'Great Mankind'.

Three months of injections, infusions and organic fibre implants – which range from uncomfortable to agonising – turn a normal healthy male Sword Worlder from the ages of 18 to 34 into a massive hulk of muscle and strength. The process increases speed, strength, endurance and the general physicality of the recipient by up to five times normal Human levels. There are some side effects, mostly psychological due to the increased testosterone and adrenaline productions but the process has an 86% success rate.

Creating 'super Swordies' is illegal on several levels but Schroeter continues to seek out proper candidates through secret channels to add to his testing portfolio. All these candidates have to do is sign up as members in Schroeter's secret unit. He hopes to create an entire cadre of *Ubermannennir* that he will unleash upon the enemies of the Confederation when the next conflict rises...

... *the Chancelleries would have to accept them when they saw these combat monsters in action, or so the good doctor believes.*



THE THIRD IMPERIUM

Sword Worlds

Beyond the borders of the Imperium, deep in the Spinward Marches, lies the Sword Worlds, said to be a wild place of fierce men, bush wars and quick tempers. The Sword Worlders are humans who primarily live in the Sword World subsector of the Spinward Marches. Their Confederation spans over a dozen star systems, and is thus one of the more notable minor states in the sector. Sword Worlders are generally militant, conservative and hot-headed. This has landed them in numerous interstellar disagreements during the 15 centuries that their civilisation has existed.

This sourcebook takes a look at the culture, characters, politics and technologies of the Sword Worlds, and Travellers are encouraged to visit, if they are tough enough.

To use this supplement, a Referee will require the *Traveller Core Rulebook*

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