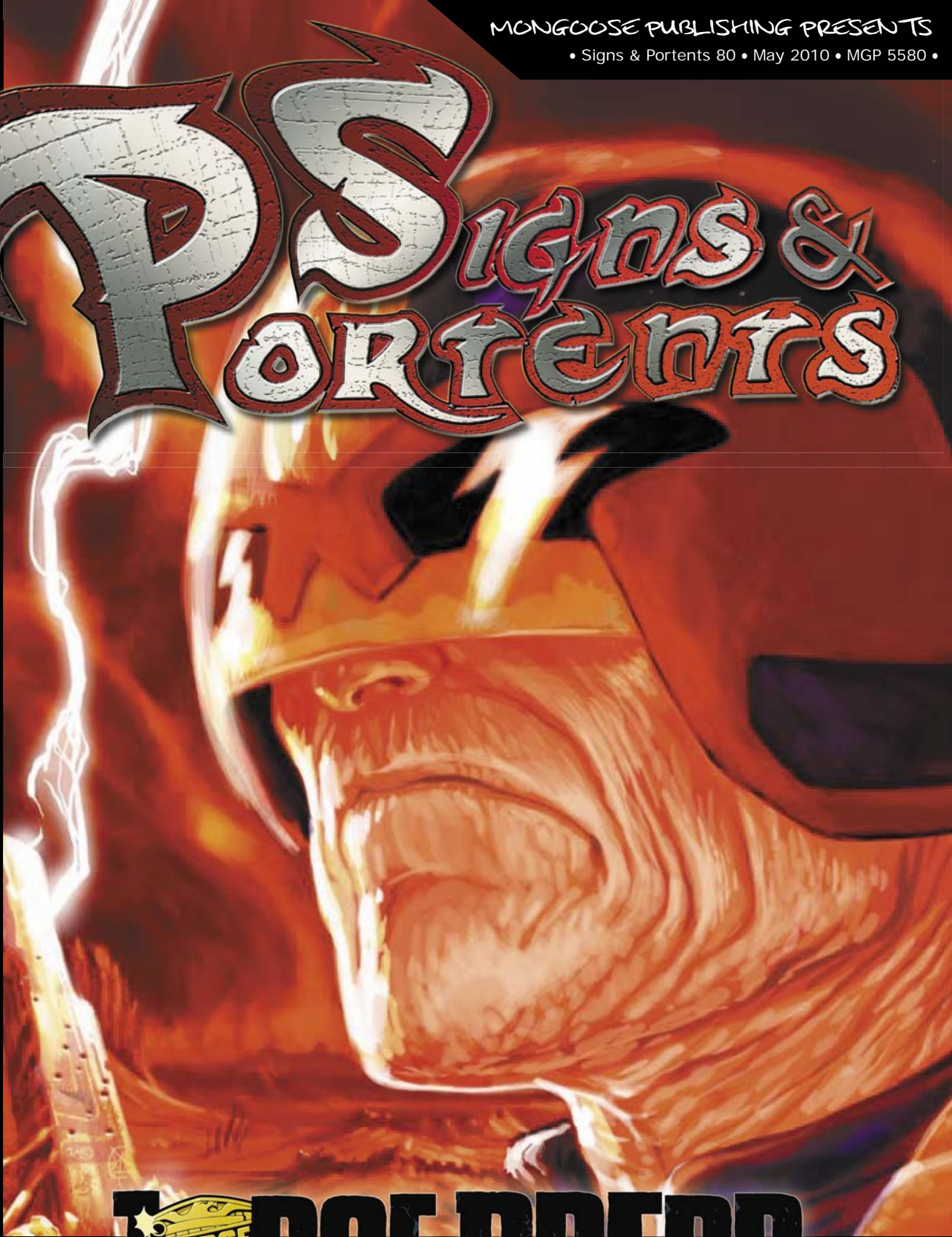


MONGOOSE PUBLISHING PRESENTS

• Signs & Portents 80 • May 2010 • MGP 5580 •

PS Signs & Portents

Also This Month: Con-Quest 2010 - This Years Coverage • **Traveller** - Enjoy the indepth look at the Sword Worlders

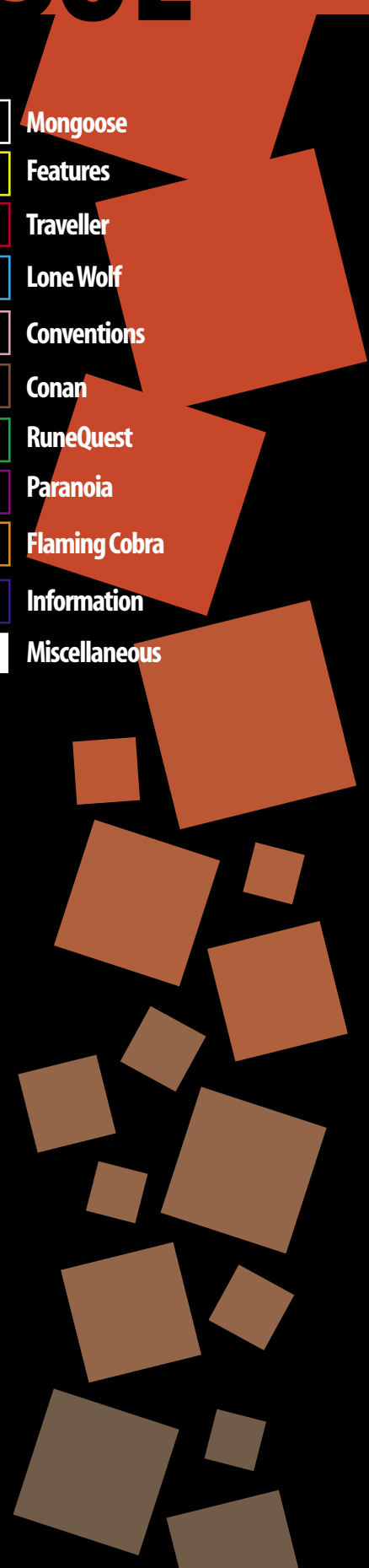


JUDGE DREDD
THE CURSED EARTH

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Editorial



May... the month of freshness, of flowers, of dancing around a pole like an idiot clinging on to a ribbon for dear life! The sun has been shining brightly, apart from the odd British summer downpour, leaving all of us at Mongoose Towers Maying like young girls in springtime!

Most especially happy seems to be Matthew Sprange, who is virtually skipping through the halls at present. Possibly due to the fact that we are currently so well on schedule that we are actually a little ahead (not to jinx!), perhaps he is enjoying convention season, or possibly due to the fact that the sun is shining over Swindon... personally I worry when Matt is this happy as he usually has something up his sleeve... great for all of you guys... never fun for us poor editors!

Due to the wonder that is summer bank holidays, this issue should just about be on your screens on May 4th. So let me be the first to say...

May the Fourth be with you!

... I love May! Have a good one.

Charlie

Credits

Editor

Charlotte Law

Managing Director

Matthew Sprange

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Will Chapman

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Cover Art

Dave Taylor

Contributors

Matthew Sprange, Roberto Micheri, Jawad Naeem, Katrina Hepburn & Shannon Appelcline

Mongoose News

By Charlotte Law

Lone Wolf's a Winner

1st PLACE - RPC FANTASY AWARD = EINSAMER WOLF

The first German language edition of Lone Wolf 1 (extended version) has won first place at the 2010 RPC Fantasy Awards, the Euro equivalent of a US Origins Award. Joe Dever proudly collected his award at the end of April and all of us at Mongoose are feeling mighty proud.



Secrets of the Ancients

Gareth Hanrahan is currently working on a super-mega-campaign for *Traveller* that will challenge your most basic conceptions of what the Ancients are and what they want. Best of all, this campaign will be given away free, as a set of downloads on our web site. Expect to see the first parts in 3-4 months time.

August Releases

Mongoose announces that the new *Elric of Melniboné* setting for RQII, due for release in August. Also announced for August, is *Sommerlund* for the *Lone Wolf MPGB*, the first *RuneQuest* Compilation and *Shards Volume 2* for *Earthdawn*. French players can look forward to the translation of *Glorantha*.

RuneQuest Italia

Asterion Press have just received the rights to produce Italian translations of *RuneQuest II* and *Glorantha* books.



Convention Diary

Traveller Open Day

Mongoose Publishing, 52-54 Cricklade Road
Swindon, Wilts, SN2 8AF, United Kingdom
Saturday 1st May 2010

<http://www.mongoosepublishing.com>

.....

UK Games Expo

The Clarendon Suites, Stirling Road (off Hagley Road),
Edgbaston, Birmingham, UK
Fri 7th - Sun 6th Jun 2010

<http://www.ukgamesexpo.co.uk>

.....

Continuum

John Foster Hall, Leicester,
United Kingdom
Fri 2nd - Mon 5th July 2010

<http://www.continuum.uk.net>

More events will be added to this list on a monthly basis as they are confirmed

The Awesometer

Generic events that get our hearts racing (or sometimes not) each and every month!

AWESOME

Charlotte Law's TOP 5

Things to do in Spring

- Walking – ok so we all do this every day but this is the only time of year that we really appreciate the novelty of the weather being good enough after winter.
- Dry Slope Skiing – the novelty of doing a winter sport when it is hot is fab and the views are awesome.
- Horse Riding – I'm a horsey girl... it had to be in here somewhere!
- "Name that Cloud" – remember when you were a kid and used to lay on your back, stare at the clouds and make out the shapes... well do that again. Not only will you have forgotten how fun it is but you will also realise how twisted your mind is now that you are an adult!
- Swimming – or rather, floating around in a pool to keep cool!

The Spring Sun, added to the heat is also the most excellent feeling of longer days



May Poles, For all those old fashioned people that remember these, i guess May is the perfect time.

2 long weekends this month... heavenly

Bank Holiday



British Weather,

It may be spring and the sun may be out but the Rain is never far away from the British Isles!

GRUESOME

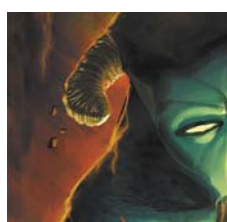
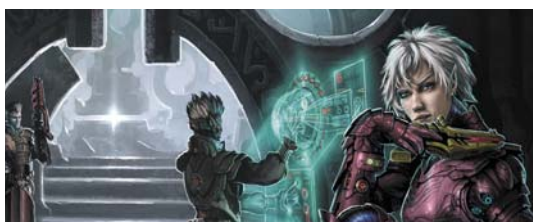
The Timeline

A visual guide to get your tails wagging for future Mongoose releases

May: Terror of the Darklords unleashes it's fangs

June: Mongoose takes a look at the Darrians

July: The Defini



Quote of the Month

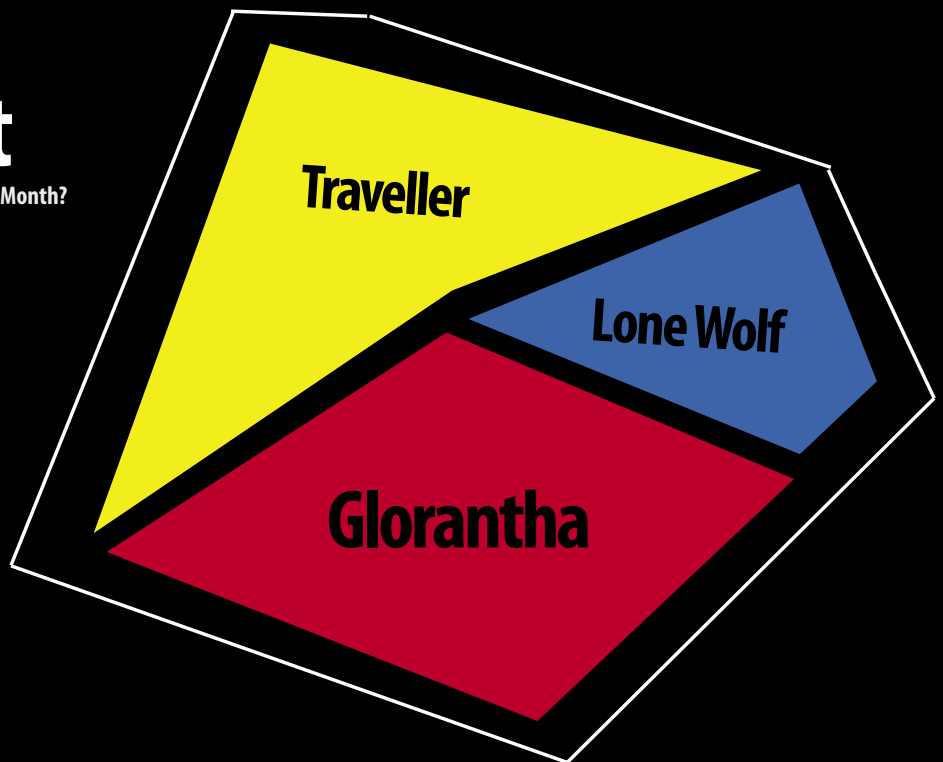
Which phrases have been flying around the office more than the dogs ball?

That Smells AWESOME!!!

The Mongoose office is a playground for all types of worldly delicacies, we have Fastfood from all over the world frequenting the mongoose work stations, while some are sitting , eating their fruit and cereal, Others are enjoying the staple of modern cuisine. Take your pick of Pizza, Chicken, Burgers, Fish, British Chips and French Fries.

The Time Chart

What have we been spending our time on at Mongoose this Month?



Primitive Cults of Glorantha

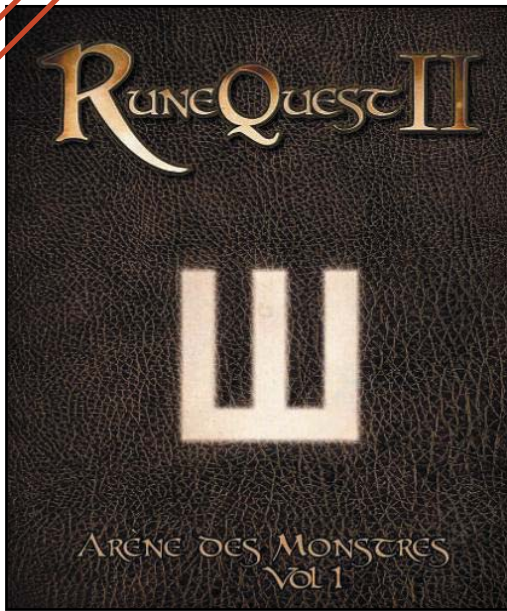


August: Elric returns with a brand new Edition!



???

May 10 Releases



L'Arène des Monstres, Volume I

Ce livre rempli à ras bord de créatures et d'ennemis de toutes sortes vous propose aussi des règles détaillées sur leur méthodes de combat dans l'Arène des Monstres. Bref, vous avez tout ce qu'il faut pour faire passer de sales moments à vos joueurs !

L'Arène des Monstres Volume I propose également du matériel inédit non inclus dans la version anglaise !

L'Arène des Monstres Volume I utilise toutes les règles de RuneQuest II.

Arene des Monstres Volume I
Price: \$44.00
Format: Softback (130 pages)

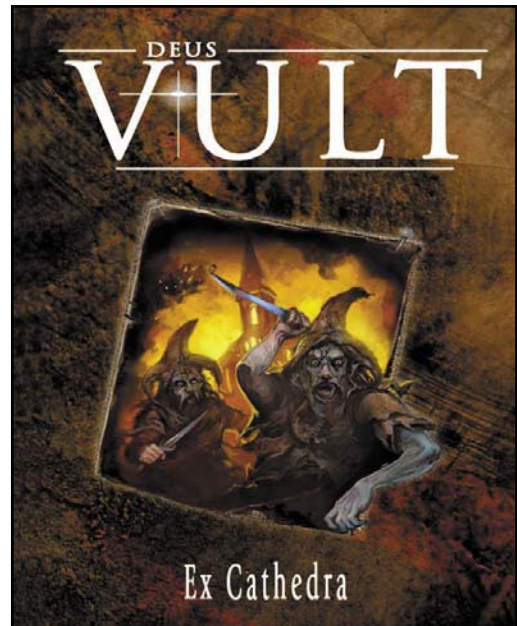
Pre Order Now

A cathedral is a prayer in stone, a vaulted hymn of masonry and devoted labour. The great cathedrals are symbols of the great faith of the people and the power of the Church.

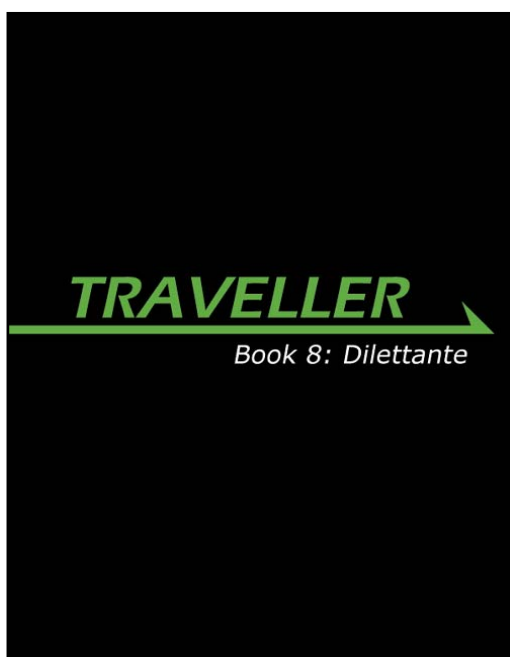
Soon, they will burn. Madness and misrule are loose upon the world, and only the assassin-monks of the secret Order can set things right again. From the Champagne Fair at Troyes to the uttermost depths of the Earth, the hunt is on - but who is the hunted, and who is the hunter, in a time when all law and even sanity itself is overturned.

Ex Cathedra is a series of three linked adventures for Deus Vult.

Ex Cathedra
Price: \$24.99
Format: Softback (120 pages)



Pre Order Now



Dedicated to nobles and entertainers, Dilettante looks at the wealthier and more ambitious careers. Whether your character is a Baron of the Imperium or a young hopeful setting out to become the galaxy's greatest rock star, Dilettante contains all the options and items you need to get the best out of it. From throwing banquets on a planetary scale to starring in the latest blockbuster vids or performing live across an entire star system, Dilettante provides new rules and new career specialities for nobles and entertainers alike.

Dilettante
 Price: \$24.99
 Format: Hardback (94 pages)

Pre Order Now

The Little Black Books return! Harking back to the original release of Traveller in the 70's, the Little Black Books from Mongoose bring the latest version of Traveller to your gaming table in a handy and collectible pocket size.

Mercenary is a detailed expansion for the Traveller game, and the first in the line of Core Supplements. With advanced options for Soldier and Marine characters, any player with an interest in infantry combat will find something of value in this manual.

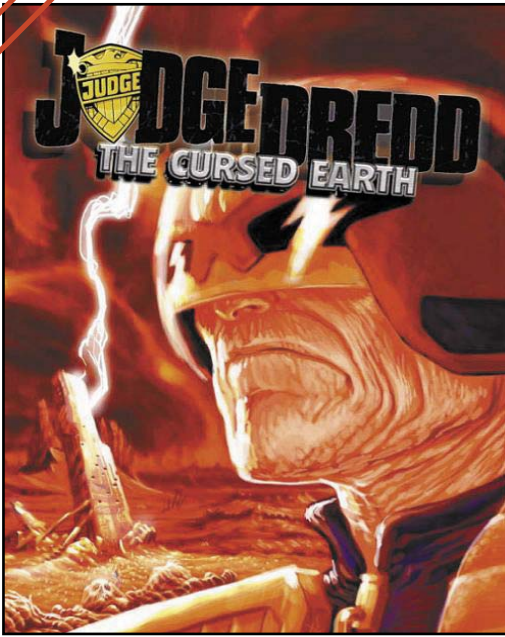
With new weapons and tactics, career options, and the lucrative mercenary ticket system, Mercenary puts ground combat front and centre.

LBB1 Mercenary
 Price: \$14.99
 Format: Softback (108 pages)



Pre Order Now

May 10 Releases



Cursed Earth
Price: \$24.99
Format: Hardback (128 pages)

If you thought the streets of Mega-City One were bad, wait until you take a walk outside the city...

The Cursed Earth is a blasted, irradiated wasteland filled with mutants, desperadoes and renegades eking out an existence in the most hellish place on the planet. Stretching across the old continental United States, the Cursed Earth separates the three great Mega-Cities of America, and it is a foolish citizen who makes any journey across its wastes.

Still, judges often have cause to venture out into danger, to pursue renegade perps, stall mutant invasions or even just to introduce rookies to the Cursed Earth in order to fulfil their training requirements in the legendary Hotdog Run.

This is a complete guide to the Cursed Earth, depicting the inhabitants, hazards and other dangers that beset all travellers across the wasteland.

Pre Order Now

Con-Quest 2010

By Katrina Hepburn

For the first of its kind, Con-Quest was pretty damn good. If I were to criticize one thing above all others it would be the location. Derby is a nightmare to enter and traverse and equally such a nightmare to try to leave. Both of the vehicles used to transport the Mongoose tomes from Swindon had gotten lost upon entering the maze that is Derby. The place is lacking any decent visible signposting and is full of roundabouts and one way systems. On the way out of Derby, at the end of the con, one of the cars ended up being lost in its bowels for almost half an hour before finding the correct road leading out. In fact it was not the 'correct' road but it did eventually get us out. We only managed to get back on the track of things once we were free of its borders. But anyway, let me relay the good things we saw at what will hopefully be a relocated and continuing convention.

During the course of the convention I noticed lots of familiar games being played. *Dungeons & Dragons*, *RuneQuest*, *Call of Cthulhu*, *Savage Worlds*, *Victoriana* and of course my personal favourite of this bunch: *Traveller*. This of course is just a small selection of the games that were going on over the course of the day. However, there were certain things that made this convention stand out differently from other gaming conventions: the trade hall. Of course we had a lot of faces which are a must to include in any decent convention. Mongoose Publishing (of course), Pagan Angel with their wonderful collection of shinies (www.paganangel.com), Leisure Games (www.leisuregames.com), Magic Geek (www.magicgeek.co.uk), Mantic Games giving out free miniatures of their newly released *Kings of War* undead sets (www.Manticgames.com) and the Black Library (www.blacklibrary.com) with authors Gav Thorpe and Nick Kyme signing copies of their latest book releases. However, the stalls that made





this trade hall just a little more diverse than normal included: Genki Gear T-shirts, with a distinctly Japanese flavour. I personally opted for a black skinny tee with a dead bunny on the front of it and the words 'Epic Fail!'. What respectable girl gamer could resist a dead bunny? SO CUTE! The collection of T-shirts cater for any colour combinations along with hilariously unique slogans, making this store a must to check out (www.genkigear.co.uk).

Tokyo Otaku, Anime and Manga Shop. One of the local outlets who actually had their shop in the Market centre. Sandrine fell in love with this stall from the moment she set eyes on it. She is, of course, a fan of Anime and proceeded to drool over their collection of 100% genuine licensed merchandise, which they get shipped in from Japan. They even had genuine Japanese 'Pocky' chocolate and strawberry coated biccie sticks! Nom nom nom! (www.tokyootaku.co.uk). SpellCrafters is a shop which caters for the pagans out there who also happen to be gamers. It had its own small collection of t-shirts with slogans like 'My God is a horny God' along with various candles, incenses and even some oddities like genuine snake skins and cauldrons (www.spiderproductions.org.uk & www.paganpride.org.uk). Dungeon Lord UK presenting their Labyrinth of Legend Tabletop Dungeons. Exquisitely hand crafted dungeon models usable for games like *D&D 4th Edition*. These people are not adverse to designing a hand crafted tabletop dungeon for whatever your RPG may be. (www.dungeonlorduk.co.uk). Viva Hate, another local store located next to Tokyo Otaku in the Derby market centre. This store specialises in Music and Movie merchandise and memorabilia. Some of their items I was sorely tempted to purchase myself. Again they had their own collection of t-shirts, a motley collection of board games, dolls based on numerous

Con-Quest 2010

horror movies and even Star Wars Bobbleheads! (www.vivahateonline.co.uk). D101 Games (www.D101games.co.uk) and Sceptune Games (www.sceptunegames.co.uk) were also showing off their collection of alternative gaming content like Openquest, The Savage North and Hyperlite.

On top of all these stalls you also had a few game designers promoting their own creations. Alessio Cavator was demonstrating his creation known as Shuuro. A chess like game of strategy and unusual obstacles. And Leo Marshal demonstrating his creation known as LeCardo, which is a stimulating word based card game for young and old alike (www.lecardo.com). The sheer diversity of the trade hall at this convention could keep you occupied for half the day without even gaming!

As with most of my more recent articles I like to try and get a word in for any local gaming communities of whichever convention we are attending at the time. Derby Wargames Society (www.derbywargamesociety.com) were profiling a historical tabletop game and let me know about their local gaming club, which is hosted every Monday and Thursday night at 7.00pm until 11.00pm and play all manner of games including miniatures wargames, Boardgames and CCG's. So, if you are unlucky enough to live in the Bermuda Triangle-like area of Britain known as Derby, please make sure to check these guys out for a night of gaming fun in your area.

Added to all of this was what I feel is always a plus at any convention : a little bit of LARP. The Fools And Heroes UK Fantasy Live Action Roleplaying Society was holding its own corner of the convention, with fully armoured fantasy clad men and women ready to beat the crap out of anyone willing to



step in the ring with them while holding a sword, mace, bludgeoning club or blunted blade. Of course this is not all the group is capable of! They also run Medieval/Fantasy live action roleplay all over England. Seeing these guys in action is not only thoroughly entertaining but it also makes you want to try it out yourself. They encourage anyone and everyone to take part in the fun and

each and every one of them go out of their way to be as helpful as possible if you are a newcomer to the Live Action form of Roleplaying. Simply brilliant and well worth checking out (www.foolsandheroes.org).

For a first time convention, Con-Quest 2010 kick-started itself off with a good overall show. A wonderful mix

of regularities, oddities and all round general happy times! It is clear that a lot of effort and hard work went into making the first Con-Quest a memorable one. Fingers crossed, this will be a recurring convention. Let's just hope the location gets changed. See you all at the Mongoose *Traveller* open day on May 1st. I hope!



Ordo Draconis 2, a review

By Roberto Micheri

As a result of my previous review of the *Pathfinder Roleplaying Game*; I received a review copy of *Ordo Draconis #2*. What is *Ordo Draconis* I hear you say? They describe themselves as a non-official e-zine dedicated to the *Dragon Warriors Roleplaying Game*. *Ordo Draconis*¹ also includes statistics for the *Pathfinder RPG* in an attempt to broaden their audience and share the joys of the **Lands of Legend** campaign setting², a mythic Europe/fantasy version of our world circa 900-1200 AD.

In a 'nutshell', I really liked this product. It is a solid 97 pages of gaming goodness, full of ideas, very well written, with great layout and cartography and no adverts. Illustrations are sparse but appropriate, of excellent quality and best of all very flavourful. Want to learn more? Read on...

My first impression after downloading the file was, 'Wow that's a nice cover!' The art by Jon Hodgson is stylish; the scene of a party of adventurers looking back as they stand before a mysterious door, set the mood for my own 'journey of discovery' as well as representing the feel of the setting very well. Flipping the page I was also pleasantly surprised by the map of Northern Cornumbria on the inside cover. After a quick perusal of the magazine I decided I needed to print this out to read it. Some of you may read on the monitor, but my eyes aren't what they used to be.

I'll admit that it's the rare gaming supplement I read all the way through these days. I'll scan and find things that interest me and little by little I'll get around to reading it, but the content in *Ordo Draconis* kept me interested all the way through. My first hurdle was getting to know just what the *Dragon Warriors RPG* was. The magazine has stats for *Pathfinder* but I wanted to know where the world came from and at least try to understand the other set of statistics in the book.

It turns out that the *Dragon Warriors RPG*³ was a British RPG published in the 80s in paperback format. All the rules have been collected, revised and published by Mongoose Publishing and Magnum Opus Press⁴ recently. I have never played it but the rules presented seem easy enough. While I'm not currently in

the market for a new fantasy RPG, they already have the stats for my current game of choice in this genre integrated so this is no issue for me. Where this publication truly shines is in the quality of the articles, the ambience and the number of ideas it brings to the table.

The whole of *Ordo Draconis #2* is neatly tied nicely together by a location; the land of Northern Cornumbria, from specific locales, inhabitants, folklore, monsters, and little scenarios, as well as a full blown adventure. I loved the feel of medieval Europe touched by magic and the coming together of real world myth with the game world. I particularly liked the articles detailing Darbon Barony, the town of Eastmarch, and a piece entitled the 'Along the Road' (apparently a regular column) which had many evocative story ideas, that while specific for the setting, could easily be used for any fantasy game. In fact this is a common thread running through many of the articles; even if you don't play in the Lands of Legend, much here will be useful to you.

Location! Location! Location! is a regular column detailing a play-ready adventure locale, in this case the town of Eastmarch. Eastmarch is a Fortress located amid the 'swirling mists and trackless waterways' of a swamp once sacred to the Old Gods. This article was particularly enthralling because it is so immersed in the feel of mythic medieval Wales, with many interesting plot hooks and adventure seeds and is ideal for a starting campaign. It would even work as a setting for a 'point-of-light' type campaign in the spirit of D&D 4th edition.

Another favourite of mine was the article on Darbon Barony, which presents a large fief inspired by Devon and Cornwall in very broad strokes. The article incorporates many little details that made the region come alive while leaving enough space for the Game Master to stretch his or her creative muscles. I particularly liked the section entitled 'Other Denizens of Cornumbria' which focussed on the mythic inhabitants of the fief, some of which will be familiar to lovers of literary fantasy, but which nicely put these faerie-folk in the context of the culture of this region in

a way that really contributes to the unique feel of the Lands of Legend.

The adventure, 'For Whom the Bell Tolls', which is a murder-mystery that takes place in an Abbey, reminded me strongly of one of my favourite movies, 'The Name of the Rose', though the plot is not at all similar. I thought this adventure was very well written and had a lot of neat little details I will use even if I don't run the adventure in its entirety. Note also that this is a big adventure for a magazine; 36 pages of it and would put to shame many a standalone PDF adventure. The scenario also brings together a number of elements from the other articles in the issue; using the Thane class, as well as detailing several locations on the map at the front of the 'zine mentioned earlier.

I have a couple of minor nitpicks. The article that opened the issue, the Thane, while excellent and very flavourful, had no *Pathfinder* stats. I'm not advocating the creation of a new class, which I don't think was warranted, but some feats or talents to engender the flavour of the Thane for *Pathfinder* would have been welcome. In addition, some letters from the title font were also hard to recognize. Also, the credits indicated that I could download all the maps from this issue unannotated, from the *Dragon Warriors Wiki*. I managed to find them but only with some effort and so a direct link to them would have been nice.

Overall however, whilst not all the articles were equally useful, the balance was positive and I really enjoyed reading and reviewing this excellent magazine.

Ordo Draconis number #2 is available from DriveThru RPG game [HERE](#)⁵, the Paizo store [HERE](#)⁶, and I think its great deal for \$3.50! Looking forward to #3, The Nomad Khanates⁷; great e-zine guys, keep up the good work!

For other reviews, news and commentary on games and the gaming lifestyle visit Stargazer's World. The blog's creator Michael Wolf is a prolific and entertaining writer. I consider myself very lucky to be contributing to his blog; and I'm in truly excellent company!

Auxiliary Table of Relevant links

Dragon Warriors publisher's homepage	http://www.magnumopuspress.com/?page_id=10
Dragon Warriors Wiki	http://dragonwarriors.info
Ordo Draconis Homepage	http://draconismag.com
Ordo Draconis Issue 2: purchasing links	http://rpg.drivethrustuff.com/product_info.php?products_id=79261&src=MSP_2_1 http://paizo.com/store/downloads/ordoDraconis/v5748btpy8dpk&source=MSP_2_1
Original Review Post	http://www.lulu.com/product/e-book/ordo-draconis-2/6511317 http://www.stargazersworld.com/2010/03/18/ordo-draconis-a-review
Sample content mentioned in post as "difficult to find"	http://dragonwarriors.wetpaint.com/photos/album/159378/Ordo+Draconis http://dragonwarriors.wetpaint.com/page/The+Fief+of+Eastmarch http://dragonwarriors.wetpaint.com/page/Northern+Cornumbria
Stargazer's World A Role Playing Games Blog	http://www.stargazersworld.com/

1 <http://draconismag.com>

2 <http://dragonwarriors.info>

3 http://en.wikipedia.org/wiki/Dragon_Warriors

4 <http://www.mongoosepublishing.com/home/detail.php?qsID=1609>

5 http://rpg.drivethrustuff.com/product_info.php?products_id=79261&src=MSP_2_1

6 http://paizo.com/store/downloads/ordoDraconis/v5748btpy8dpk&source=MSP_2_1

7 <http://draconismag.com/?p=72>

By Matthew Sprange

A Traveller can reasonably expect most high-population technological worlds to have most reasonable weapons, armour and equipment for sale upon a visit. However, that does not mean players should have free and easy access to every piece of equipment in the *Traveller Core Rulebook*, the *Central Supply Catalogue* or other supplements.

Whenever a Referee deems a piece of equipment may not be present or easily found the player should roll for the item's Availability.

Roll 2D. On 8+, the player has successfully found the item he has been looking for and may purchase it.

Modifiers

There are a number of modifiers which should be applied to this roll.

Referee's Fiat

In addition, a Referee may apply his own modifier from -3 to +3 to reflect equipment that is easy or hard to find, rare or common on the present world, or

features technology that the Referee just plain is or isn't keen to see proliferate in his campaign!

Tech Level and Law Level

Under normal purchasing conditions, items that are unlikely to be found on a world due to the Tech Level being too low or Law Level being too high should not be made available to players. There may be exceptions where a Referee can create a mini-scenario in order to locate such items if he sees fit.

Circumstance	Modifier
Item is considered to be highly specialised	-1
Item is typically reserved for military use	-2
Item's TL is 3-4 steps away from World's TL	-1
Item's TL is 5 or more steps away from World's TL	-2
Purchaser willing to pay double listed cost	+1
Purchaser willing to pay triple listed cost	+2
Starport Class A or B	+1
Starport Class X	-2
World has Hi, Ht, In and/or Ri Trade Codes	+1
World has Lt, Na, Ni, and/or Po Trade Codes	-1
World Population 0	-3
World Population 1-2	-2
World Population 12+	+2
World Population 3-5	-1
World Population 9-11	+1

***Magick and Clockwork
battle for supremacy
in a world turned
upside-down!***

The Seventeenth Century

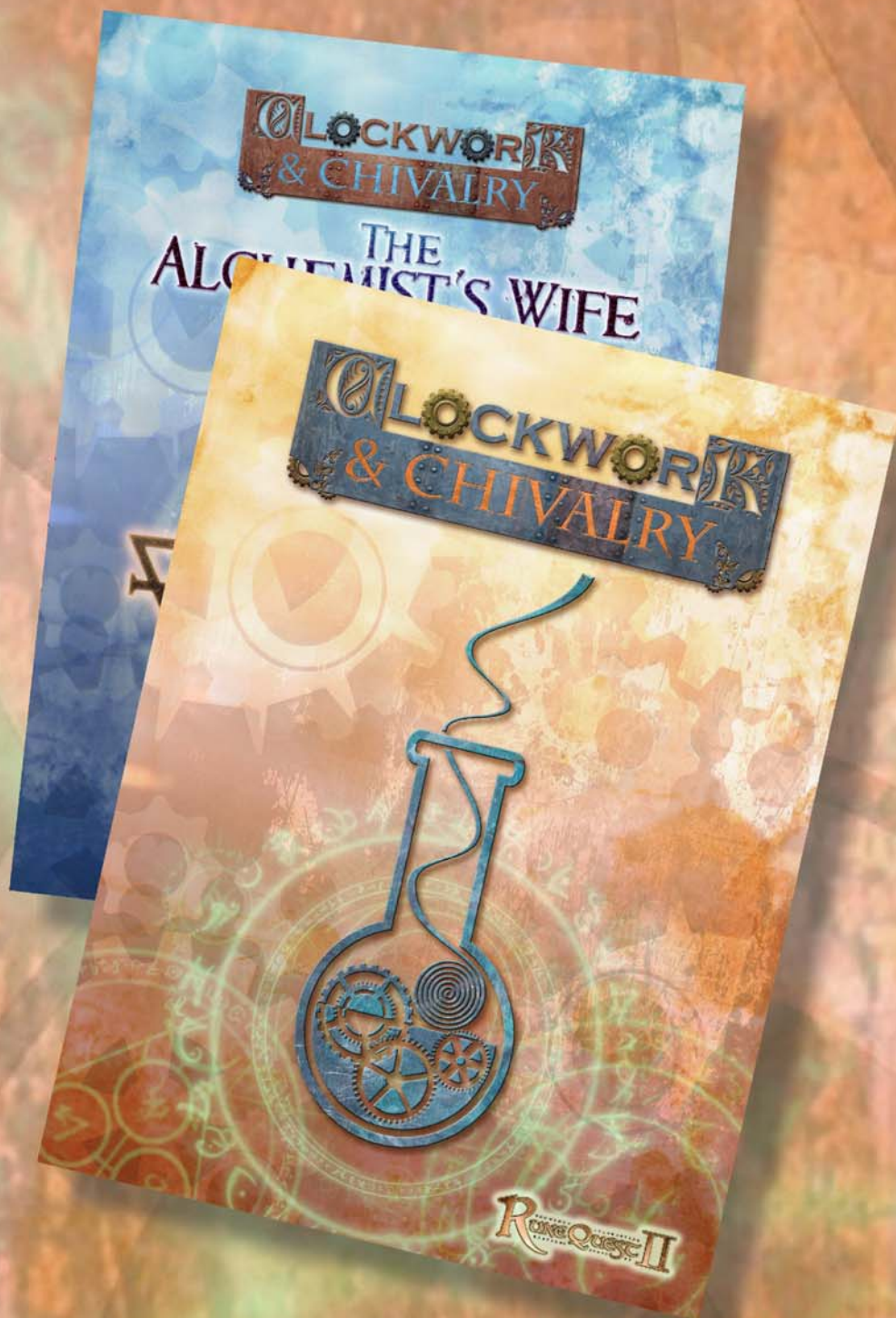
– a time of romantic Cavaliers and dour Puritans, religious strife and political upheaval.

England

– a land riddled with hunger, pestilence and superstition, gripped by Civil War.

Competing factions struggle to survive. The King has been executed. Cromwell has usurped power. In this richly-imagined alternate history, the conflict continues. Two great armies lay waste to the country, the Royalists aided by fearsome Alchemical magicks, the Roundheads by mighty Clockwork death-machines.

Old beliefs are crumbling. The future is up for grabs. With a heart filled with Righteousness and a cause worth fighting for, you enter the maelstrom...



Requires the *RuneQuest II Core Rulebook*, available from Mongoose Publishing.

Clockwork & Chivalry – alternate history for RuneQuest II

- *Clockwork & Chivalry Worldbook* – coming July 2010
- *The Alchemist's Wife* – Part I of the epic *Kingdom & Commonwealth* Campaign – coming August 2010

From Cubicle 7 and Cakebread & Walton: Purveyors of Fine Imaginings

www.clockworkandchivalry.co.uk



Vaderish, Knight of the Sword

By Jawad Naeem

Illion is a bountiful land surrounded on all sides by beautiful grasslands and rolling countryside. It is on good terms with its neighbours, even enjoying an alliance with Telestria. This safety and well being does not come without cause however, for while Illion's standing armies are sufficient to counter any threats upon it, it is the combined might of the Vaderish Knights of the Sword, Illion's fraternity of Knights that truly keeps the nation safe from all forms of hostile encroachment.

The Knighthood follows in the tradition of the Council of Elder Knights and takes its legacy from the days of yore when their forefathers wrested control of the land from Lencia and the bandit kings and robber barons of old that roamed free over the land. The leadership of those famed knights formed the Council of Elder Knights, which now rules over all Illion.

Today, the Knights of the Sword are a proud sight, the banners of their House held high in salute to their liege lord and to the land they call home. As valiant as a Sommlending Knight and as ferocious as a Knight of the White Mountain, the Knight of the Sword is a potent force in his own right, able to protect his homeland against a variety of threats both mundane and supernatural.

Being a Vardesh Knight of the Sword

Most Knights of the Sword serve their entire lives within the borders of their

realm, content with attending tourneys, manoeuvring the intricacies of court, tending to their estates and training for war. However occasionally there are opportunities for a Knight to leave Illion and journey the world beyond. The primary reason is that of tourneys: Whether held in Talestria, Sommerlund, Durenor or any other realm, tourneys give the Knight of the Sword an opportunity to test himself against the knights of other countries and to glorify and exalt the banner of Illion.

Other opportunities also present themselves for these Knights to leave their homes. Oft they must serve as bodyguards to dignitaries, royals and honoured guests when they travel through dangerous territory. Furthermore, sometimes a Knight of the Sword may also bear an important message from the Council of Six for the leaders of other nations; the Council would only entrust a Knight of the Sword with bearing a vital message swiftly and safely.

A Knight of the Sword begins his training at a very young age, under the tutelage of an uncle or his father who are sometimes Knights themselves. Then, when deemed ready, the child is presented before a council selection committee and must pass through a series of trials. If he succeeds, he is accepted into the Order, where he serves for life. Apart from earning glory and prestige upon the battlefield, many Knights rise through the ranks until they are politically as powerful as great lords and ladies themselves.

COMBAT SKILL and ENDURANCE

To find out what your Knight's COMBAT SKILL is, go to pXX at the back of the *Lone Wolf Multiplayer Gamebook* and pick a random number. Add 12 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 12 and 21).

For ENDURANCE, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

Once you have determined what your COMBAT SKILL and ENDURANCE scores are, enter them on your Action Chart.

Knight of the Sword Disciplines.

You begin the game as a Knight of Illion. While you have a long way to go before you can consider yourself to be a Knight Grandlord, you are not an absolute beginner either, as your five Knight Disciplines show. The ranks of the Knights of the Sword and the titles they are granted at each level of their progress, are shown here:

Rank / Number of Knight Disciplines

	Knight Title
1	Page
2	Squire
3	Accolade
4	Justicar
5	<u>Knight of Illion (you begin at this level)</u>
6	Knight Courageous
7	Knight Valorous
8	Knight Esteemed
9	Knight Vanquisher
10	Knight Baron

Pick your Disciplines from the following list.

Mercy for the Vanquished

A Knight of the Sword knows that mercy is not a sign of weakness; it is in fact a thing of great honor to grant a yielded foe his life. This Discipline allows the Knight to skillfully use the flat of his blade when fighting, inflicting non lethal damage only. When his foe drops to zero ENDURANCE it is merely unconscious instead of dead. This Discipline can be very useful should the Knight wish to capture a foe alive. When using this Discipline the knight must subtract 2 points from his COMBAT SKILL, due to the difficulty of fighting in this manner.

If you choose this skill, write 'Mercy for the Vanquished' on your Action Chart.

By Sword and Shield

A Knight of the Sword is well trained in the fighting style of his brotherhood, becoming a paragon of offense and defence on the field of battle. Upon selecting this Discipline the Knight gains a +2 bonus to his COMBAT SKILL whenever he wields both a sword and a shield in either hand.

If you choose this skill, write 'By Sword and Shield' on your Action Chart.

Jousting

Besides protecting the realm from threats originating from within and without, the Knight of the Sword must also participate in tournaments held to honour nearly any relevant occasion. As a result the Knight becomes a master of the lance as well as a master of mounted combat. Upon selecting this Discipline the Knight gains a +2 COMBAT SKILL bonus when fighting with a lance. Furthermore whenever the Knight initiates combat and makes a charge while armed with a lance and riding his warhorse (rather than when receiving an attack), he will inflict double the normal amount of damage upon his enemy in the first round of combat.

Furthermore, if the knight has attained Rank 5 (Knight of Illion) and also selects this discipline, he is granted a Faerstead as a mount by his liege lord. Finally, certain Tests the Knight might wish to make when mounted (such as chasing after a foe, jumping his mount over obstacles and so on) gain a +2 bonus.

If you choose this skill, write 'Jousting' on your Action Chart.

Tongue of the Herald

All Knights of the Sword are renowned for their ability to tell apart the heraldry of any noble house upon the face of Magnamund. This Discipline allows the Knight to find out immediately which noble house other knights, other men at arms or any sort of person under a banner are fighting for. Furthermore, training in the arts of Heraldry also comes with a training of courtly manners and etiquette. Therefore this Discipline also grants a +2 bonus to all Tests involving diplomacy.

If you choose this skill, write 'Heraldry' on your Action Chart.

Might makes Right

Though a Knight of the Sword is supposed to remain calm and collected, always rationalising his every move, every Knight knows there comes a time when only unfettered rage will allow him to achieve his objectives. This belief is manifested by this Discipline, which allows the Knight to do double the amount of damage when he initiates combat and charges at his foe, during the first round of combat only. If he also possesses 'Jousting' and makes a mounted attack using his lance, all damage is tripled. Further more he gets a +2 bonus on all Tests made to intimidate any foe during combat only.

If you choose this skill, write 'Might makes Right' on your Action Chart.

Landed Knight

Upon selecting this Discipline, a Knight of the Sword earns a reward from the Council of Six, the rulers of Illion themselves. He

immediately receives a deed granting him landowner rights to a small estate and a stronghold (usually a fortified chateau or small castle) within the boundary of his estate. This stronghold becomes the Knight's home and his base of operations whenever he resides in Illion. Furthermore, the Knight earns a monthly income of 20 Gold Crowns from his lands, which are his to do with as he wishes.

If you choose this skill, write 'Landed Knight' on your Action Chart.

Mine is the Fury

A Knight of the Sword who possesses this Discipline becomes an expert at combat with massive, two handed weapons. He gains a +1 bonus to his COMBAT SKILL whenever he uses such weapons in combat. Furthermore, once per combat when armed with a two handed weapon he may make a mighty swing; if the Knight would have done more damage to his opponent in this round then the knight may choose to do no damage but instead push his opponent into the ground where it will lie stunned and unable to make any attacks for one round.

If you choose this skill, write 'Mine is the Fury' on your Action Chart.

Vengeance will be Mine

It is the mark of a true and valorous knight that he is willing to avenge his comrades in arms, should they ever fall. Upon selecting this Discipline, whenever an opponent reduces anyone the Knight of the Sword considers to be a true friend to zero ENDURANCE or less, then the Knight must immediately stop whatever he is doing and engage that foe in combat, even if it means leaving his back unprotected. The Knight gains a +2 Bonus to his COMBAT SKILL and +5 bonus to his ENDURANCE for this purpose; these bonuses last until the opponent is either killed or rendered unconscious.

If you choose this skill write 'Vengeance Will be Mine' on your Action Chart.

Vaderish, Knight of the Sword

Lay of the Land

A Knight of the Sword is born and bred in the vast, rolling countryside of Illion surrounded by high forests, which serve as excellent venues of hunting. The Knight is well versed in reading the tracks of his prey and what might lie beyond the next rising knoll. As a result, when this Discipline is selected the Knight decides on one type of land: Grasslands, Countryside or Forests. While in his selected environment the Knight can always find food for himself. Furthermore he gains a +2 to all tracking Tests made in such an environment.

If you choose this skill, write 'Lay of the Land _____' on your Action Chart.

Cry of Valour

Knights of the Sword are known as shining beacons of goodness and valour upon the battlefield, inspiring their allies ever onwards towards victory. Upon selecting this Discipline the Knight gains the ability to issue forth a loud, rallying cry during combat. All allies within earshot immediately gain a +1 bonus to their

COMBAT SKILL that lasts until the end of combat. This ability can only be used once per combat.

If you choose this skill, write 'Cry of Valour' on your Action Chart.

Guard thy Companion

Knights of the Sword know that the most important thing ever entrusted to them may well be the life of another, which they are to guard with their own. This Discipline allows them to do just that. Whenever they are combat and an adjacent ally would take ENDURANCE point damage from an attack by an opponent, the Knight can choose instead to take the full amount of damage upon himself, to be deducted from his ENDURANCE.

STARTING EQUIPMENT

The Vaderish Knight of the Sword starts with the following equipment.

Your basic possessions comprise the uniform of the Knight of the Sword and Full Plate Armour (Special Item, adds 8 to your ENDURANCE). You also have a

backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the Random Number Table and add 20. The number you choose equals the number of Gold Crowns you possess (Note this number in the Belt Pouch section of your Action Chart).

If you have 'By Sword and Shield', you will also start with a sword and a shield among your possessions.

You may also choose two items from the following list:

- Broadsword (Weapon)
- Lance (Weapon)
- Meal (Backpack Item)
- Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total)
- Rope (Backpack Item)
- Shield (Special Item, grants a +2 Bonus to your COMBAT SKILL)
- Sword (Weapon)

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The Sword Worlders

By Shannon Appeldine

The sector-wide biosphere of the Spinward Marches is one of the most varied in all of Charted Space. Not only do all three of the major races of Humaniti have plentiful presence here, in this sector that lies between the Aslan and the Vargr but there are also numerous Minor Races found across this sector.

Many of these peoples are discussed briefly in *The Third Imperium*. This article – which discusses the Sword Worlders of the Spinward Marches – is the first of several that will provide you with all the crunchy bits needed to play the aliens of the Marches in your own *Traveller* game.

About the Sword Worlders

The Sword Worlders are humans who primarily live in the Sword Worlds 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.

History

The Sword Worlders are Solomani who fled the Rim in the fifth century before the Third Imperium, after they landed on the losing side of a civil war. Their original troop transport, the *Gram*, carried a mixture of Scandinavian and German troops; two cultures which would greatly influence the worlds that they would come to settle.

To get far away from all conflict the *Gram*, with several other cruisers, undertook an epic voyage that eventually brought them to a new planet in a new sector of space. They settled on their new home in –399, naming it Gram after their ship. From there, they settled numerous other planets in the subsector.

The rest of the universe caught up with the Sword Worlders in the third century before the Third Imperium, when they met both the Zhodani (–292) and the Darrians (–265). The Sword Worlders formed their first interstellar government, the Sacnoth Dominate, in –186. However, due to the generally adversarial and prickly nature of the Sword Worlders, many interstellar governments have risen and fallen over the centuries. The most recent, the Sword World Confederation, was created in 852.

The Sword Worlders met the Third Imperium in 53, when scouts contacted them. Over the next few centuries, the Sword Worlders' interactions with the three interstellar governments now expanding out into the Marches – the Darrians, the Imperium and the Zhodani – would determine their destiny for almost 1,000 years.

The Sword Worlds' antagonism toward the Darrians (and to a lesser extent the Third Imperium itself) began as early as the third century of the Third Imperium. Just as the then-current Sword Worlds government broke down, the Third Imperium was extending trade into the area. Because the Sword Worlds were once again squabbling with each other, the Darrian Confederation was better able to take advantage of this opportunity. The Sword Worlders felt that the Darrians had stolen trade routes that rightfully belonged to them – and that the Third Imperium had given them away. Antagonism toward the Third Imperium only multiplied a few centuries later when the Imperium began incorporating parts of the Vilis subsector, including Vilis (Svasorm) and Garda-Vilis (Danuuz), which had been settled by Sword Worlders several centuries before.

These antagonisms grew into warfare over the subsequent centuries. The Sword Worlds used the First Frontier War (589–604) as an excuse to take the Entropic Worlds in the Querion Subsector from the Darrians. They openly joined with Zhodani

and Vargr in the Outworld Coalition in the Second Frontier War (615–622), when they tried but failed to retake parts of the Vilis Subsector. The Sword Worlds remained aloof from the Third Frontier War but in the short Fourth Frontier War (1082–1084), they once more took the conflict as an excuse to take the Entropic Worlds (which had been lost in the intervening centuries).

The most recent event of note in the Sword Worlds was the 1098 dissolution of the government of Joyeuse, the former capital of the Confederation, into civil war. The balkanisation and warfare on the planet is emblematic of the problems of the Sword Worlds as a whole.

Culture

The Sword Worlders are primarily Solomani of German and Nordic heritage. Though they do not share the ideas of racial superiority that define modern-day Solomani – and, in fact, do not define themselves as Solomani at all – their culture has been greatly influenced by their Nordic roots. This has resulted in a society that prides itself on honour, obedience and militantism.

There is also notable difference in the culture between the two sexes.

Male Sword Worlders are fiercely independent, able to take offense at any slight and are rarely ready to back down. They take on the dangerous roles in society, as soldiers, beltlers and miners. They live their lives in a courageous manner, though not stupidly. If women in the Sword Worlds want to take on male roles, they must act as men do.

Female Sword Worlders are protected and cared for. They are the people that keep the hearthfires burning, giving the males a place to return to. As such, they are inevitably cloistered – except among other women. Here they come into their full roles as planners and politicians, ultimately

those making the decisions for their men, whether the men know it or not.

The Sword Worlders' long-running antagonism with the Darrians and the Third Imperium is largely because 'they took what is ours', whether it be trade contracts or worlds. However, the Sword Worlders also dislike the Darrians' philosophies of inactive peace and they get their backs straight up at the idea of the Third Imperium telling its client worlds what to do.

This article offers variant character creation rules for making Sword Worlder characters. Following is a listing of all the new rules, organised by the steps shown on the 'Character Generation Checklist' in the *Traveller Core Rulebook* (page 5). Only steps 1–3 are listed here, because they include all of this article's changes.

1. Characteristics.

- Characteristics. Consider Sword World priorities when allocating your characteristic rolls.

2. Background Skills.

- Homeworld. Generate a random Sword World homeworld.
- Background Skills (). Take background skills based on your homeworlds and the Sword Worlds Education list.
- Psionics. Optionally, request admission to the Sacnoth Psionic Institute.

3. Careers

- Careers within the Sword Worlds. You may choose careers within the Confederation.
- Confederation Patrol. These choices may include the Patrol, available only to Sword Worlders.
- The Sword Worlds Draft. Alternatively, you may take part in the Sword Worlds draft.
- Careers in the Imperium. If you prefer, seek out a career in the Imperium – at a penalty due to Imperial prejudice.

Creating a Sword Worlder

Sword Worlders could be created using just the rules in the *Traveller Core Rulebook*. However, the following sections detail some variations to the standard Character Creation rules that will allow you to make more realistically alien Sword World characters.

Physiology

The Sword Worlders are genetically Solomani. There has been no notable genetic drift, since the Sword Worlders left the Solomani sphere just 1,500 years ago, at least partially because the Sword Worlders have not interbred much with the Viliani, Darrians or Imperials found in the Marches.

However, 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 characteristic differences.

Character Creation: Characteristics. Roll characteristics as normal. Consider putting high rolls toward Strength, Dexterity and Endurance for characters taking a traditional male role (whatever their sex) and toward Social Standing for women taking a traditional female role.

Note that the Social Status of those born in the Swords Worlds will not be officially recognised by the Third Imperium and vice-versa (although you will still get your normal characteristic modifier).

Planet of Origin

The Sword Worlds Confederation covers almost an entire subsector of space. Because the Confederation is a loose government, the result is a chaotic and varied group of 19 major member worlds, each of which could be the planet of origin for a Sword Worlder. These 19 planets are listed here, along with some of the most important facts that might influence characters from that world.

Anduril, B985855-B (Sword Worlds 0206): A harsh world, with an extreme axial tilt and gale-force winds that blow because of it. It was also generally balkanised (like the Sword Worlds themselves) until about 100 years ago. Today, Anduril is an example of what a Sword World could become, with its citizens now rich, proud and even somewhat friendly – but beneath the surface old tensions still remain. **Background Skills:** *Carouse 0.*

Beater, B685686-A (Sword Worlds 0604): A rich agricultural world. It is currently in a megafaunal stage, encouraged by its low gravity, tropical climate and plentiful oxygen. Many of these native giants contain characteristics of both plants and animals, according to standard Imperial terminology. They are the objects of epic safaris on the world. **Background Skills:** *Animals 0.*

Biter, B354623-A (Sword Worlds 0706): 'The Biter Atrocities' are one of the darkest marks in the history of the Sword Worlds, when Hofud deported Biter's citizens and salted its lands as the result of a war. The population of the agricultural world of Biter has only begun to rise again in the last 100 years. Biter maintains some of the closest ties with the Imperium of all the Sword Worlds, having allowed a Scout base to be built in its system, to support XBoat routes to the Five Sisters. **Background Skills:** *Animals 0, Survival 0.*

Colada, B364685-B (Sword Worlds 0202): An early power in the Sword Worlds but ruined by nuclear war in the 200s. There is still some lingering radioactivity on Colada, though much of the world's ecosphere has recovered. The same may not be said of its population or its prestige. **Background Skills:** *Animals 0, Carouse 0.*

Durendal, B687334-B (Sword Worlds 0703): A beautiful garden-like planet that nonetheless has a very low population, primarily due to its position at the edge of the Confederation. Durendal was the focus of extensive terraforming by the Ancients,

The Sword Worlders

who even broke its tidal lock with its star for a time (resulting in 230,000 years of volcanism, suggesting that the Ancients did not know everything, unless that was their purpose). **Background Skills:** *Animals 0*.

Dyrnwyn, B958412-A (Sword Worlds 0702): A planet wholly owned by the Fortarn Conglomerate on Gungnir. Like Durendal, Dyrnwyn lies at the outermost edge of the Confederation. It is tidally locked, with a temperate zone at its 'hot pole', which lies nearest to the sun. The rest of the world is frozen in ice. It is no surprise that the population of the planet is very low. **Background Skills:** *Admin 0*.

Excalibur, B324775-A (Sword Worlds 0405): A small, cool world with a thin, tainted atmosphere. The government is run by the increasingly unpopular Baron Randulf Huld, but the population seems about ready to turn against him. Life is hard on Excalibur and its rulers must be hard too, to manage it. **Background Skills:** *Streetwise 0*.

Gram, BA89957-B (Sword Worlds 0403): The first of the Sword Worlds, now heavily populated and industrialised. Presently Gram is the capital of the Confederation, though rising unrest among the working class may put that status at risk. See *The Spinward Marches*, pages 94–95 for more information. **Background Skills:** *Streetwise 0, Trade 0*.

Gungnir, B444779-8 (Sword Worlds 0401): Many of the Swords Worlds (including Andruril and Colada) have been balkanised at times. Gungnir carries that tradition into the modern day. Currently the feudal nobles – which control megaraunches and megafarms – are somewhat at peace, though the rise of a young man named Arthur may change that. **Background Skills:** *Animals 0*.

Hofud, B666553-A (Sword Worlds 0704): A rabidly anti-Imperial world, perhaps because of its position at the edge of the Imperial border. Though Hofud might seem

harmless, since it is a relatively undeveloped agricultural world, it was also the originator of the Biter Atrocities. Eleven moons and a ring circling the planet suggest that Hofud could have been the source of Ancient experiments. **Background Skills:** *Animals 0*.

Hrunting, B463747-9 (Sword Worlds 0101): A cold but rich agricultural planet. The residents are considered particularly calm and collected. Due to its nearness to Darrian space, Hrunting has been a staging ground for assaults spinward and a breeding ground for spies on both sides. **Background Skills:** *Carouse 0*.

Joyeuse, B464778-A (Sword Worlds 0303): A dry world, beset by fungus and thus a frontier despite its location near the centre of the Sword Worlds. A civil war flared up in 1098 and continues to this day, making a hard life harder for a generation of Joyeuseans. **Background Skills:** *Animals 0, Carouse 0, Survival 0*.

Mjolnir, B530544-A (Sword Worlds 0301): Largely unpopulated, this desert planet has truly become a backwater since the Third Imperium took over the Vilis subsector. Its main source of income is its 'oil pools'. Mjolnir remains a hotbed of Aesirism, a religion where the ancient Scandinavian gods are worshiped. It is a harsh religion for a harsh place. **Background Skills:** *Animals 0, Survival 0*.

Narsil, B57A55-A (Sword Worlds 0107): An industrial, well-populated planet. The government has recently begun a war against the environmental damage that the industrial age has dealt to the world. However, the planet is largely controlled by corporations and the people seem unable to act in their best interests, so environmental efforts remain limited. Narsil is also another gateway to Darrian space. **Background Skills:** *Streetwise 0, Trade 0*.

Orcrist, B8A6733-A (Sword Worlds 0306): A very non-terrestrial Sword World, one of the few not terraformed by the Ancients. Small-scale projects are now being used

to try to terraform the world but will take generations. The Sword Worlders of this planet are very loyal to each other but do everything they can to take advantage of visitors. **Background Skills:** *Seafarer 0*.

Sacnoth, B775956-C (Sword Worlds 0505): A major power in the Sword Worlds and a traditional adversary of Gram. Highly industrialised and populated, Sacnoth also has one notable problem, an almost undetectable atmospheric taint reduces the lifespans of its inhabitants. **Background Skills:** *Computers 0, Streetwise 0, Trade 0*.

Character Creation: Sacnoth: As noted, Sacnoth contains a Psionics Institute and it is easier for native characters to gain admittance to it.

Sting, B645896-A (Sword Worlds 0705): A tidally locked, tainted planet, with most of the population living at the poles in underground cities. These cities are magnificent examples of walkable and livable design that many starports and other human-made habitats could learn from. **Background Skills:** *Streetwise 0*.

Tizon, B386887-A (Sword Worlds 0102): A small world, rich in minerals and thus the home of numerous important mining communities. Although it once was the centre of an empire, today Tizon is the centre of the arts in the Sword Worlds, full of top-class universities and home to philosophers and artists alike. **Background Skills:** *Carouse 0*.

Tyrfing, B637735-A (Sword Worlds 0504): A tidally locked agricultural world. It is conservative even by Sword World standards and practices a variant of Aesirism focused on Frey as goddess of agriculture. **Background Skills:** *Advocate 0, Animals 0*.

Besides the 19 major member worlds of the Sword Worlds Confederation, there are several more planets that have seen some Sword Worlder influence over the last millennia, as well as four planets that are

claimed by the Sword World Confederation but are not yet populated.

Asgard (Lyusing), X3437C7-2 (Vilis 0709): An early settlement from Gram but it regressed during the Fimbulwinter, a dark age caused by one of the periodic wars among the Sword Worlds. It was thereafter scooped up by the Imperium when they took the Vilus sector and today is interdicted because of the planet's primitive, (re)developing culture. A native who left Asgard for the Imperium would have some vestiges of Sword Worlder culture but would be a true primitive in the galaxy. **Background Skills:** *Animals 0, Survival 0.*

Caliburn, E000514-A (Sword Worlds 0610): Caliburn was just an asteroid belt being exploited by Sacnoth Sword Worlders before the Fimbulwinter. Its population of miners swelled during that time period. These miners formed the Caliburn Cooperative in 539 and joined the Imperium in 555. **Background Skills:** *Prospector 0, Zero-G 0.*

Character Creation: Caliburn: The optional Prospector background skill is drawn from *Adventure 1: Beltstrike*, page 19.

Datrillian, E227633-8 (District 268 0501): The majority of Datrillians are of typical Imperial stock but 300 years ago a group of refugees from Gram (fleeing one of its periodic rises and falls) took control as the ruling class. They have also introduced a form of Aesirism that concentrates on the Cult of Siegfred and emphasises spiritual pilgrimages. **Background Skills:** *Carouse 0, Gambler 0.*

Character Creation: Datrillian: A Sword Worlder from Datrillian should have a Social characteristic of 9+. If your character does not, you should explain how and why his family fell from power.

Entrope, E336AAA-C (Querion 0710): The Entropic worlds have been fought over for hundreds of years. They have been controlled by the Sword Worlds since the

end of the Fourth Frontier War. Any Sword Worlders on Entrope are most likely to be occupiers of some sort – whether they be soldiers or diplomats. **Background Skills:** *Computers 0, Streetwise 0.*

Margesi (Isenfang), A200436-A (Vilis 0210): Originally settled by Gram, Margesi was taken by the Imperium as part of their takeover of the Vilis subsector. It was retaken by the Sword Worlds in the Third Frontier War and lost in the Fourth. There is still considerable Sword Worlder cultural influence on the balkanised world. **Background Skills:** *Animals 0.*

Metal Worlds (Sword Worlds 0709, 0806, 0807 and 0808): The Sword Worlds have jointly saved four worlds for future use: Steel, Iron, Bronze and Mithril. Though the population of each planet is officially listed as '0' there are port officials on all of them as well as the occasional scientist. Choose any one planet but Steel is the most likely, as it is starting to slowly increase its transient population due to discussion of a joint project between the Third Imperium and the Sword Worlds to exploit the planet. See *The Spinward Marches* pages 96–97. See *Project Steel* for more information on Steel, including the development project. **Background Skills:** *Space Sciences (Planetology) 0, Survival 0.*

Tarsus, B5840620-A (District 268 0308): Tarsus' main wave of settlement came from Fornice (Mora 0605), an overpopulated world in the Mora subsector. However just after the Second Frontier War, it was settled in secret by the 3rd Lift Regiment from Tizon. This unit had occupied Vilis and fought a delaying action when the war turned against the Outworld Coalition. They fled to Tarsus to avoid war crime charges. For 100 years the Sword Worlders on Tarsus largely kept to themselves in a farming region called Regiment but more recently they have become an accepted part of Tarsus society thanks to their response to a period of catastrophic weather. **Background Skills:** *Animals 0, Gun Combat 0.*

Vilis (Svavasworm), A593943-A (Vilis 0309): Originally a colony settled by

Gungnir. Vilis declared independence when Gungnir was conquered by the Tizon Empire and was later absorbed by the Imperium – as was most of the Vilis subsector. Today Vilis is an industrial powerhouse and the owner of its own colony, Garda-Vilis. It still has some vestiges of Sword Worlder culture, particularly in select communities further from the industrial centres of the world. The Sword Worlders' militarism has never left Vilis' cultural mainstream. **Background Skills:** *Streetwise 0, Trade 0.*

Character Creation: Homeworld: Select a Homeworld for your Sword Worlder by first rolling on the Sword World Type Table, then rolling on the appropriate sub-table. Read the information on the world to get a basic feeling for your character's society and note if there are 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
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	Tyrfing
10	Excalibur
11	Hrunting
12	Beater

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Low-Population Sword Worlds

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

Unusual Sword Worlds

Roll	World
2	Metal World
3	Caliburn
4	Datrillian
5–8	Vilis
9	Margesi
10	Entrope
11	Tarsus
12	Asgard

Character Creation: Background Skills:

As usual, Sword Worlders gain a number of background skills equal to 3 + their Education DM. Each homeworld offers specific background skills that players must choose from. These are largely derived from the standard homeworld background skills (*Traveller Core Rulebook*, page 6) but in a few cases, one or more background skills have been added due to the specific history of the planet.

If a player has background skill points left, he may choose skills from the following education list, which varies slightly from that found in the *Traveller Core Rulebook*.

Sword Worlder Education: Advocate 0 (women only), Art 0 (women only), Athletics 0, Carouse 0 (men only), Comms 0, Diplomat 0 (women only), Drive 0, Engineer 0, Gun Combat 0 (men only), Language 0, Life Science 0, Medic 0, Melee 0 (men only), Persuade 0 (women only), Physical Science 0, Social Science 0, Space Science 0, Tactics 0 (men only), Trade 0.

Character Creation: Psionics: The Sword Worlders have an open prejudice against psionics, particularly if possessed by a man. However, they do not outlaw psionics like the Imperium does and in fact have an open Psionics Institute on Sacnoth.

After determining his background skills, a new character may request admittance to the Sacnoth Psionic Institute. This is a Formidable (–6) Social task. The difficulty decreases by one level if the character is female and by one level if the character's homeworld is Sacnoth.

If a character is accepted, he may immediately test his psionic strength (*Traveller Core Rulebook*, page 152) and can later choose a psion career, as follows, if he meets the normal qualifications.

Careers

Sword Worlders have access to the same general set of careers as Imperial citizens, with one exception, there is no Sword Worlds scout service. The Sword Worlders do, however, have a service not found in the Imperium: the Confederation Patrol.

The following notes discuss some of the services that are different or notable among Sword Worlders.

Agent: Though there are some large corporations within the Sword World Confederation, few of them extend beyond one planet. This is because of an innate Sword Worlder distrust of corporations that have gained enough power to influence government or everyday life. If a Sword Worlder is an agent he is most likely to be a worker for one of the few large corporations that exist such as: the interlocked conglomerates of Narsil; Isborg, a food conglomerate; Gramihandelsbanken, an investment bank based on Gram; or Gramstaatsbedrif, a merchant line run by the government of Gram. An agent might also be working directly for the Confederation government or the government of an individual world as an agent contractor. Whoever they are working for, agents are somewhat distrusted in the Sword Worlds due to the general attitude toward corporations.

Army: The army is a well-respected service in the Sword Worlds. Many males serve for one term in the army before engaging in their normal career.

Confederation Patrol: The Confederation Patrol generally controls the spaces between the stars. Broadly they have three functions: patrol, police and port. Patrolling involves cruising between the Sword Worlds, inspecting trade ships for customs violations and discouraging piracy. Policing involves bringing interstellar criminals to justice. Port duty involves helping to ensure that the Sword Worlds interact well together – since unlike in the Imperium, the ports of the Sword Worlds are controlled by the individual planets. (Although it is little spoken of, there is also a fourth function of the Patrol: gathering information and spying.)

Marines: Marines are even more respected than army soldiers. Being a decorated marine in the Sword Worlds is usually a ticket to a free drink in any pub in the Confederation.

Navy: The Confederation does not have a global navy and thus any navy personnel are serving within the ranks of the navy of one of the Sword Worlds' individual planets. The four greatest fleets in the Sword World confederation are the Gram Fleet, the Joyeuse Fleet, the Narsil Fleet and the Sacnoth Fleet. A navy man in the Sword Worlds most likely serves with one of these forces.

Psion: Because of the slightly more accepting attitudes toward psionics, several openly psionic careers are available in the Sword Worlds.

Rogue: Thieves and scoundrels are not well-loved in the Confederation, though the rough-and-tumble lifestyle of such careers is certainly appealing to many brought up in the Sword World culture.

Scholar: Though scholar is not a typical feminine career in the Sword Worlds, it is certainly seen as somewhat effeminate, or worse – 'Darrian'.

Scout: As noted, there is no scout service in the Sword Worlds.

Character Creation: Careers within the Sword Worlds: All Sword Worlder characters, except those born to Imperial worlds in the Vilis subsector (Asgard, Margesi, or Vilis), are assumed to be entering careers in the Sword Worlds. These generally work exactly like the careers found in the *Traveller Core Rulebook* (or other Books), except for the few differences noted.

Special Sword Worlder Career Rules

Career	Special Rules
Army	When mustering out receive +1 DM to your first mustering-out benefit roll. Also receive a +1DM to the qualification roll of your next career in the Sword Worlds (if any).
Confederation Patrol	See the complete Confederation Patrol career, nearby.
Navy	If using the advanced naval rules found in <i>Traveller Book 2: High Guard</i> , your character must choose a 'planetary navy'.
Psion	If using the advanced psion rules found in <i>Traveller Book 4: Psion</i> , your character may enter any of the following careers: Psion Agent, Psion Army, Psion Drifter, Psion Navy, Psion Rogue, or Psion Scholar. Psion Rogues suffer the same penalty as Rogues, as noted.
Rogue	Suffer a -1 DM on all Survival rolls within this career.
Scout	The Scout career is not available in the Sword Worlds.

Character Creation: The Sword Worlds Draft: A character who enters the draft within the Sword Worlds rolls on the following table:

Sword Worlds Draft Table

1d6	Career (Specialty)
1	Navy (any)
2	Army (infantry)
3	Army (any)
4	Marines (any)
5	Confederation Patrol (any)
6	Agent (law enforcement)

Character Creation: Careers in the Imperium: Sword Worlders may choose to seek employment within the Third Imperium; unless you are playing in a Sword Worlds *Traveller* campaign, you should strongly consider having your character do so at some time during his character generation, as it will make your player character easier to integrate with those of your fellow players.

To enlist in a first Imperial career, roll for qualification as normal, with a -1 DM due to your Sword Worlds' origins (except for those Sword Worlders born in the Vilis subsector). This is in addition to any normal DMs. If you fail you may opt to enter either the Sword Worlds Draft or the Third Imperium Draft (see *Traveller Core Rulebook*, page 9), provided that you have not entered that draft before.

After your first term in the Imperium, your Sword Worlder no longer has a penalty to enter additional Imperial careers. However he now has a -1DM to all future qualification rolls in the Sword Worlds, should he decide to return to his home.

Bibliography

Traveller has been in existence for over 30 years and thus many different resources for it have been published. The following books were directly consulted in the preparation of this article:

'Contact: The Sword Worlders', *The Journal of the Travellers' Aid Society #18*, GDW, 1983. The first writeup of the Sword Worlders. Also, the source of the Classic *Traveller* career for the Confederation Patrol, which was the partial basis of the new career in this article.

GURPS Traveller: Behind the Claw, Steve Jackson Games, 1998. Though not as official as Mongoose's own book, this one contains a bit of information on every planet in the Spinward Marches.

GURPS Traveller: Sword Worlds, Steve Jackson Games, 2004. The most extensive reference on the Sword Worlders to date. The short synopses of the worlds in this article mainly boil down (much more extensive) information from this source. Likewise the information on the Confederation Patrol was largely drawn from this source.

The Spinward Marches, Mongoose Publishing, 2008. The first-cut reference for the 1105 state of the *Official Traveller Universe*.

The Spinward Marches Campaign, GDW, 1985. A hodge-podge of material, useful here because of its charts showing the results of all the Frontier Wars.

Spinward Marches System Guide 1: Dattrillian, Avenger Enterprises & Comstar Games, 2006. An out-of-print PDF detailing the Sword-Worlds-led planet in District 268.

Tarsus: World Beyond the Frontier, GDW, 1983. A boxed set providing superb detail on the District 268 world of Tarsus.

Traveller Core Rulebook, Mongoose Publishing, 2008. The central reference for how to create *Traveller* characters.

The Sword Worlders

CONFEDERATION

PATROL

Members of the interplanetary police, who ensure justice and fair trade among the Sword Worlds. To be a member of the Patrol, a character must be a native Sword Worlder.

Qualification: Int 6+

-1 DM for every previous career.

Assignments: Choose one of the following:

- Patrol: You cruised the star lanes of the Sword Worlds.
- Police: You apprehended interstellar criminals.
- Port: You maintained peace in the Sword Worlds' starports.

A fourth assignment, **Spy**, is only available upon the appropriate Event result.

Career Progress

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

Mustering-Out Benefits

Roll	Cash	Other Benefits
1	20,000	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	60,000	+1 Soc, +1 Edu

Skills & Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum Education 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:

Roll	Patrol	Police	Port	Spy
1	Astrogation	Gun Combat (any)	Admin	Gun Combat (any)
2	Comms	Investigate	Diplomat	Investigate
3	Engineer (any)	Melee (any)	Melee (unarmed combat)	Pilot (small craft or space craft)
4	Gunner (screens or turrets)	Pilot (small craft or space craft)	Persuade	Stealth
5	Pilot (small craft or space craft)	Recon	Recon	Streetwise
6	Sensors	Streetwise	Streetwise	Jack of All Trades

Ranks and Benefits

Rank	Title	Skill or Benefit
0	Kadet	
1	Konstabel	
2	Overhode	Leadership 1
3	Leutnant	Investigate 1
4	Overleutnant	
5	Kapiten	Diplomat 1
6	Oberst	+1 Social

Mishaps

- 1d6 Mishap**
- 1 Severely injured in action. (This is the same as a result of 2 on the Injury table.) Alternatively, roll twice on the Injury table (*Traveller Core Rulebook, page 37*) and take the lower result.
 - 2 You get caught in the middle of a disagreement between two Sword Worlds planetary governments. Gain one as a Rival.
 - 3 You anger someone important in the Sword Worlds. Either give in to their demands or refuse them to uphold the honour of the Patrol. If the latter, gain an Enemy and +1 Soc.
 - 4 You overlook danger in the space between the stars. Perhaps it was purposeful, or perhaps you were set up but in any case, it appears that you betrayed the Sword Worlds. You are banished from the Confederation. You may no longer enlist in Sword Worlds careers.
 - 5 You encounter something terrifying in space. Reduce your Int by 1. Roll End 8+ to gain +1 End.
 - 6 Injured. Roll on the Injury table.

Events

- 2d6 Events**
- 2 Disaster! Roll on the Mishap table but you are not ejected from this career.
 - 3 Despite getting the job done, your hands get a bit dirty. Roll Soc 9+. If you fail, you may not make an Advancement roll this round. In either case, gain a +1 to any one Benefit roll from this career.
 - 4 You spend a term with a few patrollers that you do not get along with. Increase your Melee (unarmed combat) skill by 1 but take a -2 DM to your Advancement roll this year.
 - 5 Your commander decides that you do not work well with others. Automatically transfer to the Spy assignment.
 - 6 You get more involved in the politics of the Confederation than you should. Gain one level in Advocate, Diplomacy or Persuade but also gain a Rival.
 - 7 Life Event. Roll on the Life Events table (*Traveller Core Rulebook, page 34*).
 - 8 You spend some time in another assignment. Roll Edu 8+ to gain a roll on a Specialist skill table other than your own.
 - 9 You are recognised for your Intelligence gathering capabilities. Roll Int 8+ to gain a roll on the Spy Specialist skill table and to automatically transfer into that Assignment.
 - 10 You are given command of an important effort involving several Patrol ships. Gain one of Leadership 1, Persuade 1 or Tactics 1.
 - 11 You are singled out by your commander for bravery, honour and resolve. Gain +1 Soc.
 - 12 You prevent a major incident between members of the Confederation. You are automatically promoted.

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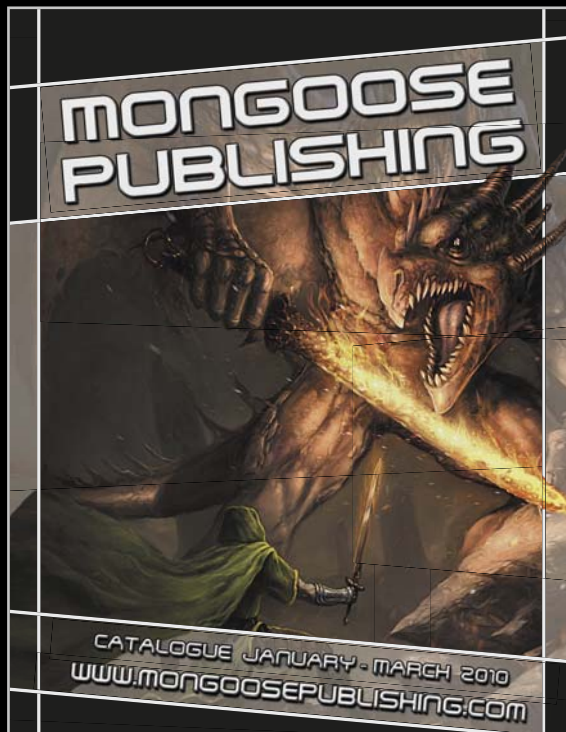
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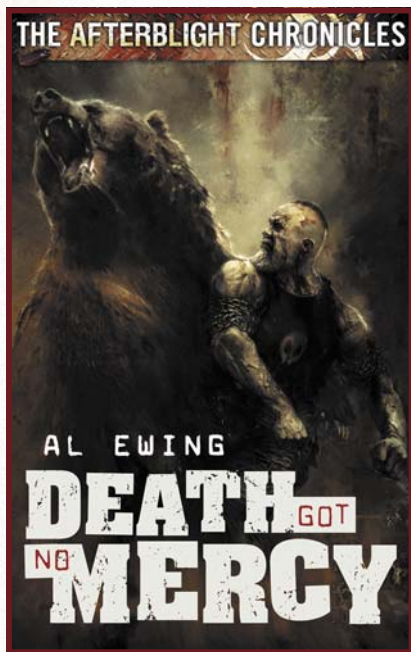


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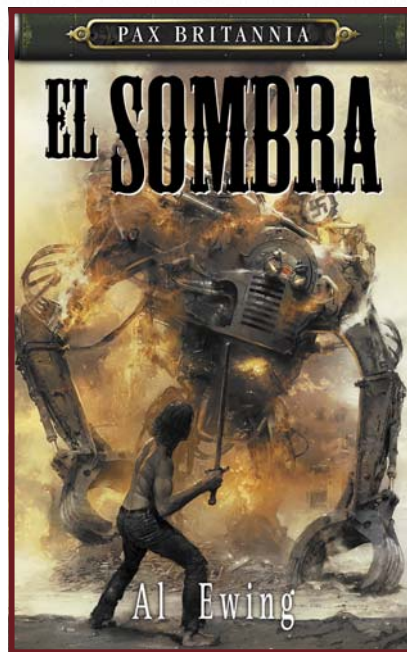
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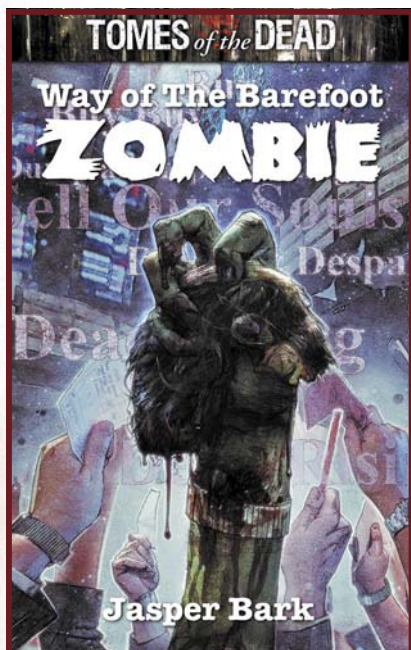
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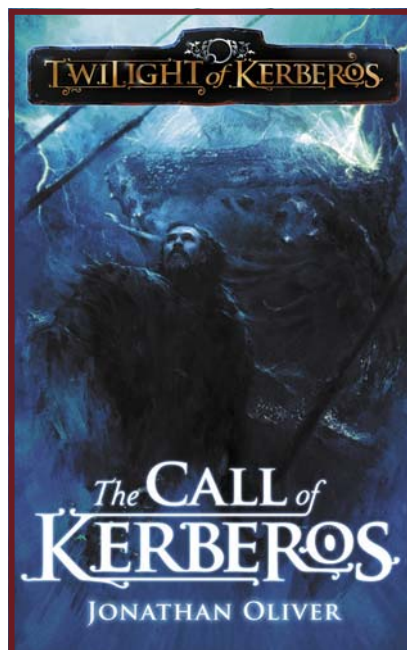
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