

# SCANDINAVIAN SOURCEBOOK

BY ANDERS LUNDGREN



## This is Scandinavia in the Shadows!

Read through this material, and you will find out how it is to live in a military ruled country in 2060. But do not stay to long, the ScanFed military wants to keep this secret. They may have noticed your interest, and you don't need the surgeon general to tell you it is damaging to your health...

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## The Concept:



I have been a Shadowrun player for many years. I have played the first through third edition. Something I have found lacking over the years is a simple description of the world, a book of maps. Sure, some sourcebooks have been created, centered on the UCAS and surrounding states, and even one covering UK and one covering Germany. Rumours about other places is not enough, so I felt a need to expand the world a little.

This is my first attempt to bring some lights on a forgotten region of the world, Scandinavia. I have made it a pure nightmare, building on many other, canon sources like the Germany sourcebook. It is not a nice place to live in, and there are lots of strain from within the federation. I let the military have the nominal control of the federation, also in an attempt to bring out the worst possible scenario. Me being an Officer in the Royal Swedish Navy, I know of few other scenarios that frighten me this much.



To spice it up a bit, I also included the Scandinavian minority, the Lapp. Their culture reminds me very much of similar people in North America. The inclusion of the Snapphane rebels reflected a movement from days past, when this part of the country rebelled against their rightful King.

The Space section is purely a wish from my side to get a glimpse of the world from another angle, from space. Many snippets of information surrounding the space issue has been let out of the closet. One of the more substantial was the description of the Corporate Council space station. Again, it is a bit to little. I wanted to bring a reason for the space race, as it costs money, and corporations and governments alike don't like to spend money just for fun. Therefore I invented this new technology that could only be produced in space. With the coming of the Halley's Comet sourcebook, this may all be obsolete, and have to be reworked. I do not mind that, as I want this to be as good as sourcebooks can be.

Other information is presented as good as possible, following the official timeline, and possible future scenarios. I tried to make them as probable as possible, having researched information from other sources. I will here present those sources:

## Sources:

For the entry on the Norse Mythology, I would like to thank [Tor Åge Bringsværd](#).

For the entry on the Vikings, I would like to thank [Arne Emil Christensen](#).

For the Entry on the Norwegian Saami, I would like to thank [Wenke Brenna](#).

These above authors all made their material available by and Produced for the Ministry of Foreign Affairs by Nytt fra Norge.

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For the entry on the Sabeltand-2 SAM system, I would like to thank [Eric Johnson](#) for his conversion into Shadowrun format.

For the entry on the Bkv134 Self propelled artillery, I would like to thank [Eric Johnson](#) for his conversion into Shadowrun format.

For the entry on the SAAB J336 DEW aircraft, I would like to thank [Eric Johnson](#) for his conversion into Shadowrun format.

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For the entries on geography, communications, economy, government and politics, I would like to thank Central Intelligence Agency, CIA for their excellent world factbook.

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For the wonderful Cyberspace/Matrix program for Windows, I would like to thank [Stefan Markgraf](#) for the excellent and easy to use program!

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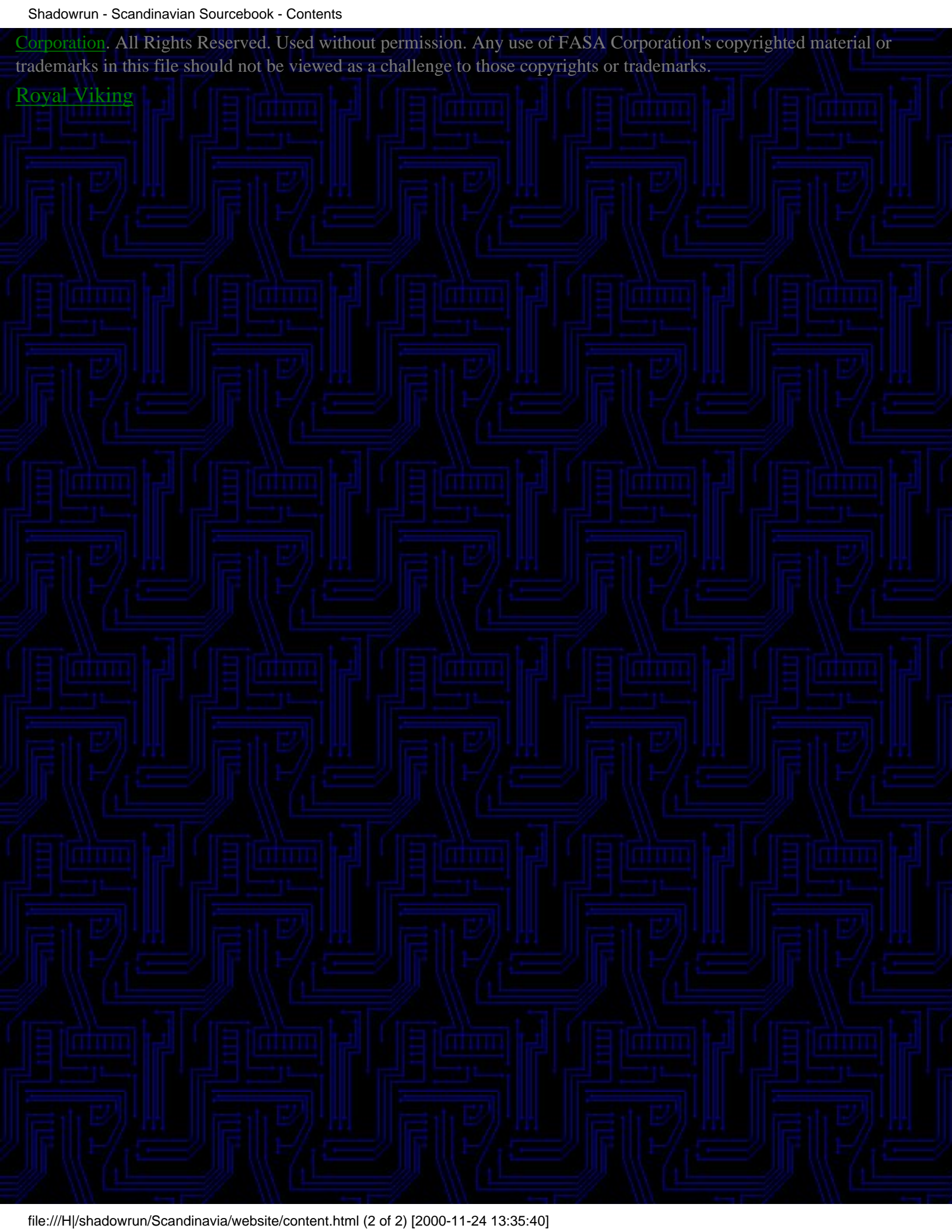
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***Game Master Information***

Spoiler warning! Do not read unless a Gamemaster!

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# Introduction:

Scandinavia - land of the Vikings. It brings out images of wild marauders with snow in their beards. Well, some aspects have changed over the years. A land of great beauty, large open spaces un-inhabited by man, those things are riches of the world today. Coupled with the high technology areas. We do much research, mostly in the Medicon valley doing medical and biological research, and in Linköping, doing Computer technology research. A modern society for a modern world, we offer more opportunities than most other countries. Stability is insured by our friendly Military High Command. We have no racial bias whatsoever!

Come for a visit to our beautiful country, or move to Scandinavia permanently, we can offer near limitless resources for those with high qualification. In our modern world, you are what you know, and this is the place to truly discover your possibilities.

Apply for a chance to become one of the new citizens in the Off-World Colonies! We give You a chance to start anew on the "Lion of the North" space station, or even get a new homestead at our Moon Base Alpha. And soon, new opportunities will open up on the Mars Station!

Experience a country where the crime levels are almost non-existent! No where in the world can you walk in the streets without fear as you can do in the Scandinavian Federation! Our Friendly Military Police watch over you, and keep you safe and sound.

Experience a country with such a low cost of living, that you wished you staid forever! Only quality products, home made or imported under heavy quality restrictions can be found in our stores.

Experience a country where the medical science can create wonderful new items to help the patient in his daily life. If you got the money, we got the technology!

Experience the bright new world, experience Scandinavia, land of the Vikings!

*Scandinavian Ministry of Information*

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# Stockholm Shadows...

Jack flipped away his half smoked Royal into the gutter, the rain was pounding the street, and the water swept the used cigarette with the rest of the garbage. The droning voice of the Governmental sponsored advertiser spewed forth more and more propaganda. Stockholm was a strange place, a mixture of old medieval built houses, to modern high-rise buildings. Gigantic neon signs lit the skies of the more grungy and crowded part of town, the southern part.

The streets were packed with cars and trucks, all honking and shouting pedestrians and street peddlers. There were only one lane without any traffic, and Jack wondered why, but then he found out why. Three MP Armoured Personnel Carriers came screaming down the road, heading for some emergency somewhere. They used the lane that seemed reserved for military traffic.

Jack moved on down the street, passing the same shop as he has passed for the last three days. He had his orders to check for a red lamp in the window, when the meeting was to take place. Glancing at his reflection in the window, he saw that the "shadow" provided to him by the Scandinavian Government was still on his tail. Every visitor to Scandinavia went through some screening, and some of them warranted a guide, or shadow. Jack obviously was such a case.

Walking towards the nearest subway station, he picked up a copy of the Seattle Tribune from a screamsheet machine. Slotting his credstick, and pressing the right button, he got the much censored edition. All foreign news agencies had to go through a screening by the Royal Censor Board, in the Ministry of Information. Jack had done this routine for three days now. Then he saw it, the signal, a red lamp in the window of the small curiosity shop. Now he only to continue down to the subway, and locate his contact.

A steady stream of citizens went underground, or came up from it. Almost everybody carried the typical pastel coloured rainponcho. It was obviously a useful thing here in Scandinavia, with all the acid rain falling down. now he had only to find a man with a black and white briefcase. Then he saw him, a nervous looking suit with blond hair and a rolled up rainponcho on his arm. Now it was time for the vanishing trick. Following the suit with the briefcase through the checkpoint, he walked slowly, as if reading the screamsheet. He had done this sometime before, noticing that his shadow was further behind him, and running for the trains before the doors shut sometimes left the shadow behind. He was going for it now, this time for real.

He noticed that the suit stepped on a northbound train, and also that the train attendant said something in Scandinavian, while a signal sounded. The doors was about to close. Just before they did, Jack looked up, and rushed the last bit in through the same doors as the suit had taken, and he left the shadow behind as the train left.



The train was filled with people, metahumans and norms, suits and proles alike. One thing that struck Jack as he stood in the rattling train, going north. And that was that there seemed to be no racial bias at all, for Scandinavians, that is. Foreigners were seen with great suspicion, and it has been close that the government voted for a special symbol that the foreigners had to wear in full view. But so far, that law has not gained enough support.

Jack just needed to do one more thing, to get his orders from the Contact. Jack had scouted the route before, and knew that there were surveillance cameras onboard. Therefore they had to do the switch very subtly. Jack stood behind the suit, and gently tapped his shoulder. The nervous suit nodded slightly, and Jack let his hand brush up on the inner pocket of the suit, and swiftly snatched his wallet, and placed it in his own. In case of anybody watching this, they would suppose that that Jack was just a pickpocket. This were to be the only time that Jack would meet his contact, at least in person.

Jack knew that a new shadow would arrive at the next station, so he had only a short time to make the transfer. As the train came screaming into the station, Jack moved with the crowd pouring out in the picturesque little Old City. This was the only part of town with the small scaled buildings from the Swedish Medieval era. Very narrow and winding streets intersected the island that this part of town occupied. Jack walked up from the subway station, and walked into the bustling commercial community of small souvenir shops and food stalls. Jack spotted his new shadow, a nondescript man with an air of menace around him. The other pedestrians avoided him, as if they could sense his purpose.

They both walked through the crowded streets, and Jack stopped at the city square, and ordered a carton of wok. He picked up his credstick, and paid for the dish. He knew that his identity was noticed in the central visitor computer network, along with his taste of newspaper, food taste, or whatever was being purchased. Along with the daily report from the shadow, his file grew by the days he spent here, and if enough suspected activities were noted, he would be called in for questioning.

They came up to the Royal Castle as the Royal Horse Guard came parading with a music corps playing martial music and a line of tourists watching, cameras whirring, and flags waving. Not many of them knew that the King lived in another castle, further west of Stockholm, at the castle Drottningholm. The Stockholm Castle was now mostly the seat of the Military High Command, and the Commandant of the Garrison of Stockholm.

Jack patted his pocket, where the stolen wallet was, and he moved it to his secured PocketSafe™ in his inner jacket pocket, and locked it. In this crowd, pickpockets were a nuisance. Jack also knew from the translated propaganda, that the crime level was very low in the Scandinavian Federation, at least the part not supplied by the government themselves. Military dictatorship often led to lesser criminal levels, as the punishment often were more severe.

Jack was interrupted from his musings, when he saw a local MP officer with his goons single him out for a shakedown. Jack stowed away any thoughts of illegal activity, should any of the feared Mage Cops be in the team. Those creepy types was rumoured to be able to read the thoughts of their victims. Jack looked at them without any show of interest, but he saw none of the bells and whistles of that cop.

The officer approached Jack with an extended hand. He had removed his black leather glove, and Jack wondered if this was one of the officers with the dreaded lie-detector implant. Jack had his invisible SecuriGlove™ on both hands, just in case. The officer said something in his strange sing-song language. When Jack did not respond, he changed to a heavily accented English.

"Your papers please."

Jack picked up his credstick, the one with his Id, visa, passport, health certificate, and Scandinavian Banking partner, a must for any entrance to the fair country. He gave it to the officer, who slotted it in a chipreader at his belt. He also took Jack's hand in his, as he prepared to ask some questions.

"Your name is Jack Straker, a citizen of UCAS, right? What is your purpose of visit to the glorious Scandinavian Federation?"

Jack answered. "Yeah, I'm from Seattle. I work for Pacific Securities. I'm just here for pleasure."

The officer did not register anything through the galvanic shielded glove, but made no mention of it.

"What do you do in your company? Have you met any dissidents while you stayed here?"

Jack almost winced at the clumsy attempt to trap him. "I work in damage assessment, and what dissidents are you talking about? I thought this country was free of any subversive activity."

The officer twitched, and silently cursed in his native tongue. He knew Jack had a glove on the hand, to protect him from the lie-detector. he forced a smile. "But of course, it is just that we would like to know if there are any beggars or citizens in distress somewhere within our borders, so that we could help them."

Jack smiled, as he got the credstick back "But of course."

Jack flinched as a commotion happened behind him. He turned around, and saw a poor guy with the back of his head blown out by a cortex bomb. The MP walked over to the victim, and left the foreigner for a more interesting target.

Jack walked away, glad to be out of their clutches for this time. The brain bombed victim must have been a former 'student' at one of the Governmental Re-education Camps. Either he escaped somehow, or he was released with a condition he did not fulfil. Guess he tried to shield himself from the activation signal, and only got this far. Well, better leave the area, or he might be suspected to meet the fraged-up dissident.

Jack went down to the subway station, the best way to travel within the city. The shadow was at his heels as he went through the checkpoint, adding further data to his growing file. Running onto a northbound train, he managed to evade the shadow once again. In the crowded carriage, he made his way into a corner, one with a dead-angle from the surveillance camera, and there, in the occurring light-outs, he removed his wig and moustache, and turned his jacket inside out. The offending disguise kit was stuffed in a plastic bag, and dumped under a bench. As the train thundered in on Stockholm Centralstation, he followed the crowd out of the carriage, and he quickly dodged over to another northbound train, on another line.

After a series of quick switches of trains, buses and brisk walks, he was sure to loose any shadow. In a Pancake bar, he brought up his 'new' wallet, and paid for a portion. He also noticed his new address, and a key to the door. He also noticed a key to a deposit box at the train station. He took a bus to the address, and walked inside.

The flat was in the northern suburbs, in Sollentuna, and he walked into a modern apartment, with all the gear that belonged to a citizen in the TechnoTown. A chipreader, a deck, an entertainment system, and



all the modern appliances possible was included. He ignored the flashy stuff, and sat down to read his objectives from a chip in a chip carrier.

He quickly scanned the contents, and memorised the mission objectives. His mission, should he accept it, would be to make a datasteal on the Scandinavian Military Software Centre in Linköping. A computer algorithm with which the Mars Probe communicate with the Space Centre in Kiruna was the prime target. It was of utmost importance that the copying of the file was not to be detected, or everything would be in vain. Secondary targets, and possibly the smokescreen was the new targeting algorithm for the advanced version of the "Sabeltand-2 SAM" that was being produced right now in Karlskoga.

Jack picked up the phone, attached the scrambler, and dialled the answering service he used for these drop-off missions. These answering services were located in countries with very strict privacy policy, for a price, and by using one he knew that the ScanFed spooks would be busy tracking down the recipients of the call. All his team members subscribed to the same service, and it would end when they picked up the message. Jack spoke the go-code and the code for the next meeting place, and then hung up.

The game was afoot.

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# Fast Facts:

The Scandinavian Federation is a strong pillar of order in a chaotic world. As we would like to show you our beautiful country, we have prepared some facts on Scandinavia, and how to get here. Please enjoy your stay!

*Scandinavian Ministry of Information*

***Tourism***

***Air Travel***

***Road Travel***

***Train Travel***

***Travel by Ship***

***Communication***

***Facts at a glance***

***Timeline***

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# Tourism:

Visitors from abroad are very welcome in Scandinavia. They are treated with more respect than most other nation provide for their visitors. It is fairly simple to apply for entrance to the Scandinavian Federation, but due to the popularity, we are forced to ask for a couple of months of preparation time, before the visitors visa will be issued.

## Important information for prospective visitors:

- \* You will have to send in a full application for entry to the Scandinavian Federation, including medical health history, criminal record, magical aptitude certificate, retina scan info, fingerprints, and for magical active - DNA sample. The full application document can be reached [here](#).
- \* You will not be able to bring in any illegal weapons or substances into the Scandinavian Federation. Such items will be impounded when found by the immigration police and given back upon leaving the country. A list of illegal items can be found [here](#).
- \* You must be able to show a return ticket, or a deposit in a Scandinavian Bank for the amount of a return ticket. Scandinavian Banks can be found [here](#).
- \* The Currency in Scandinavia is a Scandinavian Crown (Ꞑ). The transfer rate between ¥ and Ꞑ is by treaty, a set figure. The Transfer rate can be found [here](#).
- \* You must also transfer the money you need for the visit to a Scandinavian Bank. You will not be able to use accounts from outside the Scandinavian Federation, nor will you be able to use corporate script or certified credsticks. This is for your own convenience. Scandinavian Banks can be found [here](#).
- \* The visitors visa has the time limit of 14 (fourteen) days. To extend the visa, you must apply for an extention at the Scandinavian Ministry of Information.
- \* A guide will be made available for you, as a service from the Ministry of Information. This guide will enhance your experience of the glorious Scandinavian Federation.
- \* Certain areas are proclaimed restricted, and foreign visitors will be unable to enter without special permission, issued by the Ministry of Information. With such a pemission, a guide will be mandatory.
- \* You must have your travel papers with you always, and any Scandinavian Military Police has the right, and duty to confirm your identity. This is a service from the Scandinavian Ministry of Information, to minimize the risk that someone else uses your stolen identity or financial assets.
- \* The Crime rate is very low. Due to our effective policy towards crime, the punishment for crimes

committed against a foreigner is very severe. Please report to the nearest friendly Military Police if you have been the victim of a crime. Our efficient insurance policy will help you regain any lost property. Your funds on your Scandinavian Bank will be frozen at the moment you report a credstick stolen.

\* If you are ill, you can always turn to your friendly Military Police, your equally friendly guide, your hotel or any public service servant, for a speedy, AND free medical attention. At a the Border control, a Panic-button bracelet can be arranged to be issued, free of charge.

\* No racial bias exists in the Scandinavian Federation. Metahumans, sentient awakened animals, or ordinary humans of different ethnic origin are equally welcome and well treated in our Country.

\* When you apply for Visa, be sure to fill in the form as completely as possible. Your application will be totally dependent upon how truthful you are. Some answers may be negative for your application, but if you do not report it correctly, and found out, it will make you subject of a criminal offense, and the Justice system is strict but fair.

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As you can see, we are very happy to see you visiting us! The best time for a visit will be in the Summer, which will count from May 1 to September 30.

*Have a nice stay!*

*Scandinavian Ministry of Information*

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## Geography:

## Travel by Air:

Flying to Scandinavia is easy and comfortable, not to say secure. The Governmentally owned Scandinavian Airline System, SAS is one of the more security minded airlines in the world. To accomodate passengers with different needs, the aircrafts are easy to modify before each flight.

The airplanes are built by SAAB-Volvo, which gives a high-end profile of the system. There are three different classes to use on these flights. They will be discussed further down on this page.

The airports are built to accomodate all and every kinds of flights possible, Suborbitals, HSCT, Subsonic Jets, Turboprop, Helicopters, and even, as an emergency measure, Spaceshuttles. There are four main International Airports, and several domestic airports.

**Gardemoen:** Located outside the Province Capitol of Oslo, this is the westernmost located Internatonal Airport in Scandinavia. It is rebuilt and updated for modern use, and sees heavy traffic from flights out of the North American Continent.

**Arlanda:** The Principal International Airport in Scandinavia, Located within the Stockholm-Uppsala megasprawl in the Province of Sweden. A large and Modern airport with many updates over the years, it is the most heavily used airport in the Scandinavian Federation.

**Helsinki Airport:** The eastern International Airport of Scandinavia, located outside the Helsinki Sprawl in the Province of Finland. Serving the customers that ant to travel to or from the East, from Asia. Not as large as the other Airports, but still in a very high technical state.

**Kiruna International Airport:** The Airport of the North. This airport is strategically located in the northernmost tip of the Scandinavian Federation, in the Province of Sweden. This Airport serves most longdistance airlines, who needs a refuelling depot halfway between the Eastern and the Western hemispheres.

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## Flight classes & Costs:

Second Class, or Budget class is mostly preferred by private citizens, out on a vacation. This makes up the mainstay of the passengers on any flight. Even in this class is the seats comfortable, the food excellent, and the service of high quality.

First Class is what businessmen likes to use. It offers a distinct status increase compared with budget class. Even better seats, in-flight simsense for each passenger, first class food, and first class service with free drinks and a pampered atmosphere greets those that chose to pay a few extra crowns for the service.

Royal Class is a very special accomodation, not usually used on the flights. This is the superior level of flight, with a bed, a workplace and a dining table all for each passenger that can afford the luxury. A personal assistant of the preferred gender is available for the whole trip. A full menu to choose from, and at a small extra fee, living music from our on-staff flight artists.

## Cost and Travelroutes:

Destination	Second Class one way	First Class one way	Royal Class one way
London	1000 ₰	2000 ₰	4000 ₰
Washington	2000 ₰	4000 ₰	8000 ₰
Seattle	3000 ₰	6000 ₰	12000 ₰
Tokyo	4000 ₰	8000 ₰	16000 ₰
Recife	3500 ₰	7000 ₰	14000 ₰

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## Geography:

## Travel by Road:

Going by road to and within Scandinavia is easy. Inter European Roads leads into Scandinavia on several locations. To be allowed to bring a vehicle into the federation, a special fee is paid, and a special VIN-transponder has to be attached. The transponder will give a higher security against accidents and theft, and the use of the transponder service is a one time cost. Most of the inter-regional roads are highways, and supplied with service stations at regular distances. These service stations cater both the vehicle and the passengers. Fuel and repair workshops, restaurants, motels, Police station and other services can be found. The major cities are all equipped with GridLink© system, for electrical drives. Rental services can be found at most cities in all the regions, except in Scania and on Gotland.

## Cost and Travelroutes:

Destination	Motorcycle fee	Automobile fee	Bus/Truck/Mil-grade vehicles fee
Helsinki-St Petersburg	100 ₺	150 ₺	300 ₺
Helsingborg-Hamburg	100 ₺	150 ₺	300 ₺
Helsinki-Stockholm	50 ₺	75 ₺	150 ₺
Stockholm-Oslo	50 ₺	75 ₺	150 ₺
Oslo-Narvik	150 ₺	150 ₺	300 ₺
Helsingborg-Stockholm	50 ₺	75 ₺	150 ₺





## Geography:

## Travel by Train:

Going by train to and within Scandinavia is a wonderful experience. The speed, security and low cost makes it an ideal mode of travel. The ecological impact is next to none, and the maintenance cost is very slight. There are three main railway trunk lines into Scandinavia, one overland, one under the sea and one over a bridge.

### Eastern Line:

The Province of Finland share border with Russia, and the Eastern line cross the border from the Helsinki-St Petersburg link. From Helsinki, the railnetwork spread out through most of Finland, and via oversea bridges to the Province of Sweden.

### Southern Line:

The Province of Sweden, via a bridge over to Jutland and further down to Germany, is linked with the continent by fastmoving monorail trains. Since the Danish isles and Jutland are considered wilderness, a zone of control is patrolled by special combat engineers. By passing the Free City of Örestad by a bridge over the narrowest part of Öresund, the line links up Helsingborg and Hamburg. From there, the railnetwork spread over Sweden, and links up with the Eastern line at Norrtälje and the Western line at Strömstad.

### Western Line:

The Province of Norway is a mountain filled countryside, with less than perfect roads. The railway is very important, and links up the interior and coastal areas of the Province via a series of tunnels and even ferries. Linking up with Lapland and the northern line, and the souther line at Strömstad, it completes the circle of the railway network of Scandinavia.

### Northern Line:

The northern areas of Scandinavia are important for strategic and resource managment reasons. Therefore the northern line has more of cargo than personle trains. Linking up with the Eastern line at Haparanda, the Western line at Arjeplog, and the southern line at Sundsvall, the system is most effective.

## Train classes & Costs:

Second Class, or Budget class is mostly preferred by private citizens, out on a vacation. This makes up the mainstay of the passengers on any train. Even in this class is the seats comfortable, the food excellent, and the service of high quality. Most common class of interior lines.

First Class is what businessmen likes to use. It offers a distinct status increase compared with budget class. Even better seats, on-trip simsense for each passenger, first class food, and first lass service with free drinks and a pampered atmosphere greets those that chose to pay a few extra crowns for the service.

Royal Class is a very special accomodation, not usually used on the trains. This is the superior level of train, with a bed, a workplace and a dining table all for each passenger that can afford the luxury. A personal assistant of the preferred gender is available for the whole trip. A full menu to choose from, and at a small extra fee, living music from our on-staff railway artists.

## Cost and Travelroutes:

Destination	Second Class	First Class	Royal Class
Helsinki-St Petersburg	350 ₰	700 ₰	1400 ₰
Helsingborg-Hamburg	250 ₰	500 ₰	1000 ₰
Helsinki-Stockholm	250 ₰	500 ₰	1000 ₰
Stockholm-Oslo	150 ₰	300 ₰	600 ₰
Oslo-Narvik	300 ₰	600 ₰	1200 ₰
Helsingborg-Stockholm	150 ₰	300 ₰	600 ₰

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## Travel by ship:

Travelling by ship to Scandinavia is very comfortable. Large pleasure cruise liners travel to locations in Europe South- and North- America. Cargoships also ply the routes of the ocean, supplying the world with excellent merchandise from Scandinavian ports. There are also ferries that travel to locations within the Baltic, and between locations within the Scandinavian Federation.

If you want to go by ship, you either have bulky cargo, or have time to relax on the trip. We have thought about that, and have some of the most luxurious cruise ships in the world, as well as some of the largest cargoships. Most of the resources we import comes over the sea. Some of the goods we export will travel in the opposite direction. Cargoships are maintained by the brokers, Dahlen-Remmer Line and Silver Line. Their ships enter ports all over the world, and all of them are armed against pirates.

Passenger liners are maintained by the West Indies Company, and has four luxury liners in their stock. SS Sognefjord is the largest one, and it travels the route Boston-Trondheim. SS Stockholm and SS Göteborg travels the routes Havana-Göteborg and Rio de Janeiro-Göteborg. SS Europa travels the route Rome-Bergen.

Each of the passenger liners are luxurious, even for the second class passengers. Excellent cooks make every meal a banquet, and the drinks are being mixed by some of the world champions in their fields. Live entertainment includes world renowned artists such as Maria Mercurial and Tony Clemente. In our simsense parlor, the latest sims can be sampled. We are proud to announce that we have the world rights of the "Mars Landing" sim. TravelogueSims of the ports we enter is perhaps for those that has limited time to see the sights on-site, and not for the foolhardy adventurer. Masquerade parties and Theme Days makes life onboard a constant adventure.

We have three different classes, and three different price ranges onboard. Second or Budget class, for the private citizens that has less money to spend on the trip. First class for the trendy businessman, that want to travel in style, having a live conference in exquisite surroundings with his new customers, or for that once in a lifetime trip that you save half a lifetime to afford. The best, and most costly class is the Royal Class. A trip with the Royal class really makes a difference from the lower end classes. Only the most influential business leader, Minister, Heads of State and the like will ever come close to afford the Ticket of a Lifetime. Here you will even assume the identity of a pampered noble of the 18th century, with a staff of sycophants doing their best to please your every whim.

Baltic Sea ferries ply the routes to and from ports in Russia, Poland Gotland, Bornholm and Germany. They start either in Helsinki or Stockholm, and is reasonable fast. on these short trips only Second and First class is available. Some ferries combine cargo and passenger traffic, but after a number of serious accidents, the industry tend to split into true passenger and cargo freight.



## Cost and Travelroutes: Passengers

Destination	Second Class one way	First Class one way	Royal Class one way
Boston-Trondheim	4000 ₣	16000 ₣	32000 ₣
Havanna-Göteborg	4500 ₣	18000 ₣	36000 ₣
Rio De Janeiro-Göteborg	5000 ₣	20000 ₣	40000 ₣
Rome-Bergen	3000 ₣	12000 ₣	25000 ₣
Helsinki-Hamburg	500 ₣	2000 ₣	N/A
Stockholm-Riga	400 ₣	1600 ₣	N/A

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## Cost and Travelroutes: Cargo/ton

Destination	Dry bulk	Liquids	Packaged goods
Boston-Trondheim	1000 ₣	1100 ₣	3300 ₣
Havanna-Göteborg	1100 ₣	1200 ₣	3600 ₣
Rio De Janeiro-Göteborg	1150 ₣	1250 ₣	4000 ₣
Rome-Bergen	800 ₣	900 ₣	2500 ₣
Helsinki-Hamburg	180 ₣	200 ₣	600 ₣
Stockholm-Riga	140 ₣	160 ₣	380 ₣

*Scandinavian Ministry of Information*

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[Royal Viking](#)



# Communications:

Scandinavia is a very advanced communication nation. Many innovations comes from Scandinavian laboratories, and the high security of the communication lines provide one of the safest and fastest networks in the world. In order to keep that high security, the Scandinavian Federation is forced to maintain extensive firewalls with the darkest possible IC connected to every communication node. Deckers, Beware!

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## Province of Norway

**Telephones:** 2.39 million (2054 est.); 470,000 mobile phones in use in 2054

**Telephone system:** high-quality domestic and international telephone, telegraph, and telex services  
*domestic:* NA domestic satellite earth stations

*international:* 2 buried coaxial cable systems; 4 coaxial submarine cables; satellite earth stations—NA Eutelsat, NA Intelsat (Atlantic Ocean), and 1 Inmarsat (Atlantic and Indian Ocean regions); note—Norway shares the Inmarsat earth station with the other Nordic countries (Denmark, Finland, Iceland, and Sweden)

**Radio broadcast stations:** AM 46, FM 493 (350 private and 143 government), shortwave 0

**Radios:** 3.3 million (2053 est.)

**Television broadcast stations:** 54 (repeaters 2,100)

**Televisions:** 1.5 million (2053 est.)

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## Province of Sweden

**Telephones:** 13 million (2056 est.)

**Telephone system:** excellent domestic and international facilities; automatic system

*domestic:* coaxial and multiconductor cable carry most voice traffic; parallel microwave radio relay network carries some additional telephone channels

*international:* 5 submarine coaxial cables; satellite earth stations—1 Intelsat (Atlantic Ocean), 1 Eutelsat, and 1 Inmarsat (Atlantic and Indian Ocean regions); note - Sweden shares the Inmarsat earth station with the other Nordic countries (Denmark, Finland, Iceland, and Norway)

**Radio broadcast stations:** AM 5, FM 360 (mostly repeaters), shortwave 0

**Radios:** 7.272 million (2053 est.)

**Television broadcast stations:** 880 (mostly repeaters)

**Televisions:** 3.5 million

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## Province of Finland

**Telephones:** 2.5 million (2055 est.)

**Telephone system:** good service from cable and microwave radio relay network

*domestic:* cable and microwave radio relay

*international:* 1 submarine cable; satellite earth stations—access to Intelsat transmission service via a Swedish satellite earth station, 1 Inmarsat (Atlantic and Indian Ocean regions); note—Finland shares the Inmarsat earth station with the other Nordic countries (Denmark, Iceland, Norway, and Sweden)

**Radio broadcast stations:** AM 6, FM 105, shortwave 0

**Radios:** 4.98 million (2051 est.)

**Television broadcast stations:** 235

**Televisions:** 1.92 million (2055 est.)

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## Province of Bornholm and Jutland Restriction Zone

**Telephones:** 4.025 million (2055 est.), of which 822,000 are mobile telephones

**Telephone system:** excellent telephone and telegraph services

*domestic:* buried and submarine cables and microwave radio relay form trunk network, four cellular radio communications systems

*international:* 18 submarine fiber-optic cables linking Denmark with Norway, Sweden, Russia, Poland, Germany, Netherlands, UK, Faroe Islands, Iceland, and Canada; satellite earth stations—6 Intelsat, 10 Eutelsat, 1 Orion, 1 Inmarsat (Blaavand-Atlantic-East); note—the Nordic countries (Denmark, Finland, Iceland, Norway, and Sweden) share the Danish earth station and the Eik, Norway, station for world-wide Inmarsat access

**Radio broadcast stations:** AM 2, FM 3, shortwave 0

**Radios:** NA

**Television broadcast stations:** 50 (2056 est.)

**Televisions:** 3 million (2056 est.)

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[Royal Viking](#)



## At-a-glance:

Ö *This is the REAL stuff, not the lies put here by the so-called Ministry of Information, the Propaganda machine. Read it, and reconsider ever travelling here in the flesh..*

Ö Argus, ScanFed Shadowland Editor

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## Cost of living:

### Item Cost (percentage of Standard Seattle cost)

Weapons	70-200 %
Ammunition	50-70 %
Explosives	40-60 %
Accessories	75-95 %
Armour	70-120 %
Security/Communication Devices	400 %
Survival Gear	50-100 %
Electronics	70-95 %
Cyberware	45-150 %
Bioware	50-80 %
Magical Equipment	400 %
Vehicles	40-150 %

Ö *The variations depends on the availability of locally manufactured stuff, or foreign, smuggled-in equipment. Certain military hardware produced locally is still hard to find, due to the level of security around those storage and production sites.*

Ö Argus

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## Population:

Ö *Here is the latest population figures. Nice to know that there is no official racial bias in ScanFed, all are treated equally bad.*

## Ö Argus

Total: 53 538 500

Human: 61 %

Elf: 7 %

Dwarf: 10 %

Ork: 15 %

Troll: 5 %

Other: 2 %

# Criminal Fines and Punishments

Ö Be alarmed when you read this file, consider yourself warned. Not only do they get picky with enforcing the law, but they got Capital Punishment, yeah, the ultimate verdict, death...

## Ö Snuten

Category	Possession	Transport	Threat	Use	Intent
(A) Small Blade	500Kr	-	2500Kr	5000Kr/3 mo	15000Kr/1 yr
(B) Large Blade	500Kr	1000Kr	5000Kr	15000Kr/6 mo	40000Kr/1 yr
(C) Blunt Weapon	500Kr	-	2500Kr/1 mo	5000Kr/6 mo	15000Kr/1 yr
(D) Projectile	500Kr	-	5000Kr/3 mo	10000Kr/6 mo	15000Kr/1 yr
(E) Pistol	1000Kr/1 mo	2500Kr/3 mo	1 yr	3 yr	5 yr
(F) Rifle	2500Kr/1 mo	5000Kr/3 mo	1 yr	3 yr	5 yr
(G) Automatic Weapon	1 yr	3 yr	5 yr	CP	CP
(H) Heavy Weapons	3 yr	5 yr	CP	CP	CP
(J) Explosives	40000Kr	100000Kr/1 yr	3 yr	5 yr	15 yr
(K) Military Weapons	5 yr	15 yr	CP	CP	CP
(L) Military Armour	5 yr	15 yr	-	-	-
(M) Military Ammunition	5 yr	15 yr	-	-	-
(N) Class A Cyberware	5 yr	-	-	-	-
(Q) Class B Cyberware	1 yr	-	-	-	-
(R) Class C Cyberware	15 yr	15 yr	-	CP	-
(S) Class D Matrix	15 yr	20 yr	-	CP	-
(T) Class E Magic	15 yr	20 yr	-	CP	-
(U) Class A Equipment	1 yr	2 yrs	-	-	-
(V) Class B Equipment	6 yr	5 yr	-	-	-
(W) Class C Equipment	15 yrs	20 yrs	-	CP	-
(X) Class A Controlled	2000Kr/2 mths	4000Kr	-	-	-
(Y) Class B Controlled	1000Kr/2 mths	2000Kr	-	-	-
(Z) Class C Controlled	15 yrs	20 yrs	-	-	-



## Ö NOTES:

*Class A Cyberware/Equipment refers to items of paralegal nature.*

*Class B Cyberware/Equipment refers to security-grade and law enforcement gear.*

*Class C Cyberware/Equipment refers to military-grade gear.*

*Class D Matrix Tech refers to all unregistered cyberdecks and software.*

*Class E Magic refers to unregistered spells, spirits and foci.*

*Controlled Substances are classified as either chemical or pharmaceutical (Class A), neural electronics such as BTLs (Class B), and biological agents (Class C).*

*While reading the prison terms here, remember the ScanFed use camps they call Re-Education camps. It is really bad the first time you get there. Then the next time it gets worse, and by the third time, don't expect to get out again, no matter how short the sentence.*

*The capital punishment here mentioned may be an execution squad and a backyard somewhere...*

## Ö Snuten

# National Telecom Grid Access

*Ö This is some information for you phreakers and deckers that believe you have a chance to get away with a run into the red-hot Scandinavian telecm system. If you live to tell the tale, you got a lot of paydata as well..*

## Ö Argus

National Telecom Grid Access:	EU/SCAN/ptg/rtg	Orange-4, 7/8/8/7/7
Provincial Telecom Grid Access	Sweden: SWE/rtg	Orange-5, 8/8/8/7/7
	Norway: NOR/rtg	Orange-4, 7/8/8/7/7
	Finland: FIN/rtg	Orange-4, 7/8/8/7/7
	Denmark: DEN/rtg	Green-3, 6/8/7/8/8
	Lapland: LAP/rtg	Orange-5, 8/8/8/8/8
Regional Telecom Grid Access	Kiruna KIR/ltg	Red-4, 8/8/8/8/8
	Stockholm STO/ltg	Orange-5, 8/8/8/8/8
	Göteborg GOT/ltg	Orange-3, 7/8/8/7/7
	Visby VIS/ltg	Orange-5, 8/8/8/8/8
	Oslo OSL/ltg	Orange-3, 7/8/8/7/7
	Bergen BER/ltg	Orange-3, 7/8/8/7/7
	Trondheim TRO/ltg	Orange-3, 7/8/8/7/7
	Vaasa VAS/ltg	Orange-3, 7/8/8/7/7
	Turku TUR/ltg	Orange-3, 7/8/8/7/7
	Helsinki HEL/ltg	Orange-3, 7/8/8/7/7
	Bornholm BOR/ltg	Orange-5, 8/8/8/8/8

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[Royal Viking](#)





# Timeline:

- **2002:** The border war between Russia, Ukraine, Poland and the baltic states, makes the Swedish politicians nervous, and they begin to increase their armed forces. Finland has increased alertness along their borders, if Russia turns their way.
- **2003:** Sweden and Finland secedes from the European Union. The European union is in turmoil, and dissolves more and more.
- **2005:** The baltic sea is condemned, due to excessive pollution from unfiltered Eastern European industries and farmers. A Swedish professor at the university of Lund, finds a bacteria, that breaks down petroleum products into harmless minerals and water. Development of the bacteria culture, includes tailored bacteria for differing kinds of pollution. Norway warns about the worsening conditions of the north sea. A hole in the Ozone layer is formed over northern Scandinavia. A warning is sent out to beware of the sun.
- **2010:** The VITAS outbreak in Germany, causes panic in all Scandinavian countries. Despite quarantine measures, is the VITAS spread even to Sweden, Norway and Finland, causing 2 million deaths.
- **2011:** The hurricane that destroyed the Netherlands, hits the north sea cost of Denmark, Sweden and Norway. Most of Denmarks west coast is engulfed in the mighty waves. All cities on the west coast are filled with sludge from the bottom of the poisonous Atlantic. Copenhagen rides out the hurricane better, but several millions died altogether in Denmark. Gothenburg and Oslo is partially drenched in the poisonous north sea waters. Due to warning from the Netherlands and Germany, only a few lost their lives, but properties for billions are destroyed. Many religious sects, declares that the Armageddon is here, causing more deaths from suicides, than the hurricane itself caused. The Laplanders in the northern Scandinavia urgently plead for help from the government, to protect them from the hole in the ozone layer. The governments in both Sweden and Norway has their hands full, and cannot help them much. UGE: A large number of "Dwarves" are being born in the centre of Sweden and areas along the mountain range of Scandinavia. A few "Elves" are born in the south of Sweden in Scania. A very large number of refugees from the catastrophe in the Netherlands, Denmark and Germany, arrives in Sweden despite harder border control.
- **2012:** The nuclear plant in Barsebäck in Sweden, has a meltdown accident. Radioactive dust and fumes are spread by northerly winds to Malmö in Sweden and eventually into what's left of Copenhagen. Evacuation saves most of the lives of the citizens, but a great many refugees from Denmark and Germany, find themselves immersed in the fumes and dust, when their refugee camp is forgotten by the evacuation personnel. The refugees break out of their camp and storm into Malmö to take cover. The police had put up roadblocks to keep looters out, during the evacuation, but the refugees, boosted by looters and Go-gangs, fight their way in through the barricades, and take refuge in the city. 10 thousand lives are lost or destroyed due to the fallout and the fight with the police and military. The military



relocates the citizens of Malmö to other cities in Scania, and put up a force to kick out the looters and occupants. All of Denmark is now declared a disaster area.

- **2013:** The refugees and looters establish themselves in Malmö, and erects barricades to keep the law out. Refugees from all over Europe, fill the ranks of occupants, due to promises of a home to live in with their homeless families. The government fails to find a solution to the problem, but orders the military and the police to stand by and not to attack. Go-gangs in Malmö, Hellraisers and Mutants, fights over the rights to protection money for the ferries over to Denmark and Germany. Denmark reverts into anarchy, being ruled by gangs and local Warlords. The government flees to Bornholm and sets up a expedition ministry. They receive extensive help from Sweden, and the Danish government and Royal family are offered to move to Karlskrona.
- **2021:** A great number of mutated children are born in Denmark, Sweden, Norway and Finland. Scientists believe it is the result from both the radioactive fumes over Scania and the hole in the ozone layer around the Arctic circle. Many children are born with unexplained genetic changes. Goblinization is here with many Scandinavians changed overnight into Orcs and Trolls. Later, this fact is verified from all over the world. Malmö is declared a free city, because of the governments lack of courage to deal with the situation. Despite the worlds most effective bureaucracy, the situation is worsening. Every day, more and more refugees filter in, making it more and more difficult to throw them out. Horribly deformed creatures are found in the wastelands of Denmark.
- **2022:** The second wave of VITAS sweeps over Scandinavia, totally disrupting, what was left of law and order. Sweden and Norway discuss a union to pool their dwindling resources. Swedish scientists develops several innovations dealing with enhancements of natural organs, Bioware. Finland strengthen their armed forces for protection from raiders from Russia. Laplandish Shamans, claim that their magic are filling the hole in the ozone layer. Scientists from Norway dismiss these claims as delusions caused by increased UV-radiation. The Dragon Nidhogg shows itself for the first time. Denmark is dissolved as a coherent country, forming many small independent zones-of-control by warlords.
- **2023:** Computer scientists in Linköping, develops a new transputer with a higher transfer rate, making it possible to connect the differing universities and technological schools in all of Scandinavia, as if it was just one whole computer.
- **2025:** Clashes between the police and the "Free citizens of Malmö", causes the police and military to enforce law and order in a brutal way. Those evacuated from Malmö, fights for their rights to return to their homes or to be recompensed for their loss of property. Danish Warlords establish "Embassies" in Malmö, and a mutual agreement on military co-operation is signed. Copenhagen merges with Malmö, creating a large city on two sides of Öresund, With the damaged, but still intact bridge between the two halves. They name the city, "Örestad"
- **2026:** The evacuees from Malmö, forms a loose organisation, to put more pressure on the government, for their claims. They call themselves Snapphanarna. GM sell out SAAB Automobile. Ford sells Volvo, and the two car manufacturers merges, forming the largest automobile production facilities in northern Europe. An arcology is built in Trondheim, Norway, by a conglomerate of Scandinavian corporations.
- **2027:** Saami activists manages to get the Swedish government to give extended autonomy to the Laplandish areas in northern Sweden.
- **2028:** The virus, that crashed computer systems all over the world, knocks out the new ScandNet, destroying files and computers for both the government and the corporations. Swedish computer scientists from Linköping, co-operates with Echo mirage, examines the virus, and launches several failed



programs to stop it. They are forced to connect themselves to the net, to be able to catch and destroy the virus. Many netheads die, but eventually, they start to destroy the virus.

- **2029:** Sweden and Norway finally agree to form a union, with Stockholm as the capitol, by marrying Queen Victoria II of Sweden with King Haakon VIII of Norway. The new country is named "the Royal Scandinavian Federation". Scandinavia secedes from NATO, due to the governments dislike for a common European defence. SAAB-Volvo develops a new fighterplane, "Nattskärnan" with enhanced stealth techniques and combat electronics. Ericsson and Nokia co-operates on a project that involves the first Scandinavian DNI computer built, making it possible to control the plane via brain impulses. The co-operation sets the foundation for a possible merger. Kockums and Kongsberg starts production of the new Frigate class "Tre Kronor" based on the successful YS 2000 concept. To counter the increasing violence in Scania, Scandinavian military send hand-picked agents to study in both UCAS and CAS. They operate under the OP 5, military intelligence. Later, OP 6 is created, dealing with internal security.
- **2030:** Euro wars: Russian troops invades central Europe in an attempt to conquer resources and modern industrial capacity. Finnish forces push against a Russian column driving for Helsinki. The column is stopped by the Finnish SISU troops, at great losses. Scandinavia put many ships into the Baltic, to stave off any attack from Russia. The navy base at Bodö is attacked by Russian Bombers. The Baltic states are overrun, despite voluntary forces from Scandinavia. These forces, along some of the baltic units, retreats to Gotland, to form the "Viking Brigade".
- **2031:** The war escalates, when Russia declares war on England. Several skirmishes occur in both southern Finland and on the waves of the Baltic. A Russian invasion force moves out from the occupied baltic ports, Liepaja and Riga trying to get a foothold in southern Scandinavia. The Baltic sea fleet, with the newly produced Stealth frigates "Tre Kronor" and "Göta Lejon", and with the assistance of the fighter plane "Nattskärnan", fights off the attempt. The remnants of the invasion force lands in Poland. The dragon Nidhogg is partly responsible for the destruction of the Russian fleet.
- **2033:** Precision-guided missiles from a fleet of unidentified bombers shattered main and field headquarters of the Allied Forces and the Russian Army. Unidentified commandos were also murdering several hard-liner officers on both sides while the matrix grids used by the military of both factions were succumbing to attack by a virulent expert system. That shattered the command structure, and ended the major fighting in the Euro-Wars. (The commandos were former Norwegian Rangers that set out from hidden bases in Karlskrona. The fighterplanes were the battleproven "Nattskärnan" fighterplanes, using SAAB-Volvo Missiles latest Smart-missiles. The government disapproved of the operation, and dismissed any mention of the Scandinavian operation, blaming the British instead.) Damien Knight, a previously unknown financier, initiates his now-famous Nanosecond Buyout of Ares Industries. Using a series of expertly programmed computers in Stockholm, Sweden, Knight executes a series of transactions so complicated that they can only be read by another computer. By the end of the minute that the transactions took, three corporations have ceased to exist, two multi-millionaires have lost their fortunes, three people have become multi-millionaires, and Damien Knight has acquired 22 percent of Ares Industries.
- **2034:** Tension mounts between the government and the military over the problems in the south. Laplandish chieftains, claims freedom for their ancestral lands. Their shamans have managed to patch the hole in the ozone layer, proving their power. The Snapphanarna starts to protest more violently against their unjust situation. Turkey and allies, invades Europe through the Balkans, proving the old soothsayer Nostradamus predictions. Forces from Russia, Ukraine, Austria, Hungary and the Czech republic finally stops the assault, but cannot reclaim territories. The large Turkish settlement in Scandinavia, starts to



rebel, forcing the government to give the military the rights to use force, and proclaim martial law. The Turks are relocated to Scania, further angering the Snapphanarna organisation. Many Turks move into the more and more rebellious Free city of Örestad, where they are welcomed as freedom fighters. The county of Rugen is founded. New regimes in both Russia and Germany. Poland establishes Monarchy. Several new countries emerge from the wars, among them a reborn Austro-Hungarian-Czech military alliance against the Muslims. In Southern Balkans, a patchwork of Islamic city-states and christian enclaves sprang up.

- **2035:** Scandinavian Scientists starts to co-operate with the Duchy of Pomorya in finding a way to clean up the baltic. Various benign warlords in what used to be Denmark, starts to clean up the less damaged areas, making it possible to grow crop.
- **2037:** Swedish military forces takes over the government in an unbloody coup. They appoint a new ruling council, appointing the Crown Prince of Romania as the new King under the name of Oscar III. Several groups did not like the new order. 2 groups stood out against the rest. In the north: The Laplanders, and in the south: The Snapphanarna. The Laplanders are like Swedish "Indians", they are more shamanistic active than the rest of the population. They fight for a united "Lapland" formed by the northern parts of Norway, Sweden, Finland and the Kola inlet of Russia. Snapphanarna on the other hand, "only" wants to overthrow the military command. Queen Victoria and her family, is deported to Bergen, for detention.
- **2038:** The new military command gets their hands full of trouble, when Laplandish forces attack military installations in northern Scandinavia. Even Finland gets their share. If anything happens in Russia, nobody is telling. Swedish military forces boosted by mercenary mages, stave off the attacks. The Laplanders pull back into the mountains. The military command noticed the need for special forces, and started the Scandinavian SuperSoldier program. The efficient bureaucracy of Scandinavia is enlisted to make any protests bog down in red tape.
- **2039:** Finland is having trouble with their Laplanders, and ask Scandinavia for help. Troops pour into Finland, fighting their way through the north. The Laplanders crossed the borders into Russia, and got away, with great losses. During this time, Snapphanarna in the south, took advantage of the military campaign in Finland. They "liberated" Scania (the southernmost part of Sweden) from the Swedish forces. The warlords of Denmark promptly recognise the new country.
- **2041:** The Austro-Hungarian Empire dissolved into the various component states.
- **2042:** The campaign against the Laplanders ends when a peace treaty is signed, giving the Laplanders some of the northern areas in Scandinavia and Finland. The new country is called Lapland. Finland, having seen the military power of Russia mobilising against "their" Laplanders, see the need to strengthen their military force, and agree to a proposed union between Scandinavia and Finland. The first version of the AI Tage Hansson is operable. The government of Bornholm, unites with Scandinavia, in exchange for the demilitarisation of Bornholm.
- **2043:** Having dealt with the Laplanders, the united Scandinavian and Finnish military stages a campaign against Snapphanarna. Military units storms the defences at the northern border of Scania. Snapphanarna makes use of hit-and-run tactics. Powerful offensives forces the Snapphanarna to change to guerrilla tactics. They seek help, and gets it from the elven duchy of Pomorya. Shadowrunners starts to bolster the Snapphane units. Policlubs for or against metahumans start to make their voices heard all over Scandinavia. Compared to the rest of Europe, no violence follows in their wake, a sign of the Scandinavian way to care for outcasts.
- **2045:** Ares Machrotech and Saeder-Krupp tries unsuccessfully to get extraterritorial rights for their



installations in Scandinavia. Their forces fight it out with the armed forces, and are kicked out of the country. Their installations in Scandinavia is bought for one Scandinavian Crown.

- **2048:** In Sweden, a herd of Dakkarynes breaches the Storsjön dam complex in Östersund. Using their corrosive secretions they burn away the plascrete side-locks releasing millions of gallons of various toxic wastes into the water supplies of the city and surrounding military bases.
- **2050:** Scandinavia and Finland agrees upon the common name of Scandinavia. Scandinavian military intelligence are forced to infiltrate cells of Snapphanar, but has not an easy job to do. The Space Centre Esrang, in the north, launches their first lunar probe. It is called Odin III. What happened to Odin I and II are classified information.
- **2054:** Scania is a contested part of Scandinavia. The Snapphanarna are still working all over Scandinavia, doing sabotage against military installations. Businesses, nationalised when the military took over, are now sold out to private interests in Scandinavia. Foreign megacorporations are also granted permission to settle in Scandinavia. SAAB-Volvo have constructed several modules for a Scandinavian spacestation, called "the Lion of the North" after a famous Swedish warrior-king from the 17th century. Ericsson-Nokia has finished their research on the Sub-space Tachyon Matrix communication system. The first portable unit is placed on the Spaceshuttle "Hakkapelle".
- **2055:** Diplomatic relationships are normalised with the rest of Europe. Russia issues demands of parts of northern Finland. The demands are declined, and nothing happens so far, but tension is growing. Pomorya makes apologies to Scandinavia, for their support to the Snapphanarna units. Their apologies are accepted, and close ties are made between the two realms. Pomorya also establish a consulate in Kristianstad, the "capitol" of Scania. The free city of Örestad has established ties with Berlin, and also try to get recognition from the rest of Europe.
- **2056:** The Scandinavian Spacestation "Lion of the North" is operational, despite several sabotage attempts by Snapphanar. The Snapphanarna tactics are so refined, and their organisation so tight, that they are very hard to stop. Scandinavian military intelligence (OP5) are forced to look elsewhere for anti-Shadowrun tactics. Several operatives are trained by the UCAS SEALs and the CAS Green Berets. The Shuttle "Hakkapelle" are transferring modules and equipment to the spacestation, for later transport to an orbit around Mars.
- **2057:** Nidhogg intensifies its struggles to infiltrate the SAP. The launch of the space shuttle "Hakkapelle" was almost stopped by the arrival of a team of foreign employed Shadowrunners. Only the strong resolve of the defence forces averted a disaster. Dunkelzahn is assassinated on the night of his inauguration as President of the United Canadian and American States.
- **2058:** The successful launch of the last piece of the spacestation makes the Scandinavian one step ahead for a Mars mission. A new space consortium between the SAAB-Volvo corporation, Ericsson-Nokia Communications and a holding corporation by the name of Spacotech Incorporated was introduced, and they will work towards the goal of a Scandinavian station in orbit around Mars. The Moonbase Lunar Viking is operational, and explorers have begun to colonise the base. Certain elements of the Snapphane movement has launched attacks on ScanFed military units in the area of Karlskrona. A submarine was set on fire as it was entering the Oscar II dock in Karlskrona harbour. The Submarine HMU<sub>B</sub> Gotland was of an older model and was entering dock for extensive refit. It is uncertain if the Submarine will be repaired or just scrapped. Ares implements "Operation Extermination", a large-scale physical and magical assault on the insect spirits infesting the Chicago Containment Zone. Increased activity of insect spirits is noted in certain areas in Scandinavia due to the relocation of their lairs.
- **2059:** The first unit of the Mars Orbital Station is ready to launch from the "Lion of the North" space



station. It will be an unmanned module, and will house most of the communication and control functions of the station. The S-K launched earlier will be the command centre of the module. The trip to Mars will be 13 months on low-consumption-flight mode. The Snapphane rebel movement made a surprise attack on a commercial freighter, transporting Machine Parts. The freighter was attacked by missiles from a hidden source, and small civilian craft managed to board the damaged freighter, and got away with the goods they were after. The ScanFed military has launched a series of retaliatory attacks on known and suspected Snapphane locations. The Space consortium has announced that their Research and Development division will announce a new breakthrough in the communication field. Chief Scientist Sven Bergstrom will bring out the news at the next Space Convention to be held in Stockholm. The Renraku Arcology in Seattle is closed to visitors for an indefinite period due to problems with its computer systems.

- **2060:** A virus of unknown origin attacks Seattle's matrix RTG. The attack pass through links to the Scandinavian RTG, but only some pirate systems are affected. Fuchi Industrial Electronics is officially dissolved. Now...

Coming soon!

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# Geography:

The Scandinavian Geography is rather varied. Scandinavia used to be divided into many different countries, but with the same history. We will here describe the specific parts of the Scandinavian Federation, and other, splinter groups within the Scandinavian sphere of influence. Please enjoy your stay!

*Scandinavian Ministry of Information*

**Sweden**

**Norway**

**Finland**

**Denmark**

**Bornholm**

**Gotland**

**Scania**

**Lapland**

**Free City of Örestad**

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# Province of Sweden

## *Geography:*

**Location:** Northern Europe, bordering the Baltic Sea, Gulf of Bothnia, Kattegat, and Skagerrak, between Finland and Norway

**Geographic coordinates:** 62 00 N, 15 00 E

**Map references:** Europe

## **Area:**

*total:* 401,964 sq km

*land:* 365,928 sq km

*water:* 36,036 sq km

**Area—comparative:** slightly larger than California

## **Land boundaries:**

*total:* 1,628 km

*border countries/regions:* Finland 149 km, Lapland 489 km, Norway 990 km

## **Maritime claims:**

*continental shelf:* 200-m depth or to the depth of exploitation

*exclusive economic zone:* agreed boundaries or midlines

*territorial sea:* 12 nm (adjustments made to return a portion of straits to high seas)

**Climate:** temperate in south with cold, cloudy winters and cool, partly cloudy summers; subarctic in north

**Terrain:** mostly flat or gently rolling lowlands; mountains in west

## **Elevation extremes:**

*lowest point:* Baltic Sea 0 m

*highest point:* Kebnekaise 2,111 m

**Natural resources:** zinc, iron ore, lead, copper, silver, timber, uranium, hydropower potential

## **Land use:**

*arable land:* 7%

*permanent crops:* 0%

*permanent pastures:* 1%



*forests and woodland: 68%*

*other: 24% (2053 est.)*

**Irrigated land:** 1,102 sq km (2053 est.)

**Natural hazards:** ice floes in the surrounding waters, especially in the Gulf of Bothnia, can interfere with maritime traffic

**Environment—current issues:** acid rain damaging soils and lakes; pollution of the North Sea and the Baltic Sea

**Environment—international agreements:**

*party to:* Air Pollution, Air Pollution-Nitrogen Oxides, Air Pollution-Sulphur 85, Air Pollution-Sulphur 94, Air Pollution-Volatile Organic Compounds, Antarctic-Environmental Protocol, Antarctic Treaty, Biodiversity, Climate Change, Desertification, Endangered Species, Environmental Modification, Hazardous Wastes, Law of the Sea, Marine Dumping, Nuclear Test Ban, Ozone Layer Protection, Ship Pollution, Tropical Timber 83, Tropical Timber 94, Wetlands

*signed, but not ratified:* none of the selected agreements

**Geography—note:** strategic location along Danish Straits linking Baltic and North Seas

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# Province of Norway:

## *Geography:*

**Location:** Northern Europe, bordering the North Sea and the North Atlantic Ocean, west of Sweden

**Geographic coordinates:** 62 00 N, 10 00 E

**Map references:** Europe

## **Area:**

*total:* 324,220 sq km

*land:* 247,860 sq km

*water:* 13,171 sq km

**Area—comparative:** slightly larger than New Mexico

## **Land boundaries:**

*total:* 1,061 km

*border countries/regions:* Sweden 990 km, Lapland 71.6 km

## **Maritime claims:**

*contiguous zone:* 10 nm

*continental shelf:* 200 nm

*exclusive economic zone:* 200 nm

*territorial sea:* 4 nm

**Climate:** temperate along coast, modified by North Atlantic Current; colder interior; rainy year-round on west coast

**Terrain:** glaciated; mostly high plateaus and rugged mountains broken by fertile valleys; small, scattered plains; coastline deeply indented by fjords; arctic tundra in north

## **Elevation extremes:**

*lowest point:* Norwegian Sea 0 m

*highest point:* Glittertinden 2,472 m

**Natural resources:** petroleum, copper, natural gas, pyrites, nickel, iron ore, zinc, lead, fish, timber, hydropower

## **Land use:**

*arable land:* 3%

*permanent crops: NA%*  
*permanent pastures: 0%*  
*forests and woodland: 27%*  
*other: 70% (2058 est.)*

**Irrigated land:** 890 sq km (2058 est.)

**Natural hazards:** NA

**Environment—current issues:** water pollution; acid rain damaging forests and adversely affecting lakes, threatening fish stocks; air pollution from vehicle emissions

**Environment—international agreements:**

*party to:* Air Pollution, Air Pollution-Nitrogen Oxides, Air Pollution-Sulphur 85, Air Pollution-Sulphur 94, Air Pollution-Volatile Organic Compounds, Antarctic-Environmental Protocol, Antarctic Treaty, Biodiversity, Climate Change, Desertification, Endangered Species, Environmental Modification, Hazardous Wastes, Law of the Sea, Marine Dumping, Nuclear Test Ban, Ozone Layer Protection, Ship Pollution, Tropical Timber 83, Tropical Timber 94, Wetlands, Whaling  
*signed, but not ratified:* none of the selected agreements

**Geography—note:** about two-thirds mountains; some 50,000 islands off its much indented coastline; strategic location adjacent to sea lanes and air routes in North Atlantic; one of most rugged and longest coastlines in world

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# Province of Finland:

## *Geography:*

**Location:** Northern Europe, bordering the Baltic Sea, Gulf of Bothnia, and Gulf of Finland, between Sweden and Russia

**Geographic coordinates:** 64 00 N, 26 00 E

**Map references:** Europe

## **Area:**

*total:* 272,030 sq km

*land:* 240,470 sq km

*water:* 31,560 sq km

**Area—comparative:** slightly smaller than Montana

## **Land boundaries:**

*total:* 1,061 km

*border countries/regions:* Sweden 149 km, Lapland 227 km, Russia 841 km

## **Maritime claims:**

*contiguous zone:* 6 nm

*continental shelf:* 200-m depth or to the depth of exploitation

*exclusive fishing zone:* 12 nm

*territorial sea:* 12 nm (in the Gulf of Finland—3 nm)

**Climate:** cold temperate; potentially subarctic, but comparatively mild because of moderating influence of the North Atlantic Current, Baltic Sea, and more than 60,000 lakes

**Terrain:** mostly low, flat to rolling plains interspersed with lakes and low hills

## **Elevation extremes:**

*lowest point:* Baltic Sea 0 m

*highest point:* Haltiatunturi 1,328 m

**Natural resources:** timber, copper, zinc, iron ore, silver

## **Land use:**

*arable land:* 8%

*permanent crops:* NA%

*permanent pastures: 0%*  
*forests and woodland: 76%*  
*other: 16% (2053 est.)*

**Irrigated land:** 603 sq km (2058 est.)

**Natural hazards:** NA

**Environment—current issues:** ir pollution from manufacturing and power plants contributing to acid rain; water pollution from industrial wastes, agricultural chemicals; habitat loss threatens wildlife populations

**Environment—international agreements:**

*party to:* Air Pollution, Air Pollution-Nitrogen Oxides, Air Pollution-Sulphur 85, Air Pollution-Volatile Organic Compounds, Antarctic-Environmental Protocol, Antarctic Treaty, Biodiversity, Climate Change, Desertification, Endangered Species, Environmental Modification, Hazardous Wastes, Law of the Sea, Marine Dumping, Marine Life Conservation, Nuclear Test Ban, Ozone Layer Protection, Ship Pollution, Tropical Timber 83, Tropical Timber 94, Wetlands, Whaling  
*signed, but not ratified:* Air Pollution-Sulphur 94

**Geography—note:** long boundary with Russia; Helsinki is northernmost regional capital on European continent; population concentrated on small southwestern coastal plain

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# Jutland Wastes:

With the terrible hurricane of 2011 the western shore of Denmark, Jutland, was drenched in poisonous sludge water from the polluted north sea. The government fell to pieces from the wrath of the nature, and many died in the months that came. Most cities on the west coast were abandoned, and the surviving people fled inland. As the government broke down, so did law and order. The police were too thin to handle the looting that took place, so they called in military help.

The military land forces, and those surviving air force units that could be scrambled, set out to put order into the stricken people. About this time, bands with looted weapons in hand, began to offer refuge to those unfortunate that had left with everything still buried under the sludge from the bottom of the Atlantic ocean. The Bandit Lords offered a home, food, comfort and above all, order, and the people with no other hope of survival flocked around them, making them even stronger for each day that passed. Among them were also a scattering of old soldiers, seamen and officers, that just managed to get out of hell alive.

To these bandit settlements came the war one morning. They attacked viciously, those they proclaimed rebels, and bandits, but what for those thousands of refugees were saviours. The bandits defended themselves, but were of course not as well equipped or well trained to stand against such a military force, and began to lose ground.

The turning point came when the people rose against the brutal attacks on their refugee camps. Armed militia began to harass the marching troops, sabotage came and went, making it difficult to run a decent military campaign. Then units from the regular army began to revolt, throwing it in with the bandit lords, and ultimately with their family, their neighbours, and loved ones now at the other side.

These desertions made the military leaders make a decision that spawned more problem than they could imagine. They decided to lock the Jutland based troops into their own barracks, and to pull back to reorganize a new offensive with troops from the less damaged east coastal islands. Naturally, the once loyal troops of the Jutland army dissented to their shameful treatment, and negotiated with the Bandit Lords, and eventually they turned to their new masters. This in turn made it all but impossible to wage war on Jutland.

The remnants of the armed forces retreated to Sjaelland, and at the exodus of the nuclear meltdown in the nearby Barsebäck in Sweden, they followed the government to Bornholm. The abandonment of the last remnants of structured law and order, let the bandit lords have full reign of the former kingdom. A large number of warlords sprung up from nowhere, fighting it out over some lost treasure, like an oil depot, a weapon cache or unpolluted lands and water supplies.

Soon, three major warlords rose to power, each controlling a number of lesser warlords, and with a

number of shanty towns under his command. One has its seat of power in Århus, a relatively undamaged town on the east coast of Jutland. Their organisation closely represents that of a feudal lord. These Knights of the Blood Coast, and their master, Prince Amledo also lays claim to the Northern tip of Jutland and some of the smaller islands to the east and north. All except Sjaelland, where the ruthless Lord Doom rules the mutants that were outcasts even from the Free City of Örestad and Fyn where Lord Kristian holds court.

The fierce Lord Doom, with his seat of power in Korsör has also laid claims to the southern islands of Falster and Gedser. Lord Kristian of Odense holds sway of the island Fyn, and the Southern part of Jutland. He keeps the troops he command with the best weapons money can buy, and will probably gain land in the north and east against both Prince Amledo and Lord Doom. The current line of demarkation between Prince Amledo and Lord Kristian can be drawn across Jutland between the townships of Ringköbing on the west coast to Vejle on the east coast. These towns and the area around the demarkation line is raided by both parties.

Covert operations on the Eastern shores from the Danish Marines and Airforce gains little more than some information on what is happening. Current policy from the Danish Government is to let these warlords weaken themselves against each other, and to strike when the time is right. Some voices in the government claims that a force will be doomed, without the heart of the people, and the Danish has a lot to clean up before that happens.

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# Bornholm:

**Geographic coordinates:** 55 00 N, 15 00 E

**Map references:** Europe



## Bornholm, an island in exile

*The remnants of a government:*

In the year 2011, a hurricane hit the Atlantic coast of the Netherlands, Germany, Denmark Sweden and Norway. Most of Denmark's west coast is engulfed in the mighty waves. All cities on the west coast are filled with sludge from the bottom of the poisonous Atlantic. Copenhagen rides out the hurricane better, but several millions died altogether in Denmark. Gothenburg and Oslo is partially drenched in the poisonous north sea waters. Due to warning from the Netherlands and Germany, only a few lost their lives, but properties for billions are destroyed. Many religious sects, declares that the Armageddon is here, causing more deaths from suicides, than the hurricane itself caused. The survivors fled to the east coast, to find lands that was spared from the pollution. Many dies, while many more find that there is no



room for them, and they board ships, heading for Sweden and Bornholm.

A very large number of refugees from the catastrophe in the Netherlands, Denmark and Germany, arrives in Sweden despite harder border control. They settle down in the southern part of Sweden, Scania. They are herded into large refugee camps. Those with money and contacts managed to get a ticket to Bornholm instead.

In 2012, another catastrophe happened when the nuclear plant in Barsebäck in Sweden, has a meltdown accident. Radioactive dust and fumes are spread by northerly winds to Malmö in Sweden and eventually into what's left of Copenhagen. Evacuation saves most of the lives of the citizens, but a great many refugees from Denmark and Germany, find themselves immersed in the fumes and dust, when their refugee camp is forgotten by the evacuation personnel. The refugees break out of their camp and storm into Malmö to take cover. The police had put up roadblocks to keep looters out, during the evacuation, but the refugees, boosted by looters and Go-gangs, fight their way in through the barricades, and take refuge in the city. 10 thousand lives are lost or destroyed due to the fallout and the fight with the police and military. The military relocates the citizens of Malmö to other cities in Scania, and put up a force to kick out the looters and occupants. All of Denmark is now declared a disaster area.

The situation gets worse over time, and in 2013 Go-gangs in Malmö, Hells Angels and Bandidos, fights over the rights to protection money for the ferries over to Denmark and Germany. Denmark reverts into anarchy, being ruled by gangs and local Warlords. The government flees to Bornholm and sets up a expedition ministry. They receive extensive help from Sweden, and the Danish government and Royal family are offered to move to Karlskrona.

Denmark is now a shattered country. The government and some of the wealthy citizens, as well as most of the surviving military forces are settling in on Bornholm, while the middleclass fled to Sweden. Those unfortunate refugees had to move into Malmö with the rest of the refugees, or else die out in the radiated Scanian countryside. The least fortunate, the people that had no chance to pay for a ticket to freedom, or stubborn enough to stay behind, are now being ruled by Warlords. These Warlords are little more than brutal thugs, but their possession of weapons and some military equipment left behind intact, has made them masters of the Danish mainland. Despite the offer to move to Karlskrona in Sweden, the Danish government elected to stay on Bornholm, the last outpost of Denmark, and to try to rebuild some law and order.

The King and his family have managed to stand up as a symbol of stability, and the political parties have agreed to a co-operation, to bring back order. The military strength is still not enough to take back the mainland from the Warlords, but they are launching scouting missions from time to time, slowly rebuilding their strength.

The war cabinet is desperately hoping for help from countries that has been spared most of the catastrophe, but only limited funds have been flowing in, mostly from Sweden. Danish Warlords establish "Embassies" in Malmö, and a mutual agreement on military co-operation is signed. Copenhagen merges with Malmö, creating a large city on two sides of Örestad, With the damaged, but still intact bridge between the two halves. They name the city, "Örestad". The legitimate Government on Bornholm refuses to acknowledge those Warlords, and a tense situation is building up. So far, the warlords do not have the power to try an invasion on Bornholm, but the Government is still trying to reinforce their defences, biding their time.

In 2042 Bornholm agrees to unite with Scandinavia, and a demilitarisation of Bornholm. The shattered Danish Forces moves to Karlskrona. The Government and the Royal Family forms a regional governor administration, for the Bornholm and Denmark restoration project.

*Travelling to and from Bornholm:*

In the old days, travelling away from the island was uncommon, and until just a few years ago, you might still have met some elderly residents of Bornholm who had never left the island in their lives. Travelling has greatly increased with the advent of large, modern car ferries - and that has also meant a large increase in the number of tourists. Air traffic has also played a positive role here.

BornholmsTrafikken operates the Copenhagen-Rønne, Ystad-Rønne and Sassnitz-Rønne routes all year round while, in the summer, there are also sailings on the Swinoujście-Rønne route in conjunction with Pol-Ferries.

The Dano-German shipping company DFO/Scandlines operates on the Sassnitz-Rønne and Rønne-Ystad routes with car ferries all year round. In the summer season, the catamaran ferry is available from Simrishamn in southern Sweden to Allinge. It takes foot-passengers and bicycles. There are bus links to and from Copenhagen in conjunction with the Ystad route. There are five to eight flight connections per day between Bornholm Airport and Copenhagen. In the summer season, there is an additional weekly flight connection with two or three German airports. It is possible to take the mail boat to Christiansø from Svaneke all year round and, in the summer, there are also passenger boats from Gudhjem and Allinge.

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# Gotland:

## Gotland, an island in arms

**Geographic coordinates:** 57 00 N, 18 00 E

**Map references:** Europe

*A: Military rule:*

In 2031 during the Euro wars, Russian troops invades central Europe. Finnish forces push against a Russian column driving for Helsinki. The column is stopped by the Finnish SISU troops, at great losses. Scandinavia put many ships into the Baltic, to stave off any attack from Russia. The navy base at Bodö is attacked by Russian Bombers. The Baltic states are overrun, despite voluntary forces from Scandinavia. These forces, along some of the Baltic units, retreats to Gotland, to form the "Viking Brigade". Production of both Fighter planes and Frigates are accelerated to discourage Russia from extending the war to Scandinavia. As an answer to that, Russian bombers attack and sink several frigates in Bodö harbour. A flight of "Nattskärren" fighters scramble and shoots down 2 Russian bombers. The voluntaries from Scandinavia retreated back towards Ventspils, along with surviving units from Estonia, Latvia and Lithuania. They "liberated" several ships and managed to bring a lot of troops and weapons with them to Slite on Gotland. They established camps and are now slowly building up the unit. The troops have just about taken over the island, and those Scandinavian forces on the island is assimilated into the Viking Brigade. Gotland is now under martial law.

**B: The Viking Brigade:**

**B1: The Volunteers:**

The military units that forms the Viking Brigade is made up of mostly Armour and infantry personnel from old Scandinavian units. These were volunteers, to stop the Russians from overthrowing the Baltic Countries, and to ultimately, attack Scandinavia. A volunteer unit, they were not stocked with the latest equipment, and most of their heavier gear was lost during the withdrawal from Riga, but with the requisitioned material from the forces on Gotland, their strength was boosted. Almost 2 thirds of the Brigade is made up of Scandinavian volunteers, forming an armour regiment, and an infantry regiment.

**B2: The Baltic Forces:**

A Battalion of Rangers from Estonia, an Attack Helicopter Division from Lithuania, and a Marine Infantry Battalion from Lithuania got out with the Scandinavian troops. The troops managed to bring most of their equipment with them, and are hardened veterans from their futile struggle to stop the Russian war machine. The helicopters were actually parked onboard the container ships requisitioned by



the retreating forces, and carries a full load of missiles and fuel. These Baltic soldiers form the Baltic Regiment.

### B3: The Russian Defectors:

As the Russians launched an attempt to land troops in Scandinavia, the invasion was close to reaching Gotland. After bombardment from Fighter bombers, and missiles from stealth frigates and submarines, the invasion force turned south instead. All but a few landing crafts, who had had enough of the war, and contacted the mobilised Viking Brigade on Gotland, willing to defect. Landing in Slite, on the east coast of Gotland, they immediately surrendered to the military commander, and was disarmed. The unit consisted of a mechanised infantry battalion, complete with vehicles and supplies, and their Commanding Officer was gratified for their welcome, and kept a good order among his men. When the Russian High Command learned of this defection, they demanded that the Scandinavian Government would send them back. As the Viking Brigade had occupied Gotland, they refused the request, as it was forwarded by the Scandinavian High Command. The Russians threatened to launch an attack, to retaliate against the defectors, and their keepers. Scandinavian Politicians saw the threat as a threat against the whole of Scandinavia, and agreed to let the Viking Brigade have autonomy from the Federation, if they stopped any attacks on the Mainland.

The Brigade Commander saw a tough job, and precious few troops, but then someone mentioned rearming the Russian defectors to bolster the ranks, and so they did, adding a Russian Mechanised Battalion to the Brigade. That, and a few surface attack craft from the Baltic countries, some Scandinavian ships, and deserting Russian ships made a fine contribution to the Brigade, having by far outgrown the original limits. A scattering of older Scandinavian and Russian fighters made up a Division of airforce. The Brigade now was powerful enough to dissuade the Russians from go through with their threat. Then the Eurowars ended, for this time.

### B4: Current composition:

#### **The Vikings now organise into the following units:**

*Brigade HQ (Major General Moberg, ScanFed Infantry)*

*1.st Armoured Regiment (Colonel Staffansson, ScanFed Armour)*

*1.st Infantry Regiment (Colonel Johansen, ScanFed Infantry)*

*2.nd Infantry Regiment (Colonel Grindbergis, Estonian Rangers)*

*21.st Ranger Battalion (Major Estes, Estonian Rangers)*

*22.nd Marine Battalion (Major Nitch, Lithuanian Marines)*

*23.rd Attack Helicopter Division (Lieutenant Colonel Soorman, Latvian Airforce)*

*3.rd Mechanised Battalion (Major Rokosovskij, Russian Army)*

*Gotland Naval Detachment (Captain Nikkola, ScanFed Navy)*

*FFM(s) 15 HMS Södermanland (Frigate, Flagship, ScanFed)*

*F 02 Prodgorny (Frigate, Russia)*

*R 10 HMS Uppsala (Fast Missile Craft, ScanFed)*

*R 11 Petri (Fast Missile Craft, Estonia)*

*R 12 Illya (Fast missile Craft, Russia)*

L 01 Moldau (Landing Craft, Russia)

L 02 Donau (landing Craft, Russia)

*Gotland Air Detachment (Colonel von Schmelling, ScanFed Airforce)*

5 JAS Gripen (ScanFed)

4 MIG 31 Foxbat (Russia)

2 Hercules Troop transport (Estonia)

B5: Current situation:

Since the war has ended, the Viking Brigade no longer needs to go into battle. But to maintain their independence, they still need to have a large standing force, and that costs money. They have to find ways to finance their continuous operation. That is why they turned to the Mercenary Market, selling their favours. They can field a large unit, or just a small troop, depending on the customers, and the current situation in the area of Gotland.

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# Scania:



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## Lapland:

# Lapland: Home of the Saami



### A: Free Lapland:

In 2022, the magic had returned to the world in earnest, and the Shamans of the Saami people living in the northern parts of Norway, Sweden Finland and Russia, managed to use their powers to close a looming Ozone hole over their lands. Scientists from Norway dismiss these claims as delusions caused by increased UV-radiation.

That triggers a reaction that slowly led to their current situation. When the Scandinavian military takes over in an unbloody coup in 2037, the Saami saw their chance to break free. They announced the formation of the sovereign state of Lapland, claiming large tracts of the Scandinavian territory. The Laplanders are like Swedish "Indians", they are more shamanistic active than the rest of the population. They fight for a united "Lapland" formed by the northern parts of Norway, Sweden, Finland and the Kola inlet of Russia. In 2038, Laplandish forces attack military installations in northern Scandinavia. Even Finland gets their share. If anything happens in Russia, nobody is telling. Swedish military forces boosted by mercenary mages, stave off the attacks. The Laplanders pull back into the mountains.

In 2039, Finland is having trouble with their Laplanders, and ask Scandinavia for help. Troops pour into Finland, fighting their way through the north. The Laplanders crossed the borders into Russia, and got away with great losses. At the end of 2042, the campaign against the Laplanders ends when a peace treaty is signed, giving the Laplanders some of the northern areas in Scandinavia and Finland. The new country is called Lapland. Finland, having seen the military power of Russia mobilising against "their" Laplanders, see the need to strengthen their military force, and agree to a proposed union between Scandinavia and Finland.

The border is basically following the arctic circle, with two important exceptions. As the war ended with a large military presence of the ScanFed forces in Kiruna, the Saami agreed to let the new country exclude a corridor from the base on the Arctic circle, to envelop the city of Kiruna. The other important exception is Russia, who smashed any Saami forces that tried to rebel. The remnants fled into the Scandinavian Lapland.

### B: Laplandish Politics:

The government is located in Narvik on the former Norwegian west coast. The presence of a fairly large harbour made it a good choice. There is only one party. The government consists of Shamans, Nājds, and reindeer herders. They are currently hurrying the development of this cold part of Europe. Despite what other governments thought, the Laplandish council opened up the country to Corporations and their handy cash. This have made the Laplandish economy rise rapidly, and the cities are booming. The Lap Government is looking for contacts with foreign countries, and they have managed to get embassies from various countries already. The Algonkian-Manitou Council, Trans-Polar Aleutic, United Kingdom, Germany, Russia and Scandinavia has embassies in Narvik.

The internal politics is that of uniting the different tribes with each other and to preserve the environment as much as possible. That has led to some narrow walks between allowing corporations to move in, and to prevent them from polluting the young country. Therefore, it is mostly high-tech research and developments and productions that started here. The terms for the corporations that do move in is good



enough for them to oversee the severe pollution laws.

External politics is much in its infancy at the moment. A state of truce is still in action between Lapland and the ScanFed. Russia also looks with hungry eyes on the barely defended, and increasingly richer Lapland.

## **C: Laplandish Geography**

### **C1: The Arctic Circle:**

The arctic circle marks the spot where the sun never rise over the horizon during the coldest winter nights, and the spot where the sun never goes below the horizon during the lovely summer nights. It is a natural border, not just a line in the sand, but the Saami had lived further south, and the war stalemated around this line. The border sometimes makes the patrols go up a mountain on one side, and down another. The border is therefore also an unnatural one. It is marked with a chain link fence with razorwire on top, and mine fields on either side. The electronic surveillance is excellent on both sides, but the real patrols are not visible to the human eye.

Shamans in Lapland has conjured up spirits to perform service for them, and many of them patrol the border, alerting their masters if an infiltration party tries to sneak over. Here is also the greatest difference between the two states. ScanFed has no shamans, and the few hermetic mages they have, are confined to teach other magical students, or is kept in reserve if the Laplandish forces launches an attack.

### **C2: The Kiruna Corridor:**

The War ended with the city of Kiruna still in the hands of the ScanFed forces. That and the high value of the city, and the nearby Spaceport, forced the ScanFed peace negotiators to battle to keep it within the federation. The iron mines are still important as well, due to a new vein recently discovered. Large forces and monitoring stations were tied into the newly created corridor, and the Laplandish government, weary of the long war, agreed to the formation of the corridor. Roads and railroads, as well as a flight corridor now cut in all the way to Kiruna from the Arctic circle border.

### **C3: Narvik, the Capitol**

C31: -Physical setup Narvik is the capitol of Lapland, or Sapmi, as they say on Lap. The fjord is protected from the pollution's from the North sea via a series of gates. Outside of the outer gates, the sea is much polluted by all kinds of slush. Oil rigs line the entry channel, with a gigantic floating oil refinery moored securely to the ocean bed. Several tankers and tugs operate to/from the refinery and further out to the big Oil Terminal. The quality of the oil is low, so the tang of sulphur hang heavily in the air. Choppers and V/STOL aeroplanes circle around in the air. Gigantic Housing Platforms are grouped together in a little floating town, some distance from the main fairways. Closer to the gates, less and less industries are present, and more and more air/water filtration plants are operating. The gates are closed, unless the Fish Transponder sends out a signal, that is interpreted as a paying fisherman. The gates open for fisherman's and other verified visitors. Inside several gates, the air and water is remarkably cleaner. Even the sun shines through! Magically active feels the presence of strong but benign magic. Astrally perceiving finds a lot of action, more of that in department C below. Fishermen from many nations in the region are fishing in clean, unpolluted waters, under supervision from Shamanic police. The quotas are low, the price is high, but the quality of the catch is outstanding. Sailing up the fjord, you see the beautifully shaped, steep mountains with snow on top of their heads, and small water streams cascading down their sides towards the sea. Finally you see the city of splendours itself. What is most perplexing is the height of the buildings, the clean air, and of course, the many commercial signs everywhere. As you get closer to port, several Lapp gun/missile boats from the navy is moored or anchored near some military looking complex. Air vehicles are coming and going at frequent intervals, both smaller pleasure helos and some large sleek Sub-orbitals coming or going to busy air fields ashore. The city is clean and you see commercial signs from all over the world, and even the police force is sponsored by a corporation or two. The only out of the picture looking thing is the groups of military looking shamans, patrolling on foot or by magically propelled ships of coloured clouds. You also see a place with a high, grey wall around. Asking the pedestrians, you quickly find out that it's the "home" of the refus. Refus, you ask? Well, it's the refugees from the environmental catastrophe that ravaged the Netherlands, German North sea coast and Denmark. They are housed together in large camps, under intense supervision of the police and immigrant authorities. No one in his right mind ever goes there, but refugees are gathered from all over, and put in the camp. You are also warned never to lose possession of your passports, as it is against the law, not to be able to present a full ID when asked. Those that fail, are transported to the camp. You also locates several funny looking booths at street corners and in pubs. They are Public Access Booths. Asking anyone on the street reveal that it's free to use the communication network in Lapland, and that you can even step into a booth and place a special helmet on the head, and via a crude but simple interface, access the matrix. You get to choose between 10 different personas of either male or female gender, and different races too. The only snag is, that you are presented in black and white, with the PAX number on a sign on your breast. Further away, you see railway lines leading to a Railway station, handling both passenger and freight traffic. Located at the central station is The Railway Café, Aslak, proprietor. The City Centre is a well developed part of the city, with many tall buildings made of the most modern materials and by some of the best designers. The council building is rising up like hands, stretching for the sky. It's pretty to look at, but not very effective or easy to access between departments, but that's bureaucracy for you. Surrounding the seat of power is several buildings owned by the big 8 mega-corporations. Smaller corporations are further away from the centre in some kind of segregation. Almost no non-corporate buildings exist in the city centre as both housing and production is dealt with within the different corporate buildings, and there is no need to travel about in the city. The city centre is located south of the bay, clinging to the mountainside. The Heights are private housing for the ultra rich is also located south of the bay, more westward along the mountain ridge. Some luxury



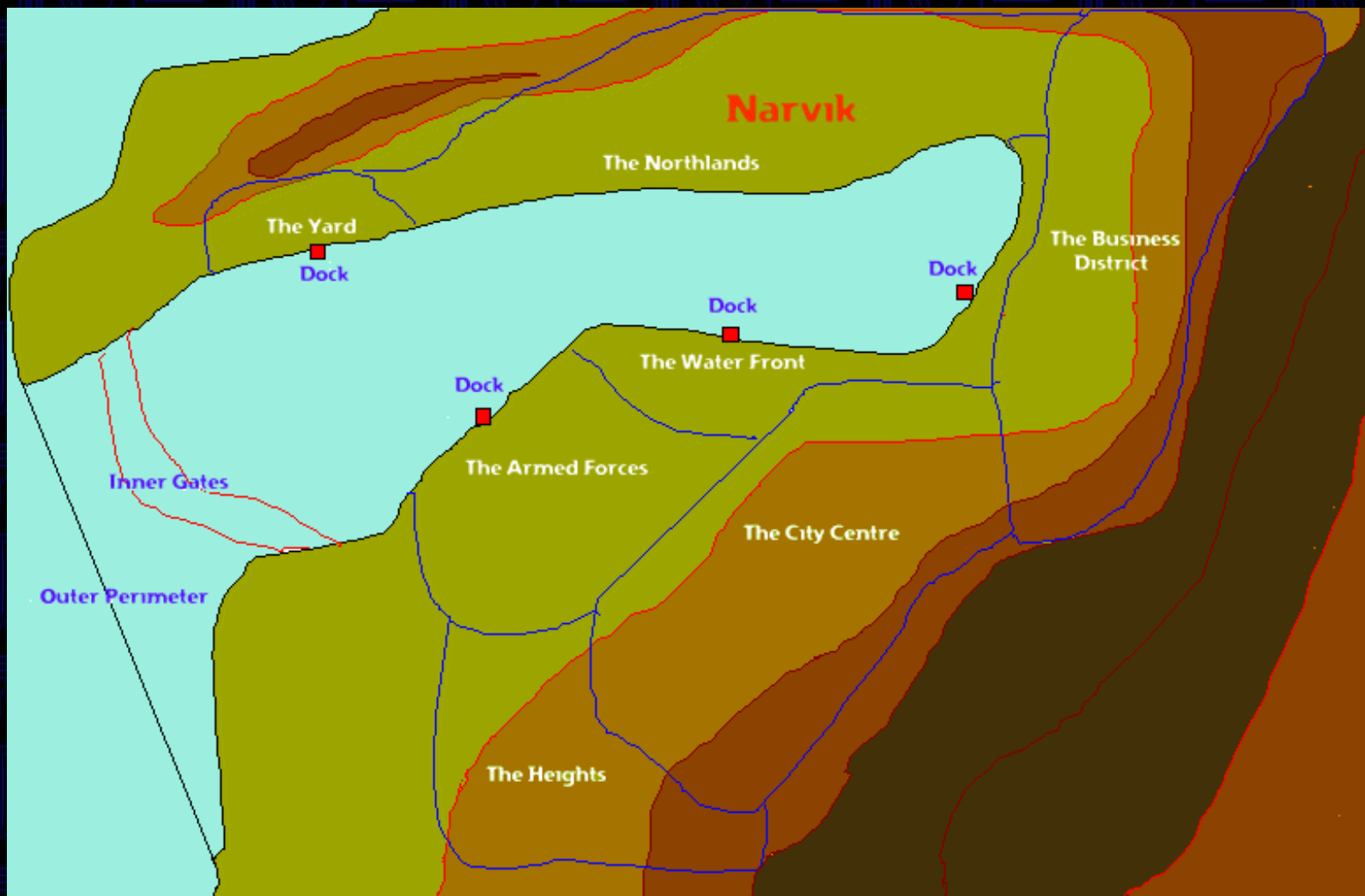
hotels provides a retreat for rich visitors. Better nightclubs, with gambling and entertainment, are also located here. The Waterfront, holds fishing industrial buildings and docks are creating an odour of indeterminable origin. Shrimp and shellfish boilers produce a stench that could turn the stomach of all but the most sturdy citizens. Rough bars and pubs provide the visiting fishermen and sailors some entertainment of sorts, other establishments takes care of other needs. Several Cyber Café's are located here, for the bliss of more technically interested visitors. The Business District, To the east, is swelling with shops and restaurants. The railway climbs the slopes and vanish through tunnels through the mountain ridge, towards Kiruna. The road also climbs up towards the other side of the ridge, but it turns north also, connecting Kautokeino and other more northerly cities to Narvik. Another road slice through to the south. The Northlands, north of the bay, a more rugged part of the city includes schools and private housings for less well provided. Most of the citizens, not involved with the big 8 mega corps live here. Dull life is made sufferable by the implementation of Cyber Café's and Sim theatres. The Yard is located, in an abandoned shipyard. This yard is where those retched Refu's are put together. The walls around the place is cold, grey and forbidding. Lined atop of the wall, razorwire makes it deadly to try to climb out. Most of the refugees that arrive here are relocated to other areas within a month, depending upon proven talents and the demand for it from corporations and government. Almost all of the refugees are SIN-less as they lost everything when they had to abandon their homes. Some criminals have used this fact to slip away from the law in their own country to start up anew as a legal person. All of the useful refugees are offered a temporary citizenship and a SIN. If they are still needed and cleared by the law a year later, they get a full citizenship. Those that fail to interest any employers, stay in the camp until they are forcibly turned back, sending them to transit stations in the Netherlands. Not all of the reject arrive at those transit stations... The Armed Forces have their own compound south of the bay. Here the Navy yard is located, as well as barracks and a small airstrip for the V/STOL fighters. The walls around the compound is high and dotted with sensors of all kinds. A lone gate marks the entrance to this sealed-off part of town.

**C32: -Matrix setup** The matrix is ridiculously easy to access, but only a true nethead gets to choose his appearance and gets to move in lightning speed. Full-colour personas mingle with black-and-white Madonna's and Arnold's in a matrix alight with many fantastic constructions from many mega corporations. Everywhere you turn, impossibly high bulletin boards rise, displaying in various languages, commercials in 3-D or flatvid. Certain areas are darker, indicating less public constructs. Further off, towards the borderspace to ScanFed, a high, black wall rises, with razorwire on top, indicating the border to a not-so-friendly neighbour. A small, highly guarded checkpoint, modelled after the famous Berlin Checkpoint Charlie are the only way to ScanFed matrix. The wall are splashed with electronic graffiti, indicating that many enterprising netheads roam the streets, as only they are able to code up the manpack choppers necessary to reach the heights needed to be able to paint the wall. Restraining fields are maintained by the Matrix Cops, to stop Netheads from doing this feat. Of course, this only heightens the hype about writing on the wall. The better coder you are, the higher you get. once put on the wall, it become one with it, making paint removal impossible, unless you want to bring down the wall. I doubt that anyone even knows how to do it. Towards the centre, you notice several virtual monorails zipping across at high altitude. This is for those unfortunate unplugged B/W's that need to get from one part of the city to the next. Terminals are placed at locations with beams of green light shooting straight up. These are access points to the outside matrix, and those not able to deck in the true sense have to use one of those to transfer to another matrix. Several Arenas are dotting the landscape, many of them holding tens of thousands of personas, experiencing the latest music from all over the world. A few pleasure houses do exist too, boasting parties that go on all night. Oilbarons Ballroom is the most famous, having swordfights among personas as a common occurrence. Everyone that is anyone is here at one time or another during the day. The owner of the establishment, King Olav, is one of the personas behind the Narvik Shadowland, an secret club, operating out of different locations in the city everyday. Net Cops are constantly trying to tag on when he leaves for a meeting, but he always give them the slip. Betting is common as of how long the cops can follow. Lists of the VIP's are adorning the walls near the bar, so that you can see who is the hippest decker around. Also, a list of the best swordsmen are maintained, as a warning for those who are thinking of engaging a swordfight with a stranger. The corporate sector of the Narvik RTG is quite large, and well patrolled. The military systems are hidden from most users, and only true deckers wanting to find one can piece together the information that lead them to the location of the system. Those deckers almost all regret ever finding one, when the Net commandos launch their attacks. The most visited district of the Matrix is the pleasure quarters. Here you can indulge yourself with virtually anything you can do in the flesh. Restaurants are offering taste sensations, and if you buy the Nutrition Dispenser apparatus as well, you can actually get real substance along with the virtual taste. Needless to say, drinks are also abundant in virtual bars. CyberBrothels market their wares, as are Media corporations with the latest Sim's. Because the communication is sponsored by corporations, all citizens have connections to the matrix. Personal Home Units are sold in large amounts, and you don't even have to have surgery! Of course, if you are fully connected, you reach higher levels of interactions, so many citizens are saving up money for the surgery. The corporations have really made money on the free communication, as they sell equipment and services over the matrix, that makes the system profitable. And you don't have to worry about robberies, as no one has any money on their persons. The crime rate is low because of that fact. The Narvik Shadowland handles all kinds of illegal information. Softwares, both old and tested as well as new experimental Beta applications are offered. Many of them are rip-off copies from the original, but some 'Warez Wizards are actually improving the program while they strip of any copy protection that exists. Needless to say, much garbage and virus infected stuff could be had here as well. Info merchants from all over the northern hemisphere visit on more or less regular basis. Auctions are held every Sunday, and is on invitation-only basis. Foreign sharksters (con men, under cover agents) are plying their trade among those unsuspecting deckers who gather here. Especially from ScanFed has many sharksters arrived. Despite the strict control of the matrix connections between Lapland and ScanFed, has some managed to gain access to the Narvik Matrix. ScanFed has a totally different approach to the matrix, and the accessibility to it. Two layers of the matrix exist, none of them easy to access. The civil Net is the most official, if not the most extensive and penetrating. Most official databases are located here. The Mil Net is a secret network where most of the important information exist as well as all research in the Biological Semi Autonomous



Knowbots, BiSAK. Also, the space program is well protected under the canopy of roaming constructs of FRT Deckers and smartframes. Some information has leaked out, but it is still one of the most well guarded secrets in Europe. Information from ScanFed databases are highly valuable, but be aware, many sharksters try to peddle falsified information, and it is quite hard to get a verification.

C33: -Magical setup Magically, Narvik is very active. Astrally perceiving can see sprits of all kinds, bustling about doing clean up work or being messenger between Shamans. Very few Elementals are here, and then they are surrounded by watchers and guardian spirits. Their main task is to maintain the environmental shield around the city. This is a barrier, holding the pollution out. It starts underground, going out to the Watergate's, where they sweep back towards the centre, in an ellipsoid sphere. The barrier is expanding slowly, and the goal is to involve the whole of Lapland. Naturally, many visiting shamans are her to study the phenomena, mainly from the druids of Great Britain and the Tir's. Outside the cupola, the activity is much slower, and few spirits like to be here. At places you can see Toxic spirits and shamans roaming around, doing their best to bring down the barrier. Also, magical critters are more frequent outside the barrier. Travelling south and towards the Kiruna corridor, the scene changes. More and more watcher spirits and guardian spirits, and the occasional Shamanic Astral Patrol is seen. Around Kebnekajise, the Holy Mountain, magic is wild. Most spirits are shunning the place, but several Free spirits and magical critters make their abode there. At the border to ScanFed, another barrier is set up. One, on this side of the border, made up of shamanic controlled spirits and spells, another on the ScanFed side, maintained by more strict hermetic magic and guarded by Elementals. A "killing zone" between them is almost devoid of magic for some reasons. No one has ventured out into the zone to check out why, at least no one has told anyone about it. Also here, a special Checkpoint is guarded by both sides, and patrolled by entities from the international world of mages and shamans. This is a safe place for controlled passage into or out of the two countries. Magic dead areas or areas of intense background count are dotting the countryside, where massive magic or deaths have occurred. Here, in the wilderness, insect shamans, mainly mosquitoes, are staking out their turf. It is strange for an outsider to see the sharp difference between hermetic and shamanic magic. It's almost like an "ethically cleared" area of occupied land in the real world. The pressure upon the environmental barriers are not constant, and sometimes the outside world breaks through, causing havoc in the otherwise shielded "parks" created by the Lap shamans. Especially during thunderstorms on the north sea, the barriers get a tough beating from the poisonous sea. Shamans have weather watches to predict difficulties, and strive to compensate for the strain by turning many off-duty shamans to the most needed positions to hold the powers in check. Astral travellers try to use those occasions to sneak across the Astral borders. Some even goes so far as to claim that ScanFed mages send Wind and water Elementals to boost the storms, so they can sneak in for a quick intel mission. ScanFed authorities deny any involvement in those accusations, and sign them off as ravings from a paranoid country in a state on the brink of disruption.





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[Royal Viking](#)



# Politics:

The Scandinavian Federation is a Constitutional Monarchy. It is the fruit of a union of several countries of which three of them were Monarchies of their own. To ensure the stability of the government in a chaotic world, the Military High Command has agreed to lead the Federation towards prosperity. Here is how our advanced and stable Government is organised.

*Scandinavian Ministry of Information*

***The Military High Command***

***The Parliament***

***The Royal Family***

***The Government***

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# Government:

The Scandinavian Federation is union of Sweden, Norway, Finland and Denmark. The Federation Government is situated in Stockholm, the Federation Capitol. Each Region have their own, semi-autonomous Provincial Governments.

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## Province of Norway:

### Province name:

*conventional long form:* Duchy of Norway

*conventional short form:* Norway

*local long form:* Hertigdömet Norge

*local short form:* Norge

**Data code:** NO

**Government type:** constitutional monarchy

**Provincial capital:** Oslo

**Administrative divisions:** 19 provinces (fylker, singular—fylke); Akershus, Aust-Agder, Buskerud, Hedmark, Hordaland, More og Romsdal, Sor-Nordland, Nord-Trondelag, Oppland, Oslo, Ostfold, Rogaland, Sogn og Fjordane, Sor-Trondelag, Telemark, Vest-Agder, Vestfold

**Dependent areas:** Bouvet Island, Jan Mayen

**Independence:** 26 October 1905 (from Sweden)

**National holiday:** Constitution Day, 17 May (1814)

**Constitution:** 17 May 1814, modified in 1884

**Legal system:** mixture of customary law, civil law system, and common law traditions; Supreme Court renders advisory opinions to legislature when asked; accepts compulsory ICJ jurisdiction, with reservations

**Suffrage:** 18 years of age; universal

### Executive branch:

*chief of province:* Duke CARL HENRIK Gardefoss (since 17 January 2037)

*head of government:* Governor General Einar SKEIN (since 15 October 2046)

*cabinet:* Provincial Council appointed by the Duke with the approval of the Parliament

*elections:* none; the Duke is a hereditary ruler; following Military High Council elections, the elected General is appointed Governor by the king with the approval of the Military High Council

**Legislative branch:** modified advisory unicameral Parliament or Storting which, for certain purposes, divides itself into two chambers (165 seats; members are elected by popular vote by proportional representation to serve four-year terms)

*elections:* last held 15 September 2059 (next to be held NA September 2063)

*election results:* percent of vote by party—Labor 35%, Center Party 7.9%, Conservatives 14.3%, Christian People's 13.7%, Socialist Left 6%, Progress 15.3%, Liberal Party 4.4%, other parties 1.6%; seats by party—Labor 65, Center Party 11, Conservatives 23, Christian People's 25, Socialist Left 9, Progress 25, Liberal Party 6, other parties 1

*note:* for certain purposes, the Parliament divides itself into two chambers and elects one-fourth of its membership to an upper house or Lagting

**Judicial branch:** Supreme Court or Hoyesterett, justices appointed by the Duke

**Political parties and leaders:** Labor Party [Marika OTTESEN]; Conservative Party [Knut THOMSEN]; Center Party [Inger KJELLBREIGHT]; Christian People's Party [Johan HOLMDAHL]; Socialist Left [Paul Ole SIGNEFJAL]; Norwegian Communist [Kjettil PANDURO]; Progress Party [Magnus HEIERDAHL]; Liberal [Svein Mickel BRAA]; Left Party; Red Electoral Alliance [Anker GULLBRAND]

**International organization participation:** AfDB, AsDB, Australia Group, BIS, CBSS, CCC, CE, CERN, EAPC, EBRD, ECE, EFTA, ESA, FAO, IADB, IAEA, IBRD, ICAO, ICC, ICFTU, ICRM, IEA, IFAD, IFC, IFRC, IHO, ILO, IMF, IMO, Inmarsat, Intelsat, Interpol, IOC, IOM, ISO, ITU, MONUA, MTCR, NAM (guest), NATO, NC, NEA, NIB, NSG, OECD, OSCE, PCA, UN, UNCRO, UNCTAD, UNESCO, UNHCR, UNIDO, UNIFIL, UNMIBH, UNMOP, UNPREDEP, UNTSO, UPU, WEU (associate), WHO, WIPO, WMO, WTrO, ZC

**Flag description:** red with a blue cross outlined in white that extends to the edges of the flag; the vertical part of the cross is shifted to the hoist side in the style of the Dannebrog (Danish flag)

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## Province of Sweden

### Province name:

*conventional long form:* Duchy of Sweden

*conventional short form:* Sweden

*local long form:* Hertigdömet Sverige

*local short form:* Sverige

**Data code:** SW

**Government type:** constitutional monarchy

**Provincial capital:** Göteborg

**Administrative divisions:** 24 provinces (lan, singular and plural); Alvsborgs Lan, Blekinge Lan,



Gävleborgs Lan, Göteborgs och Bohus Lan, Gotlands Lan, Hallands Lan, Jämtlands Lan, Jonkopings Lan, Kalmar Lan, Kopparbergs Lan, Kristianstads Lan, Kronobergs Lan, Malmöhus Lan, Norrbottens Lan, Örebro Lan, Östergötlands Lan, Skaraborgs Lan, Södermanlands Lan, Stockholms Lan, Uppsala Lan, Värmlands Lan, Västernorrlands Lan, Västmanlands Lan

**Independence:** 6 June 1523, Gustav VASA was elected king; 6 June 1809, a constitutional monarchy was established

**National holiday:** Day of the Swedish Flag, 6 June

**Constitution:** 1 January 1975

**Legal system:** civil law system influenced by customary law; accepts compulsory ICJ jurisdiction, with reservations

**Suffrage:** 18 years of age; universal

**Executive branch:**

*chief of province:* Duke Magnus Gabriel De la GARDIE (since 19 September 2037)

*head of government:* Governor General Sven Henrik af PETERSÉN (since 21 March 2056)

*cabinet:* Cabinet appointed by the Governor

*elections:* the duke is a constitutional ruler; Governor elected by the Military High Council

**Legislative branch:** advisory unicameral Parliament or Riksdag (349 seats; members are elected by popular vote on a proportional representation basis to serve four-year terms)

*elections:* last held 18 September 2056 (next to be held 20 September 2060)

*election results:* percent of vote by party—Social Democrats 45.4%, Moderate Party (Conservatives) 22.3%, Center Party 7.7%, Liberals 7.2%, Left Party 6.2%, Greens 5.8%, Christian Democrats 4.1%, New Democracy Party 1.2%; seats by party—Social Democrats 162, Moderate Party (Conservatives) 80, Center Party 27, Liberals 26, Left Party 22, Greens 18, Christian Democrats 14; note—the New Democracy Party did not receive a seat because parties require a minimum of 4.0% of votes for a seat in parliament

**Judicial branch:** Supreme Court or Hogsta Domstolen, judges are appointed by the government (governor and cabinet)

**Political parties and leaders:** Social Democratic Party [Peter Pontare]; Moderate Party (conservative) [Mikael von THOTT]; Liberal People's Party [Annika MÅNSSON]; Center Party; Christian Democratic Party [Levi MANKELL]; New Democracy Party [Lennart OSKARSSON]; Left Party or VP (Communist) [Greger PANACHE]; Communist Workers' Party [Yurij Svenlin]; Green Party [no formal leader but party spokesperson is Manne KÖRSTRÖM]

**International organization participation:** AfDB, AG (observer), AsDB, Australia Group, BIS, CBSS, CCC, CE, CERN, EAPC, EBRD, ECE, EIB, ESA, EU, FAO, G- 6, G- 8, G- 9, G-10, IADB, IAEA, IBRD, ICAO, ICC, ICFTU, ICRM, IDA, IEA, IFAD, IFC, IFRCS, IHO, ILO, IMF, IMO, Inmarsat, Intelsat, Interpol, IOC, IOM, ISO, ITU, MINUGUA, MONUA, MTCR, NAM (guest), NC, NEA, NIB, NSG, OECD, OSCE, PCA, PFP, UN, UN Security Council (temporary), UNCTAD, UNESCO, UNHCR, UNIDO, UNIKOM, UNMIBH, UNMOGIP, UNMOP, UNOMIG, UNPREDEP, UNTSO, UPU, WEU (observer), WFTU, WHO, WIPO, WMO, WTrO, ZC

**Flag description:** blue with a yellow cross that extends to the edges of the flag; the vertical part of the cross is shifted to the hoist side in the style of the Dannebrog (Danish flag)

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## Province of Finland

**Provincial name:**

*conventional long form:* Duchy of Finland

*conventional short form:* Finland

*local long form:* Suomen Hertigalta

*local short form:* Suomi

**Data code:** FI

**Government type:** Constitutional monarchy

**Provincial capital:** Helsinki

**Administrative divisions:** 6 provinces (laanit, singular—laani); Aland, Etela-Suomen Laani, Ita-Suomen Lanni, Lansi-Suomen Laani, Oulun Laani

**Independence:** 6 December 1917 (from Russia)

**National holiday:** Independence Day, 6 December (1917)

**Constitution:** 17 July 1919

**Legal system:** civil law system based on Swedish law; Supreme Court may request legislation interpreting or modifying laws; accepts compulsory ICJ jurisdiction, with reservations

**Suffrage:** 18 years of age; universal

**Executive branch:**

*chief of province:* Duke Erki LINNA (since 1 March 2037)

*head of government:* Governor General Juha REPO (since 13 April 2055)

*cabinet:* Council of State or Valtioneuvosto appointed by the duke, responsible to Parliament

*elections:* the duke is a constitutional ruler; Governor elected by the Military High Council

**Legislative branch:** advisory unicameral Parliament or Eduskunta (200 seats; members are elected by popular vote on a proportional basis to serve four-year terms)

*elections:* last held 19 March 2057 (next to be held NA March 2061)

*election results:* percent of vote by party—Social Democratic Party 28.3%, Center Party 19.9%, National Coalition (Conservative) Party 17.9%, Leftist Alliance (Communist) 11.2%, Swedish People's Party 5.1%, Green League 6.5%, Ecology Party 0.3%, Rural 1.3%, Finnish Christian League 3.0%, Liberal People's Party 0.6%, Young Finns 2.8%; seats by party—Social Democratic Party 63, Center Party 44, National Coalition (Conservative) Party 39, Leftist Alliance (Communist) 22, Swedish People's Party 11, Green League 9, Ecology Party 1, Rural 1, Finnish Christian League 7, Young Finns 2, Aaland Islands 1

**Judicial branch:** Supreme Court or Korkein Oikeus, judges appointed by the president



### **Political parties and leaders:**

*government coalition:* Social Democratic Party [Toivo TAPPANEN]; National Coalition (conservative) Party [Veli-Pekka JEREACHTI]; Leftist Alliance (Communist) composed of People's Democratic League and Democratic Alternative [Matti JOKKINEN]; Swedish People's Party [Ester NYBOM]; Green League [Pekka TOIVONEN]

*other:* Center Party [Paavo HEMMINEN]; Finnish Christian League [Olli VIRTA]; Rural Party [Raimo NURMINEN]; Liberal People's Party [Pekka RINTANEN]; Greens Ecological Party or EPV [Isa NUMMINEN]; Young Finns [Pentti YLONEN]

**Political pressure groups and leaders:** Finnish Communist Party-Unity [Urho MÄKENEN]; Constitutional Rightist Party; Finnish Pensioners Party; Communist Workers Party [Timo NUMMELIN]

**International organization participation:** AfDB, AG (observer), AsDB, Australia Group, BIS, CBSS, CCC, CE, CERN, EAPC, EBRD, ECE, EIB, ESA, EU, FAO, G- 9, IADB, IAEA, IBRD, ICAO, ICC, ICFTU, ICRM, IDA, IEA, IFAD, IFC, IFRC, IHO, ILO, IMF, IMO, Inmarsat, Intelsat, Interpol, IOC, IOM, ISO, ITU, MTCR, NAM (guest), NC, NEA, NIB, NSG, OAS (observer), OECD, OSCE, PCA, PFP, UN, UNCTAD, UNESCO, UNFICYP, UNHCR, UNIDO, UNIFIL, UNIKOM, UNMIBH, UNMOGIP, UNMOP, UNPREDEP, UNTSO, UPU, WEU (observer), WFTU, WHO, WIPO, WMO, WTO, WTrO, ZC

**Flag description:** white with a blue cross that extends to the edges of the flag; the vertical part of the cross is shifted to the hoist side in the style of the Dannebrog (Danish flag)

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[Royal Viking](#)



# Military:

The Scandinavian Federation upholds law and order in a chaotic corner of a chaotic world. The Military forces are purely self-defense forces, and they are organised in such a matter as to be able to protect the citizens of the Federation from their enemies, external as well as internal. This is how the popular Military Command is organised.

*Scandinavian Ministry of Information*

**Head Quarters**

**Royal Navy**

**Royal Army**

**Royal Airforce**

**Royal Intelligence Corps**

**Counter-insurgency Command**

**Super Soldier Project**

**Royal Space Command**

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[Royal Viking](#)





## Head Quarters:

The Head Quarters are the nexus of the Military machine. The vast amount of administration and supplies to manage can sometimes be staggering for a nation. Due to the matrix, these functions are much more easy to control. The composition of the Head Quarters are as follows:

- \* Chief of Staff, chosen from the various divisions of the armed forces, currently held by an Army General - [Carl Staare](#)
- \* Inspector General of the Royal Army, held by an Infantry General - [Heiki Souvalax](#)
- \* Inspector General of the Royal Airforce, held by a Strategic Bomber General - [Tryggve Bjarnesen](#)
- \* Inspector Admiral of the Royal Navy, held by a Surface Action Admiral - [Helena Bielke](#)
- \* Inspector General of the Royal Intelligence Corps, held by an OP 5 Lieutenant General - [Stig-Björn Toors](#)
- \* Inspector General of the Counter Insurgency Command, held by an SePo Lieutenant General - [Henrik Berg](#)
- \* Inspector General of the Super Soldier Project, held by Bio department director Professor Doctor - [Eric van der Metz](#)
- \* Inspector General of the Royal Space Command, held by Project Luna director Commodore - [Jan-Egil Grabe](#)
- \* Quarter Master General, held by Supply General - [Greta Gustafsson](#)
- \* Strategic Construction General, Held by Engineering General - [Vesa Pekka Peltonen](#)
- \* Surgeon General, Held by Professor Doctor - [Ishikaya Okanabe](#)

The Head Quarters are situated in Stockholm in peace time, relocated to a secret location during crisis and war.

*Scandinavian Ministry of Information*

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[Royal Viking](#)



# Royal Navy:

The Royal Navy is divided into a green water fleet and a blue water fleet. The Baltic fleet concentrates on shallow water ASW and mine-warfare. Smaller, stealthy frigates and submarines also operates in the vast archipelagos. Main naval bases in the Baltic sea is:

- Bornholm - Rönne
- Sweden - Karlskrona
- Sweden - Göteborg
- Sweden - Muskö
- Finland - Sveaborg
- Finland - Kotka
- Finland - Åbo

The deep water fleet mainly operates from Norwegian ports. Concentrating on ships that can escort the vital sea-traffic lanes from pirates or foreign military or corporate interference, these ships have to be able to be capable of maintained operations in rough water. They are therefore keeping larger, but fewer ships here in effect building two helo carrier groups with support units. Each helo carrier group consists of a Helicopter/jumpjet pocket carrier, two missile cruisers and three Frigates. There is also a number of submarine units, one of them is a long range nuclear sub, and six of them are Diesel electric subs.

The naval bases are: Trondheim, Bergen and Stavanger.

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The Navy has many war machines to keep the enemy out, and here are some of the systems, guarding our proud federation.

[HMS Tre Kronor, Missile Frigate \(stealth\).](#)

[HMS Gotland, ASW Carrier.](#)

[HMS Horten, Missile Cruiser.](#)

[HMUb Dristigheten, Diesel-electric H/K submarine.](#)

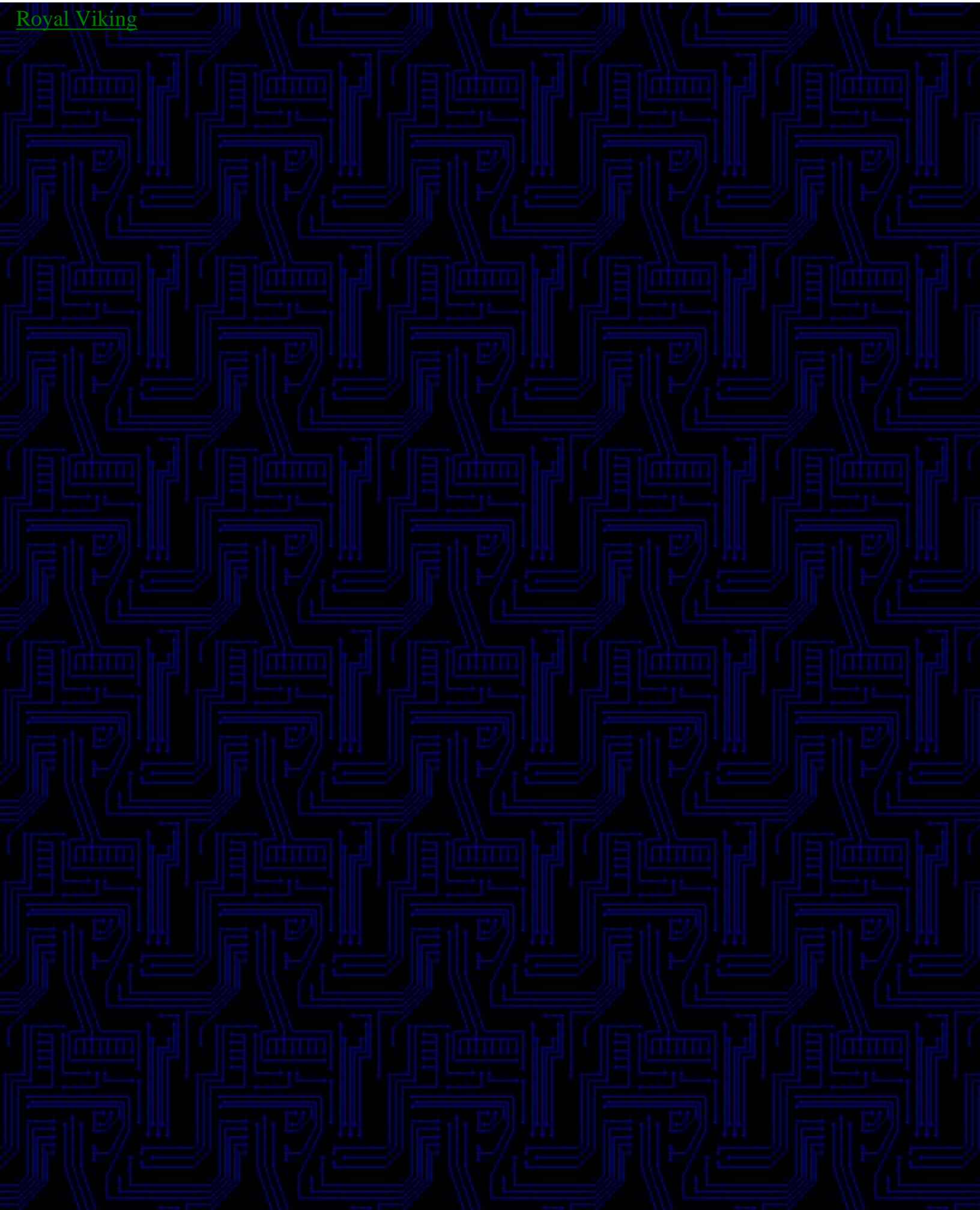
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Royal Viking





# Royal Army:

The Royal Army consists of several regional Divisions of combined arms. Depending on the terrain, these divisions is made up with various components. The basic components are the Mechanized Brigade, the Artillery Brigade, the Air-defense battalion, the Engineer battalion and the Signal battalion.

In the northern and mountain territories, light and fast units are specialised in winter combat. Helicopter units and another mechanised brigade is added, but no Armor brigade. A Ranger brigade makes this a hard striking and fast moving Division.

In the southern territories, Armour has more room to manoeuvre. As this is also the most populated areas, with the more important industries and installations, they are expected to deal and take more punishment than the lighter and faster forces to the north.

The Regions have the following Divisions mobilized in war and crisis:

## SWEDEN:

Kiruna Division - Arctic Division

Sundsvall Division - Botnia Division

Stockholm Division - Svea Division

Göteborg Division - Göta Division

## NORWAY:

Oslo Division - Oslo Division

Bergen Division - Western Division

Trondheim Division - Coastal Division

## FINLAND:

Kotka Division - Karelen Division

Helsinki Division - Sveaborg Division

Salla Division - Forest Division

## BORNHOLM:

Rønne Division - Danish Division



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The Army has many war machines to keep the enemy out, and here are some of the systems, guarding our proud federation.

[Sabeltand-2 SAM System.](#)

[Bkv 134 Self propelled artillery.](#)

*Scandinavian Ministry of Defence*

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# Royal Airforce:

The Royal Airforce consists of several regional Flotillas. Two main weapons in the Airforce is the Fighter *Nattskärnan* and the Long-distance fighter-bomber *Mjöltnir*. Older Federated-Boeing aircraft is now being released from service in frontline units, and will eventually disappear from service.

Other important Aircrafts is the military Airlift Command, AEW Command and the Attack Helicopter Command. The Airbases is strategically placed in each regions, with rather similar composition:

**SECTOR COMMAND:** Each Region has one or more Air Sectors. Within each sector these units can be found:

The Regions have the following Flotillas mobilized in war and crisis:

- 2 Fighter Flotillas
- 1 Fighter/Bomber Flotilla
- 1 Transport Flotilla
- 1 Airborne Early Warning
- 1 Helicopter Flotilla

There are airbases at the following places:

## SWEDEN:

- Kiruna
- Luleå
- Uppsala
- Stockholm
- Linköping
- Göteborg

## NORWAY:

- Tromsø
- Bergen
- Oslo

## FINLAND:

- Tammerfors
- Kemi
- Åbo
- Helsinki



## BORNHOLM:

### Rønne

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The Airforce has many war machines to keep the enemy out, and here are some of the systems, guarding our proud federation.

[SAAB J336 DEW.](#)

[SAAB JAS 44 Nattskärnan.](#)

*Scandinavian Ministry of Defence*

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# Royal Intelligence Corps:

The first line of defence is something these units could be called. They are constantly at war, and their vigilance helps to prevent crippling first-strikes from an enemy. They have two main theatres of operation, and they have the following components:

- Defence Department: Operative section 5 (OP 5) - Military Intelligence
- Defence Department Operative section 6 (OP 6) - Military Counterintelligence
- Domestic Intelligence (DI) - Civilian Internal Security Command
- Executive Escort Service (EES) - Bodyguards and witness protection system

**OP 5** is what most people consider spies. They operate under disguise in foreign countries, gathering information, and on occasion, preparing and carrying out sabotage or assassination. Their numbers and location is classified information.

**OP 6** is the unit that hunts down enemy spies, and keeps the federation secure from destructive internal forces. Their main method is to infiltrate and destroy an enemy unit from the inside. Their numbers and assignments is highly classified.

Both sections consists of two sub-sections, Active Measures and Intelligence Measures. The active units are the field agents, working very close to their assigned enemy. Intelligence units collect and analyze information from many sources, providing a good database for the active measures to use.

**Domestic Intelligence** is keeping an eye on the citizens of the Federation. Maintaining vast databases on the citizens, they are responsible for the SIN and its uses in the government. Each time a citizen access the public service network, they get logged. This simplifies the tax payments, voting procedures, public information and personal finance. This also helps to protect the law abiding citizen from the small amounts of criminal activity available in the Federation. The Board of Censors also work in the organisation, to filter out lies compounded by outside sources.

**Executive Escorts** provides trained bodyguards and security consultants to the government and special VIPs. They also screens any applicant for government work, and provides a network of safehouses for witness and executive protection. Most chauffeurs and pilots used by VIPs are from the EES. Trained to appear harmless or dangerous, depending on the situation, they are often used as a compliment to the Military Police escort provided. Their services cannot be bought, and they are fiercely loyal. So far, not even one operative of the EES has betrayed their client.

The Royal Intelligence Corps has many special tools to keep the enemy out, and here are some of the systems, guarding our proud federation.

[Op 6.](#)



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# Counter Insurgency Command:

The Counter Insurgency Command is responsible for keeping the peace within the borders, and is used as shock troops in troubled hotspots. Three main subdivisions exists:

## Secret Police (SePo):

The Secret Police works in the dark, locating enemies of the state. Their resources are many, varying from interrogation centres to the use of Shock Troops or even military units.

## Military Police (MP):

The military police is the basic law and order on the streets. They are clearly dressed in uniforms, similar but different from the Army, and carrying obvious markings of their status. Since the Military coup, the Military police has taken over the role of the ordinary police force, incorporating many of them in the new unit.

## Shock Troops (ST):

The shock troops are the brute force of the command, elsewhere called SWAT. Support units include combat mages, combat deckers and riggers, but mostly specialized infantry units with big guns and tough training. Shock Troops deal with more open opposition, such as riots and terrorist attacks.

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# Super Soldier Project:

The Super Soldier Project supervises the research on the Future Soldier. Several subdivisions are doing parallell research into different areas, and many of the ideas of the project has been implemented by the Armed Forces.

The Project is divided into the following departments:

The Bio Department:

Dealing with biological enhancements using gene modification and transplantation as a method of creating the Super Soldier.

The Cyber Department:

Cyberware is a common way to boost a soldier in capacity. Here they are looking into less common uses of mechanical implants.

The Medical Department:

Better living through Chemicals. Drugs, antidotes, neural stimulation and accelerated healing are tools in their research. Particularly the SePo has found use of the Neural stimulation techniques that came out of this project.

The Communication Department:

The instant transfer of secure information in the heat of battle will be more and more important in the future. High tech solutions and miniaturization projects bring out smaller, better and cheaper devices each day of research.

The Weapons & Protection Department:

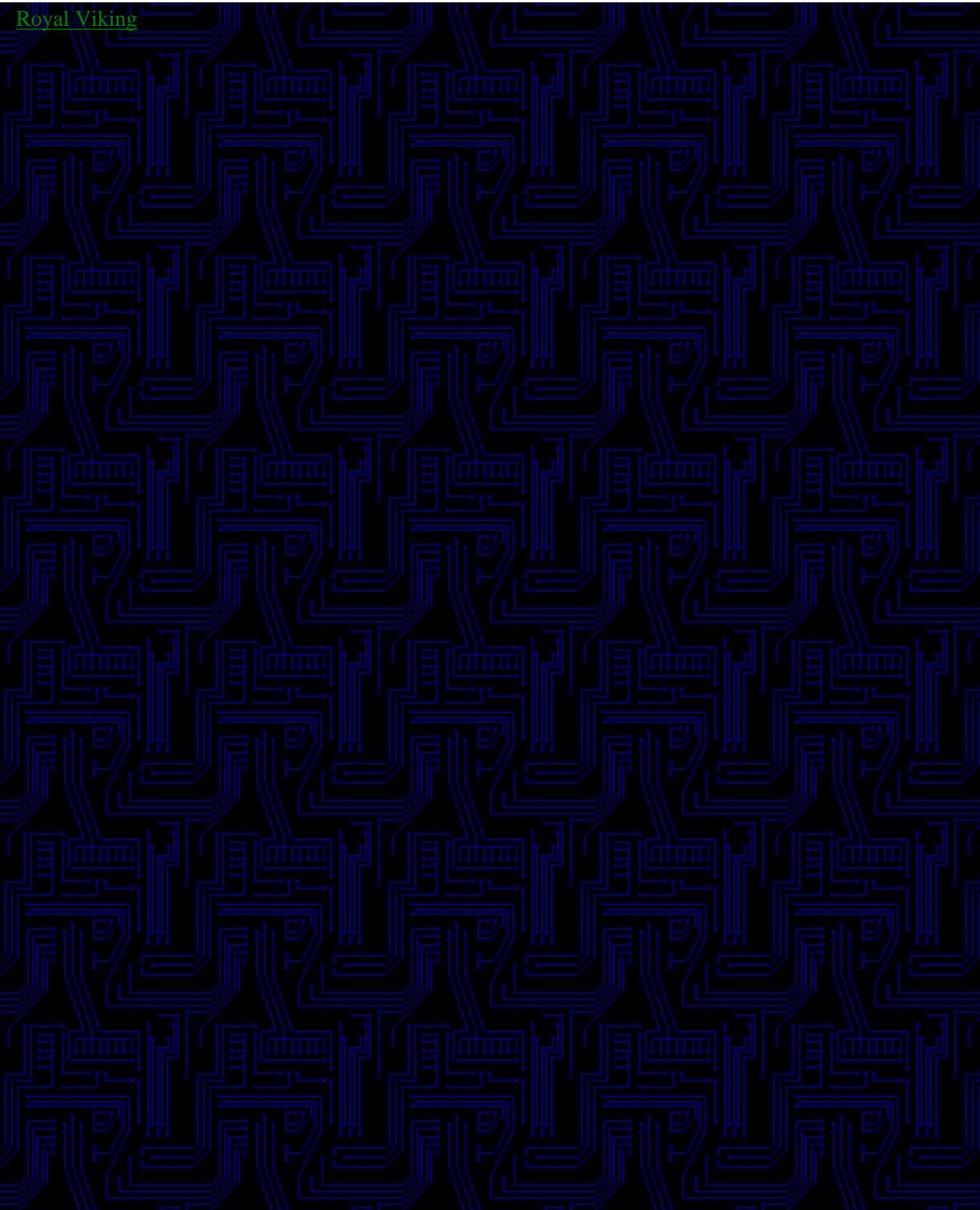
Earlier two different departments, but the rapid progress in each field rendered some brilliant solutions useless through evolution. In co-operation, the department aims at increasing the available firepower while negating or reducing the effects of incoming fire.

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# Royal Space Command:

The Royal Space Command is responsible for the research and development of the space exploration. Their subdivision are as follows:

## Space Lift Command:

Handles the shuttles and rockets transporting crew and goods to the spacestation, and between Earth and the moon. This is the largest and most expensive department of the Command.

## Space Station Lion of the North:

Maintains a manned space habitaion/science/industry complex in earth orbit. They oversee the operation of the zero-g factories, constructing most of the material used by the other departments.

## Moonbase Lunar Viking:

This scientific outpost collects valuable information of the solar system. Radio telescopes and spectrographic arrays search the system for signs of life, as well as scour the asteroid field for strategic minerals for the space industry. Several promising asteroids have been located, and will be the target for asteroid mining expeditions in the future.

## Tachyon Crystal Mining department:

The singular department handling the development of the subspace communication system made available through the implementation of the discovered Tachyon crystals.

## Military Division:

A pure military department aiming at operating signal intelligence satellites, navigational satellites as well as communication satellites in orbit around Earth, the moon and Mars. A small facility trains zero-g defense troops for use on the space stations.

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# Science:

Scandinavian Scientists have always been among the best in the world. Many of the wonders of the modern world has a Scandinavian inventor. The areas of Science here presented, as well as the few descriptions of projects, are just a tidbit of the vast research that is made within our borders.

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**BioTech**

**CyberTech**

**ComputerTech**

**WeaponsTech**

**SpaceTech**

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# Bio Tech:

Our fine Scandinavian Scientists are at the fore front of Bio Tech research. Astra is the main researcher and their locales are spread all over Scandinavia. The main customer is obviously the Armed Forces, and the Scandinavian Super Soldier Project.

The Super Soldier Project has the goal of creating the ultimate soldier. Several side projects exist, including Cyber Tech, Weapons Tech and Chemical Compounds, to name a few. To show some of the progress of the Bioware Science, we will mention some of the more successful developments.

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## **THERMAL SKIN ©**

Thermal skin is the geneengineered result of a task to minimize the effects of external temperatures on the human body. This is to create an insulation from the sometimes cold climate in the Arctic region. A peculiar side effect is that the skin automatically adapt after the ambient temperature, thus adding to the heat signature, making it harder to locate the target with thermographic vision. The skin feels smooth at touch, but has an unerving quality to slither and move under pressure.

## **REDUNDANT HEART ©**

The Redundant heart is simply a backup heart made up of cloned tissue of the subject. To fully implement the effect of the operation, redundant bloodstreams has to be added. This effectively increase the workload of the body, the effectiveness of oxygene transport makes the subject last longer in a combat situation, and is less vulnerable to wounds. Fully compatibel with platelet factory and other bioware.

## **THERMOGRAPHIC EYE ©**

The Thermographic eye is a masterpiece of Bio Tech Science. By experimenting with Awakened creatures capable of Thermographic vision, a geneengineered version, specially tailored for the subject, has been developed. The exchange of the original, organic eyes with new cloned and gene modified gives the wearer vision in the infra red range. This progress makes it possible to replace lost eyes for those with inborn thermographic vision, and more importantly, makes it possible to implant such eyes into subject without the magical ability. This is the first time that a magical gene has been able to be transplanted into a mundane body. One slight drawback occurs with 3 out of 10 transplants, and that is that the eyes loose the ability to see the light of ordinary visual range. The operation is also quite costly, and takes a long time to perform.

## CLAWS ©

Studies of wild and awakened animals has given Science the ability to gene modify the nails of humans to be grown into claws. The claws come in two different configurations and for two different locations. The more interesting is the retractable claws that can be hidden from view, and snapped out when the need arise. The claws are gene modified feline claws, and can be used for climbing or combat. The Feline Claw is smaller than the non-retractable claws. The Birds Claw are much more visible, and stronger. Excellent climbing and combat abilities, but has the drawback of making it near impossible to wear shoes or gloves, and fine manipulation is severely limited.

## BIO BATTERY ©

The Bio battery functions as powersource for attached gear and cyberware. The energy is generated through tiny blood vessel turbines, or muscle tension dynamos. The generated energy is stored in biological capacitors in the bone structure, and can supply cyberware with extra power for prolonged, autonomous operation, or even external sockets for slotted external applications such as radios or computers. The close operation with Cyberware makes this a hybrid technology, and quite a new approach to body building.

*Gamespecific information will be available on the [Gamemaster](#) section*

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# Cyber Tech:

The Celsius Corporation has many projects in development for the Scandinavian Super Soldier Project. Many of them are still being tested, but we have a few tidbits to show you.

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## **CYBER GUARD © REMOTE CONTROLLER**

The piracy and blackmarket Cyberware industry have always tried to copy successful designs from developers, and selling it at a fraction of the price to those that want to cut costs at the expense of reliability. To counter that activity in Scandinavia, Celsius has developed a sort of Anti-Tamper device. All cyberware created and imported to Scandinavia are now being issued a free upgrade to include the Cyber Guard. The use of the device has made it possible to drastically lower the cost for such equipment with the Cyber Guard built-in. The device works in two ways. First of all, it is an identifier. It has a matrix of DNA sequence in the activation circuit, tailored to the individual it belongs to. To operate, the DNA key must correspond with the DNA of the user. Of course, SePo the Secret Police has found other ways to use the device. If you install it in a cranial bomb, then it is significantly more difficult to remove the bomb without triggering it. Also, with the use of a Remote Control, and the right keyed in Cyber Code®, they could shut down the operation of any cyberware. Together with a cranial bomb, it is possible to tele execute an escaped fugitive.

## **HOLLOW BONE ©**

The use of hollowed out bones, using nanites to harden the bone structure, makes the human body much lighter. Coupled with strong muscle replacement, gives superhuman reflexes and strength. Another side effect is that the human can use normal seats even with a superhuman body.

## **EYE GUARD ©**

The Eye Guard is simply a set of automatic, actively transparent eye lids that protects the eye against acid, teargas, bright light and laser. The lid comes in different colours and materials. Among the more popular ones are the light intensifier lids and the BlackHole © one-way transparent opaque lids.

## **DENSIPLAST SKIN ©**

Densiplast skin feels soft to the touch, but solidifies when struck, to form an armour like shell. The skin retains the original soft state in 2 seconds, but transform into solid state at fractions of a microsecond.

The skin transplant comes in different levels, and are completely automatic and requires no power. The lowest level is just replacing the skin on the hands, for example. Tensile acuity is somewhat lost, but when in soft state, sensations can be felt, blood can flow, and injections can be made. In solid state, no blood, no sensations and no injections work. Higher levels give higher armour value, as more percent of the skin is transformed, up to the highest level, a full skin transplant. Data jacks and other utilities are not involved in the process, and can be used even in solid state. One small drawback with the skin transplant is that you cannot adjust the level of force to activate the solid state. This means that some involuntary solidification can occur, such as drumming the fingers on a desktop. Only the area affected by the trigger force is solidified.

## AUTOPILOT ©

Autopilot requires a position navigational input and basic motor control, either cybernetic or natural via neural interface. The autopilot can when activated take control of the individual, and use the motor control of the muscles, and the position data, to transport the individual to a pre determined destination. Using input from visual and audio sensors, and any eventual cybernetic or technological sensor, the autopilot can assess the route that it travels, and choose another way, or mode of locomotion. Skills such as riding, swimming or climbing must be maintained locally, either in the brain or in skill chips. No communication is possible with the basic module. With the additional SelfCare© module, the individual can automatically seek a safe position where to administer healing procedures. The module locates the damaged area, type of damage, and choose the correct method to help the situation from an expertsystem. With the Remotor© module, the individual can be remotely controlled in ways similar to the built in Autopilot. The controller can use any system connected to the Autopilot controlcentre, such as the motor control, eye sensor, and internal voice mask, if installed. Common with all of these modules is that the motion is far from natural, and that the subject must still be alive.

## POWER GENERATORS ©

Blood turbines and Muscle tension dynamos are tiny generators producing a steady, but limited power supply. Since the generators produce more when in high activity, the power output is higher than in rest. To best take advantage of the differing power outputs, a Biobattery is highly recommended. The system comes with an external power socket that can be placed anywhere on the body. With the addition of a Biobattery, the system can sustain a computer or communication device with sufficient power to operate for many hours. A way to use the energy is to connect the system with a hybrid ElectroCycle©. You can pedal your way around the easier parts, and let the electrodrive kick in upslope.

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# Computer Tech:

The Computer technology has brought a new dimension on business, and it even transfer over to the criminal world. Here are some devices that our brilliant Computer Scientists in Linköping made available.

*Scandinavian Ministry of Information*

## **ANTI TAMPER DEVICE ©**

Many cyberdecks are made up from pirated or stolen parts. This has always been a problem in the business. Now there is a solution. The addition of a special Anti-Tamper chip in Retail Computers will render the computer useless if parts are added or substracted from the original system. If someone steals a deck, and connects it to himself, the system will verify the identity of the user with a stored brainwave pattern. Should the pattern not be the same, the computer appears to work as usual, but the activity and brainwave pattern of the user are logged, and sent to a predestined location on the matrix, or stored for later transmission. After a number of hours of use, the system will fake failures in the prestanda of the deck, such as memory glitches, I/O speed loss etc. After still a number of hours, the system deactivates the log-off procedure and inducing a signal that paralyse the user, simulating an attack of black ice. After still a couple of hours, the system crashes, and self destructs.

The timeline of these procedures are kept secret, but anywhere along the line it can be stopped simply by not using the deck. Trying to disable the Anti-Tamper chip, or removing or adding any hardware outside the manufacturers control will instantly trigger the self-destruct sequence.

## **TACHYON LINK ©**

A Tachyon link is a specialised Satlink. The Tachyon link uses the Tachyon Matrix Communication system to access a position in orbit at speeds faster than the light. This makes it possible to disregard the timelapse of communicating with satelites. Larger arrays can connect to objects beyond Earth Orbit, such as the moon, space probes or spacestations. At extreme range, at current refinement level - Mars, the system makes matrix connections possible, but with a slight delay over the link.

## **ON-CHIP BIOFEEDBACK FILTER ©**

The cyberspace is a sometimes dangerous world. The use of Black Ice, or programs simulating the same, makes it dangerous for deckers to penetrate hostile nodes. To help the situation for legitimate users, an On-Chip Biofeedback loop filter can be added to the system. This filter reacts to damaging brainwave patters, and shunts it into the filter, reducing the signal output. This makes it a little bit slower when in

protected mode, but offers an added protection of the decker.

## ON-THE-FLY ASSISTANT ©

The on-the-fly assistant is simply an "autopilot" utility that helps the decker with certain routine activities, such as uploading/downloading, or searches. The system comes in three levels, each more powerful. With each level there is a drawback. Each level offers more help, but it is also needed for the assistant to observe the activities going on, and either automatically or on command take over a process. This makes the system a little slower with each level, but the multitasking capacity is increased as well.

## SUB MICRO CONSTRUCTION ©

Making computers smaller and smaller have always been the goal of computer design. The miniaturisation has reached the level where the interfaces have reached their highest integration. Each part of the computer or cyberdeck can be made very small, but the standardised size of the interfaces between them makes it impossible to make them smaller. The answer to this is to use the Sub Micro Construction, SMC<sup>ô</sup> interface. To utilize the system, all parts have to be made the same way. Nanites are tailored to create the sub micro interface, and the computer or cyberdeck can be created at the fraction of the size and power consumption of regular sized systems. Several drawbacks exists. To upgrade a computer, you have to use the same, special made parts. It is not possible to install anything from a third part distributor. Memory is limited, and external connections to off-line storage will take up a lot of space of the system. Only full cyber connection is possible, no external input devices or vidscreens are possible. The cost of this computer is very high. There are some advantages as well. The size is so small that it can be fitted in a hand. Neural interfaces are standard, cutting the need for optical links to the brain. The computer can be made individual by tailoring the nanites to use cloned tissue as building blocks in the construction, making the impact of the implant very limited.

*Gamespecific information will be available on the [Gamemaster](#) section*

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# Space:



Space, the final frontier. We have heard those words whispered in awe, and we have tried to reach out to the stars, for discoveries, and exploitation. Since the Awakening, only a few missions targeted for Lower Earth Orbit has been accomplished. Among them are the Corporate Council and the Ares Macrotech space station Daedalus. Now, the Scandinavian Federation is launching its space program, for the greater good of the peoples of Earth. This is a description of the various parts of the Space Program, and the Future of Mankind.

The Space Program included the launch of several satellites and tests of new equipment and materials. In 2019, the first manned launch took Colonel LG Forss into orbit in the Freja capsule. After conducting a number of experiments and tests, he was safely returned to earth when the re-entry vehicle landed in the Norwegian sea.

As the effects of the awakening swept over the world, the space program died down, but did not go away. The scheduled launch of the Lion of the North space station was delayed, but the plans were continuously updated to the SOTA capacity of the Consortium. After the formation of the Scandinavian Federation, and after the Lapland War of Independence, in which some fighting took place around Esrange, new funds and material were made available, and in 2040, several communication satellites were launched and the Lunar probe Odin were launched in 2043.

Odin were lost in space due to some error in the guidance system, and Odin II were hastily corrected. The launch of Odin II in 2044 was another disaster, as it was detonated during launch by a remote controlled bomb operated by terrorists. Increased security ensured the safe launch of Odin III in 2045. The mission was a success, and the probe proved to be working well as a homing beacon for the next step of the Lunar Project.

In 2045 Contact was re-established with the Odin probe, now found in orbit around Mars. Thanks to some creative engineering from the scientists and engineers of the new ScanFed Space Administration, the probe was successfully guided down on Mars instead. The discovery of strange crystals and the lucky launch of the sole specimen rocket onboard the Odin probe, the crystals were picked up and their wondrous properties were discovered. The Lion of the North space station was launched, and eight rockets were interconnected in a central hub. The first sub-space Tachyon Matrix Communication array was ready.

The space station was operational in 2046, but will continue to grow with time, adding a docking ring to the station. The Tachyon Chrystals were deemed interesting enough that the daring Mars Mining Project were planned. Spaceshuttles carries equipment to the space station, both for the station itself and for the planned Lunar base. Some shuttles carries the modules that will be used for the Mars mission now called Ares I. *Nidhogg*, an AI is spacelifted, and will be the brains handling the operation of the Mars Mission.

During autumn 2057 Esrange was the target of a terrorist attack designed to scuttle the Hakkapelle spaceship carrying the AI *Nidhogg*. Only because of the valiant struggle of the security forces at hand did the terrorists fail their desperate attack. Who was behind is still a mystery.

The first elements of the Mars mining platform is launched. When operational, the mining platform will receive raw chrystals from up to 10 harvester drones each with a cargo shuttle destined to dock with the mining platform to unload the chrystals, and to bring back fuel and spare parts for the fully AI controlled harvesters. Interplanetary cargo ships will dock with the mining platform on regular basis to bring the chrystals back to earth. Moonbase Lunar Viking is operational, and the base is filled with explorers and colonsts.

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***Esrange***

***Space Shuttles***

***Lion of the North***

***Ares - The Mars mission***

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# Corporations & Organisations:

Various non-military organisations and corporations thrive in Scandinavia. Some of the organisations are being watched, so that they do not threaten the stability of the Federation, and endanger the lives of the citizens. Some of the organisations are supported by the Federation. This is proof that Scandinavia is an open-minded nation. Here are some of the more important civilian corporations and organisations.

## *Scandinavian Ministry of Information*

**SAAB-Volvo**

**Celcius**

**Ericsson-Nokia**

**Royal Oil**

**Kongsberg-Kockums**

**Foreign Multinationals**

**Greenwar**

**Animal Kingdom**

**Scandinavian Peace Research Society**

**Odin - Policlub**

**Royal Hermetic Society**

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# Organisations: Foreign Multinationals:

In the megacorporate world of today, there has to be a few global multinationals that have their offices in various countries. So even in the Scandinavian Federation, although the ScanFed government has limited the power of foreign corporations.

Because trade goes both ways, Scandinavia needs to have business associates around the world, and to let them set up offices and research centres. This is a list of those corporations and their facilities:

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## Ares Macrotechnology:

Ares is the foremost arms manufacturer of the world, and since the Scandinavian Military Council has interests in such resources, Ares has a rather full representation in Scandinavia.

The Headquarters of Ares: Scandinavia is located in Solna, in the old military, later police compound. The area has got Extra territorial rights, and treated like an embassy. Further facilities are:

Ares Biotech Division: Scandinavia located in Gothenburg

Ares Space Division: Scandinavia located in Haparanda

Ares Arms Division: Scandinavia located in Stavanger

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## Shiawase Corporation:

Powerplants will never go out of style. The vast and efficient waterpower plants in the rivers of Scandinavia are updated with technology made possible through a joint-venture by Shiawase and the ScandEnergy corporation, a fully government owned corporation. Shiawase has an Head office in Stockholm, on International Plaza, like so many of the other corporations.

Other installations are the field office in Tromsö, and the experimental powerplant in Harsprånget.

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## Mitsuhama Computer Technologies:

Computer technology is ranked high on the list of Priority One areas of the Scandinavian Industry. Therefore, a number of computer corporations have got their permissions to set up an Office in Stockholm.

The Head Office is located in the walled-out part of Stockholm called International Plaza, or the Forbidden City as the locals dubbed it. The area is a stronghold, and an patch of land being granted Extra



territorial rights. The walls are guarded by a joint security force made up of the participating corporations, with a supervisor from the Scandinavian Military Police.

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Saeder-Krupp:

One of the truly banned corporations without any representation at all.

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Aztechnology:

Maintains an office in International Plaza, and is interested in the Biotech and Cybertech research of the Scandinavian corporations.

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Renraku:

This megacorporation has a headquarter in International Plaza, and three research centres located around Scandinavia. One is located in Helsinki, one in Kiruna and the third in Linköping.

*Scandinavian Ministry of Information*

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## Organisations: Greenwar:

This is a highly illegal organisation, hunted down by the Military Council for attacks on nuclear plants, heavy industry complexes and mining operations. Eco Terrorists to the extreme, they do not back down from their obscure goals of bringing the Scandinavian Federation to the stone age. This group is suspected to be allied with several militant groups, international as well as national. It is believed that they have infiltrated more moderate groups such as Animal Kingdom, to recruit more fanatical followers, and to get the funds they need to do their handiwork.

The organisation started out as a splintergroups from more established environmental groups, and were banded together by a charismatic leader called "*Dunderklumpen*". From the start they stated that they were going to work towards a total conversion to an environmentally sound society. In their eyes, that means that no industry or technology should be allowed.

Some sources states that this is just bogus, that the organisation is just a band of ruffians, with a coverstory to show the media and hide behind while their main goal is to cause chaos. Whatever the reason for their activities, they are high on the wanted list, and whenever the Military Police catch a Greenwarrior, they can nest up a cell. But due to their high level of paranoia, these cells are small, and works independantly of each other.

Information leading to the arrest of one of the top positions of the Greenwar organisations will grant a generous reward from the Military Council. Use our [Illegal Activities](#) form to be eligible for the reward.

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## Organisations: Animal Kingdom:

Animal Kingdom is a non-governmental organisation dealing with the preservation of animal life. Their charter states that they strive to maintain and expand the natural fauna of the Scandinavian landscape.

That may be true, but the organisation holds a number of undergroups that takes this a bit further. The more militant groups engage in semi illegal activities aimed at freeing caged animals, and stopping tests on animals and foremost, the Organ Factories.

**Pure Life** is such a group. They are mostly a paramilitary group of unknown numbers, dedicated to stop the spread of Organ Factories in Scandinavia. The group has made a number of confirmed hits on organ transports, and even on an experimental farm outside Mora. Using some kind of bio agent, they render the genetic material useless for breeding, and also use highly sophisticated EMP generators to erase computer banks quickly. Well armed, they combat the security troops detached to guard the sites, and now the Military Council has been forced to put Military Police on guard, and several clashes has occurred.

Animal Kingdom itself tries to control these militant units, but if they cannot take care of them soon, their charter will be revoked, and the organisation dissolved. The moderate groups has announced that they despise the militant actions, and is trying to root out the worst bad cases. Only time will tell if they can be successful enough.

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# Organisations: Scandinavian Peace Research Society:

An organisation sponsored by the government, they work to find peaceful solutions to military and political conflicts worldwide. The organisation has a headquarter in Oslo, and among their duties they are responsible for the annual Nobel Peace Prize.

The organisation is made up of geographical divisions, such as Europe, Asia, Africa, North America South America, Australia and Orbital. Further divisions is Military Research, Economy, Political science, Resource management and Justice.

Their main area of expertise is to provide helpful aid to humanitarian organisations all over the world. They work to make governments and corporations listen to reason, and to act as go-between in settling disputes. Of course, this include such actions as spreading information of the situation at hand to those willing to pay for it. To mention a description from the UN Secretary on a conference in Geneva:

"The SPRS is the worlds largest civilian and independent Intelligence Service, dedicated to spread the word on occurring injustice all over the world."

Of course, the governments and corporations pointed out in this matter receive initial bad press and even some international sanctions, but in the longrun, they are not bothered very much by the actions of the SPRS.

Again, there are exceptions...

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## Organisations: Odin Policlub:

This policlub is a semi-illegal organisation, dealing with the notion of the Superiority of the Viking. It is not a common racist policlub, as the policlub holds both humans, dwarves, orcs, elves and trolls. Their philosophy is that the Viking Ideals are met if the subject can trace ancestry with the vikings of old, and that the Metahumanity is just an aspect of the will of the Gods.

Their beliefs in the Norse pantheon is another thing that sets this policlub aside from most others. More common with such groups is their love for violence, and intolerance to unbelievers and foremost, foreigners.

The organisation claims to have a membership tally of a thousand warriors and priests, but that claim has not been verified. They attack foreign interests in Scandinavia, but leaves the domestic alone. It is therefore not difficult to understand why such a violent group can exist without a hanging death penalty over their heads. Some says that the policlub is not only sponsored by the government, but also hired to perform tailored attacks on those few foreign interests that exist in Scandinavia.

That is untrue, of course. The Military Council is looking into the organisation, and keep an eye out for any activities aimed at the government, but so far, no actions have been made against the policlub.

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# Organisations: Royal Hermetic Society:

This is a sort of "union" for the licenced Hermetic Mages in Scandinavia. The society is the only organisation that speaks for the powerful but few Hermetic Mages. The society hires out the services of their members to the Government as well as private organisations.

The Society has created a Hermetic Academy in Uppsala, and has permission from the government to perform tests of magical aptitude in all schools, and likely subjects are then moved to the Hermetic Academy for tuition in the Art.

As part of the charter, the Society maintains a number of their members as "conscripts" for the military units as either Combat mages, research or intelligence projects. The mages being drafted like this, use a special uniform to show their status, and is treated with much respect from other military units.

But even private organisations, such as Biotech corporations or Research and Medical institutes can hire a Staff Mage. Those mages hired out like this to Government or Private use signs a document of Secrets & Trust, leaving tissue samples in a DNA bank, for an incentive to contain the secrets they encounter in their service.

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# People:

The Scandinavian Federation consists of a great many different ethnic groups, while being able to work together for the common good. The diversity as well as the many common ties between the groups makes the Scandinavian Federation a strong and sound foundation, and example for the rest of the world. Here are descriptions of the groups.

## *Scandinavian Ministry of Information*

**Swedes**

**Norwegians**

**Finns**

**Danes**

**Lapps**

**Balts**

**Russians**

**The Underground**

**Metahumans**

**Turks & Moslems**

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# Swedes:>

**Population:** 8,886,738 (July 2058 est.)

**Age structure:**

*0-14 years:* 19% (male 852,520; female 808,600)

*15-64 years:* 64% (male 2,885,783; female 2,792,964)

*65 years and over:* 17% (male 653,631; female 893,240) (July 2058 est.)

**Population growth rate:** 0.26% (2058 est.)

**Birth rate:** 11.7 births/1,000 population (2058 est.)

**Death rate:** 10.78 deaths/1,000 population (2058 est.)

**Net migration rate:** 1.69 migrant(s)/1,000 population (2058 est.)

**Sex ratio:**

*at birth:* 1.05 male(s)/female

*under 15 years:* 1.05 male(s)/female

*15-64 years:* 1.03 male(s)/female

*65 years and over:* 0.73 male(s)/female (2058 est.)

**Infant mortality rate:** 3.93 deaths/1,000 live births (2058 est.)

**Life expectancy at birth:**

*total population:* 79.19 years

*male:* 76.52 years

*female:* 82 years (2058 est.)

**Total fertility rate:** 1.76 children born/woman (2058 est.)

**Nationality:**

*noun:* Swede(s)

*adjective:* Swedish

**Ethnic groups:** white, Lapp (Saami), foreign-born or first-generation immigrants 12% (Finns, Yugoslavs, Danes, Norwegians, Greeks, Turks)

**Religions:** Evangelical Lutheran 94%, Roman Catholic 1.5%, Pentecostal 1%, other 3.5% (1987)

**Languages:** Swedish

*note:* small Lapp- and Finnish-speaking minorities



## Literacy:

*definition:* age 15 and over can read and write

*total population:* 99% (2059 est.)

*male:* NA%

*female:* NA%

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# Norwegians:

**Population:** 5,221,546 (July 2058 est.)

**Age structure:**

*0-14 years:* 20% (male 524,963; female 497,281)

*15-64 years:* 65% (male 1,718,559; female 1,662,636)

*65 years and over:* 15% (male 340,297; female 477,809) (July 2058 est.)

**Population growth rate:** 0.42% (2058 est.)

**Birth rate:** 10.9 births/1,000 population (2058 est.)

**Death rate:** 11.17 deaths/1,000 population (2058 est.)

**Net migration rate:** 1.64 migrant(s)/1,000 population (2058 est.)

**Sex ratio:**

*at birth:* 1.06 male(s)/female

*under 15 years:* 1.06 male(s)/female

*15-64 years:* 1.03 male(s)/female

*65 years and over:* 0.71 male(s)/female (2058 est.)

**Infant mortality rate:** 3.01 deaths/1,000 live births (2058 est.)

**Life expectancy at birth:**

*total population:* 80.32 years

*male:* 77.43 years

*female:* 83.37 years (2058 est.)

**Total fertility rate:** 1.9 children born/woman (2058 est.)

**Regionality:**

*noun:* Norwegian(s)

*adjective:* Norwegian

**Ethnic groups:** Germanic (Nordic, Alpine, Baltic), Lapps (Saami) 25,000

**Religions:** Evangelical Lutheran 87.8% (state church), other Protestant and Roman Catholic 3.8%, none 3.2%, unknown 5.2% (2058)

**Languages:** Norwegian (official)

*note:* small Lapp- and Finnish-speaking minorities



## Literacy:

*definition: age 15 and over can read and write*

*total population: 98% (2058 est.)*

*male: NA%*

*female: NA%*

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# Finns:

**Population:** 5,149,242 (July 2058 est.)

**Age structure:**

*0-14 years:* 19% (male 488,974; female 469,343)

*15-64 years:* 67% (male 1,736,883; female 1,700,466)

*65 years and over:* 14% (male 284,929; female 468,647) (July 2058 est.)

**Population growth rate:** 0.2% (2058 est.)

**Birth rate:** 11.24 births/1,000 population (2058 est.)

**Death rate:** 9.65 deaths/1,000 population (2058 est.)

**Net migration rate:** 0.45 migrant(s)/1,000 population (2058 est.)

**Sex ratio:**

*at birth:* 1.04 male(s)/female

*under 15 years:* 1.04 male(s)/female

*15-64 years:* 1.02 male(s)/female

*65 years and over:* 0.61 male(s)/female (2058 est.)

**Infant mortality rate:** 3.82 deaths/1,000 live births (2058 est.)

**Life expectancy at birth:**

*total population:* 77.15 years

*male:* 73.61 years

*female:* 80.83 years (2058 est.)

**Total fertility rate:** 1.73 children born/woman (2058 est.)

**Nationality:**

*noun:* Finn(s)

*adjective:* Finnish

**Ethnic groups:** Finn 93%, Swede 6%, Lapp 0.11%, Gypsy 0.12%, Tatar 0.02%

**Religions:** Evangelical Lutheran 89%, Greek Orthodox 1%, none 9%, other 1%

**Languages:** Finnish 93.5% (official), Swedish 6.3% (official), small Lapp- and Russian-speaking minorities



**Literacy:**

*definition: age 15 and over can read and write*

*total population: 100% (2050 est.)*

*male: NA%*

*female: NA%*

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# Underground:

Despite the benign rule of the Military Command, several fringe groups claim to be fighting for freedom or some other obscure goal of theirs. We will here deal with each and one of them in order of importance.

*Scandinavian Ministry of Information*

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## Snapphanarna:

The roots of this organisation stems from the time when Sweden and Denmark fought over the southernmost regions of Sweden. These rebels made skirmish attacks on military and governmental positions on the Swedish side, both inside the disputed regions, as well as just inside the regular Swedish heartland. These rebels were financed by the Danish Crown, and they did support them openly.

The rebels did not have that much impact on the military movements, but as a political gesture, it had more impact. After Sweden finally got the rights to the territory after the treaty of Brömsebro in the year 1528, the Swedish crown had to establish firm control, and did very much to make the newly conquered subjects Swedish. One of the more effective ways were to establish a university in Lund, where they were taught Swedish laws and customs.

The modern version of Snapphanarna is an offspring from the displaced citizens of Malmö, those that were forcibly moved from Malmö city, due to a Nuclear meltdown in the nearby nuclear plant in Barsebäck. It was in the year 2012 that the government, after several mistakes, began to remove the citizens to protect them from the nuclear cloud that would be arriving soon.

The people were sent to safe locations, but other, not so well cared for refugees in the area, those that arrived from the wasted coastal areas of Belgium, Holland, Germany and Denmark, started to move into the deserted city. The Security forces that tried to keep them out, failed, and the city soon became a haven for the fugitives and undesirables from the society. They even brought with them weapons, and with the influx of weapons from outside sources, they soon became self sufficient. Soon there after, they declared themselves to be a free city.

Since the Government were tied up elsewhere, they did not launch an attack to sweep away the resistance, and the original citizens became irritated and claimed that they had been deserted from their own government. And when the government, after the troubles that followed the war against the legion of the Turks, then began to relocate the Turkish population from the greater cities, to camps in Scania, the southernmost region of Sweden, then their patience were up to their limits.



A political movement, one that want to see the return of a civilian government, began to cry for revolution, and a militant unit was formed. They are now growing in strength, mostly in the southern regions of the Province of Sweden. Their leader calls himself Nils Dacke, after a famous Swedish dissident, that met his rightful end when caught by the soldiers that was hunting him.

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## Shadowland:

Shadowrunners are scarce in the Scandinavian Federation. They are hunted down like dogs by the effective forces of the ScanFed. The few that do exist are the more dangerous. They use their infernal skills to disrupt government operations, and to spread foreign produced propaganda into the homes of unsuspecting citizens of the Federation. They goes by the name of News Sharks

Some of them also do regular military operations, kidnapping scientists and high officials, selling stolen information, and damaging important research. These groups are called Thrashers. Computerised bandits keep the nexus of the community, the Shadowland, open for those that know what to look for, but hidden to most of the forces of the Law.

But one new organisation within the Counter-Intelligence Service, OP 6, has begun to infiltrate into these secret sects, and soon, the annoyance of the Shadowrunners will be a memory to forget.

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## Winternight:

The terrorist organisation Winternight, specialising in spreading fear through the use of Nuclear weapons is said to operate in the Scandinavian Federation. This is of course preposterous, and a lie from the false Foreign News Media. No such activity has been detected here since we ran them out after their attack on the Nuclear plant of Barsebäck.

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## Loyalists:

This sorry policlub is just an excuse from the ScanFed government to keep an eye on those that dislike the current military regime, but doesn't dare to take direct action. They prefer to meet in secret places, to discuss an eledged outrage from the Government or anything else that catch their fancy. This is a group of academicians and learned people, at least those that has been fooled by the foreign propaganda.

The Leaders of this organisation is even imprisoned since a long time ago. It is the former Queen Victoria and her consort, Haakon. Since they are securely detained in the Fortress of Rombakshus in Bergen, a modern fortress designed to withstand most modern weapons and intrusions, the chance of their organisation to grow to become a threat is next to none.

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## Gangs:

Only a few and dis organised gangs exists in the glorious Scandinavian Federation. There are for instance no gangs in the greater cities of the Federation. Organised crime syndicates are as hunted by the security forces as are the Shadowrunners and the Snapphanarna. Some sources tells that a few Russian Mafia groups operates out of secret bases in the Åland Archipelago, but there has been no substance in these rumours found yet.

We must here take the opportunity to deny that any Japanese Yakuza, Korean Seoulpa Ring, Chinese Tong, or Italian Mob operates within the borders of our fair country.

In Scania, the rebel province, go-gangs roam the highways from time to time. The two greatest gangs are the Hellraisers, and the Mutants. None of them operates in the civilized parts of the Federation. They are fierce competitors, and large fights has been reported by covert information sources.

Smugglers operates around the border to Russia, in the Province of Finland. Many of them are run by amateurs, and quickly found and punished by either the Scandinavian or the Russian military border patrols. But a few are skilled enough to slip through the highly secured border. They are mostly smuggling weapons, and other controlled substances into the Scandinavian Federation, and high tech equipment and information into Russia. No indications so far shows any connections to either Russian Mafia or the Russian Government.

Pirates has been reported along the northern shores of the Province of Norway, just south of the border to Lapland. They are also a diverse group of individuals, most being poor fishermen from the splinter republic of Lapland, but some better armed pirates are believed remnants of the Russian Red Star Navy on the Kola inlet.

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# Foreign relations:

Scandinavia has isolated themselves from most of the nations of the Awakened world, at least until the internal struggles are taken care of. There are a few nations, however, that the Scandinavian Federation do have a more regular diplomatic exchange with:

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## Europe:

**Germany:** The nations that make up the German Federation has always been close knit with Scandinavian government throughout the ages. Some nations have warmer relations than other.

*Duchy of Pomorya:* The Elven duchy has very good relations with the Scandinavian Federation. A former Swedish province, there is much common history and culture to draw upon, and a full exchange of Embassies exists.

*Free City of Berlin:* Anarchy is frowned upon by the ordered state of the Scandinavian Federation, and because of the covert cooperation between Berlin and the Scandinavian rebel city of Örestad, diplomatic relations are very cold, and no embassy exist in either of the countries. Any diplomatic necessity is handled via the Duchy of Pomorya.

**United Kingdom:** Normal diplomatic relations exists here, with a full exchange of Embassies. Military cooperation flourishes, technologies studied and a certain exchange of scientists. The United Kingdom did raise a few protests about the military takeover, but since the violence did not break out, and order returned to a troubled nation, the protests died down.

**Tir NaN Og:** Strained, but polite relations with a minimum of diplomatic representation describes this relation. The ecological issues is something they have in common, but the magic class segregation is an issue they fight about. One Embassy in each capital is all there is.

**Russia:** The home of the Archenemy since centuries ago, is a cold relation. War, and differing political ideas, as well as the increasing numbers of pirates and criminal elements, keep these nations apart. The diplomatic relations is kept on a minimum level, and only a few Embassies exists to handle the fragile peace.

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## America:

**NAN:** Due to the many common ties between the Native American Nations and that of the Lapplanders in Scandinavia, there are no love lost between the Scandinavian Federation and the various states of NAN. Any diplomatic affairs is handled over the UCAS embassies.

**Tir Tairngire:** The rare tolerance of Metahumanity that exist in Scandinavia makes the relations between the two countries somewhat warmer than could be expected. The political structures differ quite well, but the exchange of diplomatic facilities are full.

**CAS:** Full diplomatic representation, and quite good relations. Military exchange officers go to training camps in both countries. Industrial cooperation is also very high on the agenda.

**UCAS:** Similar arrangement as with the CAS makes Scandinavia a middleman. Balancing both nations relations, never favouring one over the other makes for a good but hard situation, with many interesting bonuses.

**Aztlan:** Only polite diplomatic relations. Since Aztechnology is barred from the Scandinavian Federation, the Aztlan government wishes no closer diplomatic exchange. Only one Embassy in each country.

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## Asia:

**JIS:** The Japanese Imperial State is the major counterpart of military and technology exchange projects. Diplomatic relations are therefore very good, and they have agreed on many fruitful joint ventures.

**Awakened Siberia:** As with the Native American Nations, the common issues between the Siberians and those of the Scandinavian Lapps makes the diplomatic relation border to hostile. Diplomatic Affairs is handled via the JIS Embassy.

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# Economy:

Scandinavia is a Federation of countries with similar economics. With the firm, but gentle hand of the Military High Council, the Federation is a bastion of peace in a world of economic turmoil.

**Currency:** 1 Scandinavian krona (SKr) = 100 öre.

Less common is the Internationally usable Scandinavian Credits (SCred) = 100 Cent.

## Exchange rates:

Scandinavian kronor (SKr) per n¥1—5.4875 (January 2059), 5.0734 (2058), 4.4498 (2057), 4.3352 (2056), 5.0576 (2055), 5.0941 (2054)

Scandinavian Credits (SCred) per n¥1—2.2313 (January 2059), 2.1423 (2058), 4.4498 (2057), 2.0121 (2056), 2.1313 (2055), 2.0014 (2054)

**Fiscal year:** calendar year

## Province of Norway:

**Economy—overview:** Norway is a prosperous bastion of welfare capitalism. The economy consists of a combination of free market activity and government intervention. The government controls key areas, such as the vital petroleum sector (through large-scale state enterprises), and extensively subsidizes agriculture, fishing, and areas with sparse resources. Norway maintains an extensive welfare system that helps propel public sector expenditures to more than 50% of GDP and results in one of the highest average tax levels in the world. A small country with a high dependence on international trade, Norway is basically an exporter of raw materials and semiprocessed goods, with an abundance of small- and medium-sized firms, and is ranked among the major shipping nations. The duchy is richly endowed with natural resources—petroleum, hydropower, fish, forests, and minerals—and is highly dependent on its oil sector. Only Saudi Arabia exports more oil than Norway. Norway imports more than half its food needs. Oslo opted to stay out of the EU during a referendum in November 1994. Economic growth in 2060 should be about the same as in 2059. Inflation probably will move up toward 3% because of tightness in labor markets. Despite their high per capita income—outstripped among major nations only by the US—and their generous welfare benefits, Norwegians worry about that time in the 21st century when the oil and gas run out. But so far, the oil still flows.

**GDP:** purchasing power parity—\$120.5 billion (2060 est.)

**GDP—real growth rate:** 3.5% (2060 est.)

**GDP—per capita: purchasing power parity—¥27,400 (2060 est.)**

**GDP—composition by sector:**

*agriculture: 2.9%*

*industry: 34.7%*

*services: 62.4% (2051)*

**Inflation rate—consumer price index: 2% (2057 est.)**

**Labor force:**

*total: 2.13 million*

*by occupation: services 71%, industry 23%, agriculture, forestry, and fishing 6% (2053)*

**Unemployment rate: 2.6% (yearend 2057)**

**Budget:**

*revenues: \$48.6 billion*

*expenditures: \$53 billion, including capital expenditures of ¥NA (2054 est.)*

**Industries: petroleum and gas, food processing, shipbuilding, pulp and paper products, metals, chemicals, timber, mining, textiles, fishing**

**Industrial production growth rate: 3% (2060 est.)**

**Electricity—capacity: 26.431 million kW (2055)**

**Electricity—production: 121.375 billion kWh (2055)**

**Electricity—consumption per capita: 26,547 kWh (2055)**

**Agriculture—products: oats, other grains; beef, milk; livestock output exceeds value of crops; among world's top 10 fishing nations; fish catch of 2.33 million metric tons in 2054**

**Exports:**

*total value: \$49.3 billion (f.o.b., 2056)*

*commodities: petroleum and petroleum products 43%, metals and products 11%, foodstuffs (mostly fish) 9%, chemicals and raw materials 25%, natural gas 6.0%, ships 5.4%*

*partners: EU 77.2% (UK 19.8%, Germany 12.7%, Netherlands 9.1%, France 7.8%, Sweden 9.8%), UCAS 6.0% (2055)*

**Imports:**

*total value: \$35.1 billion (c.i.f., 2056)*

*commodities: machinery and equipment and manufactured consumer goods 54%, chemicals and other industrial inputs 39%, foodstuffs 6%*

*partners: EU 71.0% (France 15.4%, Germany 13.8%, UK 9.7%, Tir na'Nog 7.5%, Netherlands 4.4%), US 6.6% (2055)*

**Debt—external: ¥NA**

**Economic aid:**

*donor: ODA, \$1.014 billion (2053)*



## Province of Sweden

**Economy—overview:** Aided by peace and neutrality for the whole twentieth century, Sweden has achieved an enviable standard of living under a mixed system of high-tech capitalism and extensive welfare benefits. It has a modern distribution system, excellent internal and external communications, and a skilled labor force. Timber, hydropower, and iron ore constitute the resource base of an economy heavily oriented toward foreign trade. Privately owned firms account for about 90% of industrial output, of which the engineering sector accounts for 50% of output and exports. Agriculture accounts for only 2% of GDP and 2% of the jobs. In recent years, however, this extraordinarily favorable picture has been clouded by budgetary difficulties, inflation, high unemployment, and a gradual loss of competitiveness in international markets. To curb the budget deficit and bolster confidence in the economy, the government adopted an adjustment program in November 2054 that aims to eliminate the government budget deficit and to stabilize the debt to GDP ratio. Annual GDP growth should edge up to 2.5% in 2058-59.

**GDP: purchasing power parity—**¥176.2 billion (2057 est.)

**GDP—real growth rate:** 2.1% (2057 est.)

**GDP—per capita: purchasing power parity—**¥19,700 (2057 est.)

**GDP—composition by sector:**

*agriculture: 2%*

*industry: 27%*

*services: 71% (2053)*

**Inflation rate—consumer price index:** 2% (2057 est.)

**Labor force:**

*total: 4.552 million (84% unionized, 2052)*

*by occupation: community, social and personal services 38.3%, mining and manufacturing 21.2%, commerce, hotels, and restaurants 14.1%, banking, insurance 9.0%, communications 7.2%, construction 7.0%, agriculture, fishing, and forestry 3.2% (2051)*

**Unemployment rate:** 6.6% plus about 5% in training programs (2057 est.)

**Budget:**

*revenues: ¥109.4 billion*

*expenditures: ¥146.1 billion, including capital expenditures of ¥NA (2056 est.)*

**Industries:** iron and steel, precision equipment (bearings, radio and telephone parts, armaments), wood pulp and paper products, processed foods, motor vehicles

**Industrial production growth rate:** 2.6% (2056)

**Electricity—capacity:** 35.462 million kW (2057)

**Electricity—production:** 142.913 billion kWh (2055)

**Electricity—consumption per capita:** 15,996 kWh (2055)

**Agriculture—products:** grains, sugar beets, potatoes; meat, milk

**Exports:**

*total value:* ¥84.5 billion (f.o.b., 2056)

*commodities:* machinery, motor vehicles, paper products, pulp and wood, iron and steel products, chemicals, petroleum and petroleum products

*partners:* EU 59.1% (Germany 13.2%, UK 10.2%, Tir na'Nog 6.9%, France 5.1%), Norway 8.1%, Finland 4.8%, US 8.0% (2054)

**Imports:**

*total value:* ¥66.6 billion (c.i.f., 2056)

*commodities:* machinery, petroleum and petroleum products, chemicals, motor vehicles, foodstuffs, iron and steel, clothing

*partners:* EU 62.6% (Germany 18.4%, UK 9.5%, Tir na'Nog 6.6%, France 5.5%), Finland 6.3%, Norway 6.1%, US 8.5% (2054)

**Debt—external:** ¥66.5 billion (2054)

**Economic aid:**

*donor:* ODA, ¥1.769 billion (2053)

## Province of Finland

**Economy—overview:** Finland has a highly industrialized, largely free-market economy, with per capita output roughly that of the UK, France, Germany, and Italy. Its key economic sector is manufacturing—principally the wood, metals, and engineering industries. Trade is important, with the export of goods representing about 30% of GDP. Except for timber and several minerals, Finland depends on imports of raw materials, energy, and some components for manufactured goods. Because of the climate, agricultural development is limited to maintaining self-sufficiency in basic products. Forestry, an important export earner, provides a secondary occupation for the rural population. The economy has come back from the recession of 1990-92, which had been caused by economic overheating, depressed foreign markets, and the dismantling of the barter system between Finland and the former Soviet Union under which Soviet oil and gas had been exchanged for Finnish manufactured goods. Attempts to cut the unacceptably high rate of unemployment and increasing integration with Western Europe will dominate the economic picture over the next few years. Despite high unemployment and moderate GDP growth of 3.9% anticipated for 2060, inflation is forecast to rise to 2.5%

**GDP: purchasing power parity—**¥102.1 billion (2057 est.)

**GDP—real growth rate:** 4.6% (2057 est.)

**GDP—per capita: purchasing power parity—**¥20,000 (2057 est.)

**GDP—composition by sector:**

*agriculture:* 7%

*industry:* 37%



*services: 56% (2055)*

**Inflation rate—consumer price index: 1.2% (2057 est.)**

**Labor force:**

*total: 2.533 million*

*by occupation: public services 30.4%, industry 20.9%, commerce 15.0%, finance, insurance, and business services 10.2%, agriculture and forestry 8.6%, transport and communications 7.7%, construction 7.2%*

**Unemployment rate: 14.6% (2057 est.)**

**Budget:**

*revenues: ¥33 billion*

*expenditures: ¥40 billion, including capital expenditures of ¥NA (2056 est.)*

**Industries: metal products, shipbuilding, pulp and paper, copper refining, foodstuffs, chemicals, textiles, clothing**

**Industrial production growth rate: 7.4% (2055)**

**Electricity—capacity: 14.143 million kW (2055)**

**Electricity—production: 58.626 billion kWh (2055)**

**Electricity—consumption per capita: 13,181 kWh (2055)**

**Agriculture—products: cereals, sugar beets, potatoes; dairy cattle; annual fish catch about 160,000 metric tons**

**Exports:**

*total value: ¥38.4 billion (f.o.b., 2056)*

*commodities: paper and pulp, machinery, chemicals, metals, timber*

*partners: EU 46.5% (Germany 13.4%, UK 10.4%), Sweden 10.1%, US 6.7%, Japan 2.6%, Russia 4.8% (2055)*

**Imports:**

*total value: ¥29.3 billion (c.i.f., 2056)*

*commodities: foodstuffs, petroleum and petroleum products, chemicals, transport equipment, iron and steel, machinery, textile yarn and fabrics, fodder grains*

*partners: EU 44% (Germany 16.6%, UK 8.0%), Sweden 11.7%, US 7.1%, Russia 7.1%, Japan 6.3% (2055)*

**Debt—external: ¥30 billion (December 2053)**

**Economic aid:**

*donor: ODA, ¥355 million (2053)*

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# Magic:

## A: Laplandish Shamanism

Shamanism is centred around the use of totems. In the Saami traditions, the Noaide (priest) used drums to communicate with spirits. Animals in their environment is chosen as totems. Bear, Eagle, Wolf, Reindeer are but a few of them. The Noaide is a highly respected member of the society.

Certain areas are more magical than others. Burial sites and battlefields, ancient or modern, are continuously updated, and registered. The most holy place is the highest mountain in Scandinavia, Kebnekajise. There are also areas of Wild Magic.

### A1: Wild Magic

Wild Magic is something unexplainable. Neither the scientific community nor the magical community can find the reasons for the occurring areas of Wild Magic. The areas cover small patches here and there, and they move from season to season. Some say these areas are controlled by the ancient Norse gods, Odin, Thor and so on. And a great following has started. No proof has been found for any such connection yet.

Wild Magic is hazardous to the extreme. Spells or spirits caught inside a wild magic area may continue to blaze until the area decide to move on someplace else, or the spell gets distorted out of proportion. A simple spell might become dangerous, both for the intended target, and the caster himself. Watchers entering such an area simply vanish, banished from this world. These areas are hard to locate, as you mostly notice something wrong as you stepped inside an area. Magically active have reported similarities between these areas and the feeling of leaving the Gaia sphere on a suborbital flight to Japan, or UCAS.

One such area is rather clearly defined. The top of Kebnekajise is a fairly stable wild magic, and recent discoveries indicate that the other areas rotate in a circle, with Kebnekajise as the centre.

### A2: Toxic Shamans

However well they care for the environment, poisons and pollution do appear in Lapland. The Hurricane that left so much of Denmark and the Netherlands devastated, also dumped a lot of sludge along the Norwegian Atlantic coast, and some has followed the Gulf Stream to the Northern coast of Lapland. Other areas are where fierce battles have occurred between the Laplandish forces and the Scan Fed. Toxic spirits, and shamans conjuring them exists here, trying to spread these areas. They are fiercely hunted by the Saami shamans.

## B: Norse Mythology:

In the beginning there was cold and heat

The way to the North - Norway - has always been regarded as a route that is hard to find, difficult to tread and fraught with unspeakable dangers. To the writers of ancient Greece and Rome Norway was a mythical world - Ultima Thule, peopled by wild barbarians and full of strange and fantastic creatures.

Go [here](#) for more information on Norse Mythology.

## Norse Magical Tradition

Norse magic is divided into two main branches: *galdor*, the use of runes, and *seidr*, shamanic techniques for achieving trances and astral projection. Norse magicians follow the Aesir (the Norse gods) and make use of runes in their magic.

## TRADITIONS

Norse magicians are shamans who follow the idols of Odin/Wotan as Sky Father or Wild Huntsman, Thor as the Dragonslayer, Freya as the Great Mother, Loki as Trickster and Tyr as the Wise Warrior. Some Norse shamans are pantheistic, serving all the Aesir equally. "Berserker" adepts are also common.

## TOOLS AND TRAPPINGS

The Norse Futhark runes are drawn, carved, spoken and chanted to make magic. Trance states and astral quests are common, as is the use of runes for divination. Common ritual elements include trances, shaking or dancing, libations of mead or blood and torches.

## Dragonslayer

This most heroic of idols is also the most fun-loving. Though he fights to protect his own against all dangers, he loves a good party even more. He is a big brother who takes a friendly interest in everything his family does. Though sometimes anive, he makes a staunch friend and a deadly enemy. The dragons he slays have changed with the times. In addition to the literal dragons of legend, the Dragonslayer also fights such modern-day monsters as crime, pollution and corruption. Dragonslayer shamans fight hard and play hard. Once the shaman has given his loyalty, he never breaks it. A Dragonslayer shaman must behave with honor and respect and demands the same from those around him.

**ENVIRONMENT:** Anywhere on land

**ADVANTAGES:** +3 dice for combat spells, +1 die for hearth spirits

**DISADVANTAGES:** -1 die for illusion and detection spells

## Great Mother

The Great Mother is the embodiment of life-giving nature, giving her bounty freely to all who need it. Those who mistake her generosity for weakness are asking for trouble. Like any mother, she fights to the death to protect her children. Followers of Great Mother are healers, both of the body and the spirit; they cannot refuse aid to anyone who needs it. Shamans of the Great Mother follow the strictest moral code. They must fight against the forces of corruption, whether they be environmental, social, political or magical.



**ENVIRONMENT:** Anywhere on land

**ADVANTAGES:** +2 dice for health spells, +2 die for field and forest spirits and all spirits of the waters

**DISADVANTAGES:** -2 dice when in the presence of corruption

## Sky Father

The Sky Father is the masculine counterpart of the Great Mother. He is the patriarch many say eclipsed the worship of the earth goddess over time. He is known for his clear sight and rulership over all he surveys as well as the terrible power that his mastery of the sky conveys. Lightning and thunder are his weapons, and nothing in the world escapes his view from his high throne.

**ENVIRONMENT:** Anywhere under the open sky

**ADVANTAGES:** +2 dice for detection and manipulation spells, +2 dice for storm spirits

**DISADVANTAGES:** +2 to all target numbers if the shaman is entrapped or bound in anyway.

## Trickster

The Trickster is the clever one, swift of mind and body, master of disguises and deception. He is always thinking up new pranks and ways to outwit his enemies rather than fighting them. He prefers to work in the service of others, turning and stealing behind their backs when they aren't looking. His tricks can often backfire, resulting in trouble for everyone, but the Trickster's cleverness always wins out in the end.

**ENVIRONMENT:** Anywhere

**ADVANTAGES and DISADVANTAGES:** None

## Wild Huntsman

An outsider even among the Idols, the Wild Huntsman walks the thin line between sanity and madness, but his frenzy hides an intimate knowledge of the sacred mysteries. As the Idol who gave the intoxicating Cup of Knowledge, the Wild Huntsman is the patron of poets and artists along with numerous secret and esoteric cults. Wild Huntsman shamans are unpredictable. Sometimes half-crazy, often unkempt, they may not sleep or eat for days while in the thrall of a particular idea or emotion.

**ENVIRONMENT:** Forest, mountains or plains

**ADVANTAGES:** +2 dice for detection and illusion spells, +2 dice for storm spirits

**DISADVANTAGES:** Wild Huntsman shamans can go berserk in combat in the same way as Bear shamans

## Wise Warrior

The Wise Warrior is skilled in the art of war, for battle is an art to her, and excercise in the powers of the mind as well as the body. She studies the tactics of her foes and overcomes them through the combination of superior strategy and battle prowess. The Wise Warrior does not act out of savagery or battle-lust but from a position of knowledge and wisdom. Shamans of this Idol must follow the warrior's code of honor and conduct themselves properly or risk the loss of favor.

**ENVIRONMENT:** Urban

**ADVANTAGES:** +2 dice for combat and detection spells, +2 dice for resisting all damaging spells

**DISADVANTAGES:** -1 die for illusion spells

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# Norse Mythology:

## Norse Mythology

In the beginning there was cold and heat

The way to the North - Norway - has always been regarded as a route that is hard to find, difficult to tread and fraught with unspeakable dangers. To the writers of ancient Greece and Rome Norway was a mythical world - Ultima Thule, peopled by wild barbarians and full of strange and fantastic creatures.

by **Tor Åge Bringsværd**

In the 4th century BC, the Greek Pytheas described a place where the laws of nature seemed to be suspended, where earth and water and air came together and everything seemed to float about freely. The renowned historian Herodotus complained that it was actually quite impossible to say anything at all about the northern regions, because one simply couldn't see a foot in front of one. This was because of all the white feathers that constantly blow in people's faces - the air is thick with such feathers, he wrote, and the ground completely covered by them! We should probably interpret this observation as the somewhat unsuccessful attempt of a southerner to describe a snowstorm. However, it's true enough; Norway has always had more than its share of snow and ice. A major portion of our country lies north of the Arctic Circle. And even though the glaciers have long since receded from these parts, the Ice Age lasted longer in Norway than in most other places.

Paganism too lasted longer here in the north. When the rest of Europe had been christianised for almost a thousand years, Norwegians were still worshipping their old pagan gods.

They were called Vikings, the Norsemen who around the year 1000 rendered the coasts of Europe unsafe, terrorising people from London and Paris to deep into the Mediterranean area, those wild and ruthless "barbarians" who did not hesitate to plunder churches and monasteries. Was nothing sacred to them? What did these blond marauders themselves believe in?

This article is an attempt to provide a thumbnail sketch of Norse mythology, based on the gripping Eddic poems about the gods, which were created a thousand years ago (author unknown) and preserved in 13th century Icelandic manuscripts.

*Do these ancient tales hold any meaning for us today?*

Myths and fairytales will never be out of date. Far from dealing merely with "those days" and "those times", they have an ageless, universal quality that makes them just as much a description of "each time" and "always". To me, Norse mythology is one of the most intriguing, original and thought-provoking attempts ever made to depict our inner and outer reality - to capture life and human existence in words

and poetic images.

### *How did the world begin?*

In the beginning there was Cold and Heat. On one side, Niflheim, the land of frost and mist. On the other, Muspellsheim, a sea of raging flames. Between them, there was nothing but a vast, bottomless abyss, Ginnungagap. Here, in this yawning void - flanked by light and dark - lay the origin of all life. In the encounter between ice and fire ... Slowly, the snow began to melt and, shaped by the cold, but brought to life by the heat, a strange creature came into being - a huge troll named Ymer. No greater giant has ever lived.

As the ice melted, the drops formed yet another creature - with udders and horns: a colossal cow by the name of Audhumla. She had so much milk that it flowed from her huge teats like great rivers. Thus Ymer found food. And Audhumla? She immediately began to lick the salty, frost-covered stones that lay all around the giant and herself. But then something strange occurred. Suddenly, the cow licked some long strands of hair from one of the stones! The next day a head and a face appeared from out of the stone. And on the third day the cow finally managed to lick the entire body free. It was a man, tall and handsome. His name was Bure, and from him descended the gods, whom we call Æsir.

The giant Ymer bore his own child. As he lay sleeping, he began to sweat, and suddenly, from his left armpit, a male and a female emerged. Refusing to be outdone by his arms, Ymer's feet coupled and gave birth to a son with six heads. This was the origin of the Rime Giants, sometimes called trolls, but best known as Jotuns.

The various creatures must have managed to live in peace with one another for quite some time. At any rate, they had children together... Odin - who later became the chief of all the gods - was the son of Bestla, daughter of a Jotun, and Bure's son Bor. However, the Rime Giants steadily increased in number and the place was soon swarming with Jotuns. Then one day, Odin and his brothers, Vilje and Ve, rose in revolt against Ymer and his kin. A terrible battle ensued, from which Odin and his brothers emerged victorious. They slew the giant, and a wave of blood flooded over the enemies of the Æsir, drowning them all... all but two. From this Jotun couple, who fled into the mist, seeking refuge in the land of fog, descended all the subsequent generations of Rime Giants. Audhumla, the first cow, must also have been washed over the edge of the precipice during the bloodbath, as no one has seen hide nor hair of her ever since...

The Æsir dragged Ymer's dead body into the middle of the huge void, Ginnungagap, positioning him like a lid over the abyss.

From the body of the giant they then created the world. His blood became the sea, his flesh the land. His knuckles formed cliffs and peaks. His teeth and broken splinters of bone became stones and boulders. His hair turned into trees and grass. The gods threw his brains high into the air, creating clouds. And the sky? That was the giant's skull, which was placed like a vaulted dome over all they had created. Next, the gods caught sparks from the fiery Muspellsheim and hung them in the sky, where they still sparkle brightly. Inside what was once the skull of the giant Ymer... Thus were the stars created.

Small worms crawled out of Ymer's corpse to become the very first dwarfs, who dwelt in the caves and grottoes of the netherworld. The Æsir chose four of the dwarfs to hold up the heavenly vault and guard the four corners of the world. These dwarfs were named East, West, North and South.



Thus order and reason came to be.

### ***How was mankind created?***

One day, as Odin and his brothers were walking along the beach, they found two wooden logs that had been washed ashore. They set the logs on end, and brought them to life. Odin blew breath and souls into the logs. Vilje gave them the ability to think and move, while Ve gave them the powers of speech, hearing and sight. The gods infused them with warmth and colour.

No longer mere driftwood, the logs had become Man and Woman. The Æsir called the man Ask and the woman Embla, from whom all human beings are descended.

### ***How did time begin?***

In the beginning there was no time. In a way, everything stood strangely still.

However, the Æsir gave the Jotun woman Night and her son Day a horse and carriage each, placing them in the sky, where they were to circle the world every day. Night rode in front, mounted on her steed Rimfakse. Its mane was silver with frost, and the dew that fell on the fields every morning were drops of foam from the horse's bit. Night was followed by her son Day. His horse was named Skinfakse, because of its gleaming mane.

The gods then took sparks from Muspellsheim to make the sun, and set the moon on its proper course. Each of them was given a celestial chariot, with two children to ensure that they did not fall off and to drive the swift horses. The sun and the moon sped across the sky, constantly pursued by two huge wolves who snapped at their heels, trying to devour them! And one day ... one day perhaps they will succeed...

### ***Was their world round?***

It was round - but not like an apple or a ball. The world was circular in shape... like a thin, flat slice of wood sawn off the end of a log.

### ***Where in the world did we and the Æsir live?***

In the beginning everything was jungle or desert. But like pioneers, the Æsir cleared the land, creating a space to live in, both for themselves and for us. They called mankind's home Midgard, because it was situated in the middle of the world. In the centre of Midgard - so that men and women would not feel alone and abandoned - the gods built a stronghold for themselves named Åsgard, a gigantic fortress, surrounded by thick walls. The fortress could only be entered by riding over the rainbow, a fiery bridge of flames. Strong bulwarks were also erected around Midgard, to protect it from the dark and terrible forces that reigned in the wild, uncharted terrain outside the walls. There, in Utgard and Jotunheim, lived the Jotuns and trolls. Thus the world was structured like the rings of a tree trunk. And all around, on every side, the mighty ocean lapped at its edge.

### ***But weren't there dwarfs and elves in the world too?***

Yes, there were elves and dwarfs. Dwarfs were usually to be found among rocks and cliffs, often hidden away underground in Midgard and Utgard. Although they were skilful smiths, they were never fully to be trusted. Elves, on the other hand, were friends to both gods and men. They lived in Alvheim, which was believed by some to be located within the walls of Åsgard and by others in Midgard. So little is known

about dwarfs and elves. Some people even believe them to be related and that they should be called "light elves" and "dark elves". At one time, there was another race of gods besides the Æsir who were called the Vaner and who lived in Vanaheim. However, their fortress was destroyed and now no mortal knows where its site lay...

### ***Did the world have a centre?***

At the centre of Midgard lay Åsgard, and at the centre of Åsgard the gods planted a tree, a mighty ash called Yggdrasil. It was the largest tree imaginable. One of its roots lay in Åsgard, another in Jotunheim and a third in Niflheim, and its branches were so widespread that they embraced the entire world. Yggdrasil was the centre of the world, and as long as the tree remained green and lush, and put forth new shoots, the world would continue to exist.

### ***Who could see the future, who knew what fate would bring?***

Three goddesses of destiny - the Norns Urd, Verdande and Skuld - dwelt beside a well in Åsgard. The Norns knew the destiny of every living being and what lay in store for everyone and everything. Some people maintain that there were other Norns as well, among the elves and dwarfs. Among human beings, too, there were women who could see more than others. This kind of soothsayer was called a Volve, which means "stave-bearer". Her stave was the symbol of her supernatural powers. By entering into a trance, she could contact the spiritual world, and she knew many powerful magic spells.

### ***Who were the most important gods?***

Odin was the greatest of the gods. A sage and magician, he ruled over all the gods. Wednesday is his day (Odin's day), while Friday is named after his wife Frigg (Frigg's day). Odin's horse Sleipner had eight legs. Odin also had two ravens (Hugin and Munin), who flew out over the world every morning to watch and listen, returning home in the evening to report to Odin all they had seen. His spear Gungnir never failed to hit its mark. From his ring Draupne, eight rings of equal magnificence dripped every ninth night. Odin had only one eye; as a young man, he pawned the other to the giant Mime for the right to drink from the marvellous fountain of wisdom guarded by the giant. (Mime was later beheaded, but Odin found the giant's bloody skull and anointed it with healing herbs. The eyes in the head immediately opened and the mouth was again able to form words. After that, Mime's head remained one of Odin's most cherished advisers.)

Odin's son Thor was the second mightiest god. Thursday (Thor's day) is his day. Strong and quick-tempered, Thor was always ready to do battle with giants and trolls. Although Tyr (Tuesday - Tyr's dag) might have been a little braver, no one in the whole world was as strong as Thor. And his hammer Mjolnir was the most dangerous weapon, both in heaven and on earth. Thor could make it as small or as large as he wanted. When he threw it, it always struck its target and then returned to his hand. Whenever he travelled, his chariot was drawn by goats instead of horses. His goats, Cracktooth and Gaptooth, could be slaughtered in the evening and yet be full of life again the next morning, if care was taken not to break a single bone when eating the goatmeat, and if all the bones were collected and placed in the goatskins at the end of the meal. Thunder was the sound made by Thor's chariot rolling across the sky.

Siv was the name of Thor's wife. Her hair was made of pure gold, and of all the goddesses only Freya - the goddess of love - was more beautiful. Freya was also the one who taught the Æsir the art of witchcraft. She owned a magic feather cloak, with which she could transform herself into a falcon whenever she desired, and she drove a chariot drawn by cats. Although everyone turned to Freya for



assistance or consolation in matters of the heart, she was unable to heal her own eternally broken heart. Her husband had left her to wander the world (no one knew where). Freya often wept bitterly over her loss, and her tears were of the purest gold. Freya's brother was named Frey, which means "Lord" or "The Foremost One". Frey was the god of fertility. Both he and Freya were actually descended from the Vanir (the race of gods against whom the Æsir fought for control of the world at the beginning of time). The two children had originally come to the Æsir as hostages, along with their aged father. Frey owned a magic boar named Goldenbristle, which could run as fast on land as on sea and in the air. He also possessed the magic ship Skidbladner, whose sails were always filled with wind and which could be folded up like a piece of cloth and put away in his pouch when he wasn't using it. The gods in Åsgard had many other priceless treasures, but the finest of them all were the magic apples tended by the goddess Idunn - the apples of youth that the gods had to take a bite of from time to time to avoid growing old and decrepit.

Odin had many sons. Although it's impossible to mention all of them, we can't get around Heimdall. Nor could anyone else! Heimdall, who was born in a miraculous manner of nine young giant girls way back at the dawn of time, was the watchman of the gods. He lived near Himmelberget and stood guard over the rainbow bridge Bifrost. Heimdall needed less sleep than a bird, could see as clearly by night as by day and could hear the grass grow. He owned the Giallar Horn, which he was to blow on the very last day to summon the Æsir to arms in the final great battle against trolls and the powers of darkness.

Balder was the son of Odin and Frigg, and was renowned for his friendliness, gentleness and wisdom. Balder was haunted by nightmares and was afraid of dying, but his mother - the most powerful of all the Åsgard goddesses - extracted an oath from everyone and everything that no one would ever do him harm. The gods soon made a game of flinging weapons at Balder, since he could no longer be killed or wounded. However, Frigg forgot to ask the mistletoe, which she considered too small and insignificant. Loki the Troublemaker learned of this, and deceived the blind Hod into killing Balder with an arrow made of mistletoe. The Æsir sent a rider to Helheim, the Realm of the Dead, to ask for Balder's return. Hel, Queen of Helheim, replied that Balder would be restored to life if the entire world shed tears over his fate. And everything and everyone - even the stones and trees - are still trying (in vain) to weep the dead god back to life.

### *Who were the enemies of the gods and humans?*

Although sometimes known as Rime Giants or Trolls, they generally went by the name of Jotuns. These giants lived in the wilderness and rugged mountains of Utgard and Jotunheim. Often huge and mighty hulks, they were forces of chaos. The only Æsir who could really hold his own with them in a wrestling match was Thor, the God of Thunder. However, the Jotuns had unrivalled magic powers. On one occasion, for example, they fashioned a huge giant out of clay, and called him Mokkurkalve. An artificial, living being that was terrible to behold - ninety kilometres tall and with a chest span of thirty kilometres! Jotun giantesses rode on wolves, using vipers for reins. While they could be frightfully ugly and some truly monstrous, they could also be incredibly beautiful... so lovely that even Odin on more than one occasion allowed himself to be lured into wild, amorous adventures.

### *Weren't Loki and his children even more dangerous?*

A troublemaker and schemer, Loki was originally a Jotun. However, at an early age he mixed blood with Odin and was therefore accepted among the Æsir.



Loki was a joker, a trait that eventually led to his downfall. He betrayed the Æsir and caused the death of Balder. As punishment for this heinous act, he was chained beneath a serpent that dripped deadly, acid venom onto his face. However, his wife Sigyn, who remained loyal to him, stood patiently by his side holding a large bowl to catch the poisonous venom. From time to time, however, she had to turn aside to empty the bowl. Then the venom dripped right onto Loki's face, making him writhe so violently that the entire world trembled. This is what is called earthquakes. Loki had children in Åsgard, as well as other, stranger offspring. With the giantess Angerboda, he fathered the Fenris Wolf, the Midgard Serpent and Hel, and he gave birth to the horse Sleipner, after coupling with the stallion Svadilfare.

The Fenris Wolf was a truly monstrous beast. It grew up in Åsgard, but soon became so huge, wild and dangerous that only the god Tyr dared to feed it. The Æsir had the dwarfs forge an unbreakable chain, Gleipnir, which was made of the sound of a cat's footfall, the beard of a woman, the roots of a rock, the sinews of a bear, the breath of a fish and the spittle of a bird. (That is why a cat's footfall no longer makes any sound, why women have no beard, etc.) By great cunning they managed to tie the wolf up so tightly that it could barely move, and thrust a sword into its mouth so that its jaws were always open yet unable to bite. It is only when the world comes to an end that it will finally be able to shake off its bonds...

The second child that Loki conceived with the giantess Angerboda was a serpent. The Æsir threw it into the sea, where it eventually grew so incredibly large that they called it the Midgard Serpent because it encircled the entire earth, holding its own tail in its mouth.

Nonetheless, it is perhaps the last of Loki and Angerboda's three children who has caused the most trouble for Æsirs and mortals. She was a ghastly girlchild, half black, half white. She was expelled from Åsgard and settled far to the north, where she created a subterranean realm of the dead, a cold, damp, grey world. Her name, and that of the kingdom over which she ruled, was Hel. All those who died of illness and old age went to Hel, where they led a sad, shadowy existence. The Queen of Death herself resembled a corpse, and everything she owned had names reminiscent of the cold "life" in the grave. In the olden days, when people felt the presence of ghosts, they would say, "The gate to Hel is open." On the day of the Last Great Battle, Hel and her army of dead will do battle with the Æsir.

### *Were there any other places to go after death?*

Those who displayed valour on the battlefield went to Odin or Freya when they died. The king of the gods sent out Valkyries clad in coats of mail to fetch fallen heroes. These female warriors were armed and could ride through the air. In Åsgard the dead were divided up between Odin and Freya. Half of them lived with Odin in Valhall ("val" means battlefield), and the other half with Freya in Folkvang ("folk" in this context meaning men arrayed for battle).

While little is known about life in Folkvang, there are numerous descriptions of Valhalla. On the embankment outside the enormous "barracks", the heroes were allowed to fight to their heart's content all day long. It did not matter if they lost an arm or two, because in the evening they arose from the battlefield without a scratch. As friends on the best of terms, they marched into the vast banquet hall where beautiful Valkyries served them mead and boiled pork. The pig they ate, Sæhrimnir, was also unique. Every day it was slaughtered and eaten, yet when dawn came it had been restored to life.

On the final day, Odin will lead the Æsir and the dead heroes in the last great battle against the Jotuns and the powers of darkness. He himself will fight the Fenris Wolf, and will be devoured by the monster. All this has been prophesied.



### *Can gods die?*

Yes, gods can die.

### *How will the world end?*

As the end draws nigh, there will be famine and strife. This final period is called Ragnarok, which means "the twilight of the gods". Brother will slay brother and son will not spare his own father. Three continuous years of Fimbul winter will then ensue, after which sky-wolves will devour the sun and the moon. Mountains will crumble, and every bond will be broken. The Fenris Wolf will finally be loosed and will run around the world with jaws agape. Its lower jaw will drag along the ground, its upper jaw will touch the clouds. Its eyes will burn with a strange fire, and its nostrils will breathe flames. Loki, too, will be freed. He will rig a ghastly vessel, Naglfar, a ship made of dead men's nails. With ragged sails and a crew of rotting corpses, he will sail up from his daughter's realm of the dead. And the Midgard serpent will slither ashore, winding its way over fields and meadows. To the south the heavens will be torn asunder. From the country beyond - the frightening, unknown Muspellsheim, land of fire that existed long before Odin and his brothers created the world - will come a mighty host of riders clad in shining vestments, armed with fiery swords. Everything will burst into flame and burn as they charge forward, and the great rainbow bridge will collapse under their weight. The final, decisive and bloody battle will be fought at a place called the Plain of Vigrid (a thousand kilometres wide and a thousand kilometres long). Odin will be devoured by the Fenris Wolf. Thor and the Midgard Serpent will slay each other, as will Heimdall and Loki. The whole world will go up in flames. Even Yggdrasil - the great world tree - will burn. When the flames die down, the world will be a smoking ruin. The charred remains will sink below the surface of the sea and disappear.

### *Will that be the end?*

No. Out of the sea a new earth, green and lovely, will grow, fertile as a dream. With fields that sow themselves, and an abundance of fish and game. No one will go hungry any more, nor will anyone suffer from the cold. Behold! The sun has given birth to a daughter. An end has been put to all evil. The earth has been washed clean. A new life may begin! Åsgard is no more. Not a single stone remains of the old fortress of the gods. Nonetheless, it is to Åsgard that the Æsir who were not slain in the last, great battle will return.

### *So someone will survive?*

The fortunate - those who shall inherit the earth.

### *Are there any mortals among them?*

Just one man and one woman survive. Their names are Lif and Lifthrasir. They sought refuge in a place called Hoddminir's Holt and thus escaped the conflagration. They are disgorged, alive, by the sea. The morning dew is long their only food. From these two mortals a new human race will arise.

### *So there is hope after all?*

According to the myths, there will always be hope.

The author of this article, **Tor Åge Bringsværd (1939- )** has received awards for his work as author and playwright. He writes for both children and adults. Bringsværd's works have been translated into fifteen

languages, and his plays have been produced in thirteen countries.

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## **The Vikings:**

In the period from 800 to 1050 A.D., the Nordic peoples made their dramatic entry into the European arena. They stormed forth, terrorising well established societies which were accustomed to war, but not to the startling tactics of the Vikings.

*By Arne Emil Christensen*

However, contact between Scandinavia and the rest of Europe was nothing new. Archaeological findings show that trade and cultural influence can be traced back several millennia B.C. Nevertheless, the Nordic area was a distant outpost with little political and economic value for the rest of Europe.

This picture changed shortly before the year 800. In 793, the Lindisfarne Monastery on England's east coast was pillaged by foreign seafarers, and at the same time we find the first recorded reports of raids elsewhere in Europe. The chronicles and tales of the next 200 years are studded with alarming accounts of the Vikings. Ships, sailing in large as well as smaller groups, attacked all the coasts of Europe. The Vikings sailed up the rivers of France and Spain, conquered most of Ireland and large sections of England, and took control of areas skirting rivers in Russia and the Baltic coast. There are narratives of raids in the Mediterranean, and as far east as the Caspian Sea. Norsemen starting out from Kiev, were even foolhardy enough to attempt an attack on Constantinople, the capital of the Byzantine Empire. Eventually, the plundering raids were replaced by colonisation. Place names reveal a large Viking population in the North of England, centred around York. Farther south in Britain, a large area was called The Danelaw. The French king gave Normandy as a fief to a Viking chieftain so that he would keep other Vikings away. The islands north of Scotland developed a mixed Celtic-Norse population, and thriving societies were established on Iceland and Greenland.

The furthest westward drive ended with the unsuccessful attempt at founding a settlement in North America. Around 1000 A.D., people from Iceland or Greenland discovered land to the west, and the sagas tell of several journeys including attempts to plant roots in the new land. Conflicts arose between these colonists and the indigenous Indians or the Eskimos, and the newcomers gave up.

Attempts at pinpointing the location of the Norsemen's settlement have led to such varied results as Labrador and Manhattan, in accordance with different interpretations of the Icelandic sagas. In the 1960s, Anne-Stine and Helge Ingstad found the site of early homesteads on the north coast of Newfoundland. Excavation showed these to be the same sort of buildings found on Greenland and Iceland. In addition, Nordic artifacts were excavated at the site and dated at circa 1000 A.D. Whether these are traces of the settlements mentioned in the sagas, or from other journeys which we have no record of, is impossible to say. However, the finds prove that Nordic seafarers really sailed to the North American Continent around the year 1000, as narrated in the Icelandic sagas.

## **Overpopulation and a scarcity**

What are the reasons for this violent expansion within a few generations? Stable states such as France or the Anglo-Saxon kingdoms in England appear to have fallen easily to the swords of the attackers. As



might be expected, the picture handed down to us in written accounts is tainted by this the Vikings are portrayed as terrible robbers and bandits. And indeed they were. But they must have had other traits as well. Some of their leaders were certainly extremely skilful organisers. An effective military tactic could win a battle, but the Vikings founded kingdoms in conquered territories. Some did not survive the Viking period, such as the kingdoms based in Dublin and York. But Iceland is still a thriving nation. The Viking kingdom in Kiev formed the basis of the Russian empire, and traces of the organisational talent of the Viking chieftains are clearly visible today on the Isle of Man and in Normandy.

The remains of fortresses which could be used as a meeting place for large armies - dated to the end of the Viking period - have been found in Denmark. The fortresses are circular and divided into quadrants, with square buildings in each of the four sections. These castles were placed with a precision testifying to the rulers' advanced sense of order and system. There must have been a knowledge of surveying techniques and geometry in the court of the Danish King.

In addition to the West-European narratives, we have written sources from other Viking contemporaries - from travelling Arabs and from Byzantium. Short inscriptions have been left us in the homeland of the Vikings as well - the runes carved in wood and stone. The saga tales of the 12th and 13th centuries also have much to tell us about the Viking age, even though they are written several generations after the period which they depict.

The Vikings came from what is now Denmark, Sweden and Norway. Theirs was a self-sustaining agricultural society, where farming and cattle breeding were supplemented by hunting, fishing, the extraction of iron and the quarrying of rock to make whetstones and cooking utensils. Even though the farmers were generally self-reliant, some goods were traded - for instance salt - a necessity for man and cattle alike. Salt is an everyday item which would not have been imported from a greater distance than necessary, whereas luxury items came from further south in Europe. Iron, whetstones, and steatite (soapstone) cooking pots were important export products and were an essential contribution to a trade growth in the Viking age. Even in periods when Viking raids abounded trade was conducted between West Europe and the homeland of the Vikings. One of the few reports we have about conditions in Norway in Viking times was orated by the North Norwegian chieftain, Ottar. He visited King Alfred of Wessex as a peaceful trader, at the same time as Alfred was waging war with other Viking chieftains.

It has been suggested that the expansion of the Viking age was spurred by a population growth outstepping the capacities of domestic resources. Archaeological evidence shows that new farms were cleared in sparsely populated forest areas at the time of the foreign expansion - so the pressure of population growth is surely a contributing factor. Iron extraction is another. An abundance of iron to forge weapons and arm everyone setting off on raids helped give the Vikings the upper hand.

### **The tactical advantage of the Viking ships**

Shipbuilding in Scandinavia also contributed to the tactical superiority of the Vikings. A well known Swedish archaeologist has written that the Viking ships are the only seaworthy amphibious landing vessels ever to be used by invasion forces. Even though this is an exaggeration, it explains much of the secret of the Vikings' military superiority. Many of the accounts of Viking attacks appear to support this theory. The element of surprise was essential. A swift onslaught from the sea with light ships, which were independent of harbours - and could thus approach a coast where they were least expected - and beating a quick retreat before a counteroffensive could be launched; this was the tactic. Spheres of interest developed between Danish, Swedish, and Norwegian Vikings - even though groups from all



three nations often participated together when the most renowned chieftains set sail. The Swedes sailed mainly to the east, and they controlled the eastern trade routes via the waterways leading into Russia. Large amounts of Arabian silver coins in Swedish archaeological diggings testify to intensive trading. The Danes sailed to the south, to Friesland, France and Southern England, while the Norwegians headed to the west and northwest, to Northern England, Scotland, Ireland, the Orkneys, Shetlands, and Faroes.

The ships were not only necessary for raids and trade, but also a prerequisite for successful colonisation, when entire families with all their possessions and livestock sailed away to new lands. The perilous voyages across the North Atlantic to the Orkneys, Shetlands, Faroes, Iceland and Greenland testify that the shipbuilders of the Viking age not only could build ships which were swift sailing and capable of attacks in the North Sea area, but extremely seaworthy vessels as well. Colonisation followed when seafarers discovered new land, or men returned from trading or raids and spread news of bountiful conditions abroad.

In certain areas, the Vikings appear to have displaced the original inhabitants. In others, such as Northern England, it seems that the Norsemen's main enterprise was cattle breeding and they utilised land of little use to the indigenous grain cultivating farmers.

Those who journeyed to Iceland and Greenland found virgin soil. With the possible exception of a few Irish monks on Iceland - who soon "left because they did not want to have heathens as neighbours" - Iceland and the parts of Greenland colonised by the Vikings appear to have been uninhabited when the Norsemen arrived.

The contemporary references we have about the Vikings stem predominantly from sources in Western Europe who had bitter experiences with the invaders, and we are undeniably presented with the worst side of the Vikings. Archaeological excavations both in the homelands of the Vikings and in their new settlements give more nuance to this picture. We have finds from homesteads, farms, and market places where lost or discarded articles tell of a common everyday life. Traces have been found testifying to iron extraction in mountain areas, where iron ore in bogs combined with ample firewood from forests to form the basis of a flourishing industry. Quarries where soapstone was gathered for pots and exceptionally fine whetstones have also been found and analysed. In some fortunate circumstances we have found ancient agricultural fields in areas later left to nature. In such places we can find the piles of stones once painstakingly cleared away from fields, and with enough care, we even uncover the furrows left by Viking ploughs.

## **Towns and kingdoms**

As the Viking period progressed, society changed. Leading chieftain families accumulated land and power, forming the basis for kingdoms, and the first towns were founded. From Staraya Ladoga and Kiev in Russia, to York and Dublin in the British Isles, we can piece together the daily life of the townspeople. Market places and towns were based on craftsmanship and trade. Even though the town dwelling Vikings probably kept cattle, farmed and fished to meet their household needs, the towns certainly depended on agriculture supplies from outlying districts. In South Norway was the marketplace Kaupang, near Larvik, mentioned in Ottar's narrative to King Alfred. Kaupang never became more than a marketplace, while Birka near Malaren in Sweden and Hedeby at the German-Danish border could be called towns. Both were abandoned at the end of the Viking period, but Ribe in Denmark's Vest Jylland thrives today as of course do York and Dublin. In these towns we find well regulated areas with clearly defined plots of land, roads and surrounding fortifications. Some of the towns have obviously been planned. Many are



well established in accordance with the orders of the kings who personally - or by means of trusted aids - had their say in town planning and the distribution of plots. We can see that renovation and garbage disposal was given less attention than town planning - waste can be found in thick layers. In contemporary times, the stench must have been most uncomfortable. Today we find clues to everyday conditions, from the rubbish of various craftsmen to fleas and lice - and we can piece together the way life was. We find objects which must have come from afar, such as Arab silver coins and Byzantine silk, heaped together with the products of local blacksmiths, cobblers and comb makers.

## **The Norse gods**

At the end of the Viking age, Christianity was generally accepted in the Nordic countries. It replaced a heathen religion, with a pantheon of gods and goddesses who each had power over their own domains. Odin, old and wise, was the chieftain of them all. Thor was the god of the warriors, while the goddess Froy was responsible for the fertility of the soil and livestock. Loki was a trickster and a sorcerer, unreliable and distrusted by the other gods. The gods had dangerous adversaries - the jotuns - representing the darker side of life.

The heathen gods are best known from descriptions written down in early Christian times, and perhaps coloured by the new faith. Farm names such as Torshov, Frøyshov and Onsaker have kept their original heathen god names. Present day Norwegian place names with the last syllable "hov" indicate that there once was a heathen temple at the site.

The gods had human traits, and like their Greek counterparts on Olympus they lived a raucous life. The gods fight, eat and drink. Mortals who fell in battle, went straight to the table to feast with the gods, and burial techniques clearly tell us of a need for the same paraphernalia in the life after death as here on earth. In the Viking age, the dead could be buried or cremated, but burial gifts were necessary in either case. The amount of equipment the dead took with them reflects their status in life as well as different burial traditions. In Norway, the burial traditions were especially rich. As a result, graves are a prolific source of knowledge about the everyday life of the Vikings. Everything provided for use in the afterlife provides us with a window into the world of the Vikings - even though time has taken its toll and often only remnants are left of the buried objects.

The grave remnants supplement our material from excavated living sites. In these sites - both in towns and on farms - we find misplaced or damaged articles, remains of houses, waste from food making and craftsmanship, and in the graves we uncover some of the finest personal effects of the deceased.

## **A violent society**

An indication of the violent nature of society is the fact that nearly all the graves of males include weapons. A well equipped warrior had to have a sword, a wooden shield with an iron boss at its centre to protect the hand, a spear, an axe, and a bow with up to 24 arrows. The helmets and coats of mail with which most Vikings are commonly portrayed in modern pictures, are extremely rare in archaeological material. Helmets with horns, ubiquitous in present day depiction's, have never been found amongst relics from the Viking period. Even in the graves with the most impressive array of weapons, we find signs of more peaceful activities: sickles, scythes, and hoes lie along side of weapons. The blacksmith was buried with his hammer, anvil, tongs, and file. The coastal farmer has kept his fishing equipment and is often buried in a boat. In women's graves we often find personal jewellery, kitchen articles and artefacts used in textile production. Women too, are often buried in boats. Wooden articles, leather



goods, and textiles generally do not survive the soil, so there are many gaps in our knowledge.

In a smattering of graves, the soil type has been more conducive to preservation. In many areas along the Oslofjord, we find blue clay directly underneath the turf, dense and nearly impermeable by water and air. A few graves are well preserved after a thousand years, and we have retained a whole spectrum of articles placed in the pit. The treasures from the enormous Viking ship graves from Oseberg, Tune, and Gokstad - which can be seen at the Viking Ship Museum at Bygdøy in Oslo - are prime examples of what gifts can be preserved for future generations, given the right soil conditions. We do not know who the dead were, but they obviously belonged to the upper echelon of their society. Perhaps they belonged to a royal family which, a few generations later, unified Norway as one nation.

The graves at Oseberg, Gokstad and Tune have recently been dated by analysis of the annual rings in the oak material. The Oseberg ship was built around 815-820 A.D. The burial has been dated to an exact year - it was in 834. The Gokstad and Tune ships were constructed in the 890s and were placed in the graves right after 900 A.D. In these three graves, big ships were used as grave repositories.

Only the hull of the Tune ship has been preserved, and the grave was robbed earlier of nearly all its items, but enough remained for us to see that the ship was originally of the same fine quality as the two others. The Tune ship was about 20 metres in length. The Oseberg ship's length is about 22 metres and the Gokstad ship is 24 metres long.

At the time of burial, the ship was drawn up on land and placed in a pit. A burial chamber was constructed behind the mast, where the deceased was placed to rest in a bed, dressed in finery. Copious provisions were placed in the ship, dogs and horses were sacrificed, and a large burial mound was piled on top of the vessel.

An Arab travelling in Russia at the end of the 9th Century happened upon a group of Vikings who were in the process of burying a chieftain in this manner. Ibn Fadlan made note of his observations, and his journal has survived. The deceased chieftain's ship was pulled ashore, and valuables were placed aboard. The corpse was dressed in fine clothing and placed on board in a bed. A slave woman, who had chosen to follow her master in death was sacrificed along with a horse and a hunting dog. The ship with its contents was burned, and a burial mound was constructed over the ashes. We have finds of cremated ships graves in the Nordic countries and in Western European Viking sites, but the large graves along the Oslofjord were not put to the torch. In the Gokstad ship a man was found, and the Tune ship probably carried a man a well. However, two women were buried with the Oseberg ship. The skeletons are of a 50-60 year-old and a 20-30 year-old. We can only speculate as to which was the companion and which was the noblewoman.

Both the Oseberg and Gokstad graves were plundered by grave robbers, so the jewellery and luxurious weapons, which surely have been there, were not excavated. But articles of wood, leather and textiles - of no interest to the thieves - have survived. There are remnants of similar graves in other locations and it appears to have been standard practice to include sacrificed dogs and horses, fine weapons, some nautical equipment such as oars and a gangplank, balers, cooking pots for shipmates, a tent and often fine imported bronze vessels. Without a doubt, these once contained food and drink for the deceased.

The Oseberg grave contained no trace of weapons, reasonably enough for a female grave, but all the other standard equipment followed. In addition, the central figure had been given articles which testify to her dignity as an administrator and a wife on a wealthy farm. We have to assume that women have had



the main responsibility for carrying out farm work when the men were off on Viking journeys. The woman from Oseberg was, like many contemporary women, an authoritative and highly respected lady, whether she sat with other women at a spinning wheel or loom, or watched over work in the fields, or supervised milking and the making of cheese and butter. In addition to the ship, she has brought along a wagon and three sleighs. Both on land and water, she was prepared to go in style. Enough horses were sacrificed to draw the wagon as well as the sleighs.

A tent and cooking utensils, tools for textile production, chests and small boxes for valuables, a breadboard, milk pails and ladles, a cutting knife and frying pan, shovels and rakes, a saddle, a dog collar and much more was found in the grave. Her provisions included two slain oxen. A dough of rye flour was placed to leaven on the large wooden breadboard, and in a finely decorated bucket, apples were included for dessert.

Many of the wooden articles were ornamentally carved. It appears as if a number of artists were at work on the farm. Even such utilitarian things as the sleigh poles are ornately carved. Aside from the Oseberg find, our main knowledge of Viking art comes from metal jewellery, where the format is modest. The choice of motif is the same for woodcarving. The artists have been preoccupied with animal figures. These are imaginary animals, twisted and braided together in a tight asymmetric arabesque. These carvings are superb examples of advanced craftsmanship, so the Oseberg wood carvers must have been as handy with chisels and sheath knives as with swords and battle axes.

The man buried in the Gokstad ship has also had the service of a gifted woodcarver, even though the find is not so rich in ornamentation as the Oseberg grave. The Oseberg ship has a low freeboard and is less seaworthy than the ships from Tune and Gokstad, but it certainly could have managed a North Sea voyage and could be typical of the ships which were used for the first Viking attacks around the year 800. A copy which has been built proved to be quick to the wind, but was not easy to manage. The Oseberg, Gokstad and Tune ships were probably the private vessels of rich persons, rather than longships for transporting warriors. The Gokstad ship is very seaworthy. This has been demonstrated by replicas which have crossed the Atlantic in modern times. The hull design makes the ship fast - either under sail or when 32 men pulled on the oars. Even with a full crew, the Gokstad ship drew no more than one metre of water, so it could easily have been used for assaults on foreign shores. It is possible that the Vikings' experiences through frequent sea voyages in the early 9th Century led to a rapid evolution in hull design. If this is a correct assumption, then the differences between the Oseberg ship and the Gokstad ship might be a result of three generations of experience in the North Sea and hours of discussion between shipbuilders seeking improvements.

### **1000 years of development**

The Viking ships were clench built. The ships used for travelling to distant shores were a result of a thousand years of experience in the Nordic area. Shipbuilders strove to construct lightweight and flexible vessels, pliant to the forces of sea and wind - working with the elements instead of against them. The hull of the Viking ships is built on a solid keel, which together with a finely curved bow, forms the backbone of the vessel. Strafe after strafe was fitted to keel and stem and these were bolted to each other with iron rivets. This hull shell provided strength and flexibility. After the shipbuilder had given the shell its desired shape, ribs made from naturally curved trees were fitted and these gave additional strength. To increase flexibility, strafes and ribs were bound together. Cross supports at the waterline supplied lateral support, and extra solid logs braced the mast.

The ships sailed were square-rigged on a midship mast. In a calm, or against a strong head wind, the crew could man the oars.

As the Viking period progressed, different types of ships were developed. There were ships intended for battle which were built for speed and a large crew. There were also ships built for commercial trade, where speed was less important. These had a greater girth to permit more cargo. Trade ships did not have a large crew, and they were better suited for sailing than for rowing.

### **Christianity takes over**

The Viking raids tapered off around the year 1000. The Vikings had become Christians, and the conversion had a restrictive effect on their urge to plunder. Denmark, Sweden and Norway had become separate kingdoms generally united under single monarchs. Life was not always peaceful, even in Christian kingdoms, but wars were steered by the shifting alliances of the kings. Countries could enter wars, but the age of private battles was gone as was that of colonisation. The trade relations established in the Viking period continued, and the Nordic countries emerged as a part of a Christian Europe.

The author of this article, **Arne Emil Christensen** is Professor, Dr. Phil. at the University Museum of National Antiquities in Oslo. He specialises on shipbuilding history and craftsmanship in the Iron Age and the Viking period.

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[Royal Viking](#)





# Sports & Entertainment:

## Sports

### Icehockey:

Scandinavia has always been excellent in Icehockey. The former countries of Sweden and Finland has a long history in international championships. Norway is not as renowned, but since the federation was formed, the worlds best league was formed. These are the more famous teams:

- Jägarna Hockey - The Army Ranger Hockey Team
- Djurgården Hockey - The Primary Stockholm Hockey Team
- Jokkerit - The Finns Best Team
- MoDo Hockey - Famous school for talented players

**Football:** This is the European kind of football, the kind you actually use the feet to play, contrary to the transatlantic variant. The Scandinavian Federation boast to have many talented players, both in the unaugmented league, and the Bio/cyberenhanced league. Internationally, Scandinavia has had a lot of good tournaments, but only a few victories so far. Famous teams are:

- Stockholm Capitols - The Premier Football team of Stockholm
- Kongsberg Athletics - The Navy Team
- Göteborgs IF - The more historically most distinguished team

**Tennis:** Tennis is another great sport in Scandinavia. Davis Cup has been won numerous of times, and at times, Scandinavia had dominated the sport.

**CombatBiker:** Anything involving combat is popular in Scandinavia, as it is the only way to practice legal fire combat outside the military force. Needless to say, the military teams are the best. Over the years, the league has been won by the following teams:

- Army Rangers
- Airborne
- Panzer Panthers (civilian)
- Amphibious Rangers
- Armour Command
- Royal Engineers

**SWAT:** A modern version of the old 'Police and Fire Games' sport. Using hostage situations, assassination missions, and infiltration missions to win against other teams. This is done in two ways. First is the fight against time, to qualify for the play-off. In the play-off, the teams goes up against each

other. To qualify to the finale, you have to get more points than your opponent in three missions.

*1: Hostage* - Team one starts with five hostages made up from voluntary functionaries, and Team two then attempts to free them. Computerized scoring determines a kill or a wound. Each team get 30 minutes to plan the activity, complete with maps and bio on the hostages. The goal for team one is to hold out, to thwart any attempt to get the hostage out, or as a final act, to kill them. Team two has to avoid any killing of the hostages, and lose many points for deleting a hostage.

*2: Infiltration* - Team one is defending a complex, with a sensitive equipment in the inner sanctum. Team two is trying to infiltrate the complex, to steal or destroy the sensitive equipment. Each team has maps over the complex, but team one also has some defensive measures to emplace at strategic areas. Team two has equipment to detect and disarm such defensive measures.

*3: The Hit* - Team one is defending a very important person from outside forces. The VIP has to be guarded through three situations: a) At home, b) In transit, c) On visit. Team two is going to delete that VIP in anyone of those surroundings. Team one will have a number of defensive measures at hand, and may order further measures if spending an amount of the gathered points from the game so far. Likewise, team two has a similar amount of resources to use, and may also elect to boost his unit with resources paid by points earned.

These stages is then reversed, so that each team is able to play home or away. should there be a tie after all stages, then the final conflict occurs. This is an all-out firefight in a warehouse. No information whatsoever is given to the players, so they spend a lot of time hunkering down, trying to get a grasp of the situation.

### *Scandinavian Ministry of Information*

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## Gamemaster pages: Secure Logon:

Gamemaster information is intended for those brave souls that want to use the setting of the Scandinavian Federation in his/her own campaign. Players are NOT welcome to read the files.

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# Gamemaster pages: Registration Checkpoint:

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I want to apply:

Game Master pages Registration

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## Bulletin: Contents:

\* True Timeline

\* Game statistics

\*\* Major Characters

\*\* Equipment

\*\*\* Weapons

\*\*\* Armour

\*\*\* MageWare

\*\*\* CyberWare



- \*\*\* ComputerWare
- \*\*\* BioWare
- \*\*\* SpaceWare
- \*\*\* Vehicles & Drones
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- \*\*\* Aristocrat
- \*\*\* Snaphane Rebel
- \*\*\* Örestad Anarchist
- \*\*\* Re-education Camp Guard
- \*\*\* Deckmeister
- \*\*\* Fixer
- \*\*\* Merc
- \*\*\* Informer
- \*\*\* Street Vendor
- \*\*\* Scientist
- \*\*\* Wage Slave
- \*\*\* Military Officer
- \*\*\* War Mage
- \*\*\* War Decker
- \*\*\* War Rigger
- \*\*\* Lapp Commando
- \*\*\* Lapp Shaman

\*\*\* Loyalist Rebel

\*\*\* Re-educated Criminal

\*\*\* Deranged Terrorist

\*\*\* Cyber Doc

\*\*\* Astronaut

\*\*\* GovReporter

\*\* Shadowrunners

\*\*\* Street Shaman

\*\*\* Decker

\*\*\* Former War Rigger

\*\*\* Former War Decker

\*\*\* Former War Mage

\*\*\* Street Ninja

\*\*\* Foreign Agent

\*\*\* Former Merc

\*\*\* Shotgun Reporter

\*\*\* Spacer

\* Implementing the Paranoia Factor

\*\* Military Presence

\*\* Media Censorship

\*\* Re-education Camps

\*\* "Pax Scandinavia" - A Good Citizen keep in line, a bad citizen is tied up or hung by it

\*\* Everpresent Control - Security Zone classification and Harrasment Level

\*\* The Loyalty (TM) Chip - Big Brother is not only watching, he got a long and swift whip

\*\* No Street Violence, except in the line of duty

\*\* We against them - Metahuman citizens are treated better than normal foreigners

\* Plot Ideas

\*\* Snapphane - Free Scania!



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- \*\* [Loyalists - Down with the King!](#)
- \*\* [Space - Adventures in the Off World Colonies](#)
- \*\* [Spybusiness - Foreign agents doing legwork](#)
- \*\* [Shadowrunners - Helping out in the land of the Vikings](#)
- \*\* [Re-education - A daring rescue from a fortress-like mind-bender facility!](#) \* [Maps](#)
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- \*\* [Jutland Wastes](#)
- \*\* [Space Colonies](#)
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**Of course, this is only for Game masters!**



Go in!

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## HMS Tre Kronor:



In 2030, Kongsberg-Kockums started the construction of the Tre Kronor class Stealth Frigate. Developed from the proven Visby (YS 2000) class of frigates from 1999, the new ship has upgraded the sensors and weapons to the sixth world.

All together twenty frigates has been built. Three of them has been lost in action and One is 'on loan' to the Viking Brigade on Gotland. Six of them is part of the two ASW Carrier group in the Atlantic Navy, two units are 'on loan' to the Royal Intelligence Corps. Eight units operate in the Baltic Sea.

The Class consists of these units:

- FFM(s) 01- HMS Tre Kronor - Royal Intelligence Corps
- FFM(s) 02- HMS Göta Lejon - Royal Intelligence Corps
- FFM(s) 03- HMS Dronning Margarete - Atlantic Fleet ASW Group South
- FFM(s) 04- HMS Kong Olav - Atlantic Fleet ASW Group South
- FFM(s) 05- HMS Manligheten - Lost at Sea during Euro Wars
- FFM(s) 06- HMS Dristigheten - Lost at Sea during Euro Wars
- FFM(s) 07- HMS Svensksund - Baltic Fleet Surface Action Group East
- FFM(s) 08- HMS Svalbard - Atlantic Fleet ASW Group South
- FFM(s) 09- HMS Sjaelland - Atlantic Fleet ASW Group north

- FFM(s) 10- HMS Åland - Baltic Fleet Surface Action Group East
- FFM(s) 11- HMS Tröndelag Atlantic Fleet ASW Group north
- FFM(s) 12- HMS Uppland - Baltic Fleet Surface Action Group South
- FFM(s) 13- HMS Dalarna - Baltic Fleet Surface Action Group South
- FFM(s) 14- HMS Halland - Baltic Fleet Surface Action Group South
- FFM(s) 15- HMS Södermanland - Viking Brigade
- FFM(s) 16- HMS Sognefjord - Atlantic Fleet ASW Group North
- FFM(s) 17- HMS Lofoten - Baltic Fleet Surface Action Group East
- FFM(s) 18- HMS Österbotten - Baltic Fleet Surface Action Group East
- FFM(s) 19- HMS Karelen - Lost at Sea during Euro Wars
- FFM(s) 20- HMS Finnmark - Baltic Fleet Surface Action Group South

Advanced sensors, underwater and airborne drones, SS Missiles, SAM Missiles, 120 mm guns fore and aft, Torpedos, ASW drones and enhanced communication systems makes this a versatile ship capable of many different types of missions.

**Handling Speed: Bulwark: Sig: Autonav: Sensors: Sonars: Cost:**

4      40      6      4/6      4      Mil IV   Mil VI   70 M¥

**Accommodation: 75**

**Entry Points:** 2 standard doors, 1 under water ASW Drone/diver port

**Economy:** Effectively Infinite (beyond expected lifetime)

**Fuel:**CODAG

**Cargo:** 234 K CF

**Load:** 12 K

**Armament:** 12 x VLS SAAB CIM-3cx sr SAM, 8 x VLS SAAB Tactical SSM, 1 x 2 120 mm Bofors L120 AKAN, 2 x 4 Type 80

ASW Torpedo launchers, 4 x 6 SAAB Alecto ASW-620 Grenades (reloadable)

**Other Features:** 2 x ASW "Delfinen" UCAV, 4 x AEW "Sleipner" UCSV

**Weapon systems:**

VLS SAAB CIM-3cx SAM system: - Short range SAM

SAAB Tactical SSM system: - Long range Cruise Missile SSM

Bofors 120 mm L120 AKAN system: - 120 mm Automatic Cannon w/intelligent munition

Type 80 ASW Torpedo system: - Long range hunter/killer torpedo

SAAB Alecto ASW-620 Grenade system: - Anti-submarine/torpedo/missile grenade launcher

**Drone systems:**

RPV/SPV Delfinen: - Long range remote/self piloted ASW/SEW (submersed early warning) UCSV (Unmanned Combat Submerged Vehicle)drone w/sonar, MAD, optic sensors and short range micro torpedo system

RPV/SPV SAAB NFPP-275 Sleipner: - Long range remote/self piloted AEW/EW UCAV (Unmanned Combat Air Vehicle)drone w/radar, MAD, optic sensors and electronic warfare suite of narrow band-frequency-following ECM system

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## HMS Gotland:



In 2058, Kongsberg-Kockums started the construction of the Gotland Class ASW Carrier. Developed as an answer to the many pirates and corporate raiders operating in the north Sea, they pack enough punch to be a problem for Military units as well.

Two Projected ASW Carriers have been ordered so far of which the HMS Gotland is the first operative unit. The ASW Carrier has a large amount of Underwater/Airborne surveillance drones as well as quite a few ASW Weapons and SAM missiles. There can be up to 20 Hkp 12b-d/LR helicopters in the Hangars, and even 6 Jumpjets or JAS 44 using the skijump ramp for lift-off, can be parked in blast shelters on the deck.

A Carrier group consists of one ASW Carrier of the Gotland Class, two Missile Cruisers of the Horten Class, and three Missile Frigates of the Tre Kronor Class.

The Class consists of these units:

H01- HMS Gotland

H02- HMS Bornholm (Under construction)

**Handling: Speed: Bulwark: Sig: Autonav: Sensors: Sonars: Cost:**

5      30      12      1/2      4      Mil IV   Mil VI   480 M¥

**Accommodation:** 1200

**Entry Points:** 2 starboard elevators, 2 standard doors, 1 under water ASW Drone port

**Economy:** Effectively Infinite (beyond expected lifetime)

**Fuel:** Nuclear

**Cargo:** 984 K CF

**Load:** 42 K

**Aircraft Complement (Typical):** 10 x Hkp 12b, 6 x Hkp 12c, 4 x Hkp 12d/LR, 6 x MJS 05 Sea Eagle or 6 JAS 44 Nattskärnan

**Armament:** 36 x VLS SAAB Marine mr SAM, 18 x VLS SAAB Tactical SSM, 4 x 40 mm Trinity GunEl IV AKAN, 2 x 4 Type 80 ASW Torpedo launchers, 4 x 6 SAAB Alecto ASW-620 Grenades (reloadable)

**Other Features:** 8 x ASW "Delfinen" UCAV, 8 x AEW "Sleipner" UCSV

#### **Gotland Aircraft:**

Hkp 12b,c,d/LR: - ASW, Transport, AEW-Long Range: Helicopters

MJS 05 Sea Eagle: - VTOL Marine Fighter/Surveillance: Fixed wing aircraft

JAS 44 Nattskärnan: - STOL Airforce Air-Superiority Fighter/Attack/Surveillance: Fixed wing aircraft

#### **Weapon systems:**

SAAB Marine SAM system: - Booster propelled Medium range SAM

SAAB Tactical SSM system: - Long range Cruise Missile SSM

Bofors 40 mm Trinity IV AKAN system: - Rapid rate 40 mm Automatic Cannon w/intelligent munition

Type 80 ASW Torpedo system: - Long range hunter/killer torpedo

SAAB Alecto ASW-620 Grenade system: - Anti-submarine/torpedo/missile grenade launcher

#### **Drone systems:**

RPV/SPV Delfinen: - Long range remote/self piloted ASW/SEW (submersed early warning) UCSV (Unmanned Combat Submerged Vehicle) drone w/sonar, MAD, optic sensors and short range micro torpedo system

RPV/SPV SAAB NFPP-275 Sleipner: - Long range remote/self piloted AEW/EW UCAV (Unmanned Combat Air Vehicle) drone w/radar, MAD, optic sensors and electronic warfare suite of narrow band-frequency-following ECM system

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## HMS Horten:



In 2058, Kongsberg-Kockums started the construction of the Horten Class Missile Cruisers for the Gotland Class ASW Carrier. Developed as a defense for the ASW Carrier groups, they combine surface/air-defense/sub-defense for maximum operability. In a true Scandinavian design, this is a versatile unit, capable of detached mission, or missions within a carrier group.

Two Projected ASW Carrier Groups have been ordered so far of which the HMS Gotland, with its two Horten Cruisers are the first operative unit. The Missile Criser is loaded with long-distance SSM as well as a tiered VLS SAM missile system of Long/medium/short range missiles. ASW torpedoes and depthcharges was added as an afterthought, for independant missions. The 120 mm Autocannon has both surface and air-defense capability, with different smart munitions from Bofors.

A Carrier group consists of one ASW Carrier of the Gotland Class, two Missile Cruisers of the Horten Class, and three Missile Frigates of the Tre Kronor Class.

The Class consists of these units:

- MK03- HMS Horten
- MK04- HMS Drammen
- MK05- HMS Skagen
- MK06- HMS Svensksund (Under construction)

**Handling: Speed: Bulwark: Sig: Autonav: Sensors: Sonars: Cost:**

5      34      8      2/4      4      Mil IV   Mil VI   160 M¥

**Accommodation:** 200

**Entry Points:** 2 standard doors, 1 under water ASW Drone port

**Economy:** Effectively Infinite (beyond expected lifetime)

**Fuel:** Nuclear

**Cargo:** 234 K CF

**Load:** 12 K

**Aircraft Complement (Typical):** 1 x Hkp 12b (on deck)

**Armament:** 12 x VLS SAAB Marine LR2 SAM, 20 x VLS SAAB Marine mr SAM, 36 x VLS SAAB CIM-3cx sr SAM, 12 x VLS SAAB Tactical SSM, 1 x 2 120 mm Bofors L120 AKAN, 2 x 4 Type 80 ASW Torpedo launchers, 4 x 6 SAAB Alecto ASW-620 grenades (reloadable)

**Other Features:** 2 x ASW "Delfinen" UCAV, 4 x AEW "Sleipner" UCSV

### **Weapon systems:**

SAAB Marine LR2 SAM system: - Booster propelled Long range range SAM

SAAB Marine SAM system: - Booster propelled Medium range SAM

VLS SAAB CIM-3cx SAM system: - Short range SAM

SAAB Tactical SSM system: - Long range Cruise Missile SSM

Bofors 120 mm L120 AKAN system: - 120 mm Automatic Cannon w/intelligent munition

Type 80 ASW Torpedo system: - Long range hunter/killer torpedo

SAAB Alecto ASW-620 Grenade system: - Anti-submarine/torpedo/missile grenade launcher

### **Drone systems:**

RPV/SPV SAAB NFPP-275 Delfinen: - Long range remote/self piloted ASW/SEW (submersed early warning) UCSV (Unmanned Combat Submerged Vehicle) drone w/sonar, MAD, optic sensors and short range micro torpedo system

RPV/SPV Sleipner: - Long range remote/self piloted AEW/EW UCAV (Unmanned Combat Air Vehicle) drone w/radar, MAD, optic sensors and electronic warfare suite of narrow band-frequency-following ECM system

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## HMU**b** Dristigheten:



In 2058, Kongsberg-Kockums started the construction of the Dristigheten Class Diesel-electric hunter-killer submarine. Developed for lone missions in either the shallow waters of the Baltic sea as well as teams doing extended missions in the Atlantic. In a true Scandinavian design, this is a versatile unit, capable of detached mission, or missions within a 'Wolf Pack'.

Two Projected ASW Carrier Groups have been ordered so far of which the HMS Gotland, with its two Horten Cruisers are the first operative unit. The submarine is loaded with medium-distance SSM as well as a number of ASW torpedoes and mines. Limited mine clearance capacity is added by the use of MW Drones.

The Class consists of these units:

- U21- HMU**b** Dristigheten
- U22- HMUB Manligheten
- U23- HMU**b** Praktigheten
- U24- HMU**b** Stoltheten
- U25- HMU**b** Äran
- U26- HMU**b** Tapperheten (Under construction)

**Handling: Speed: Bulwark: Sig: Autonav: Sensors: Sonars: Cost:**

5      25      8      4/6      4      Mil IV      Mil VI      280 M¥

**Accommodation:** 25

**Entry Points:** 1 starboard tower hatch, 1 top tower hatch, 1 under water ASW Drone/diver port

**Economy:** Effectively Infinite (beyond expected lifetime)

**Fuel:** Diesel

**Cargo:** 984 K CF

**Load:** 42 K

**Armament:** 18 x SAAB SubTac SSM, 6 x Type 684 Antiship Torpedo launchers, 2 x Type 80 ASW Torpedo launchers, 2 x 6 Type M121 Antiship mines.

**Other Features:** 4 x ASW "Delfinen" Drone, 2 x MCM "Krabban" Drone

### **Weapon systems:**

SAAB SubTac SSM system: - Medium range Sub-launched Cruise Missile SSM

Type 684 Antiship Torpedo system: - Long range hunter/killer torpedo

Type 80 ASW Torpedo system: - Long range hunter/killer torpedo

Type M121 Antiship mines system: - Hullmounted mine dispenser system

### **Drone systems:**

RPV/SPV Delfinen: - Long range remote/self piloted ASW/SEW (submersed early warning) UCSV (Unmanned Combat Submerged Vehicle) drone w/sonar, MAD, optic sensors and short range micro torpedo system

RPV/SPV Krabban: - Medium range remote/self piloted MCM (Mine Counter Measure) UCSV (Unmanned Combat Submerged Vehicle) drone w/sonar, MAD, Optic sensors and disposable Shaped charge Anti-mine devices

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## Bofors Sabeltand-2 SAM System:



The Sabeltand-2 is the Scandinavian Federations principal medium-to-long range surface-to-air missile system. It is a highly intelligent missile system deployed to protect maneuver assets as well as command and control assets. It is mounted on a wheeled MOWAG chassis that serves as the basis for the LAV-62 vehicle. The layout is similiar, with the driver on the right, and the commander/gunner on the left side when looking forward. Each person has Crash Cages as standard, providing superior crash protection. NBC protection is offered with the use of cabin overpressurization, with each crewmember having 10 hours life support. The vehicle is fully rigged, and features composites, combined with thermal baffles to reduce the overall signature of the vehicle. EW protection is afforded by Phillips 780 ECM and 788 ECCM systems to provide protection and defense. Mounted in front of the turret is the Ferranti PG889 countermeasures dispenser system. Upon sensing that the vehicle is being targeted, either by radar or laser systems, the system will launch the appropriate cartridges, chaff for radar, and smoke for lasers. Two systems are mounted, each with 17 tubes for a total of 34 tubes. Each tube has it's own reload, and the reloads are below the launchers in bins to effect reloading. It takes a complex action to reload each tube, and reloading the whole system requires ten minutes. This system can fire up to the firer's Quickness and is a Free Action when rigged. For non-rigged characters, it requires a Simple Action to fire. However, it is preffered to save such a system, as most often, quick reloads other than what's carried is not available in an extended combat scenario.

The Sabeltand-2 SAM in and itself is technically a drone, rather than a true missile. It uses Smart Materials to achieve a lightweight capability, while being very fast, with the missile able to reach up to a speed of 5,000 km/h, allowing it to intercept all but the fastest targets. However, this is not the main feature that makes this such a special system. What makes it special is that it uses an advanced Pilot system combined with a Learning Pool. While to some this is nothing new (and really, it isn't), how it's used is. The

launcher vehicle acquires a target, and when interfacing with a command van, accesses a computer database on known threats and then the missile attacks the target by that type of target. It features an EFP (Explosively Formed Projectile) for various targets. It may turn into a shotgun effect vs. lightly or non armored targets, or semi penetrating against lightly armored targets, and armor piercing vs. heavily armored targets. Two versions of the missile exist, the MR version having a range from 50 meters to 60 kilometers, with the LR version extending the range to 110 kilometers. Each missile is loaded in a sealed launch/transport tube while mounted on the vehicle's launcher. The vehicle's turret features an Ericsson ERD-R targeting/tracking radar mounted on the lower portion of the turret, while an Ericsson ERD-S search radar is mounted on the top of the turret, allowing self engagement of targets. The missile features a combined optical/MMW combination for efficient engagement of targets allowing for full all weather engagement. This is also linked to the nationwide LuLis II air raid warning network, as well as accepting data from AWACS aircraft as well. The turret can rotate 360° and is fully anti-aircraft capable.

Deployment of the Sabeltand-2 is Battalion level, with each launcher vehicle supporting one maneuver company. Additional support assets, such as resupply vehicles, as well as maintenance assets are concentrated within the HHC (Headquarters Headquarters Company) of each Battalion. However, due to the deployment scheme, each maintenance section that is assigned to each vehicle also is attached to the supported maneuver company to provide more efficient maintenance of the vehicle, as well as the attached resupply vehicle.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Load	Cost
5/6	80	5	6	15*	6	4	800*	6,127,000¥

**Seating:** 2 bucket

**Access:** 2 hatch

**Economy:** 3 km per liter

**Fuel:** Diesel (500 liters)

**Sensors:** Military I (8)

**ECM/ECCM:** Military I (8)/Military I (8)

**Cargo:** 2 + 2 CF underseat storage.

**Other Features:** Datajack Port, Rigger Adaptation, Cabin Overpressurization with 20 man hours life support, 2 x Crash Cages, Thermal Baffles (2), Signature Improvement (2, Composites), Ablative Armor Capability, [Ferranti PG889](#), Battletac FDDM

**Armament:** Two launchers of three Sabeltand-2 MR SAMs, or two launchers with two Sabeltand-2 LR SAMs.

**Weight (combat):** 13,632 kilograms.

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### Saab-Volvo/MOWAG Sabeltand-2 Resupply Vehicle

The resupply vehicle carries reloads for the launcher vehicles, and is also mounted on the MOWAG [MLCV](#) chassis. It has a crane for reloading vehicles while in the vehicle using an integral crane system. It is lightly armored, as it will be behind the lines and therefore protection is not to an important concern.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Load	Cost
3/6	80	4	5	6	4	4	5,790	3,364,500¥

**Seating:** 2 bucket seats

**Access:** 2 standard doors

**Economy:** 3 km per liter

**Fuel:** Diesel (750 liters)

**Cargo:** 6 CF storage

**Other Features:** 2 x APPS, Thermal Baffles (2), Cabin Overpressurization, 20 hours life support, Crane (5,000 kg capacity).

**Weight (Combat):** 11,985 kilograms.

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### Saab-Volvo Command Van

The Saab-Volvo Command Van is the standard command van of a Sabeltand-2 Battalion. It comprises of a truck mounted command area that is fully enclosed from the elements. It has full satellite hookups for commanding forces on the ground, as well as Matrix links for other data. This also carries the targeting information for the SAM, It is fully mobile, and allows the command staff to operate on the move as well, and using the Battletac FDDM system to receive firing data from the firing units. This is normally deployed one per Battalion, and two per Regimental headquarters batteries. The front cab is fully enclosed, and both the command center and the drivers area feature cabin overpressurization from NBC attacks. All seats feature APPS for crash protection. Further security is gained through the use of thermal baffles to reduce the thermal output somewhat. The vehicle also mounts power amplifiers for the ECM system to extend the protection of the vehicle.



**Handling Speed Accel Body Armor Sig Autonav Load Cost**

5/6 100 6 5 6 4 4 500 200,000¥

**Seating:** 2 bucket seats + 8 bucket seats**Access:** 2 standard doors + 1 standard**Economy:** 3 km per liter**Fuel:** Diesel (250 liters)**Cargo:** 10 CF storage**ECM:** Security II (6)**Other Features:** Battletac FDDM, 10 x APPS, Thermal Baffles (2), Cabin Overpressurization, 100 hours life support, Command Electronics, Power Amplifiers (4), Electronics Port.**Weight (Combat):** 6,114 kilograms.**Sabeltand-2 missile****Handling Speed Accel Body Intelligence Damage Sig Cost**

2 4,416 122 4 11 25D\* 8 1,159,300¥

**Missile Type Short Medium Long Extreme**

MR 50m-7 km 7,001m-12 km 12,001m-25 km 25,001m-60 km

LR 50m-20 km 21,001m-45 km 45,001m-80 km 80,001m-110 km

**Other Features:** Learning Pool (4, Optimum Warhead Selection), Signature Improvement (2, Stealth Shaping), EFP Warhead.**Weight (Launch):** (MR) 137 kilograms, (LR) 147 kilograms.**\*Lightly/non armored targets:** 25D HE (-2 to hit due to shotgun pattern)**\*Lightly armored targets:** 25D armor piercing (1/4 armor value).**\*Heavily armored targets:** 25D armor piercing (1/2 armor value).**Sabeltand-2 Battalion Composition****A, B, C Btrys****HQ Platoon**

1 Saab-Volvo command vans

**HQ Btry**

1 Saab-Volvo Command Van

4 Maintenance Vans

1 Security Section

**Firing Platoons**

4 Platoons with:

1 Sabeltand-2 Launcher Vehicle

1 Resupply Vehicle

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[Eric Johnson](#)The specs of the SAM system is developed by Eric Johnson and Anders Lundgren. The picture is Copyright © 1999 by Anders Lundgren. [Royal Viking](#)



## BKV 134:



Handling	Speed	Accel	Body	Armor	Sig	Autonav	Pilot	Load	Cost
3/3	50	8	8	15	3	4	4	900*	8,421,300¥

**Seating:** 3 bucket seats.

**Access:** 3 hatches.

**Economy:** 0.5 km per liter.

**Fuel:** 900 liters.

**Cargo:** 10 CF **Sensors:** Military I (8)

**ECM/ECCM:** Military II (9)/Military II (9)

**Other Features:** Autoloader, datajack port, rigger adaptation, ablative armor capability, 60 man hours life support, thermal baffles (1), Battletac FDDM, Level 3 Amphibious Package.

**Armament:** One 155mm/52 barrel mounted on a medium remote turret with 80 rounds, with 80 Type I and Type II charges. One AA capable small remote turret with a heavy machine gun that is fed by an 800 round belt.

**Weight (Combat):** 26,205 kilograms.



Reduce to 100 kilograms when using ablative armor.

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## SAAB J336 DEW aircraft:



The Saab J336 is a combined ASW/DEW plane operated by the Scandinavian Federation, and is most commonly used for coastal patrols. It is a high winged, turbojet powered aircraft with four engines on each wing. The crew of this aircraft is only three, with a pilot, and a co-pilot. The crew that uses the sophisticated electronics is only twelve, six for both DEW and ASW operations. Each pair of these crewman operate in a two man operations booth, which monitors the activity of the displays. The DEW nominally watches the airspace, while the ASW contingent monitors what the magnetic anomaly detector (MAD) in the tail is reporting. A lavatory is available, as the aircraft nominally stays up in 8 hour rotations, along with this is a snack machine, and a small break area. This can be extended if necessary by the use of a retractable inflight refuelling probe behind the cockpit on the starboard side. However, there is no smoking on these flights, as the smoke will damage the sensitive electronics. It is fully rigged, and has the top of the line navigation gear. Additionally, the engines are sealed with EnviroSeal and the whole airframe mounts armor to protect it from any incoming fire. The use of stealth shaping and use of thermal baffles also makes it harder to hit as well.

To make this harder, the aircraft mounts thermal baffles on the engines, as well as using a high amount of electronics to do it's job and protect it. The J336 mounts an Ericsson ALR99 pulse-doppler DEW radar with Hi/Lo scan, with SLAR capabilities. It is completely digital, and can perform weapon designation modes when needed. It is equipped with the FDDM system, to hand off targets to more capable assets, such as the fighters it's directing. In the tail is mounted a CelsiusTech GS3999 MAD stinger, that provides the aircraft with ASW capability. EW protection is provided by Ericsson EE55 and EEC44 ECM and ECCM jammer systems. Further protection is enhanced by use of the Ericsson PD5 and PD33 ED and ECD systems on board. Mounted below the GS3999 is the CelsiusTech B5000 Towed Radar with four decoys. Further protection is given with 160 chaff/flare tubes distributed over the airframe.



Unlike the E-260, the J336 however does not mount any offensive or any defensive weaponry.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Load	Cost
3	150/600	60	9	12	7	4	200	36,499,500¥

**Seating:** 2 bucket + 12 bucket seats

**Access:** 1 standard + 1 standard

**Economy:** 0.4 km per liter

**Fuel:** Jet (6,000 liters)

**Cargo:** 10 +20 CF

**Sensors:** Military I (8)

**ECM/ECM:** Military II (9)/Military II (9)

**ED/ECD:** Military III (6)/Military III (6)

**Other Features:** Signature Improvement (3), Datajack Port, Rigger Adaptation, Bathroom, Soda Dispenser, Battletac FDDM, Secondary Controls, Thermal Baffles (2), DEW Radar (225 kilometers), MAD Gear, 160 chaff/flare tubes, CelsiusTech B5000 Decoy system with 4 decoys, EnviroSeal (gas).

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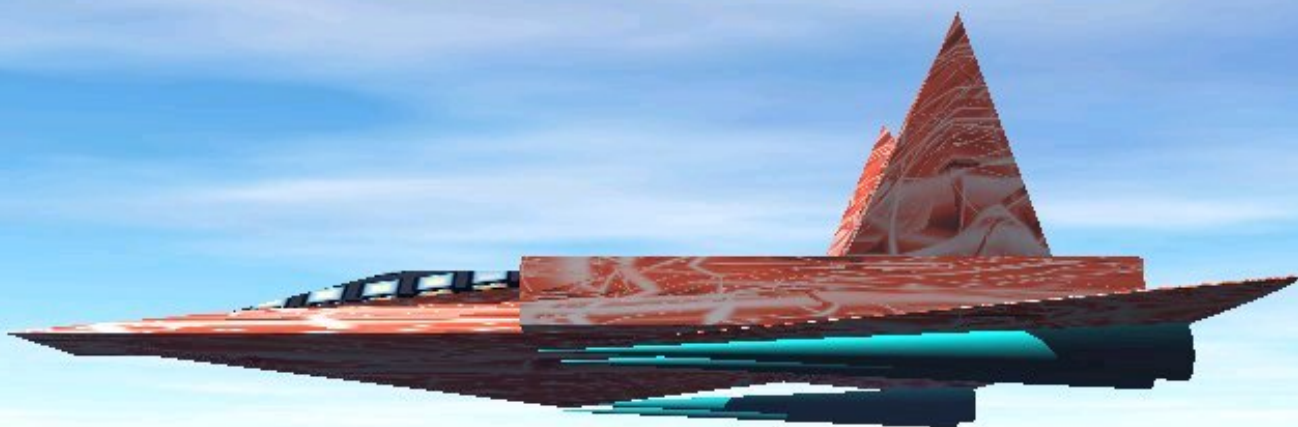
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The specs of the J336 DEW Aircraft is developed by Eric Johnson.

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## SAAB JAS 44 Nattskärnan:



The SAAB JAS 44 Nattskärnan is the latest fighter to come out of the SAAB skunkworks. A stealth fighter building on previous designs, manoeuvrable and versatile, yet small and economic, the JAS 44 is a product of many years of experience in fighter designs.

The primary purpose of the aircraft is to provide the Scandinavian Federation with a fighter designed for the sixth world. The range is medium, but it has external in-flight refuelling capacity. A short take-off profile makes it easy to service on makeshift bases on any stretch of highway, or for any upcoming Aircraft Carrier design.

The designers included modern technology into the airframe, to make it light, but strong, and with a severely limited radar target area. Passive and active sensors linked to a threat analysis computer makes the aircraft work as a co-pilot/gunner for the one-seater version.

Stealth capacity is enhanced by the addition of a conductive gel that is applied to the surface of the airframe, and which has to be renewed before each sortie. This conductive gel traps the energy from radar and laser sensors within the gel itself, and the energy is drained by out by emitters within the engines, where it dissipates without leaving any residual radiation. This makes the fighter glide as a hole in the air at full EMCON.

Weapons and equipment it can carry includes, but is not limited to the following:

Gun Pod



SAAB-Saaker AAM

Bofors Hammer ASM

Holographic-high-speed-camera pods (2)

Jammer/EW countermeasure pod

Bofors EPF smart bombs

SAAB Stealth H/K missile

Ericsson-Nokia Humlan Surveillance drone

JAS 44b is the two-seater version with an additional Operation Control Officer (OCO), who is directing a number of JAS 44 and other units on a sortie. With enhanced Command and Control equipment, and more defensive weapons, the JAS 44b is used in missions against heavily defended targets, or in areas of intense electronic warfare. The JAS 44b can also be sent as a scout into such an area, sneaking in past air-defences, and designating targets for the next wave of attackers.

There is also an experimental version named JAS 44c which has an effective defense against magical intrusion. The airframe is treated with FAB batch-2 to keep mana from entering the perimeter. This extra magical defense will provide an edge for scouting missions in magically active areas.

Handling	Speed	Accel	Body	Armor	Sig	Autonav	Load	Cost
3	200/800	60	2	2	7	4	20	20,259,500¥

**Seating:** 1 bucket (+ 1 bucket seat for the b-version)

**Access:** 1 standard

**Economy:** 0.3 km per liter

**Fuel:** Jet (6,000 liters)

**Cargo:** 8 CF

**Sensors:** Military I (8)

**ECM/ECCM:** Military II (9)/Military II (9)

**Other Features:** Signature Improvement (3), Datajack Port, Rigger Adaptation, Battletac FDDM, Secondary Controls, Thermal Baffles (2), 160 chaff/flare tubes(b-version), CelsiusTech B5000 Decoy system with 2 decoys, EnviroSeal (gas), AAM, ASM, AS Rockets, Gunpod, EPF bombs, Stealth missiles, Camera pods, surveillance drone.

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The specs of the JAS 44 Nattskärnan is developed by Anders Lundgren. The picture is Copyright © 1999 by Anders Lundgren. [Royal Viking](#)



# Operative Section 6:

Royal Scandinavian Federation  
Military Head Quarters  
Operations Section  
Department 6: Counter Intelligence  
Field Force Command

The Field Force Command is responsible for the active measures, to bring down the enemy of the state. They co-operate with the sister command on the Department 5: Intelligence, but their jurisdiction does not exceed the borders of the Federation. Most of the members of the outfit is active members of the military, and has made missions for their respective departments. The exact number of operatives are a well guarded secret, but an intelligent guess would be around 20 operatives at one time.

They are much smaller than their cousins at OP:5, but then again, those operatives are working in a more stand-alone mode. The Field Force Command from OP:6 has far more resources at their disposal. They can call on any of the security or military resource they has the need for, provided that their identity can be verified. For that purpose, they have a special high-security passcard/credstick that ensure their authenticity.

The native resources of the Force is high in itself. Most of the operatives use the highest possible level of Cyberware enhancements, and Bioware. Their high training in various subterfuge skills, and other useful areas of knowledge let them blend in, and infiltrate the organisations of the enemy of the state, so they can disable the organisation from the inside. Various cosmetic alterations give them the opportunity to be used in similar organisation infiltration, with minimal risk.

Their prime objective is to take out an organisation that could be a threat, before it has reached that potential. The need to bring down all the leaders, often let the infiltrating operatives to go along, and perform minor actions that is harmful to the state. sometimes, they support units of opposing organisations, just to let them do the battle, and then take out the victors with less effort.

## Organisation:

The current Commanding Officer of the Field Force is the Naval Officer, Captain Jacob Johan Ancarström. He has been involved in many operations, both as a member of the OP:5, and OP:6. He is also Commands a Frigate, the HMS Tre Kronor, when not involved with Intelligence matters. His Deputy is the Airforce pilot, Lieutenant Colonel Tryggve Brattli. He flies an Airforce JAS - 44 "Nattskärran" when not involved in other activities.

The most common unit of the Field Force is a two-man team. Only in greater organisations is the need for more personnel important. Should the need arise for more overt violence, then the regular police or



military force come into play.

A termination order can only be issued from the military council, and is often carried out by one operative, with a stand-alone backup. Such orders will be carried out with the most effective use of force, sometimes as an accident, but as often as a public display. The death of an operative by an enemy often results in the utter destruction of the said enemy, and in some cases, their closest relatives. This is to deter from retaliatory actions against an operative.

Rogue operatives are swiftly taken care of by their own unit, and to this day, only a single such situation has happened. The rogue was terminated with a strike team, three days after being declared a rogue. By that time he had been able to disrupt the security systems on many military installations along the coast north of Trondheim. The reasons for that action died with the Naval Lieutenant that caused the problems.

RSN Captain Ancarström

RSAF Lieutenant Colonel Brattli

RSA Captain Tomasson RSN Lieutenant Nilsjö

RSAF Captain Von Grueningen RSA Lieutenant Axlin

RSA Lieutenant Braa RSN Lieutenant jg Pettersén

RSA Lieutenant Ottesen RSAF Lieutenant O'Malley

RSN Lieutenant jg Eriksson RSA Lieutenant Hård af Segerstad

RSA Lieutenant Korvenrinne RSAF Lieutenant Irvenpää

RSA Lieutenant Thurmann RSN Lieutenant jg Lundgren

RSAF Ensign Mariadotter RSN Ensign De Geer

RSA Ensign Alexandrova RSAF Ensign Frohm

These are the current members of the Field Force January 1, 2060

RSN: Royal Scandinavian Navy

RSA: Royal Scandinavian Army

RSAF Royal Scandinavian Air Force

*Scandinavian Ministry of Defence*

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# Crime & Punishment:

The Scandinavian Criminality is rather varied. Most of them are rebel groups reverting to crime to sponsor their anti-social behaviour. Some are just in for the thrill, and some for the money. We will detail the various organisations operating in ScanFed, but be calm, the efficient Secret Police is protecting you! Please enjoy your stay!

*Scandinavian Ministry of Information*

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## Rebel Groups:

### Snapphanar:

Snapphanar is a rather well organized guerilla group in the south of Sweden. They have their bases in Scania, which they claim as a Free State. Drawing its origin from the past, when there was a war between Sweden and Denmark over the provinces of Scania in the 15th century, they rally to the war cry. Due to disagreement with the Military Command of ScanFed, the displaced citizens of the city of Malmoe and other dissidents began to take up arms against their true government. For the moment

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## Punishments:

### Re-education camps:

Scandinavian dissidents are few, but those that are, are taken care of, and sent to a re-education camp to be adjusted. Even certain criminals goes to the camps for a chance to re-enter society once again.

There are a number of camps in Scandinavia, most of them located in abandoned mines. They are all built according to the same structure, a 30 story structure of reinforced plascrete, laced with electronic equipment to keep the inmates secure from outside influence. Certain measures to block magical interaction is also in place. Only the topmost three levels are above ground, and houses the reception area, and communication compound. The next three are administration, and security levels.

Below ground begins the internment camps. On the next three are the female department for the type A prisoners. Then a security level. Next three levels of the male department for Type A prisoners. Then another security level.

This goes on with Type B and Type C prisoners, ending with a security level at the bottom. All levels are monitored, and each prisoner has free medical service as well as quality A food. Security guards man



each station on the levels, and is a very privileged position, and the applicants are undergoing a long and thorough screening process, to ensure the highest of quality and security.

The communication section maintains a large network of traneivers, to keep control of all the loyalty collars. Should anyone stray outside the reach of the traneivers, or a traneiver is shut down, all collars out of contact will dramatically self destruct. A few tele-executions occur, but they are only performed on ex-convicts that violates AAA Security perimeters. Before crossing such a boundary, a warning shot of pain is issued from the collar.

## *Re-education Camps*

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# Re-education camps:

## Re-education:

Re-education is a Scandinavian invention. It is a way to make useful citizens out of criminals and dissidents. With a series of hypnotic suggestions, as well as modern psychological procedures, the personality of the prisoners will be altered to fit the Scandinavian society again. Some prisoners need more than a little correction, and they receive a special collar, a Loyalty collar. The collar is locked and coded to the Reeducation camp, and contains electronics to locate it and to remind them to stay loyal. The loyalty circuits send an electric charge into the nerves which will cause extreme pain, as well as paralysis. An execution circuit is installed, and if necessary an impulse will explode the collar, and effectively behead the prisoner. Any attempt to tamper with the collar will trigger the anti-tamper device. The first attempt will trigger the loyalty circuit to fire a pain and paralysis shock. The next will promptly trigger the execution circuit. If the collar is removed, it will self destruct unless removed at the correct facility. This will also happen if the location circuit is removed from the Loyalty Network.

For more hardened criminals, a chemical compound is added to the treatment. After the treatment, the prisoner cannot live without a daily dose of the compound. This chemical compound is extremely difficult to fabricate, and the formula is a very well kept secret.

To even more dangerous criminals, magical personality alteration procedures are added to the treatment. This takes a long time, if the prisoner shall retain some of his own perhaps important personality. A Complete mind-wipe is possible, and those that are selected for the treatment is often sent to the military hospitals, and turned into super-soldiers.

The basic concept of the re-education is to make the criminal useful to the society, and anyone checking out from the project is to be treated as any other law abiding citizen, and guaranteed to find a future within the Scandinavian Federation. Failure to do so is reason enough for a trip to the camp.

A prison term for type A criminals are down to one month. Type B needs to be hooked on the chemical compound, and stays for 6 months. The longer, magical treatment tends to last one full year. Needless to say, repeat offenders are very rare, and the prisons have a quick change of inmates.

The above ground facilities are separated from the prison itself, and is partially open to the public. Visitors need only provide a visa issued by the Military Police Administration, and a date and time of the visit. Tourguides will then meet them, and show them the above ground facilities. The tour ends with a virtual visit in the compound, using the monitoring system to show how it looks below ground. No visitor is allowed below ground level.

The facility receives many foreign visitors as well, and the system will be spread over the world before



long.

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## Reeducation camp: Level guide

### Above ground:

Level 0 - Reception area

Level +1 - Emergency power generator

Level +2 - Communication center

### Below ground:

Level -1 - Security level

Level -2 - Administration

Level -3 - Security level

Level -4 - Female Type A1

Level -5 - Female Type A2

Level -6 - Female Type A3

Level -7 - Security level

Level -8 - Male Type A1

Level -9 - Male Type A2

Level -10 - Male Type A3

Level -11 - Security level

Level -12 - Female Type B1

Level -13 - Female Type B2

Level -14 - Female Type B3

Level -15 - Security level

Level -16 - Male Type B1

Level -17 - Male Type B2

Level -18 - Male Type B3

Level -19 - Security level

Level -20 - Female Type C1

Level -21 - Female Type C2

Level -22 - Female Type C3

Level -23 - Security level

Level -24 - Male Type C1

Level -25 - Male Type C2

Level -26 - Male Type C3

Level -27 - Security level

### Prisoner Type A:

Security class A means they are basically harmless, just misunderstood and easily corrected. Prisoner terms are short, and the reeducation process is simple.

### Prisoner Type B:

Security class B means they are dangerous to society, but not violent. Special dissidents are kept here, and certain criminals with special types of crimes, like cyberspace criminals, are kept here. Longer prisoner terms, and more involved reeducation process is due, including chemical incentive as well as the

regular electronic loyalty collar.

### Prisoner Type C:

Security class C means that extremely dangerous dissidents are kept here, as well as the toughest criminals, and those with cyber or bioware enhancements. Magically active criminals are forcibly restrained with mage mask technology, and Cyberware blockers is used on the cyberware capable prisoners. Very long prison terms leads to this level. Magical reeducation techniques are used as well as chemical and electronic. This process is delicate in nature, and takes some time.

### Security levels:

The security levels are full of detection devices and constructed to limit any prison uprisings. To enter a Security classed level, you have to exit from the elevators, and go through a long series of detectors and disinfectant showers, all the time heavily protcted by heavilly armed combat drones. Passing through the detectors you take the next elevator up or down into the new level. Upgoing and downgoing traffic never meets.

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