

ASGARD

Asgard, the largest, wealthiest, and most militaristic member of the Union of Corporations has long been a thorn in the side of the Third Reformation Church.

This supplement explores behind the scenes at Asgard, looking at its corporate structure, unusual military units, and some of the specialist vehicles as its disposal. Both *Necropolis 2350* and the *Necropolis Update* are required to get full use out of these notes.

CORPORATE STRUCTURE

Asgard is controlled by the Board of Directors. Collectively they take the title Aesir, a reference to the ancient Norse gods. Faceless and supremely powerful, the Board governs every aspect of life within the Corporation's holdings, though rarely at a direct level. Rather, it sets overall policy and leaves subordinate departments to work out the little details. Civilian settlements are run as businesses, and are governed by a Regional Board.

Asgard is not a democracy, and its citizens have no say in who governs them. When a vacancy becomes available, the relevant Board recruits a new replacement. Most boards, even the all-powerful Aesir, contain at least one undercover intelligence operative.

RELIGION

Unlike in Church territory, faith among Asgard's citizens is optional and personal. It has a number of pagan faiths, as well as Jews, Sikhs, and Muslims, among others. The dominant faith honors All-Father, one of Odin's many names.

CORPORATE INTELLIGENCE

Given Asgard's position as the most powerful economic and military Corporation, it is perhaps not surprising it boasts a very large and efficient

intelligence gathering network. Officially known as the Office of Defense INtelligence (ODIN), it has the job of safe-guarding Asgard from attacks from enemies internal and external.

ODIN is divided into two departments, known as Hugin ("Thought") and Munin ("Memory"). Asgard openly admits these branches exist. In fact, it relies on the fear that an ODIN agent may be watching you or listening in to conversations to ensure loyalty and cooperation.

A standing joke within Asgard is that Hugin knows what you're thinking now, while Munin knows everything you've said. In rare cases, that is remarkably close to the truth.

The organization's symbol is a two-headed raven clutching Asgard's corporate logo in its claws. ODIN's headquarters, which contains only a small fraction of its intelligence gathering resources, and very few of its vast array of data storage capacity, is known as Hlidskjalf, A towering, black-windowed building located in Midgard, it is named after Odin's throne, from where the god could see everything that occurred in the mortal realm. It maintains an office in every settlement and in most facilities, where citizens can report suspicious activity.

HUGIN AGENT

Hugin agents are field men. They are responsible for intelligence gathering, counter-terrorism and counter-espionage, as well as less savory activities. They have the power to arrest suspects without charge and detain them indefinitely.

Hugin agents use the stats for assassins or spies, depending on their role. Treat their psions as military psions.

MUNIN AGENT

While Hugin agents gather intelligence, it is the role of Munin operatives to store, correlate, and analyze the data.

In addition to the stats below, which represent

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a typical operative, Munin employs a sizeable number of corporate psions.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Knowledge (pick one) d8, Notice d8, Shooting d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Loyal

Edges: Investigator

Gear: 12mm pistol with 2 magazines (Range: 12/24/48, Damage: 2d8, AP 2, Semi-auto)

MILITARY

Asgard has a vast military machine, though it pails beside the combined might of the Sacri Ordines. At last count, its total armed forces numbered 1,775,000 active service personnel, with the army accounting for 60%, the air force 25%, and the navy and marines 15%.

In addition to its regular military, Asgard maintains a number of specialist units. The units detailed are not the only ones in Asgard's employ. They serve to highlight the varied nature of the Corporation's military, and provide WMs with a starting point for their own unique units.

EINHERJAR

The Einherjar are Asgard's true elite soldiers, named after the dead Viking warriors who were taken to Asgard to serve Odin eternally in preparation for Ragnarok, the great battle at the end of the world. The name translates as "lone fighters," an apt title given the role they play. No one volunteers for the Einherjar. Instead, candidates are selected from the huscarl brigades. Few are chosen, and fewer make the grade.

The only Einherjar unit is the 1st Asgard Einherjar Brigade. Although its existence is not a secret, restrictions are imposed on reporting its activities. A blanket press restriction covering the entire Union prevents the Asgard media from revealing any information that could compromise the identity of its members, and all news concerning their activities is heavily censored. Any attempt to break these rules is harshly punished. Naturally, the Church paints its own image of these warriors, and never in a good light. With a near-total lack of news, its activities are subject to much speculation by the populace.

Members wear the insignia of a huscarl training division when mixing with other military personnel. Their service records are doctored to conceal their true posting, often claiming they

served in a relatively minor post in some distant backwater.

While it comprises four companies as standard, the Einherjar Brigade has no platoons or squads. Furthermore, the brigade never fights as a collective military unit. As the name "lone fighters" implies, these soldiers are trained to operate as individuals. Einherjar are elite saboteurs and assassins, trained to infiltrate deep behind enemy lines, live off the land for extended periods, and wage a one-man war against Asgard's enemies. Stories of them posing as Knights in order to infiltrate a base are common but almost entirely false—the Einherjar are not spies or deep cover operatives—they are soldiers.

In addition to a basic skill set, every soldier must pick a specialty from Airborne Insertion (High Altitude-Low Opening (HALO) and High Altitude-High Opening (HAHO) techniques); Arctic Warfare (arctic and mountain warfare and survival); Assassination (sniper training and stealth); Desert Warfare (desert warfare and survival), Maritime Warfare (scuba diving and boating); Mobility (advanced driving techniques and vehicle mechanics); and Siege Warfare (counter-terrorism and urban combat).

EINHERJAR

Asgard's ultimate elite force, the Einherjar are one-man armies trained in covert operations and intelligence gathering. They have free pick of any equipment they need to carry out their missions.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Guts d8, Intimidation d6, Knowledge (Demolitions) d6, Shooting d10, Survival d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 12(6)

Hindrances: Loyal

Edges: Combat Reflexes, Improved Dodge, Level Headed, Rock and Roll, Steady Hands

Gear: Medium armor (+6), other gear varies by mission

Airborne Insertion: Agility d10

Arctic/Desert Warfare: Climbing d8, Survival d8, Tracking d6, Woodsman

Assassination: Shooting d12, Stealth d8, Marksman

Maritime Warfare: Boating d8, Swimming d8, Ace

Mobility: Driving d10, Repair d8, Ace

Siege Warfare: Notice d8, Stealth d8

HUSCARLS

Units designated as Huscarls are elite combat units. Their name, like much to do with Asgard, stems from the Viking era. It literally translates as “house men,” but has a meaning more akin to household troops or bodyguard.

Units add the word Huscarl after their standard designation number. Although the principal is frowned upon, Huscarl units are often given, and use, nicknames.

There are no common soldiers in Huscarl units, only veterans (plus, officers, support troops, snipers, and vehicle crews). All Huscarl troops increase their Spirit, Guts, and Shooting by one die, to a maximum of d12, plus any vehicle operation skills, such as Driving and Piloting.

VALKYRIES

Officially designated within Asgard’s military as the 215th Midgard Emergency Rescue Brigade, the Valkyries are the Corporation’s equivalent of the Sacri Ordines’ HARD Knights, a force they predate by many decades.

The Valkyries have served Asgard in form or another since the Corporate War. While Asgard remained largely neutral, many of its facilities came under attack by jealous rivals. The Corporation also made several attempts to expand its sphere of influence.

The Valkyries began as an all-female volunteer medical force of nurses and medical orderlies assisting in field stations and surgical units. As the war raged and casualties increased, the Valkyries became ambulance drivers. They quickly developed a reputation for fearlessness, dashing on to the battlefield under heavy enemy fire in modified APCs or in lightly armed aircraft to retrieve the wounded and administer vital first aid. According to the unit’s mythology, the name Valkyries was adopted at this time, a direct reference to Odin’s female warriors who descended from Asgard to collect the souls of worthy fallen warriors.

The use of nuclear, chemical, and biological weapons, while not sanctioned, was prevalent during the war. Industrial plants suffering extensive damage would often vent radiation or leak dangerous chemicals into the surrounding landscape. Many colonies were located on airless worlds, or planets with hazardous or corrosive atmospheres. While regular army units were loathe to enter these deadly environments, the Valkyries, who by now had taken their adopted name to heart, had no qualms about putting their lives on the line for their comrades.

Initially the Valkyries were not a cohesive unit. Teams were assigned to divisions and brigades as required and, despite their bravery, they remained very much third line troops. After the formation of the Union, when Asgard restructured its shattered military, the Valkyrie units were collected together and given a unique designation and role. Now a rapid mobile force, the Valkyries are despatched only to the most dangerous environments, areas where lesser units have little hope of success. When not serving in battle, they work to contain chemical spills, plug radiation leaks, and quarantine infectious areas.

While the Corporate world has eroded barriers based on sex for the most part, the Valkyries only accept female applicants. Candidates must be fearless but level headed, capable of acting quickly and efficiently in crisis situations. As much of their training involves physiological testing as well as physical workouts.

Like all the Union members, Asgard’s military is just another extension of the corporate mentality. In order to cut down on the number of personnel required, all Valkyries are expected to be skilled medics and engineers, and competent drivers and pilots. Although still listed as soldiers, they are not expected to engage enemy units and so receive only basic martial training.

Valkyries make extensive use of the Nifleheim APC Elvidnir emergency rescue variant and the Brynhildr Aerial Medevac. As of 2352 they don the Asgard equivalent of the Church’s HARD armor.

VALKYRIE

The Valkyries are an elite, all-female force of medics and engineers assigned to recover wounded comrades and deal with industrial accidents in the most hazardous conditions.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Guts d6, Healing d6, Piloting d6, Repair d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 11(6)/13 (8)

Hindrances: Loyal

Edges: Combat Reflexes

Gear (pre-2352): Medium armor (+6), 12mm pistol (Range: 12/24/48, Damage: 2d8, ROF 1, Shots 7, AP 2) with 3 mags, medikit, toolkit of choice, ID tag

Gear (2352): As above, but with HARD armor (+8)

Officer: Smarts d8, Command

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VARGR BRIGADES

Like any army, Asgard's military has its share of lawbreakers. In the past, military convicts were dispatched to brutal penal camps, mining facilities on remote asteroids, and hazardous factories to serve terms of hard labor. In 2346, when New Budapest fell to the Rephaim and the true extent of their armies was known, the Board issued a new directive. All military prisoners, irrespective of the term left to serve, were given a choice—volunteer for service in a penal division or have their punishment altered to a death sentence.

To sway the hardened criminals already facing death, it was decided death would be inflicted by the blood eagle. A possibly fictitious form of execution attributed to the Vikings, the victim had his ribs snapped away from his spine and splayed out to resemble wings, and his lungs extracted. Those few who thought Asgard were joking paid a grisly price.

Asgard maintains a total of 20 penal divisions, known as Vargr Brigades after an obscure Old Norse word for an evil-doer, and much to its shame they are often at full strength. Numbers one through five are reserved for the worst criminals, the murders and rapists who can never be allowed to enter civilized society. Their sentence is life, and most have very little hope of parole. Numbers six through ten are for lesser but still dangerous criminals. A typical sentence ranges from five to 25 years. Common criminals, those serving sentences under five years, are sent to the remaining divisions.

Loyal service, successful completion of missions, and good behavior can, in most cases, warrant a reduction in sentence. However, unlike the Sacri Ordines, Asgard sees its penal units as completely expendable troops.

Treat its members as common soldiers, but with no armor (Asgard sees it as a waste).

TECHNICAL SPECS

Although Asgard manufactures only a limited range of military vehicles, it maintains a wide range of civilian craft.

EIR AERIAL MEDEVAC

The Eir ("Mercy") is a large VTOL aircraft used almost exclusively by the Valkyries. The rear compartment can carry six stretchers. The medical facilities on board grant +1 to Healing rolls. Its primary role is to fly into hazardous

environments and extract allied troops, though it can carry two squads of armored troops if the medical facilities are removed.

Early models mounted an Asgard heavy machine gun at either side door, but the Valkyries quickly exchanged these for flechette chain guns. Often having to land under heavy fire, it was decided that keeping the enemy suppressed was more important than trying to inflict casualties.

It requires six crew—a pilot, co-pilot, two door gunners (who are trained as orderlies), and two medics/engineers.

Acc/Top Speed: 40/450; **Climb:** 50; **Toughness:** 22 (8); **Handling:** +0; **Crew:** 6 (+16)

Notes: AMCM (x4), Infrared Vision, Night Vision
Weapons:

* 2 x Flechette chain guns (5,000 rounds each)

THULE MOBILE ROVER

The Thule Mobile Rover is a smaller cousin of the Nifleheim APC, on which it is based. A compact, sturdy, tracked vehicle, it is designed to carrying four personnel across hostile and rugged terrain. It is commonly used to patrol arctic military and research facilities, ferry teams of scientists to remote field stations, and carry small amounts of cargo (capacity is one-half ton). Its heavily modified engine can run in temperatures as low as -40 F without difficulty.

All Thules come fitted with night vision sensors and windshield heads-up display system, a fire extinguisher, and a satellite radio. Often operating far from the nearest base, every Thule is outfitted with insulated survival tents, emergency rations, flares, spare parts, a compact tool kit, and winter survival suits in case of emergency. All variants are equipped with a pintle-mounted machine gun, ostensibly to deal with arctic predators.

The MR-A variant is the basic model used to carry cargo, scientists, and military patrols across the arctic wastes.

The MR-B variant, officially designated the Hagvirkr ("Hard Worker"), fills its cargo space with a small science station. Due to space limitations, the MR-B can only carry enough equip to support one scientific field. This grants +1 to rolls concerning chemistry, geology, or meteorology, depending on which system is installed.

Acc/Top Speed: 3/15; **Toughness:** 12 (4); **Handling:** -1; **Crew:** 1+4

Notes: Heavy Armor, Infrared Vision (MR-A variant only), Night Vision, Tracked

Weapons:

* Asgard 12mm MG pintle (1,000 rounds)