The image shows the front cover of an antique book. The cover is made of dark brown leather with intricate, embossed decorative patterns. A large, central, vertically oriented oval medallion is the focal point, containing the title text. This medallion is framed by a wide, decorative border consisting of multiple layers of repeating geometric and floral motifs. The outermost border features a repeating diamond or lozenge shape, while the inner borders consist of interlocking floral and geometric designs. The leather shows signs of age, with some wear and discoloration, particularly at the corners and along the edges. The overall appearance is that of a well-used, historical volume.

*Tactical Analysis of the
Structure of the Armed
Forces of the Alphatian
and Thyatis Militaries.*

*As Observed by Prince
Jagger Von Drachenfels*



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The world of Mystara is dominated by two great empires, the militaristic Thyatians, and the magical Alphatians. While both empires are in decline, they still possess formidable militaries. Fortunately for their neighbors, the ire of each empire is focused on the other. The Alphatian empire possesses a massive population and a mastery of the magical arts that no one else can approach. The Thyatians counter with a highly trained military that can handle almost any foe or situation. The empires are evenly matched, which adds to the tension. Sometimes the numbers and

magic of Alphatia will carry the day, but just as often Thyatis' superior tactics, logistics, and training will hold the field.

The Alphatian military is more an alliance of various kingdoms with a shared past than a cohesive organization. Alphatia requires each of its kingdoms to provide the empire with a standing army of a certain size but has no requirements about how the army must be armed or organized. None of the kingdoms coordinate with each other, so very few of their armies are compatible in tactics or organization. The size of the combined army is immense, more than twice that of the Thyatian military. Most of the army comes from the Alphatian mainland, followed by Bellissaria and the Isle of Dawn. The island

territories also provide a small force, but this is more used to combat bandits rather than expand the empire's borders. Where the Alphatian military surpasses all other armies of the Known World is in the amount of magical support it can provide. Alphatia prides itself on its arcane and divine lore. It gives all spellcasters commissions as incentives to lure them out of their studies and rituals to provide support for the regular soldiers and sailors in their military. This gives the Alphatians a massive advantage in terms of firepower compared to any other military. Instead of building trebuchets and battering rams, Alphatian wizards can simply fireball or disintegrate the target. This allows for more mobility, as they do not have to construct or transport war machines from battle to battle.

Two additional military assets Alphatia has in large number are magical constructs and flying war machines. The ability to


unleash golems into enemy formations can quickly win a battle. The air fleet is without question the largest, rivaled only by that of the city of Serraine. When Alphatia coordinates their flying war machines to appear in great numbers, they can

dominate a battlefield by attacking from above and well out of reach of any serious retaliation. This has forced Thyatians to develop specific countermeasures for aerial warfare



While the Alphatian military has serious advantages in

terms of numerical superiority, magical support and aerial dominance over Thyatis, it also has several shortcomings that seriously hinder any long-term military campaigns. First and foremost is the lack of a cohesive national military which makes for a logistical nightmare. Not every kingdom arms their troops the same as another, and even



command structures vary from army to army. If Almathia were to rally all its militaries together it would have more of a varied assortment of allied armies than a cohesive fighting force. Their feared air fleet is owned by various nobles who must be requested individually to provide support. If the nobles aren't inclined to give support, then Almathia's air superiority exists only on paper. The same goes for their golems and other animated creations. While large in number, they are not part of the military and must be loaned out. Many wizards loathe doing so because of the risk of their creations being destroyed without compensation.

The greatest challenge to Almathia's military campaigns, however, is what people think is its greatest strength. Their command structure is thoroughly suspect because, in their laws, nobles are to be afforded a commission if they enter the military. As every spellcaster in Almathia is nobility, it causes an excess of officers in the chain of command. In areas with large numbers of elves, most of the armies are comprised of officers. In certain exclusive kingdoms like

Arongosa wizards outnumber the non-spell casters available for military service. Since slaves cannot join the military of their own free will, the officers will again outnumber the enlisted. For all the ability of Almathia's vaunted Council of Wizards, rarely will extremely powerful wizards be found on the battlefield. The rich and powerful Almathian nobility deems engaging in combat as beneath them, no matter the benefit to the nation. The wizards that do engage in combat do so only for their own glory and prestige, not for any reasons related to patriotism or national service.

These wizards prefer to stand out on the battlefield, wearing garish robes and isolating themselves from the troops they command to draw attention to their own actions on the battlefield. To these wizards, the common troops serve as little more than an ablative shield between the enemy and themselves. This makes them a massive target, and while they have spells that can turn away arrows and bolts, the Thyatian artillery crews have gotten very good at targeting stationary

wizards calling attention to themselves. The spell Protection from Missiles is fantastic against bows, but against trebuchets not so much. As the wizards are army leaders by default, losing a commanding officer, no matter how incompetent, is extremely disruptive to a battle plan.

The military of Thyatis is a well-oiled machine compared to that of Alphatia. By Imperial law, all soldiers in Thyatis are trained identically across the empire. Each legion in Thyatis

is optimally the same size as another legion raised from any other part of the empire. The legions are broken down into units based on their function, and subunits can be removed from one legion and transferred to another with little or no disruption to efficiency.

Each legion is comprised of 5,000 soldiers. Legions are broken down into ten divisions of five hundred soldiers called cohorts. Each cohort is divided further

into five centuries of one hundred soldiers each, and each century has ten units of ten soldiers. In theory, this allows for ease of reinforcement and the ability to combine battle depleted Thyatian legions into a new full-strength legion. The chaos of war does interfere with these plans, but Thyatis is better

prepared for dealing with setbacks than most.

There are variations to the legion structure depending on location. The standard legion set up is primarily infantry backed


with several hundred archers, with detachments of cavalry and artillery attached where needed. In the horse-loving province of Kerendas, the legions raised there are focused on cavalry rather than infantry. Hattias prefers more heavily armed infantry and upgrades its troops from leather armor and short swords to banded mail and long swords.

Other factors in specialty units are largely based on the where the unit has been raised. For

My Dear Empress

It is with great regret that I have to inform you that I cannot spare any of my sky ships for your upcoming military endeavor. I do support the empire in all its endeavors. However, the seergar is in its mating season and I need to have one of the ships in the Five Shires to capture a specimen. My other two ships are currently mapping the coasts of Skothar and Davania respectively, so as you can I cannot spare any help this time, perhaps next campaign.

Sincerely, Varas Allegandar



example, the XXII Legion from the coastal province of Lucianius deploys most of its soldiers as Marines in the Imperial Navy. The 10th Cohort of the XIX Legion is almost comprised entirely of foresters from the Vyalia elves and are the premier scouts of the Empire.

Created to counter the Alphatian air fleet, the famous air force from the province of Retebius consists of various flying creatures and magic items. The XVIII Legion is comprised of numerous cohorts made entirely of airborne cavalry, and are deployed across the empire to counter Alphatian air superiority.

The Thyatian military requires a tremendous amount of support. Many slaves and quartermasters follow each legion to handle cooking, maintenance and healing. While not part of the actual legion in terms of fighting troops, the support personnel are vital to the success of the military.

Thyatis also has typically one cohort of engineers assigned to each legion; these legionnaires are responsible for building fortifications and war machines used by the artillery cohorts. When the legions are garrisoning

a region, the engineers utilize the rest of the legion to make infrastructure improvements for example, roadworks. Because of this work, Thyatian roads and towns are constantly being maintained and upgraded, allowing for the military to move quickly and protect outlying regions with a series of forts or upgraded walls.

The foremost issue confronting the legions is their predictability in tactics. Each Thyatian officer of Centurion rank or higher is given a copy of the Liber Tacticius, an immense tome containing Thyatian military history and tactics, successful and unsuccessful. Every officer is expected to memorize the book so they can identify enemy tactics and the proper countermeasure. The Liber Tacticius is well over twelve hundred pages long, so only the most determined officers are familiar with only half the book.

The Liber Tacticius was written by Empress Aquillia X, who had her sages compile the memoirs, notes, and biographies of numerous Thyatian emperors, generals, and admirals into a single comprehensive book. This book contains everything from

recognizing common troop formations, to complex troop movements requiring coordination of thousands of troops.

Famous campaigns that occurred after the death of Aquillia X like Octavius Traladarus' rapid conquest of what is now Karameikos, Emperor Onychinus II and the Siege of Redwall, and the debacle of Emperor Maximus Quintus and the loss of the entire fleet at the hands of the Ierendi were added by military scholars with permission of various rulers. Tactics rendered obsolete by improvements in technology are removed when necessary.

Enemies familiar with Thyatian military tactics often counter predictable Thyatian commanders, but the Liber Tacticius is so expansive that a knowledgeable commander can feint with one formation and quickly change to another. Enemies that predict Thyatian tactics incorrectly rarely live to make that mistake




twice.

The most serious threat to the effectiveness of the Thyatian military is its commanders. Thyatis is rife with corruption. Anyone with enough coin can purchase a rank in the military regardless of actual merit or experience. Numerous senators have purchased the command of entire legions, bypassing the normally strict regimen required for Thyatian officers.

Lesser ranks such as tribune or even centurion are available but rarely sought after by the Thyatian elite. Only the top tier ranks interest the empire's idle rich. Some political appointees are wise enough to

understand they are a detriment to the soldiers they now command. Others think of themselves superior to the lowly commoners at their disposal and try to micromanage every aspect of the legion. Senators and higher nobility are most often the only ones that can afford the 50,000 platinum Emperors it



costs for a commission, but on rare occasions, merchants or even adventurers buy their way into a military rank.

The ability for incompetent armchair generals to gain control of entire armies weakens the normally monolithic military cohesion Thyatis is known for. Some who've purchased commissions use their legion as their own personal police force. The Alphatian spike invasion occurred during a period where corruption was at its worst, allowing the invaders to reach all the way to the capital with little resistance. In the following decades Emperor Thincol has largely purged the feckless Legates from active legions, and restricted commissions to mostly auxiliary legions.

Alphatian Military Organization
The Alphatian Empire has no standard organization between its militaries. Each of the kingdoms has their own forces, set up according to the specifications of the ruler of the territory. The kingdoms do have a command structure that is similar across all territories to prevent any issues with rank. The Alphatian armies are almost all non-spellcasters, as the

military is one of the few ways for non-spellcasters to achieve great status in the empire. As a rule, spellcasters always outrank soldiers of the same rank who cannot cast spells.

Infantry

The standard infantry of the Alphatian Empire is lightly armored and armed. Because of the sheer size of the army, the standard gear is typically the cheapest equipment possible. Most of the infantry has padded armor and a shield, providing little protection in combat, but also making it easier on the nobility's coffers. For weapons, Alphatians prefer spears and scimitars, which can be produced in large numbers. Many nobles view the infantry as little more than a meat shield between them and the enemy, a fact that is not lost on their troops.

Archers

While not as numerous as the infantry, archers are a staple of the Alphatian military. Like the infantry, the archers are equipped with as little equipment as possible. They are also clad in padded armor but with short bows and daggers. Their primary use is to counter enemy archers that threaten the wizards,

serving as the first line of defense to protect the nobles. However, the archers are viewed as just as disposable as the infantry, but further back from the enemy.

Cavalry

Alphatian cavalry is fairly varied depending on the kingdom that raises the units. Many cavalries come from either Alphatia or Bellissaria where units can be raised in numbers. The cavalry is the most varied in makeup. Some kingdoms arm them lightly and use them as either scouts or disposable shock troops, while in richer nations the cavalry is equipped as heavy cavalry in plate mail with lances and long swords. The heavy cavalry is used in their traditional role as line breakers and is considered one of the most prestigious positions for the Alphatian infantry.

Wizards

As all spellcasters in Alphatia are nobility and therefore officers in the

military, the roles of wizards in the military are extremely varied. The traditional role for wizards is to serve as artillery, destroying enemy troops at a distance. Other wizards serve as scouts using divination magic, and others use their spells to protect their troops from attacks. Transmuters have replaced engineers in many of the armies

because the wizard can do the work of hundreds of men with just a few spells. Because wizards usually aren't interested in joining the military, most of the wizards who do have done so for personal glory. Politics and personal ambition runs high with the commissioned wizards; it is rare

for more than a handful of wizards to be in a single unit. Adding to the problem of a top-heavy leadership is elves who take commissions, leading to entire units of nothing but officers. The kingdom of Shiye-Lawr has a greatly expanded list of ranks to accommodate this imbalance.

Clerics



Those who serve the Immortals are also afforded officer commissions if they join the military. Clerics, especially lower ranking ones, are far more common in the military than wizards. Unlike wizards, clerics serve as medics in support roles rather than as commanding officers. Low ranking clerics often accompany military units into the field, serving outside the normal chain of command and not interfering with combat operations. This keeps the number of

commanders down. Not all clerics follow this understanding; some will serve on the front line specifically as commanders. Clerics that advance in rank will normally be recalled by their church after a certain time, so they can use their magic and clerical abilities in areas more directly affecting the people.

Support

Because of the magical support Alphatia has in the field, the amount of logistical support needed by their military is much

reduced. Clerics provide healing while wizards serve in place of engineers and artillery. Supplies like food and water can be created on the spot or teleported directly to the armies. When magical assistance is not readily available the commander is forced to use common troops to

create war machines and dig fortifications. This is one of the largest failings of the Alphatian military because their non-magical support tends to be sub-par and often haphazard.

Alphatia assumes there will be


large-scale magical support, so when clerics and wizards aren't present the army finds itself largely at a disadvantage.

Air Fleet

The air fleet is one of the Alphatian military's strongest assets, but also one of the most unreliable. Consisting of over one hundred airships almost entirely based in Floating Ar, airships are typically armed with a variety of magical weaponry. A single airship can turn the tide of a battle, but as the airships

From Imperial Tribune Erich Hauptman

While making repairs to the road from Biazzan to Makrast the 6th Cohort encountered severe resistance from gnoll raiders. Terrain and positioning dictated the use of the Tiber Antius Gambit which I immediately utilized. The fifth Century feigned a retreat appearing in total disarray, and the gnolls pursued as expected. The fifth regrouped after passing the fourth, with the gnolls caught between the second and third centuries. The first century attacked from behind. We left no survivors. Work was resumed the next day.



are all owned by individual wizards and not actually part of the Alphatian military, they are only available when their owner offers the ship to the service of the crown. Because of that, the availability of airships for day-to-day operations is sporadic at best, as the owner can always recall the ship whenever they need it. The firepower a single airship can bring outclasses all but the most well-equipped forces, but short of a binding Imperial edict, the ship is not an asset that can be counted on. Even with an edict the ship's owner is still the captain and isn't part of the military command structure.

Naval Fleet

Alphatia relies on aerial assets, so doesn't have a strong nautical presence. It possesses a large merchant fleet, and these ships often carry a wizard to manage the weather and ward off attacks. Military vessels are largely restricted to coastal patrols for the kingdom that commissioned them. Troop transports for operations in the Isle of Dawn or against the Jennites in Esterhold are accompanied normally by airships or warships from the kingdom providing the troops. In nautical conflicts, Alphatia relies

on its magic rather than the skill or weapons of its navy.

Magical Assets

These are magical beasts, constructs or summoned creatures that aid the Alphatians in battle. These, like the air fleet, are provided by commissioned spellcasters. The more powerful the wizard the more likely there will be a magical asset. Wizards are hesitant to send in assets they fear losing; constructs like golems or juggernauts are used primarily if the enemy is known not to have a way to stop the construct. Magical beasts are committed largely based on how easy it is to replace them. Creatures that can be bred in large numbers like displacer beasts are more easily committed to battle than harder to tame or breed creatures such as the feywing or bodendruker. Alphatians prefer to use conjured creatures more, especially undead in Blackheart or Thothia. The use of conjured creatures varies from kingdom to kingdom because of the skill of the wizards, hence is not a reliable tactic. Conjured troops are used for cannon fodder because they are easily replaced. However, creating undead from the ranks

of fallen troops leads reduced morale problems in troops still living.

Alphatian Ranks and Units

These are the equivalent ranks for all Alphatian military groups. Actual titles vary between kingdoms. To prevent conflicts units from multiple kingdoms serving together share equivalent ranks. The ranks presented are standard ranks in the Vertiloch military, other nations follow their standard for their ranks.

Eran Spahbed (High General):
Commands all Alphatian armies in the field. Currently, led by General Torenal.


- ▶ **Army:** Unit of up to 25,000 troops. Commanded by a spahbed (general).
- ▶ **Battalion:** Unit of 5,000 troops. Commanded by a marzban (commander).
- ▶ **Regiment:** Unit of 1,000 troops. Commanded by an argbed (major).
- ▶ **Company:** Unit of 500 troops. Commanded by a paygan (captain).
- ▶ **Platoon:** Unit of 100 troops. Commanded by a sardar (lieutenant).
- ▶ **Squad:** Unit of 25 troops. Commanded by a salar

(sergeant, non-commissioned)

Each squad can be broken down into 5 man squads each lead by a low ranking salar. The basic soldier holds the rank of daylami (private).

Notes on Armies of the Alphatian Kingdoms

- **Alatian Islands**
Strength: 5 Regiments. 1,000 strong.
More guards than actual troops, the Alatian Islands do not have the population to maintain a strong military presence. The island of Ne'er-Do-Well uses its troops the most, mainly as enforcers for its bandit king.
- **Ambur**
Strength: 1 Army. 10,000 strong.
The standard layout for Alphatian military, known for providing troops with superior quality equipment compared to other kingdoms. Troop morale is high due to the low risk of deployment.
- **Aquas**
Strength: 1 Regiment. 1,000 strong.




Generally considered a joke of a military unit. The undersea troops of Aquas are used mostly as security in the kingdom.

Aggravating the effectiveness of the unit is the fact it is personally led by Prince Zandar, who greatly overestimates his abilities as a military leader.

- **Arogansa**
Strength: 1 Regiment. 1,000 strong.
More of a police force than an actual military unit, the Arogansa regiment is not a combat regiment. It has many commissioned wizards in its ranks, though the officers joined for their own personal ego rather than a desire to serve. Because of the imbalance in ranks, as well as the disdain Arogansans have for non-spell casters, the unit suffers from a severe morale problem.
- **Blackheart**
Strength: 1 Battalion. 5,000 strong.
One of the more feared units in the Alphatian military, the Blackheart troops are known for their

ruthlessness in combat. The nation is famous for its dark magic, and is not afraid to unleash it on the battlefield. They typically do not take prisoners, and the ones they do are taken back for experiments. The battalion is bolstered by large amounts of magical assets, mainly undead and constructs.

- **Dunadale**
Strength: 1 Battalion. 5,000 strong.
The army is under strength and in a very dangerous position at the northern end of the Isle of Dawn. The government of Dunadale is a confederation which also hinders operational aspects like raising troops or even moving them through the borders of neighboring towns. The area is mostly swampland and moors, which does partially compensate for the lack of numbers.
- **Esterhold**
Strength: 1 Army. 20,000 strong.
Possibly the most battle-hardened army in the entire Alphatian empire. The army is




comprised of large amounts of levied slaves kept under control by magic and hardened heavy infantry. A pacification force, the army is deployed specifically against the Jennite tribes of Esterhold, meaning large blocks of cavalry assist the largely expendable infantry. Losses are quickly replaced by conscripting replacements from the slave population. What is unknown is how the army would fair against a more traditional and modern enemy.

- **Floating Ar**
Strength: 1 Army. 10,000 strong.
The home of the Air Fleet, the military is split between naval crews and marines. When the kingdom goes to war the king puts out a call for volunteers to muster. The number of airships available varies greatly by conflict, depending on the attitude of the wizards at the time. The fleet is known for being unreliable when called upon, even when entire campaigns hinge on air support.

- **Greenspur**
Strength: 2 Armies. 25,000 strong each.
Greenspur provides much of the navy for the Alphatian empire, units are constantly re-purposed to serve aboard merchant ships as well as guarding the shores of much of the Alphatian mainland. Greenspur's military is normally spread across the empire and rarely fielded as a single force.

- **Haven**
Strength: 2 Battalions. 5,000 strong each.
One of the few armies that rely heavily on conscripts, the troops of Haven are famous for their outlandish uniforms because the Queen of Haven loves theatre. While their quality on the battlefield is considered below average, the queen does love to parade her troops around before the public.

- **Isle of Dawn**
Strength: Varied units. 10,000 strong.
Aside from the forces mentioned elsewhere in this guide, the current standing armies for the



rest of the Alphatian territories is the equivalent of two battalions. This number is misleading as the forces are spread thin across the entire island, usually in pockets of only a few hundred at a time. These are more police forces than actual military units.

- **Limn**

Strength: 3 Armies. 25,000 strong each.

One of the largest forces in Alphatia, Limn's military is the only one in the empire comprised mainly of humanoids. The military is primarily non-spell casters, and even the few officers that can cast spells are forced to go through the entire training program to harden them up. Despite the reputation of humanoids as being disposable, the generals in the Limn army do their best to minimize casualties.

Because of the size of the military, the Limn forces do see quite a bit of action in the Isle of Dawn as well as suppressing the Jennites.

- **Norworld**

Strength: 3 Regiments. 1,000 strong each.

Norworld is underpopulated, so it has a small for a province of its size. The military is primarily volunteers or convicts pressed into service with very little magical support. The King is pushing a colonization effort to bolster the population, as defending the borders with his existing force is impossible.

- **Shiye-Lawr**


Strength: 1 Regiment. 1,000 strong.

A force almost entirely made up of elves, it has the curious position of having far more officers than enlisted. To manage this all ranks in Shiye-Lawr are considered officers. When dealing with other nations, a magic using elf is treated as a rank of sardar at the least. The army is an elite force, though they will not fight in areas outside of forests unless necessary.

- **Stoutfellow**

Strength: 1 Army. 10,000 strong.

One of the few non-human militaries in the Alphatian empire, Stoutfellow is comprised almost entirely



of dwarves with some halflings and a few gnomes. The military is rarely seen in the field, as Stoutfellow does not deploy its military above ground.

Underground, Stoutfellow deploys its army to fight humanoid tribes it finds in the caverns uncovered by dwarven mining operations.

- Surshield
Strength: 3 Armies. 25,000 strong each.

The only real military force on the Isle of Bellassaria (Meriander by agreement with Surshield provides logistical support instead of troops), Surshield provides more troops than any other nation save Vertiloch. Primarily a defensive force against raiders, specifically Minaeans from Skothar, the army is rarely deployed abroad protecting the agricultural regions of Bellassaria is vital. The army does mimic the structure of Vertiloch's forces as much as possible.

- Theranderol
Strength: 1 Army. 15,000 strong.

Typically deployed under the banner of General Torenal, the Theranderol army closely follows the organization of the Vertiloch armies.

- Thothia
Strength: 1 Army. 10,000 strong.
One of the most powerful military forces on the Isle of Dawn, Thothia's low numbers are deceiving. Their extensive use of constructs and undead can triple its numbers in the field. Thothians don't have the same aversion to necromancy as the other kingdoms; it is considered a high honor to be reanimated after death to fight for their Pharaoh.
- Trikelios
Strength: 1 Battalion of infantry, 1 regiment of naval troops. 6,000 strong.
The military is extremely well trained and equipped but is largely wasted as garrison forces for the city-state. The monster-infested areas around Trikelios need constant patrols, so the army rarely leaves its own

territory.

- Vertiloch

Strength: 2 Armies. 25,000 strong each.

The standard by which all other Alphatian militaries are measured, the Vertiloch armies are raised from the population of the Alphatian capitol. Despite being in the center of the Alphatian empire, the armies do not have many spellcasters in their ranks.

The opportunities provided by the Vertiloch military are one of the few ways commoners can gain some measure of social status.

Thyatian Military Organization

The Thyatian military is a well-honed fighting machine. All troops go through the same training, save officers who bought their commissions. Every soldier is not only expected to know his or her role but the role of the


soldiers directly supporting the unit. Each legion is almost identical to the next. The same rank structure is applied across the entire military, all soldiers are equipped identically to other soldiers of the same rank and function.

If the commanding officer of a unit is killed or wounded, the chain of command immediately knows who is next in line and the new commander is ready. Units can be taken from one legion and transferred to another with little disruption, and specialty units like foresters or the air force can be broken down in



smaller units and transferred across the empire as necessary.

A legionnaire recruited from the crowded streets of Thyatis is trained, armed and deployed exactly as a legionnaire from the pastoral ranches of Kerendas or small fishing villages of the Pearl Island. Thyatian training is harsh, taking months to train a soldier in all manner of weapons



and tactics that will be required in the army.

Talent is recognized and rewarded in Thyatis. A recruit that proves to be a superior archer will be transferred to program to focus on that talent. Recruits that show a capacity for leadership are often fast-tracked for promotion if they can prove themselves on the field.

Thyatian culture pervades the military process. Those with talents are rewarded with promotions and desirable postings. Those that are deemed incompetent spend their military career digging latrines and polishing weapons.

Infantry

The standard infantry of the Thyatian army is armed with a gladius style short sword, a spear and typically three pilum style javelins. They are given leather armor and a tower shield for defense.

The infantry fights in ranks. Legionnaires support each other with shields or in the back ranks, spears. Soldiers will fight for several minutes before being cycled to the back for the next row to step up. This allows the Thyatians to stay fresh, while enemies tire themselves out


against the shield wall.

The infantry is trained to use their shields in a variety of defensive formations, each designed to thwart a specific tactic. Against archers the legionnaires will shelter under their shields forming what is called a testudo.

Thyatian infantry was vulnerable to heavy cavalry, until tactics developed by Legate Publius Bassilius were put into the Liber Tacticus. Thyatian infantry now carries longer spears to counter the lances of enemy horsemen. While the infantry is slow to move, they are trained to react to most threats deployed against them.

Archers

Thyatian archers trade out their normal weapons for short bows and daggers. They aren't expected to see close combat, so are lightly armed. Archers are trained to volley fire rather than target enemies directly. The decurions train their archers constantly, trying to get the ranks of bowmen to fire volleys fast enough to block out the sun. The archery cohorts are constantly drilled to provide covering support to the infantry unit, killing approaching enemies



before the infantry can engage on their terms. In some battles, the infantry will form a *testudo* while the archers fire directly into the melee while the enemy is engaged in combat and not shielding themselves from arrows.

Cavalry

For the most part, Thyatis is not known for its cavalry tactics. While it has thousands of horsemen, it prefers to use them to support the infantry formations rather than participate in direct assaults, unlike other nations. Thyatian cavalry is lightly armored when compared to other nations, using primarily leather armor and shields. Thatian cavalry prefers long spears and *spatha*-styled long swords, and use these weapons mainly for hit and run tactics.

The exception is the Kerendan cavalry, which is one of the finest cavalry units in the Known World. Kerendan cavalry units are typically armored with banded mail and are armed with lances instead of the light spears of other cavalry units. Kerendan legions are largely cavalry, using thundering charges on horseback as their initial attack. Once the

Kerendans finish their charge, the infantry moves in to mop up any resistance.


Artillery

One of the major assets Thyatis uses extensively is its war machines. Thyatis makes use of a host of combat engineers that can design, construct and fire artillery weapons. Thyatian specialists, called *immunes*, are skilled at building any number of war machines depending on the needs of the battle.

Trebuchets and ballista are common in most battles, while sieges will often see siege towers and battering rams constructed.

A common war machine found in Thyatian formations is the *scorpion*, a small type of ballista that has been refined into a rapid firing crank action weapon. Initially just a large crossbow, centuries ago Ylari raiders proved the original to be too slow firing. Emperor Rubus Ylarus paid a large fortune to the dwarves of Rockhome to improve the design.

Other, more exotic, war machines are sometimes found in Thyatian ranks depending on the preferences of the Legate or the commanding officer of the artillery cohort. Rare and



magical war machines are deployed only when facing constructs or magical beasts. Most of these treasures are maintained by the more influential legions, and they are as valued as the legion's standard.

Support

The Thyatian military requires a massive amount of logistical support. Each legion has a support cohort in charge of feeding, arming and building fortifications for the combat units. While not considered a prestigious position, it is still a vital one. Veteran support cohorts can build forts and trenches in a matter of hours depending on natural resources. They use the displaced earth create berms and redoubts to channel enemy movements or counter enemy cavalry advances. The support cohort has many slaves to cook and move supplies back and forth where needed.

Magical Support


Thyatis doesn't provide any special privileges to its spellcasters, requiring them to undertake the same training as the rest of the troops. While there are chances for promotion for spellcasters, they must prove

themselves to earn them.

Clerics are deployed where they needed most, and the patron Immortal of the cleric plays a large part in where they are deployed. Clerics of Vanya or Diulanna are deployed on the front line where they enhance the combat abilities of the troops. Clerics of Terra or Valerias are found in the back providing healing or blessing troops. Wizards are often found in the ranks of the various cohorts where they can use their spells directly to either destroy enemy troops or augment Thyatian forces. Thyatian wizards wear uniforms that mimic the armor worn by the legions to make it difficult to single them out in combat.

Retebius Air Fleet

One of the definitive units of the Thyatian military, the Air Fleet is comprised of several cohorts of knights with flying mounts. The actual number of cohorts depends on the creatures and magical items available. The empire has a standing bounty for flying creatures and magical items that can provide flight capabilities. The cohorts are one of the more independently operated units, often divided up



and deployed across multiple legions where needed.

The Air Fleet is one of the most prestigious positions in Thyatis, and many of the officers have bought their commissions. Fortunately for the Air Fleet, the officers tend to come from noble families that have long fought in the Air Fleet. The commissions help pay for the expense of raising creatures and purchasing magical items.

Foresters

A cohort raised from the County of Vyalia, the foresters serve as scouts trained by the Vyalia elves. Troops are mostly elven or human. The foresters serve as frontline scouts, especially in sylvan environments. The foresters are one of the more independent units in the Thyatian military, and they are often broken up as a cohort and sent to battlefields where their unique skills are best served.

Navy

Thyatis possesses the largest navy of all the nations on the continent of Brun. While a large portion of the navy is made up of transports and support vessels, the Thyatian fleet has dozens of galleons throughout the empire. Most of the crew are raised from

the province of Lucinius, while Marines are typically brought in from across empire based on their basic training results. Naval vessels are heavily armed with ballista and catapults, and on occasion wizards when available.

Auxiliaries

One of the oldest methods Thyatis uses to bolster its numbers is via auxiliaries. Auxiliaries are legions comprised of foreign nationals serving in exchange for citizenship or former legionnaires called back into service when needed. Auxiliaries are identical to legions except the officers are drawn from other more established legions. Thyatis has five auxiliaries called up on average, all of which are in currently in the Isle of Dawn or the Hinterlands. Auxiliaries are considered reserves for the legions, but Thyatis does not hesitate to deploy them to combat situations as needed.

Thyatian Ranks and Units

These are the ranks and unit size for a standard Thyatian legion. Some legions have slight variations within their organization. The modular format of the legions allows for any number of layouts

depending on the needs of the army at the time. Each unit can be broken down to a smaller unit, allowing for depleted legions to be merged with existing legions with little disruption. Another common deployment is to take centuries from specialist cohorts and attach them to other legions in need of elite troops.

- ▶ Imperial Legate-commands all legions in the theater of operations.
 - ▶ Legion: Unit of 5,000 troops. Led by a legate.
 - ▶ Cohort: Unit of 500 troops. Led by a tribune.
 - ▶ Century: Unit of 100 troops. Led by a centurion.
 - ▶ Maniple: Unit of 50 troops. Led by an optio
 - ▶ Squad: Unit of 10 troops. Led by a decurion
- The basic soldier of the Thyatian military is the legionnaire.
- I Legion (Thyatis)**
Considered the most elite of all the legions. 1st Cohort




is comprised of Legionaries all handpicked by the Emperor for their heroism in combat. 10th Cohort consists of magically enchanted war machines, specifically for use against Alphatian magical assets.

- **II Legion (Thyatis)**
Has been awarded more military honors than any other legion dating all the way to the founding of the Empire. Known as the first legion to be deployed and the last to be recalled.

Only recruits that excel during initial training are assigned to the II Legion. Currently deployed to Castra Corvus.

- **III Legion (Thyatis)**
Permanently assigned to central Isle of Dawn at Kendach. Frequently deployed in clashes with Alphatian raiders. Known for being an extremely difficult posting as the III rarely cycles off the front lines. Troops are





constantly drilled to keep them fresh and from becoming bored.

- IV Legion (Thyatis)
Deployed to the northern coast of the Isle of Dawn near Finnegar's Watch. The IV Legion is deployed along the coast to stop raiders from the Northern Reaches and Alphatia. It makes heavy use of auxiliaries to maximize its reach on the coast when raiders are known to be approaching.
- V Legion (Thyatis)
Deployed to Southern Isle of Dawn and quartered near Caerdwicca to patrol the contested territories. The V Legion has absorbed large numbers of local auxiliary troops to replace losses suffered due to Alphatian incursions. It is due to be called back to the mainland for reorganization.
- VI Legion (Thyatis)
Deployed across the Imperial territories as a police force against humanoids and bandits. Considered one of the worst postings in the military. Officers that are considered incompetent are deployed to the VI Legion as a

punishment and to get them out of the way.

- VII Legion (Machetos)
Deployed to the Karameikos border. The posting is considered busy work as most of the time is spent maintaining roads and performing maintenance on Imperial buildings. The most common action is against humanoids in coordinated operations with the Karameikans.
- VIII Legion (Buhrohur)
Deployed to Fort Nicos. Another of the least desirable postings in all of Thyatis. The VII Legion is used to police the mountains of the provinces of Buhrohur and Biazzan. Troops see heavy combat from humanoid ambushes and, as a result, morale tends to be low.
- IX Legion (Thyatis)
Deployed to Raven Scarp in the Hinterlands. Currently the headquarters for the Imperial Legate in the Davania campaign. The IX Legion has seen large amounts of combat against the Hinterland tribes, and is currently being reinforced and reorganized

- 
- before being redeployed.
- **X Legion (Thyatis)**
Deployed to Castra Alexandras in the Hinterlands. Vanguard of the Hinterlands invasion, the X Legion has seen more combat than any legion except the II. Due to be cycled back because of reports the troops are becoming highly unorganized and committing atrocities against local populations.
 - **XI Legion (Hattias)**
Deployed to contested regions of the Isle of Dawn. Infantry is heavily armed with segmentum banded mail and spatha long swords. Legate and tribunes have been sanctioned before for allowing unnecessary brutality on the battlefield. The XI Legion is known for not taking prisoners.
 - **XII Legion (Hattias)**
Deployed to Castra Velerius in the Hinterlands. Armed identically to other Hattias legions. The XII Legion has just returned to the front lines after the bloodbath that was the Battle of Izmara. Replacements have reduced its combat effectiveness, but the Legate is planning another offensive soon.
 - **XIII Legion (Hattias)**
Currently deployed to Manacupurus. The XIII Legion is the most isolated, having carved out a foothold on the Davanian mainland. The XIII has earned numerous awards for returning vast amounts of wealth to Thyatis. It achieved this by enslaving entire villages in the immediate region.
 - **XIV Legion (Hattias)**
Deployed on the Isle of Hattias. The only Hattian unit not deployed in combat. The majority of the XIV consists of older legionnaires who are past their prime but haven't retired from military service. It is largely responsible for maintaining the infrastructure of the province.
 - **XV Legion (Kerendas)**
Deployed at Kerendas. Comprised almost entirely of cavalry units, the XV Legion is the premier rapid attack force in the empire.




Because of the troops' mounted status, the XV can deploy quickly where ever assigned. Kerendan cavalry is heavily armed with banded mail and lances along with long swords.

- XVI Legion (Kerendas)
Deployed on the Isle of Dawn. The XVI Legion is utilized as a response force against raids and excursions by the Alphatians. It has all ten cohorts spread across the length of the entire island, with eight full cohorts devoted to cavalry. The remaining two are devoted to logistical support.
- XVII Legion (Kantrium)
Deployed to Kantridae. The XVII Legion is responsible for maintaining order in Kantrium and Halathius. This is considered busy work and frowned upon by other legions. Morale is high as the legate is extremely adept in countering the constant humanoid ambushes, taking the fight to them.
- XVIII Legion (Retebius)
Deployed to Retebius. Home to one of the most famous cohorts in Thyatis, a full

three cohorts are devoted to the legendary Air Fleet. Other cohorts are typically devoted to supporting the Air Fleet, while the actual Air Fleet cohorts are deployed across the Empire.

- XIX Legion (Vyalia)
Deployed to Greenheight. Known for its forester cohort, the XIX Legion is assigned to patrolling and maintaining the provinces of Vyalia and Biazzan. The foresters are typically deployed across the empire while the rest of the legion has garrison duty.
- XX Legion (Tel Akbir)
Deployed to Lindinis. A prestigious unit because of its long history and the fact that the Tel Akbir provincial governor pays extremely well. The XX Legion is known for its conservative tactics and use of attrition to win battles. Several tribes of the Hinterlands have broken on the shields of the XX Legion.
- XXI Legion (Tel Akbir)
Deployed to Fort Zendrol. Primarily used against bandits from Ylaruam, the XXI Legion is considered an easy posting because of the



lack of enemies. Known more for its engineering feats than its combat prowess, most of the walls and aqueducts in Tel Akbir are the work of the XXI Legion.

- XXII Legion (Lucinius)
Deployed to Port Lucinius. The largest supplier of Marines to the Imperial Navy. Most of the navy comes from the legion raised from Lucinius and Carytion. The XXII Legion is the only one without a large presence on the land. Its troops are spread across the empire serving as Marines in the navy.
- XXIII Legion (Southern Islands)
Deployed to Fort Borydos. Comprised of troops from the territories of Actius, Sclaras, Borydos, and Mositius, the XXIII Legion is largely used as a garrison across the four islands. The other legions consider it a joke as most of the troops have never seen combat and a large amount of the officers purchased their commissions. Assignment to the XXIII is considered a career killer.
- XXIV Legion (Redstone)
Deployed at Redstone Castle. Known for their rowdy nature, these legionnaires know that in the event of open war they will be the first ones attacked. The XXIV Legion spends most of its time building fortifications on the border with Alphatia. Its cohorts are deployed at a series of forts along the border.
- XXV Legion (Westroarke)
Deployed at Newkirk. Because boggy moors make the standard formation impractical, the XXV Legion consists primarily of skirmishers and archers. Its focus is on building defensive fortifications, making the swamps on the border a kill zone of traps and forts.
- XXVI Legion (Caerdwicca)
Deployed at Castle Furmenglaive. Split between a nautical force and a garrison guarding against the nearby Alphatian forces. The XXVI Legion has several units that are assigned to raid Alphatian shipping while

disguised as pirates. The inactivity of the remote posting results in problems with discipline.

- XXVII Legion (Pearl Islands)
Deployed at Seagirt. Split between infantry legions filled with officers that bought commissions to garrison a tropical paradise and hardened marines dealing with Ierendi and Alphatian pirates. The nautical units are greatly feared, while the garrisons are a laughing stock.
- XXVIII Legion (Ochalea)
Deployed at Beitung. Ostensibly a garrison unit, the XXVIII Legion is feared for the precision of their training. The only time the XXVII was deployed in the Hinterlands during an offensive its single battle was a decisive victory that

contributed to the surrender of the Raven Tribe.

- XIX Legion (Hinterlands)
Deployed at Raven Scarp. The first legion raised from the newly conquered Raven Tribe, consisting of troops promoted from recently raised auxiliaries. Watched closely in combat, these Legionnaires have had moderate success fighting their former allies.
- XXX Legion (Hinterlands)
Deployed at Cittanova. The XXX Legion is the one raised most recently raised from the Raven Tribe and garrisons and fortifies newly established settlements. Discipline is a problem as the tribesmen aren't used to the organized structure of the military.



