

## 1010

Glantrian Military Reorganization Act of AC 1010. The overall command structure is expanded, professionalized and centralized, and a new Glantrian Army High Command will have control over the Army both in peacetime and especially during times of war. The Warden of the Marches is made a council charge. Viceroy's of Forts as Council Charges are eliminated and Divisional Commands are made Council Charges.

The Grand Army is expanded to 16 Divisions in times of peace to be commanded in 8 2-division groups and into 4 4-division corps when activated by the Glantrian High Command. Divisional structures are altered from a generic common structure to more mission orientated structures allowing more specialization to match the particular strengths of the various ethnic groups of Glantri. In addition more officers are authorized per division to help with command and control and improve overall performance. Logistic Banners (the lack thereof was a major identified weakness of the old decentralized command structure) are made part of each divisions OOB.

To facilitate the expanded GAHC and larger army a new rank and pay structure is implemented. Council dividends to themselves for commanding divisions is eliminated, along the elimination of the Council Charge of Viceroy that saves the Council over **600,000 dc** to help offset the cost of the expansion to the Grand Army.

Prince Jagger wins a closely contested vote at the Council over Princess Carnelia and becomes Warden of the Marches. The Council Charge pays 150 Cr a month and the charge gives the holder, Prince Jagger an additional 3 points to their personal voting power. The Council then votes to select the 8 Divisional Commander positions. Of the original 8 divisional commanders, 6 are elevated to the new positions with little opposition. After a particularly strong challenge to Princess Juliana by the new Princess of Blackhill, Dolores Hillsbury, she is confirmed to take the place of her late father only after she agrees to designate her uncle as the commander. Prince Innocenti rises to take the 8<sup>th</sup> traditional commander slot previously occupied by the new Supreme Commander and Warden of the Marches Prince Jagger.

## 1011

New Kolland becomes a Principality. Much discussion ensues at the Council of Princes and the GAHC about what to do about the new humanoid citizens of Glantri and their armed forces. It is decided for now not to include them in the GAG TO&E. They are listed as an auxiliary force available to Glantri. However financial support is given to Kol to help train and equip his forces.

## 1014

Prince Innocenti di Malapietra, commander of the 1<sup>st</sup> and 14<sup>th</sup> Divisions, is killed by an unknown assailant. His son Bartolomeo becomes the new Prince of Caurenze. However Princess Dolores challenges him in the Council for the continued command of the divisions. She wins the Council vote and becomes the new commander of the 1<sup>st</sup> and 14<sup>th</sup> Divisions and the Assistant Corp commander of the 2<sup>nd</sup> Corp.

### Titles and Ranks of the Grand Army of Glantri (GAG):

(O10) Warden of the Marches - the rank and title given to one of the Princes who is selected by the Council of Princes to formally be in charge of the entire Glantrian Grand Army Jagger von Drachenfels is the current Warden of the Marches

(O9) Lord Grand General - A General of noble birth who is member of the Glantrian High Command. Each having a particular area of knowledge and responsibility as pertains to the Grand Army

(O9) Grand General - A General of common birth who is a member of the Glantrian Army High Command. Each having a particular area of knowledge and responsibility as pertains to the Grand Army.

(O8) Prince (Lord) Field Marshall - A rank given only to Princes of Glantri, or a family member designated by the ruling Prince, who command divisions of the Grand Army of Glantri. As the position is considered a Council Charge the Council of Princes, not the GAHC, selects the Prince or Princess to hold the charge. Though Princes are not considered regular officers of the GAG, the title is a military rank, thus the Field Marshals, Division Commanders (Princes), are subject to orders from the Glantrian High Command (even mundaner Lord Generals) as pertaining to their divisions.

(O7) Lord Colonel General - A General of noble birth that is the assistant commander of a division and serves as the division commander in the absence of commanding prince.

(O7) Colonel General - A General of common birth that is the assistant commander of a division and serves as the division commander in the absence of commanding prince.

(O6) Lord Lieutenant General - A General of noble birth that serves as Executive Officer of a division and serves as the assistant commander in the absence of the commanding prince.

(O6) Lieutenant General - A General of common birth that serves as Executive Officer of a division and serves as the assistant commander in the absence of the commanding prince.

Head Mage - A title given to a highly experienced arcaner (often a noble) who advises the division commander on anything magic pertaining to combat and can enter combat themselves as needed. Some reserve divisions may not have a Head Mage, however there is never is there more than one though in any division, even elite ones. Head Mages are not officers of the GAG or subject to any orders other than from current commander of the division.

Knight- A highly experienced name-level Mundaner who joins a specific division. The knight has no commanding role as he is neither an officer nor part of the Grand Army command structure. He fights and advises the commander of the division and is not subject to any orders other than from the commander of the division. There could be more than one Knight in an army, or there could be none at all.

Head Physician - The chief medical officer in the division. Given an honorary rank of Surgeon General but holding no real authority or rank. The duty of the Divisional Surgeon is to oversee and attend to the medical care of the division and treatment of the wounded.

(O5) Lord Sergeant General - A General of noble birth that serves as adjutants in the Glantrian High Command or in wartime as aides to the commander in Army and Army Group command structures when activated.

(O5) Sergeant General - A General of common birth that serves as adjutants in the Glantrian High Command or in wartime adjutants to the commander in Army and Army Group command structures when activated.

(O4) Colonels - Officers who serves as aides in the Glantrian High command or in wartime as aides to the commander in Army and Army Group command structures when activated.

(O3) Majors - Officers who are administrative/ logistics, intelligence, and operations advisers to the commander of a division. 3 Majors exist in every division headquarters.

(O2) Captain- The commander of a Banner

(O1) Lieutenants - Officers that normally assist the banner commander in support and operations. At times they may be asked to command detachments multiple companies. Each banner has 2 or 3 Lieutenants.

(E4) Senior Sergeants - Non commissioned commanders of individual Companies of 2-40 troops in elite banners. There are anywhere from 4-10 senior sergeants in an elite banner.

(E3) Sergeants- Non commissioned commanders of individual Companies of 20-40 troops. There are usually anywhere from 4-10 sergeants in a banner.

(E2) Deca - The senior soldier in charge of a squad of 10 troops. There are 2-4 Decas in a company.

(E1) Private- A common soldier

#### **Pay Scales of the GAG**

Arcaner General Officer - 7dc per level/day

Mundaner General Officer - 5dc per level/day

Arcaner Officer - 3dc per level/day

Mundaner Officer - 1dc per level/day

Senior Arcaner NCO - 1dc per level/day

Senior mundaner NCO - 5sv per level/day

Arcaner NCO - 5sv per level/day

Mundaner NCO - 2sv per level/day

Arcaner Deca - 2sv per level/day

Mundaner Deca - 1sv per level/day

Arcaner Private - 1sv per level/day

Mundaner Private - 3pn per level/day

#### **Basic Finances of the GAG**

Per Gags3- 4,290,000dc/yr (7150Cr/month) was budgeted annually for the GAG. Approximately 30% goes to supplies and maintenance leaving 3,003,000 dc for salaries. With the transfer of the sums to the Military budget that were once paid to the Princes for of Viceroy Council Charges and commanding of divisions there is left approximately 3,600,000 ducats for spending directly on the Grand Army.

In 1014 the approximate annual combined cost of the 16 divisions was 3,031,058.5 dc. The remainder of the balance of the annual military budget, approximately 11,379 Cr (948 Cr a month), goes to pay the officers and staff of the GAHC as well as helping subsidize the Fuhrburg Military Academy in Aalban.

#### **Glantrian Army High Command (GAHC)**

Modeled on model first proposed to Morgaitha von Drachenfels in 980 AC by Hattian military theorist Joachim Kirschner

3 Branches - Führungsamt (Operations), Abwehr (Intelligence), Versorgungsabteilung (logistics and supplies), and Verwaltungsabteilung (administrative)

Each branch is lead by a general of O9 rank and has a personal staff of an O5 and 2 O4 officers

#### **Führungsamt (Operations)**

Chief of the Führungsamt - Lord Grand General Otto von Taafnen (F11, Age 65)

4 Branches: Nordwesten, Nordosten, and Südosten. Each branch is led by a general of O9 rank and each with a working staff of 3-6 O5, and 7-12 O4 officers

Nordwesten - covering western Glantri from the border with Sind north to the border with Wendar

Nordosten - covering northern Glantri from the central Wendarians to Boldavia and eastward extending to the border with Heldann

Südosten - covering central Glantri and southeastern Glantri from Fort Huledain to Estioniarsk

Peacetime mission - Establishing patrol objectives, setting training regimens for the various divisions, and planning war games with threats specific to the regions the divisions are based.

Wartime mission - Strategic planning and analysis. Maintaining coordination between various forces in the field and making sure orders from the Branch and from the Warden of the Marches are delivered, and acted upon.

#### **Abwehr (Intelligence)**

Chief of the Abwehr - Grand General Tomor Olziyt (M21, Age 72)

5 Branches: Ethengar, Sind, Broken Lands, Foreign, Domestic. Each branch is led by a general of O9 rank and each has a working staff of 5-10 O5, and 10-15 O4 officers.

Ethengar - collecting and evaluating intelligence on the Great Khan and his military forces

Sind - collecting and evaluating intelligence on the Master of Hule, the resistance to him, and the various military forces in Sind.

Broken Lands - Official mission is to collect and evaluate intelligence on the Shadow Elves and their military forces in the Eastern Broken Lands. Per direction of the Warden of the Marches, and unknown to the rest of the Council of Princes (and Prince Kol) intelligence is also collected and evaluated on Prince Kol and the humanoids of New Kolland. All related to New Kolland is rated Top Secret and only for the eyes of Grand General Olziyt and Prince Jaggar.

Foreign - collecting and evaluating intelligence on other nations such as Thyatis, Darokin, and Rockhome that either pose no direct threat or do not share a border with Glantri

Domestic - collecting and evaluating intelligence on subversive elements in the Glantrian military.

Peacetime mission - collecting and evaluating intelligence as to intent and capabilities of nations and their militaries

Wartime mission - collecting and evaluating strategic or tactical intelligence on the forces of the enemy

#### **Versorgungsabteilung (logistics and supplies)**

Chief of the Versorgungsabteilung - Grand General Lucia Valentinus (F13, Age 58)

5 Branches: Procurement, Distribution, Transportation, Engineers, Medical. Each branch is led by a general of O5 rank and each has a working staff of 10-15 O4 officers.

Procurement - in charge of selecting, and purchasing the food and armaments for the divisions of the GAG

Distribution - in charge of collecting the food and armaments from suppliers and maintaining or establishing main supply depots and working with the divisional logistics officers to establish supply lines and the transfer of supplies between the depots and the divisions.

Transportation - in charge of selecting, procuring and transferring as needed horses to the divisions.

Engineer - in charge of maintain the main interior roads of Glantri, supervising the Pioneer Companies of the division's logistic banners in battlefield or combat construction projects.

Medical - in charge of recruiting divisional Head Physicians, as well as those skilled with medicine and healing for serving in the various divisional logistic banners. Also establishes guidelines for the proper care and treatment of the soldiers of the GAG.

#### **Verwaltungsabteilung (administrative)**

Chief of the Verwaltungsabteilung - Grand General Émile Zola (M17, Age 74)

5 Branches: Finance, Recruitment, Reserves, Enlisted, Officer. Each branch is led by a general of O5 rank and each has a working staff of 5-10 O4 officers.

Finance - in charge of providing the Council of Princes an annual budget for coming year and receiving the current years allocated funds from the Treasurer of the Council and dispersing pay to the soldiers of the GAG.

Recruitment - in charge of keeping track of upcoming vacancies in units (retirements/discharges) and recruiting, processing and dispersing replacements

Reserves - in charge of processing those who retire or separate from the GAG and responsible for keeping accurate lists of those who retire, or are separated, discharge veterans in case they need to be called back to duty.

Enlisted - in charge of the personal files of all the enlisted (E pay grade) soldiers of the GAG making sure all changes in pay grade due to promotion (or demotion) as well as the awarding of medals are correctly notated in the soldier's personal file.

Officer - in charge of the personal files of all the officer (O pay grade) soldiers of the GAG making sure all changes in pay grade due to promotion (or demotion) as well as the awarding of medals are correctly notated in the officer's personal file.

#### **Glantrian 5<sup>th</sup> Banner**

Each Glantrian Division has a 5<sup>th</sup> Banner in it's TO&E, a Support banner that is not included in the combat strength of the unit. In peacetime there are usually only one 5<sup>th</sup> Banner activated per 2 division command. The one 5<sup>th</sup> Banner thus supports both divisions under a Field Marshall command. In times of mobilization the additional Support banners would be drafted from the

civilian population so every division would have its own internal Support banner. Sergeants, Lieutenants, and Captains in the non-activated Support banners are regular Grand Army and serve with the 5<sup>th</sup> Banner of the other division in their command grouping.

The Support banners normally only see combat in extreme situations. The Support banner handles logistics, medical, commissary, among its many duties and is generally organized as follows:

5<sup>th</sup> Banner: 120 NM with daggers, 5 Sergeants (F1), 1 Lieutenant (F3), 1 Captain (M5)

1<sup>st</sup> Company - Medical - 20 NM, 1 Sergeant (F1)

In charge of the general health of the division in peacetime and in wartime treating minor wounds or cases of sickness as well as prioritizing more serious cases for the Surgeon General of the division.

2<sup>nd</sup> Company - Supply - 20 NM, 1 Sergeant (F1)

In charge of inventory and distribution of supplies, ensuring proper supply lines back to higher commands, or procuring food while on campaign.

3<sup>rd</sup> Company - Transportation: 20 NM, 1 Sergeant (F1)

In charge of maintaining, caring for, procuring as needed, and quartering all the carts, riding and draft horses of the division

4<sup>th</sup> Company - Pioneer - 30 NM, 1 Sergeant (F1)

In charge of ensuring proper sanitation and trash disposal, minor construction, base camp or field engineering projects

5<sup>th</sup> Company - Pioneer: 30 NM, 1 Sergeant (F1)

In charge of ensuring proper sanitation and trash disposal, minor construction, base camp or field engineering projects

Warden of the Marches, Supreme Commander of the Grand Army of Glantri: Prince Jaggar von Drachenfels

**1st Corp:** Prince Field Marshal Morphail Gorevitch-Woszlany

Deputy Commander: Lord Field Marshal Anton Vlaardoen

Cost to Treasury (yr) - 768,552.96 dc

General peacetime deployments of the 1<sup>st</sup> Corp

6<sup>th</sup> Division - Ft. Tchernovodsk

16<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners - Ft. Tchernovodsk

4<sup>th</sup> Banner - Rymkigrad

3<sup>rd</sup> Division - Glantri City

11<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners - Ft. Nordling

4<sup>th</sup> Banner - Kopstar

6th, 16th divisions: Morphail's divisions.

Commanded in his absence by the respective assistant commanders: 6<sup>th</sup> Div: Colonel General Alexei Rodimistev (M17); and 16<sup>th</sup> Div: Colonel General Jan Tinbergen (F14)

3rd, 11th divisions: Anton's divisions.

Commanded in his absence by the respective assistant commanders: 3<sup>rd</sup> Div: Colonel General Chanash Teval (M20, Fire Master 4<sup>th</sup>), and 11<sup>th</sup> Div: Lord Colonel General Pieter Horkan (F19)

**2nd Corp:** Prince Field Marshal Brannart McGregor

Deputy Commander - Prince Field Marshal Innocenti di Malapietra (1010-1014), Princess Field Marshal Dolores Hillsbury (1014)

Cost to Treasury (yr) - 789,319.76 dc

General peacetime deployments of the 2<sup>nd</sup> Corp

4<sup>th</sup> Division: 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Castle Sablestone

1<sup>st</sup> Banner - Glenmoorloch

9<sup>th</sup> Division - Castle Sablestone

1<sup>st</sup> Division: 1<sup>st</sup>, 3rd, 4th Banners - Glantri City

2<sup>nd</sup> Banner - Leenz

14<sup>th</sup> Division: 1<sup>st</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Glantri City

4<sup>th</sup> Banner - Lizzieni

4th, 9th Divisions: Brannart's divisions

Commanded in his absence by the respective assistant commanders: 4<sup>th</sup> Div: Colonel General Aiden McDonald (F18), and 9<sup>th</sup> Div: Colonel General Marcus Vipsanius (F26)

1st, 14th Divisions: Harold's divisions

Commanded in his absence by the respective assistant commanders: 1<sup>st</sup> Div: Colonel General Hans Grüber (M28), 14<sup>th</sup> Div: Colonel General Sergey Trofimenko (F15)

**3rd Corp:** Princess Field Marshal Carnelia de Belcadiz y Fedorias

Deputy Commander: Prince Field Marshal Jherek Virayana

Cost to Treasury (yr) - 688,786.42 dc

General peacetime deployments of the 3<sup>rd</sup> Corp.

2<sup>nd</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners - Ft. Monteleone

4<sup>th</sup> Banners - New Alvar

10<sup>th</sup> Division 1<sup>st</sup>, 4<sup>th</sup> Banners - Ft. Monteleone

2<sup>nd</sup>, 3<sup>rd</sup> Banners - Tristan

5<sup>th</sup> Division - Bramya Camp

13<sup>th</sup> Division 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners - Skullhorn Pass Camp

4<sup>th</sup> Banner - Braastar

2<sup>nd</sup>, 10<sup>th</sup> Divisions: Carnelia's divisions

Commanded in his absence by the respective assistant commanders: Colonel General Emilia Pardo Bazán (EW15, Earth Master 3<sup>rd</sup>), 10<sup>th</sup> Div: Colonel General Richard Whitehall (T16)

5<sup>th</sup>, 13<sup>th</sup> Divisions: Jherek's divisions

Commanded in his absence by the respective assistant commanders: Colonel General Subutai Otgonbayar (F24), 13<sup>th</sup> Div: Lord Colonel General Eachainn McDougall (M13, Gold Dragon Master 3<sup>rd</sup>)

**4th Corp:** Prince Field Marshal Malachie du Marais

Deputy Commander: Princess Field Marshal Carlolina Erewan

Cost to Treasury (yr) - 784,399.36 dc

1011-1012 -General wartime deployments of the 4<sup>th</sup> Corp

12<sup>th</sup> Division: 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Huledain Camp

1<sup>st</sup> Banner - Vyones

15<sup>th</sup> Division - Erendyl

7<sup>th</sup> Division - Huledain Camp

8<sup>th</sup> Division - Ellerovyn

1012-1014 - General peacetime deployments of the 4<sup>th</sup> Corp

12<sup>th</sup> Division: 1<sup>st</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners Vyones

2<sup>nd</sup> Banner Loupmont

15<sup>th</sup> Division - Les Hiboux

7<sup>th</sup> Division: 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Fort Huledain

1<sup>st</sup> Banner - Volnay

8<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 4<sup>th</sup> Banners - Ellerovyn

3<sup>rd</sup> Banner - Erendyl

12<sup>th</sup> and 15<sup>th</sup> Divisions: Malachie's divisions

Commanded in his absence by the respective assistant commanders: 12<sup>th</sup> Div: Colonel General Georges Saveroy (F16), 15<sup>th</sup> Div: Colonel General Hannie Schaft (M14, Fire Master 3<sup>rd</sup>)

7<sup>th</sup>, 8<sup>th</sup> Divisions: Carlolina's divisions

Commanded in his absence by the respective assistant commanders: Colonel General Firstiri (M20 Air Master 4th), 8<sup>th</sup> Div: Lord Colonel General Qenildor Erewan (EL10 Attack Rank D)

## 1<sup>st</sup> Corp:

6<sup>th</sup>, 16<sup>th</sup> Divisions - Morphail's divisions

3<sup>rd</sup>, 11<sup>th</sup> Divisions - Anton's divisions

General peacetime deployments of the 1<sup>st</sup> Corp.

6<sup>th</sup> Division - Ft. Tchernovodsk

16<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners- Ft. Tchernovodsk

4<sup>th</sup> Banner - Rymiskigrad

3<sup>rd</sup> Division - Glantri City

11<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners- Ft. Nordling

4<sup>th</sup> Banner - Kopstar

### Morphail's 6<sup>th</sup> and 16<sup>th</sup> Divisions

Headquarters - Fort Tchernovodsk

Peacetime Deployment - Providing internal security for Boldavia and the Western Czaikow Hills Free Province, training local militias, and keeping a close eye on the border with the Khanates of Ethengar.

Wartime Defensive Deployment - The divisions primary tasking is the defense of northeastern Glantri, Estioniarsk to the border with the Heldannic Territories. The primary mission of the divisions is defending and protecting the Dol-Anur River valley leading to Boldavia.

Division Commander - 6<sup>th</sup> and 16<sup>th</sup> Div: Prince Field Marshal Morphail Gorevitch-Wozslany (M28, Death Master 5<sup>th</sup>)

Assistant commander - 6<sup>th</sup> Div: Colonel General Alexei Rodimistev (M17), 16<sup>th</sup> Div: Colonel General Jan Tinbergen (F14)

Executive officer - 6<sup>th</sup> Div: Lieutenant General Kirill Meretskov (F15), 16<sup>th</sup> Div: Lord Lieutenant General José Fernando de Abascal y Sousa (EL10, attack rank E)

Head Mage - 6th Div: Sir Boris Gorevitch-Woszlany (W18, Death Master 3), 16th Div: Hendrik Lorentz (M13)

Knight - 6th Div: Leonid Guncharov (F22, Plate +3, Lance +2, Two Hand Sword +3/+5 vs. spellcasters, riding War Horse), 16th Div: Anneliese van Houten (F16, banded mail+2, lance+2, long sword+2, shield, riding war horse)

Head Physician - 6th Div: Surgeon General Vladimir Gluzdovsky (M7), 16th Div: Surgeon General Alexey Krutikov (NM)

A Breakdown of Morphail's Divisions -

#### Morphail's 6th Division

Morphail's 6th Division, formerly known simply as 'Morphail's Division' in the pre Great War Glantrian army, was re-designated as the 6th Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The division is about 90% Boldavian and 10% Flaemish in its ethnic composition, and is only about 25% mounted. All of the troops are Boldavian/Flaemish humans from Boldavia and the north-eastern dominions. Morphail will lead only if there is a serious threat to Boldavia and Glantri, or he has some interest in the fighting. As master of necromancy, Morphail has a few surprises up his sleeve that are not part of the regular military division. The 6th Division saw no action in the Great War as it remained in northeast Glantri guarding the frontier against the Ethengarians as well against any aerial Alphatian surprise attacks.

**Type of Unit:** Fortress Division

**BFR:** 110 **Troop Class:** Excellent **BR:** 154

**MV:** 12 miles a day (2nd Banners can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 171,480.96 dc (41,650.56 dc for Deca/Private; 16,934.4 dc for NCO's; 47,712 dc for Banner officers; and 65,184 dc for Divisional Generals)

1st Banner (Deaths-Head): 120 Arcaner Infantry (M3) armed with slings and staves, 4 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M10, Death Master 3rd)

*The Deaths-Head are trained regularly by Morphail personally in tactics with undead and to control and use the undead in combat, and have protective devices and a store of protective magical devices. Soldiers ranked Deca and above have a 30% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons*

2nd Banner (Spetsnaz): 120 (F4) and 120 (T5) mounted elite Light Infantry with climbing gear, armed with light crossbows, short swords, daggers, leather armor; 8 Senior Sergeants (4-F6, 4-T7), 2 Lieutenants (F8, T9), 1 Captain (T10) all riding normal horses

*The*

*Spetsnaz are trained for warfare in mountainous territory. All have skill-sets geared toward mountaineering, scouting, hunting, and ambush. Some are thought to have had training and belonged in the past to the Thug's Guild and had training as assassins. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3rd Banner (Golozadyi): 240 Heavy Foot (F3) with long swords, short swords, daggers, shields and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

4th Banner (Buratino): 240 Archers (F2) with long bows, daggers, leather armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

*The primary duty of the Buratino and Golozadyi is the defense of Ft. Tchernovodsk and thus are well trained in defensive positional warfare. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Morphail's 16th Division

Morphail's 16th Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 50% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. Morphail's 16th Division is about 80% Flaem and 20% Boldavian in its ethnic composition. Many of the Flaemish mages are those with an interest of dark arts of necromancy and joined the 16th to have a chance to serve under Morphail is who known to be a master of the combat applications of the necromantic arts.

**Type of Unit:** Assault Division (Magical)

**BFR:** 102 **Troop Class:** Excellent **BR:** 152

**MV:** 12 miles a day (4th Banner can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 179,625.6 dc (54,835.2 dc for Deca/Private; 14,918.4 dc for NCO's; 62,832 dc for Banner officers; and 47,040 dc for Divisional Generals)

1st Banner (Reaper): 120 Arcaner Infantry (M3) armed with slings and staves, 4 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M10, Death Master 3rd)

*The Reapers are trained regularly by Morphail personally in tactics with undead and to control and use the undead in combat, and have protective devices and a store of protective magical devices. Soldiers ranked Deca and above have a 30% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

2nd Banner (Explosie): 240 Arcaner Infantry (M3) armed with slings and staves, 8 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M10, Fire Master 2nd)

*The Explosie is the main combat banner of the 16th Division. Soldiers ranked Deca and above have a 25% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons, usually wands of fireballs or other items of mass destruction.*

3rd Banner (Donder): 240 Heavy Foot (F3) with long swords, short swords, daggers, shields and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

The primary duty of the Donder is the defense of Ft. Tchernovodsk and thus continually trains with the Golozadyi. Soldiers ranked Deca and above have a 5% chance (+5% per rank above Deca) of having one or more magical items and/or magical weapons.

4<sup>th</sup> Banner (Bliksem): 240 mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses.

The primary duty of the Bliksem is to patrol the hills of Boldavia and the Western Czaikow Hills Free Province (WCFP) for bandits or Ethengarian infiltrators or spies. The Bliksem often work and train in conjunction with the local WCFP militia. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

#### Anton's 3<sup>rd</sup> and 11<sup>th</sup> Divisions

Headquarters - Fort Nordling

Peacetime Deployment - Maintaining law and order and patrolling up to 48 miles from their places of deployment (Glantri City, Fort. Nordling, Kopstar).

Wartime Defensive Deployment - Defense of northern frontier and Boldavia are the primary wartime tasking of Juliana's divisions. In the absence of a threat to the northern frontier or Boldavia, Anton's divisions would be considered a general reserve and would be dispatched to bolster the forces of the threatened area of Glantri.

Division Commander - 3<sup>rd</sup> and 11<sup>th</sup> Div: Lord Field Marshal Anton Vlaardoen (F22, 22 HD Gold Dragon)

After Prince Vanserie Vlaardoen died, his daughter and heir Julian Vlaardoen (M14, Fire Master 3<sup>rd</sup>) became the overall commander of the Flaemish military. In the aftermath of the Glantrian Military Reorganization Act of AC 1010 when divisional commands became Council Charges there was a movement to remove the young and inexperienced Princess from command. A compromise forged allowed her to keep her command but only if she designated her well respected uncle Anton as the actual commander of the divisions. Princess Juliana agreed and officially delegated command to her 'uncle' Anton. Anton spends his time watching over, protecting, and educating the young Princess so he only would take command in times of crisis or conflict. In peacetime the assistant commanders of the divisions handle the day to day operations of the divisions.

Assistant commander - 3<sup>rd</sup> Div: Colonel General Chanash Teval (M20, Fire Master 4<sup>th</sup>), 11<sup>th</sup> Div: Lord Colonel General Pieter Horkan (F19)

Executive officer - 3<sup>rd</sup> Div: Lord Lieutenant General Willem den Toom (M15, Death Master 4<sup>th</sup>), 11<sup>th</sup> Div: Lieutenant General Rachel Luuk (M13 Fire Master 3<sup>rd</sup>)

Head Mage - 3<sup>rd</sup> Div: Lady Sinaria Verlien (M28, Fire Master 5<sup>th</sup>), 11<sup>th</sup> Div: Sir Pieter-Eeuwke Vandehaar (M18, Fire Master 4<sup>th</sup>)

Knight - 3<sup>rd</sup> Div: Antonie (F15, golden Plate +4, two handed sword +4, riding war horse.), 11<sup>th</sup> Div: Johan Rjevins (F14 Plate +3, Lance +2, Spear +4, riding warhorse)

Head Physician - 3<sup>rd</sup> Div: Surgeon General Peter van Uhm (M4), 11<sup>th</sup> Div: Surgeon General Simone d'Shazo (M7)

A Breakdown of Anton's Divisions -

#### Anton's 3<sup>rd</sup> Division

Anton's 3<sup>rd</sup> Division, formerly known simply as 'Vanserie's Division' in the pre Great War Glantrian army, was re-designated as the 3<sup>rd</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The division is 100% mounted. Most troops are from Bergdhoven and the division is 100% Flaemish. Officers of the 1<sup>st</sup> and 2<sup>nd</sup> Banners regularly tour Flaemish areas to attempt to recruit the most talented of non-noble Flaem spell casters to serve in the 3<sup>rd</sup> Division. The 3<sup>rd</sup> Division is considered one of the most elite and powerful of all Glantrian divisions.

**Type of Unit:** Mobile Assault Division (Magical)

**BFR:** 132 **Troop Class:** Elite **BR:** 236

**MV:** 18 miles a day (3<sup>rd</sup> and 4<sup>th</sup> Banners can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 249,842.88 dc (74,047.68 dc for Deca/Privatees; 25,267.2 dc for NCO's; 68,208 dc for Banner officers; and 82,320 dc for Divisional Generals)

1<sup>st</sup> Banner (Hetzzer): 120 Arcaner Cavalry (M3) armed with slings and staffs, 4 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M10, Fire Master 3<sup>rd</sup>) all riding warhorses

This banner serves as the eyes and ears of the division and serve a reconnaissance and scouting function. Soldiers ranked Deca and above have a 33% chance (+33% per rank above Deca) of having magical items and/or magical weapons. Of the banner's 4 companies, typical reconnaissance and scout tasking would be as follows.

1<sup>st</sup> Company - reconnaissance using a variety of spells such as invisibility, Charm Person, ESP, Clairvoyance, Fly etc..

2<sup>nd</sup> and 3<sup>rd</sup> Companies - specially trained unit in ambush, counter insurgency, and mage suppression tactics. Main mission is counter enemy mage operations and target mages on the field of battle. Spells are generally offensive and reconnaissance orientated.

4<sup>th</sup> Company - a typical Flaemish combat mage unit, with spellcasters with offensive and defensive spells available which is generally used as support of the other companies of the Hetzer when independently deployed.

2<sup>nd</sup> Banner (Flammenwerfer): 120 Arcaner Cavalry (M3) and 180 elite Arcaner Cavalry (M5) all armed with slings and staffs, 4 Sergeants (M5), 6 Senior Sergeants (M7), 2 Lieutenants (M9), 1 Captain (M11, Fire Master 3<sup>rd</sup>) all riding warhorses

The Flammenwerfer is the central unit in the 3<sup>rd</sup> Division and is considered, along with the Blitzkrieg, Red Devils and Aliana's Pride, as perhaps the most elite and deadly of all Glantrian Banners. The mages carry offensive and defensive spells and magical items are generally geared toward mass destruction and fire protection from their own magic. Every Deca and above is armed with at least a wand of fireballs... provided to the banner, and property of the banner, by the Verlien and Vlaardoen families over the years. In addition soldiers ranked Deca and above also have a 40% chance (+30% per rank above Deca) of having one or more other non-fire based magical items and/or magical weapons.

3<sup>rd</sup> Banner (Kraht): 300 mounted Heavy Foot (F3) with long swords, short sword, dagger, shield and chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9) all riding normal horses.

*The primary duty of the Kraht is protecting the Flammenwerfer from hand to hand attack. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Pijl): 120 mounted Light Infantry (F2) with short bows, long swords, daggers, leather armor mounted Archers (F2); 4 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F9) all riding normal horses.

*The primary task of the Pijl is screening the divisions flanks and acting as battlefield skirmishers. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Anton's 11<sup>th</sup> Division

Anton's 11<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 75% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The troops are recruited from Flaemish regions all over Glantri but selectively accept volunteers from non-Flaem. The 11<sup>th</sup> Division is ethnically 90% Flaemish. Due to the influence of Anton Vlaardoen the 11<sup>th</sup> Division is more of a traditionally structured fighting division and unlike the other three predominately Flaemish Glantrian divisions only has one mage banner.

**Type of Unit:** Heavy Infantry Division

**BFR:** 110 **Troop Class:** Excellent **BR:** 165

**MV:** 12 miles a day (2<sup>nd</sup> and 4<sup>th</sup> Banners can move up to 24 miles/day if alone), (1<sup>st</sup> Banner can move up to 18 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 167,603.52 dc (41,670.72 dc for Deca/Privatees; 17,068.8 dc for NCO's; 46,368 dc for Banner officers; and 62,496 dc for Divisional Generals)

1<sup>st</sup> Banner (Vulkaan): 240 mounted Arcaner Infantry (M3) armed with slings and staves, 8 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M9, Fire Master 2<sup>nd</sup>) all riding normal horses

*The Vulkaan are the primary combat unit in the 11<sup>th</sup> Division. Soldiers ranked Deca and above have a 30% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons, primarily fire based offensive and protective items.*

2<sup>nd</sup> Banner (Paard): 180 Heavy Cavalry (F4) armed with lance, sword, shield and chain mail; 6 Senior Sergeants (F6), 2 Lieutenants (F8), 1 Captain (F10) all riding armored warhorses

*The primary duties of the Paard are patrolling the northern frontier of Glantri and hunting down any humanoids or monsters before they can threaten settled areas Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Vitaliteit): 240 Heavy Foot (F3) with long swords, short swords, daggers, shields and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

*The primary duties of the Vitaliteit are defending Fort Nordling as well as protecting the Vulkaan from hand to hand attack. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Verschrikking): 180 mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 6 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses.

*The primary task of the Verschrikking is patrolling Bergdhoven in peacetime and battlefield support of the Vulkaan and Vitaliteit during battle. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

## **2<sup>nd</sup> Corp:**

4<sup>th</sup>, 9<sup>th</sup> Divisions - Brannart's divisions

1<sup>st</sup>, 14<sup>th</sup> Divisions - Innocenti's (1010-1014), Dolores' (1014) divisions

General peacetime deployments of the 2<sup>nd</sup> Corp

4<sup>th</sup> Division: 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Castle Sablestone

1<sup>st</sup> Banner - Glenmoorloch

9<sup>th</sup> Division - Castle Sablestone

1<sup>st</sup> Division: 1<sup>st</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Glantri City

2<sup>nd</sup> Banner - Leenz

14<sup>th</sup> Division: 1<sup>st</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Glantri City

4<sup>th</sup> Banner - Lizzieni

### **Brannart's 4<sup>th</sup> and 9<sup>th</sup> Divisions**

Headquarters - Castle Sablestone

Peacetime Deployment - Patrolling the Principality of Sablestone, and the West End Free Province (WEFP), for bandits and for monsters coming out of mountains. The divisions also maintain watch on the western border with Sind.

Wartime Defensive Deployment - Defense of Castle Sablestone and the western frontier and borders from Wendar to the north to Sind in the west is the primary defensive tasking of Brannart's divisions. In absence of a threat from the west the divisions would be considered a strategic reserve.

Division Commander - 4<sup>th</sup> and 9<sup>th</sup> Div: Prince Field Marshal Brannart McGregor (M33, 33HD Lich, Death Master 4<sup>th</sup>)

Assistant commander - 4<sup>th</sup> Div: Colonel General Aiden McDonald (F18), 9<sup>th</sup> Div: Colonel General Marcus Vipsanius (F26)

Executive officer - 4<sup>th</sup> Div: Lord Lieutenant General Julian McPherson (M12), 9<sup>th</sup> Div: Lieutenant General Francois Rierre (F14)

Head Mage - 4<sup>th</sup> Div: Lord Alasdair McAllister (M14), 9<sup>th</sup> Div: Flavius Stilicho (M17 Water Master 3<sup>rd</sup>)

Knight - 4<sup>th</sup> Div: Sir Robert McGregor (F13, plate +3, two handed claymore+3, Ring of Spell Turning, war horse), 9<sup>th</sup> Div: Cornelius Scipio (F19, Plate +4, Spear +4, war horse)

Head Physician - 4<sup>th</sup> Div: Surgeon General Kirkpatrick Macmillan (MM), 9<sup>th</sup> Div: Surgeon General Vladimir Mayakovsky (M2)

A Breakdown of Brannart's Divisions -

#### Brannart's 4<sup>th</sup> Division

Brannart's 4<sup>th</sup> Division, formerly known simply as 'Brannart's Division' in the pre Great War Glantrian army, was re-designated as the 4<sup>th</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The 4<sup>th</sup> Division is only about 15 % mounted, and is almost entirely (94%) ethnically Kaelic. At present all junior officers and NCO's are Kaelic. The strength of this division lies in the battle enthusiasm, which verges on berserk, of its Klantrian foot soldiers. Brannart always never bothers to check in on the 4<sup>th</sup> Division, leaving his assistant commander to command the division in his absence, and only takes charge of the division in times of emergency or war.

**Type of Unit:** Heavy Infantry Division

**BFR:** 127 **Troop Class:** Elite **BR:** 166

**MV:** 12 miles a day

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Total cost to the Treasury (yr) - 185,868.48 dc (53,484.48 dc for Deca/Private; 20,496 dc for NCO's; 53,424 dc for Banner officers; and 58,464 dc for Divisional Generals)

1<sup>st</sup> Banner (Johnny Walker Red): 120 Arcaner Infantry (M3) and 60 elite mounted Arcaner Infantry (M5) armed with slings and staves, 4 Sergeants (M5) , 2 Senior Sergeants (M7), 2 Lieutenants (M9), 1 Captain (M10 Water Master 3<sup>rd</sup>)

*Far from being the typical sissy mages, the wizards of the Johnny Walker Reds (often just called the Reds) are as tough in fight with a staff as any veteran fighter with their sword, and have no reservation about closing in on a foe and bashing their heads in with staves. All have had advance training with their weapons as well as their spell-casting abilities; mages generally have above average strength, dexterity, constitution, as well as intelligence. The Reds are an intimidating and very potent combat Banner as well as being one of the most famed in the Glantrian Army. Soldiers ranked Deca and above have a 30% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

2<sup>nd</sup> Banner (Laphroaig): 180 elite Heavy Foot (F5) armed with two-hand claymores, daggers, and chain mail; 6 Senior Sergeants (F7), 2 Lieutenants (F9), 1 Captain (F11)

*The favorite tactic of the Laphroaig is to close with an enemy and attempt to overwhelm them as quickly as possible in order to make it back to the divisional pubs for the traditional off duty pint and a shot. Soldiers ranked Deca and above have a 20% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Glenlivet): 240 Heavy Foot (F3) armed with two-hand claymores, daggers, and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

4<sup>th</sup> Banner (Caledonian): Same as 3<sup>rd</sup> Banner

*The standard battle tactics of the Glenlivet and Caledonians are to provide flank support for the Laphroaig as they close in echelon formation with an enemy force and attempt to overwhelm them as quickly as possible so they can make it back to the divisional pubs for the traditional off duty pint and a shot and swap stories of their bravery and glory. Soldiers ranked Deca and above have a 10% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Brannart's 9<sup>th</sup> Division

Brannart's 9<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is fully 100% mounted and roughly half of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The division was intended to be a cavalry division so the 9<sup>th</sup> naturally drew heavily from discharged veterans and new recruits from the Principality of Caurenze and the surrounding lands. Ethnic Kerendians make up 70% of the divisions troops with the remainder being those who are Equestrians and wanted to join what was the first regular Glantrian Army cavalry division to be formed after the reorganization of the Grand Army in 1010.

**Type of Unit:** Heavy Cavalry Division

**BFR:** 121 **Troop Class:** Excellent **BR:** 205

**MV:** 18 miles a day (2<sup>nd</sup> and 4<sup>th</sup> Banners can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 192,024 dc (53,524.8 dc for Deca/Private; 23,923.2 dc for NCO's; 47,376 dc for Banner officers; and 67,200 dc for Divisional Generals)

1<sup>st</sup> Banner (Malfattore): 120 Arcaner Cavalry (M3) armed with slings and staves, 4 Sergeants (M5), 2 Lieutenants (M7 Earth Master 1<sup>st</sup>), 1 Captain (M9 Earth Master 2<sup>nd</sup>) all riding warhorses

*The Malfattore is the magical banner of the 9th Division. All spellcasters are able to cast spells or use magic items while riding. The primary tasking of the Malfattore is to provide support the heavy cavalry and especially engage enemy spellcasters. Soldiers ranked Deca and above have a 15% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

2<sup>nd</sup> Banner (Distaccato): 180 Light Cavalry (F2) armed with short bow, spear, and leather; 9 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses

*The Distaccato in combat providing flank protection for the other Banner of the division and try to exploit open or weak enemy flanks. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Arrabiato): 270 Heavy Cavalry (F4) armed with lance, sword, shield and chain mail; 9 Senior Sergeants (F6), 2 lieutenants (F8), 1 Captain (F10) all riding armored warhorses

4<sup>th</sup> Banner (Svelto): as 3<sup>rd</sup> Banner

*The Arrabiato and Svelto are the primary combat units of the 9<sup>th</sup> Division. On the battlefield the Arrabiato and Svelto will attempt to break up enemy lines by directly charging into them Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Dolores' 1<sup>st</sup> and 14<sup>th</sup> Divisions

Headquarters - Glantri City

Peacetime Deployment - Maintaining law and order and patrolling up to 48 miles from their places of deployment (Glantri City, Leenz, Lizzieni)

Wartime Defensive Deployment - Defense of western frontier and Sablestone are the primary wartime tasking of Harold's divisions. In the absence of a threat to the western frontier or Sablestone, Dolores' divisions would be considered a general reserve and would be dispatched to bolster the forces of the threatened area of Glantri.

Division Commander - 1<sup>st</sup> and 14<sup>th</sup> Div: Lady Field Marshal Dolores Hillsbury/Synn (M36)

*Princess Dolores is new to the command of these divisions only winning a closely contested vote at the Council of Princes over the new Prince of Caurenze Bartolomeo di Malapietra to succeed the former commander, Prince Innocenti di Malapietra, who was killed by as of yet known attackers on the 1<sup>st</sup> of Nuwmont 1014. The newly minted Field Marshall thus spends a great deal of time with her new divisions, supervising their training. It is whispered in the halls of the Citadel that for such a young Princess (and thought to be inexperienced commander) that she shows a remarkable grasp of military concepts and strategy. The wonders of Dolores Hillsbury never fail to continue to amaze.*

Assistant commander - 1<sup>st</sup> Div: Colonel General Hans Grüber (M28), 14<sup>th</sup> Div: Colonel General Sergey Trofimenko (F15)

Executive officer - 1<sup>st</sup> Div: Lieutenant General Anja Höppner (F21), 14<sup>th</sup> Div: Lieutenant General Peter Middelkoop (M11 Death Master 3<sup>rd</sup>)

Head Mage - 1<sup>st</sup> Div: Frau Hildegard Von Drachenfels (M19, Earth Master 5<sup>th</sup>), 14<sup>th</sup> Div: Salvidienus Rufus (M17, Earth Master 4<sup>th</sup>)

Knight - 1<sup>st</sup> Div: Hans von Shtrou (F30, two handed sword+3, golden plate armor+4, riding war horse), 14<sup>th</sup> Div: Vibia Sabina (F22, Spear +3, Chain +5)

Head Physician - 1<sup>st</sup> Div: Surgeon General Annemarije Luijkens (M14), 14<sup>th</sup> Div: Surgeon General Hans-Joachim Birkner (M9)

A Breakdown of Dolores' Divisions -

#### Dolores' 1<sup>st</sup> Division

Dolores' 1<sup>st</sup> Division, formerly known simply as 'Jaggar's Division' in the pre Great War Glantrian army, was the most elite and powerful of the Glantrian pre-war divisions and was re-designated as the 1<sup>st</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. Today it remains still the best equipped, well trained, most experienced, and the single most elite fighting division in the Grand Army of Glantri. The division is 100% mounted. The majority officers of the 1<sup>st</sup> Division, even down to the Deca's, are combat veterans and are experienced and capable commanders. The division has undergone extensive training in small unit, combined-arms tactics so while they still are organized in the Glantrian TO&E as a 4 Banner division they actually can operate and deploy effectively on a smaller scale. Tactics are taught down to the lowliest foot soldier and personal initiative is rewarded not frowned upon even with the highly disciplined Hattian tradition. The 1<sup>st</sup> Division is almost 100% Hattian in ethnic composition and all the junior NCO's and officers are Hattian.

**Type of Unit:** Mobile Assault Division (Heavy)

**BFR:** 151 **Troop Class:** Elite **BR:** 256

**MV:** 18 miles a day (1<sup>st</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Banners can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 253,712.24 dc (62,828.64 dc for Deca/Privatees; 28,593.6 dc for NCO's; 61,152 dc for Banner officers; and 101,138 dc for Divisional Generals)

1<sup>st</sup> Banner (Aufklärung): 120 mounted privates and Deca of various classes, 4 Senior Sergeants, 2 Lieutenant (F9, M9), 1 Captain (M11) all riding normal horses. The Aufklärung serve as the eyes and ears of the division and serves as a reconnaissance and scouting unit. Soldiers ranked Deca and above have a 30% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons. The Aufklärung break into Companies as follows:

1<sup>st</sup> Company (Brandenburg): 30 elite mounted Light Infantry (F5) armed with short swords, daggers and leather armor+1; 1 Senior Sergeant (F7) all riding normal horses.

*The Brandenburgers specialize in operating behind enemy lines and assaulting high value, highly guarded targets and are selected for their superior physical attributes, language skills, overall intelligence, and past combat experience. The Company is perhaps the single most elite and famed Company in the entire Glantrian Army.*

2<sup>nd</sup> Company (Gelandeerkundung) - 30 mounted elite Light Infantry (T4) armed with short swords, nets, daggers +1 and leather armor; 1 Senior Sergeants (T6) all riding normal horses.

*The primary task of the Gelandeerkundung is to work in conjunction with the 3<sup>rd</sup> Company, to provide intelligence to the divisional commander. The Gelandeerkundung are most effective when enemy spellcaster make magical intelligence gathering impossible or unreliable and human assets are needed to collect information and intelligence.*

3<sup>rd</sup> Company (Gefechtsaufklärung) - 30 elite mounted Arcaner Infantry (M5) armed with staffs and daggers, 1 Senior Sergeant (M7) all riding normal horses.

*The Gefechtsaufklärung use all manner of magical spells and magic items to locate, and observe the movements of enemy forces.*

4<sup>th</sup> Company (Luftaufklärung) - 30 elite mounted Arcaner Infantry (M5) armed with staffs and daggers, 1 Senior Sergeant (M7) all riding small Rocs.

*The Luftaufklärung is the long range aerial scouting element of the 1<sup>st</sup> Division. The companies Roc's were trained from birth to be human mounts and are property of the division.*

2<sup>nd</sup> Banner (Blitzkrieg): 120 elite Arcaner Cavalry (M5) armed with slings and staffs, 4 Senior Sergeants (M7); 180 elite Heavy Cavalry (F6) armed with lances, longswords, and full plate armor; 6 Senior Sergeants (F8), 2 Lieutenant (F9, M9), 1 Captain (M11) all riding armored warhorses.

*The Blitzkrieg Banner is the perfect model of a combined-arms unit in action. The concept was tested and used to devastating effect in the war against Thar during the Great War. Basically the mages punch a hole in the enemy lines where the heavy cavalry can flow through to fan out in the enemy's rear where they can then strike the enemy from behind or disrupt command and control or supplies. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Schwerpunkt): 210 mounted Heavy Foot (F3) with longswords, short swords, dagger, shield, and chain mail; 7 Sergeants (F5); 2 Lieutenant (F7), 1 captain (F10) riding normal horses for quick reaction on the battlefield and will dismount before fighting.

*The Schwerpunkts often fulfill two very different missions within the division in combat. On the attack they act as 2<sup>nd</sup> echelon infantry following the Blitzkrieg Banner and either mopping up behind them or exploiting and expanding breaks created in the enemy lines. On the defensive they serve as the primary line unit with the Blitzkrieg Banner supporting them and helping protect their flanks. Soldiers ranked Deca and above have a 15% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Bogenschütze): 210 mounted archers (F2) with long bows, daggers, and leather armor; 7 sergeants (F4); 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses.

*The Bogenschützen are the division's long arm and provide archery support from behind the main lines of attack or defense. Soldiers ranked Deca and above have a 10% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Dolores' 14<sup>th</sup> Division

Dolores' 14<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 25% mounted and roughly two-thirds of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The division is a largely (80%) ethnically Thyatian division drawn primarily from the hills of Westheath and Hightower. Areas devastated during Thar's invasion so many of those who joined the division after its formation in 1010 are combat veterans that served in other units in the Great War. The last few years have seen extensive training to mold the veterans into a cohesive fighting division. The division is 50% mounted and relies heavily on traditional Thyatian discipline and tactics. Serving alongside the 1<sup>st</sup> Division has helped speed the cohesion of the unit and a friendly rivalry is developing between the two units in various war games and other competitions the two divisions' commander regularly put on. It is expected the division may be bumped up to *elite* troop class, from its present *excellent* by the GAHC, if it continues to show the growth as a unit and command that it has shown in the last three years.

**Type of Unit:** Heavy Infantry Division

**BFR:** 113 **Troop Class:** Excellent **BR:** 168

**MV:** 12 miles a day (2<sup>nd</sup> Banner can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 157,715.04 dc (42,769.44 dc for Deca/Private; 16,833.6 dc for NCO's; 47,040 dc for Banner officers; and 51,072 dc for Divisional Generals)

1<sup>st</sup> Banner (Lupo): 120 Arcaner Infantry (M3) armed with slings and staffs, 4 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M9)

*The Lupo are the magical banner of the 14<sup>th</sup> Division. The Captain of the banner is trying to mold his banner upon the Johnny Walker Red's of the 4<sup>th</sup> Division. The training regimen of the banner stresses not only mastering magical combat tactics but also training with the staff and sling as well as building personal strength and conditioning. Soldiers ranked Deca and above have a 20% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

2<sup>nd</sup> Banner (Cavallo): 210 Light Cavalry (F2) armed with short bow, spear, and leather; 7 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses

*The Cavallo provides the eyes and ears of the division and specialize in battlefield scouting and reconnaissance in addition to providing flank protection to the heavier 3<sup>rd</sup> and 4<sup>th</sup> banners of the division. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Orso): 210 elite Heavy Foot (F5) armed with pole arm, short sword, and dagger, wearing chain mail; 7 Senior Sergeants (F7), 2 Lieutenants (F9), 1 Captain (F10)

*The Orso trace their lineage back to the Great War and the famed 29<sup>th</sup> Division (Res). All soldiers and officers in the Orso are combat veterans, many of them decorated. A large number of the banner have served together for years so the unit is extremely well trained and cohesive, perhaps more so than any banner in the 1010 created divisions. The Orso is the central unit of the division, spearheading the attack or manning the center of the line. Soldiers ranked Deca and above have a 33% chance (+33% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Tigre): 300 heavy foot (F3) armed with (2) throwing spears, swords, shield, wearing chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

*The Tigre while not bereft of veterans of the Great War has far more new recruits than the Orso as well as more ethnic diversity within its ranks. In combat it acts as a 2<sup>nd</sup> echelon unit in support of the Orso on the attack or in the defense. Soldiers ranked Deca and above have a 15% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

## 3<sup>rd</sup> Corp:

2<sup>nd</sup>, 10<sup>th</sup> Divisions - Carnelia's divisions

5<sup>th</sup>, 13<sup>th</sup> Divisions - Jherek's divisions

General peacetime deployments of the 3<sup>rd</sup> Corp.

2<sup>nd</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banner- Ft. Monteleone

4<sup>th</sup> Banners - New Alvar

10<sup>th</sup> Division 1<sup>st</sup>, 4<sup>th</sup> Banners - Ft. Monteleone

2<sup>nd</sup>, 3<sup>rd</sup> Banners - Tristan

5<sup>th</sup> Division - Bramya Camp

13<sup>th</sup> Division 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners - Skullhorn Pass Camp

4<sup>th</sup> Banner - Braastar

### Carnelia's 2<sup>nd</sup> and 10<sup>th</sup> Divisions

Headquarters - Fort Monteleone

Peacetime Deployment - Watching and protecting the SE borders of Glantri from rogue humanoids and from the Khan of Ethengar.

War deployment - Defense of the southern and eastern borders are the division's primary tasking.

Division Commander - 2<sup>nd</sup> and 10<sup>th</sup> Div: Lady Field Marshal Dona Carnelia de Belcadiz y Fedorias (EL10, attack rank J, Witch 5th)

Assistant commander - 2<sup>nd</sup> Div: Colonel General Emilia Pardo Bazán (EW15, Earth Master 3<sup>rd</sup>), 10<sup>th</sup> Div: Colonel General Richard Whitehall (T16)

Executive officer - 2<sup>nd</sup> Div: Lieutenant General Gustav Staliniov (M13), 10<sup>th</sup> Div: Lieutenant General Henri LeClerc (M14)

Head Mage - 2<sup>nd</sup> Div: Rafael Montoya (M19), 10<sup>th</sup> Div: Federica Ortiz de Domínguez (M14, Red Dragon Master 3<sup>rd</sup>)

Knight- 2<sup>nd</sup> Div: Cristobal Narciso Mendoza Leonardo (EL10 AL D), 10<sup>th</sup> Div: Angus McFlintock (F24)

Head Physician - 2<sup>nd</sup> Div: Surgeon General Teresa Garcia Ramirez de Arroyo (C8 of Valerias), 10<sup>th</sup> Div: Surgeon General Edoardo Perratin (C7 of Vanya)

A breakdown of Carnelia's Divisions -

#### Carnelia's 2<sup>nd</sup> Division

Carnelia's 2<sup>nd</sup> Division, formerly known simply as 'Carnelia's Division' in the pre Great War Glantrian army, was re-designated as the 2<sup>nd</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The 2<sup>nd</sup> Division is about 30% mounted. About 70% of the troops are a mix of Belcadiz Humans and elves, a majority of the remainder of the division is drawn from the Fen population which has always had excellent relations with the Belcadiz. The 2<sup>nd</sup> Division is considered one of the best fighting divisions in the Grand Army of Glantri, behind only the 1<sup>st</sup> (Jaggar's) in the opinions of those in the GHC. The high regard of the GHC is due in no small part to its peerless record in battle during Thar's invasion. No Glantrian division, not even the 1<sup>st</sup>, earned more Mage's Crosses collectively than members of the 2<sup>nd</sup> Division did in the Great War.

**Type of Unit:** Light Infantry Division

**BFR:** 119 **Troop Class:** Excellent **BR:** 179

**MV:** 12 miles a day (1<sup>st</sup> Banner can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 219,696.96 dc (65,640.96 dc for Deca/Private; 25,704 dc for NCO's; 62,496 dc for Banner officers; and 65,856 dc for Divisional Generals)

1<sup>st</sup> Banner (Els Orelluts): 60 elite mounted Light Infantry (E5) scouts armed with bows and rapiers, and 60 elite mounted Light Infantry (T5) with bows and short swords, 4 Senior Sergeants (2-E7, 2-T7), 2 Lieutenants (E8,T8), 1 Captain (E10) all riding normal riding horses for maximum mobility.

Els Orelluts is a mixed elf-human banner and is the scouting banner of the 2<sup>nd</sup> Division. Though based at Fort Monteleone it is rarely found there and is often on patrols the lands to the east of Fort Monteleone and Belcadiz out to Satolas looking for Ethengarian infiltrators, rogue humanoid raiding parties, and Shadowelf spies. Soldiers ranked Deca and above have a 33% chance (+33% per rank above Deca) of having one or more magical items and/or magical weapons.

2<sup>nd</sup> Banner (Los Boquerones): 180 Heavy Foot (F3), 120 elite Heavy Foot (F5) armed with long swords, daggers, shields and chain mail; 6 Sergeants (F5), 4 Senior Sergeants (F6); 2 Lieutenants (F8), 1 Captain (F10)

The Los Boquerones is drawn from human fighters from the principality of Belcadiz, the Fen lands around Belcadiz as well as Glantri City. Their primary mission is defensive, of Fort Monteleone, or of the other banners if in the field. However on the attack they often serve as the 2<sup>nd</sup> echelon banner and support the Chicharreros. Soldiers ranked Deca and above have a 20% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.

3<sup>rd</sup> Banner (The Red Devils): 120 elite Archers (F4), 30 Archers (F2); with long bows, daggers, and leather armor; 5 Senior Sergeants (F6), 2 Lieutenants (F8), 1 Captain (F10)

The primary task of the Red Devils is battlefield suppression of enemy archers and especially enemy spellcaster when identified. The best archers in all Glantri are said to be found either in, or were once past members, of this predominately ethnic Fen banner. Current or past members of the Red Devils have won the annual archery contest on Army Day a staggering 17 years in a row. All members have various archery related special skills. The 5<sup>th</sup> Company is the 'training' Company where new recruits, merely excellent archers, are trained to reach the extremely high

standards of the experts of the rest of the banner. The Red Devils are a small but very potent banner which, due to their expertise and skill with the longbow, can outrange other archer units on the battlefield. Along with the Blitzkrieg, Aliana's Pride and the Flammenwerfer, the Red Devils are one of the most potent and famed of banners in the Glantrian army. Soldiers ranked Deca and above have a 33% chance (+33% per rank above Deca) of having one or more magical items and/or magical weapons.

4<sup>th</sup> Banner (Los Chicharreros): 270 Light Infantry (E3) with rapiers, daggers, and leather; 9 Sergeants (E5), 2 Lieutenants (E7), 1 Captain (E10)

The Los Chicharreros are 100% Belcadiz elf banner and like most Belcadiz elves are just as deadly and proficient with the rapier as with magic. The banner is deployed as the divisions reserve and provides magical support to the Periquitos but can be used when the need arises to be deployed into hand to hand combat. In general on the attack they are used as the primary lead banner but on the defense they act as the divisional reserve and support unit. Soldiers ranked Deca and above have a 50% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.

#### Carnelia's 10<sup>th</sup> Division

Carnelia's 10<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 25% mounted and roughly two-thirds of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The division has an ethnic breakup that is equal parts Kerendian, Thyatian, and of mixed ethnicities all being drawn from Glantri City and the area around it. The 10<sup>th</sup> Division has strong line infantry and archers banners making it perfect for defensive operations. Its primary tasking is defense of Fort Monteleone and even of an event of an invasion of Glantri to the west or the north it is likely the 10<sup>th</sup> Division would remain and have responsibility to hold Ft. Monteleone even if the 2<sup>nd</sup> Division was shifted to the threatened region of Glantri. For that reason the 10<sup>th</sup> Division spends most of its time training in defensive positional warfare. The 10<sup>th</sup> Division is noteworthy for being the only regular Glantrian Army division to not have magical banner.

**Type of Unit:** Fortress Division

**BFR:** 109 **Troop Class:** Excellent **BR:** 142

**MV:** 12 miles a day (4<sup>th</sup> Banner can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Total Cost to the Treasury (yr) - 119,709.84 dc (24,615.44 dc for Deca/Private; 8,198.4 dc for NCO's; 27,088 dc for Banner officers; and 59,808 dc for Divisional Generals)

1<sup>st</sup> Banner (Wolverine): 120 Heavy Archer (F2) armed with crossbow, dagger, and banded armor; 4 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

The Wolverines are the heavy long distance combat arm of the division. Armed with crossbows the Wolverines stand to the rear of the Lions and other line units and provide support to the units on the line. At Fort Monteleone the Wolverines occupy the defensive towers and used the greater range and punch of their crossbows to whittle down approaching enemy before they get into range of the Lynxes. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

2<sup>nd</sup> Banner (Lynx): 210 Archers (F2) armed with long bow, dagger, and leather; 7 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

The Lynxes are the primary archery banner of the division. In the field, as the Wolverines, they stand to the rear of the Lions and other line units and provide archery support. In the defense of Fort Monteleone they would occupy the walls along with the Lions and try to prevent enemy forces from gaining the walls or gates of the fort. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

3<sup>rd</sup> Banner (Lion): 300 Heavy Foot (F3) armed with pole arm, short sword, and dagger, wearing chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

The Lions are the main combat banner of the 10<sup>th</sup> Division and are the primary line unit in defensive formation as well as being the primary banner of the division in defense of Fort Monteleone. Soldiers ranked Deca and above have a 10% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.

4<sup>th</sup> Banner (Panther): 210 mounted Light Infantry (F2) armed with short bows, long swords, daggers, banded armor; 7 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses

The Panthers serve as a mobile screening force of skirmishers for the division when in the field. At Fort Monteleone they are tasked as serving as a reserve and a rapid counterattack force to throw back any enemy that manage to gain the walls or interior of the fort. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

#### **Jherek's 5<sup>th</sup> and 13<sup>th</sup> Divisions**

Headquarters - Bramya Camp

Peacetime Deployment - Watching and protecting eastern border, from Estioniarsk in the north to Satolas in the south, from the Khan of Ethengar

War deployment - Primary mission of the divisions is the defense of Skullhorn Pass...at any and all costs. Secondary mission is the defense of Bramya and Glantri east of the Colossus Mountains but not at the expense of risking Skullhorn Pass being taken by the enemy.

Division Commander - 5<sup>th</sup> and 13<sup>th</sup> Div: Prince Field Marshal Jherek Virayana IV (M36, Dream Master 5<sup>th</sup>)

Assistant commander- 5<sup>th</sup> Div: Colonel General Subutai Otgonbayar (F24), 13<sup>th</sup> Div: Lord Colonel General Eachainn McDougall (M13, Gold Dragon Master 3<sup>rd</sup>)

Executive officer - 5<sup>th</sup> Div: Lieutenant General Aranis Greenleaf (EW 12, White Dragon Master 3<sup>rd</sup>), 13<sup>th</sup> Div: Lieutenant General Chiara Cissorelli (F11)

Head Mage - 5<sup>th</sup> Div: Lan-Syn Virayana (M17 Dream Master 4<sup>th</sup>), 13<sup>th</sup> Div: Christa Heinrichs (M18, Air Master 4<sup>th</sup>)

Knight- 5<sup>th</sup> Div: Kassar Mōngke (F30, Leather +5, Short Bow +4, 20 Arrows +3, riding superior warhorse), 13<sup>th</sup> Div: Thierry Lamoge (F24, Plate +5, Lance +4, Short Bow +2, Longsword +3, riding superior warhorse)

Head Physician - 5<sup>th</sup> Div: Surgeon General Nergüi Ganbaatar (NM), 13<sup>th</sup> Div: Surgeon General Pavel Chekov (M2)

A breakdown of Jherek's Divisions -

#### Jherek's 5<sup>th</sup> Division

Jherek's 5<sup>th</sup> Division, formerly known simply as 'Jherek's Division' in the pre Great War Glantrian army, was re-designated as the 5<sup>th</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The division is completely 100% mounted and combat capable on horseback. The entire division is almost totally made of Ethengarian warriors from Krondahar and Bramya. The division takes their responsibility as the eastern defenders of Glantri very seriously knowing the cultural bias, and distrust, that still exists among some in Glantri. Unlike many of the elite, pre-war Glantrian Army divisions, the 5<sup>th</sup> saw little action during the invasion of Thar as it was deemed necessary to keep the 5<sup>th</sup> in the east to guard against any surprise Alphatian advances taking advantage of the chaos Thar unleashed in Glantri.

**Type of Unit:** Light Cavalry Division

**BFR:** 131 **Troop Class:** Elite **BR:** 235

**MV:** 24 miles a day

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 210,551.04 dc (59,855.04 dc for Deca/Private; 27,720 dc for NCO's; 54,432 dc for Banner officers; and 68,544 dc for Divisional Generals)

1st Banner (White Lions): 90 Arcaner Cavalry (M3) and 90 elite Arcaner Cavalry (M5) armed with slings and staves, 3 Sergeants (M5), 3 Senior Sergeants (M7), 2 Lieutenants (M9), 1 Captain (M11) all mounted on superior riding horses.

*The White Lions are all recruited from Krondaharan noble families, and service within the banner is generally 'expected' of young male arcaner nobles. Due to the upper class, noble membership of the Banners every mage in the banner has at least one magical item. Many of them are gifts from family members who served in the Banner themselves in their generation. Most of the Banner have been educated at the Great School and have learned special techniques for casting spells while riding.*

2nd Banner (Black Lions): 180 Brateks (T3) short bows, daggers, wearing Leather armor; 6 Sergeants (T5); 2 Lieutenants (T7), 1 Captain (T9) all mounted on riding horses

*The Black Lions are the scout and ambush Banner of the Krondahar division. In 'peacetime' along the eastern border with the Khanates the Black Lions attempt to locate, ambush, and capture or kill any Ethengarian infiltrators, scouts or raiding parties they find. Larger groups that the Black Lions couldn't take themselves would be reported back to the division commander and the Black Lions would tail the infiltrators until help could arrive to defeat the forces. In war time the Black Lions would either act as a commando force attempting to infiltrate and disrupt or eliminate enemy command and control or they would serve as a general reserve for the Blue and Grey Lions. Soldiers ranked Deca and above have a 25% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

3rd Banner (Blue Lions): 210 elite Light Cavalry (F4) with short bows, lance, banded armor; 8 Senior Sergeants (F6), 2 Lieutenants (F8), 1 Captain (F10) all riding superior riding horses

4th Banner (Grey Lions): as 3rd Banner

*The Blue and Grey Lions are the main combat formations of the 5<sup>th</sup> division. They patrol the very long border with the Khanates in peacetime, usually in multiple company strength. During times of war they would conduct utilize mobile hit and run tactics against the enemy or would act as light cavalry support for heavier line units. Soldiers ranked Deca and above have a 20% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Jherek's 13<sup>th</sup> Division

Jherek's 13<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 25% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. Much like Carnelia's 10<sup>th</sup> Division the division has an ethnic breakup that is equal parts Karendian, Thyatian, and of mixed ethnicities all being drawn from all over the Principalities. The primary tasking of the division is defending Skullhorn Pass in case of attack from the east, and supporting the 5<sup>th</sup> Division east of the mountains once relieved by other forces from within Glantri.

**Type of Unit:** Fortress Division

**BFR:** 101 **Troop Class:** Excellent **BR:** 141

**MV:** 12 miles a day (2<sup>nd</sup> Banner can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 138,828.58 dc (34,937.38 dc for Deca/Private; 10,483.2 dc for NCO's; 44,352 dc for Banner officers; and 49,056 dc for Divisional Generals)

1<sup>st</sup> Banner (Blues): 120 Arcaner Infantry (M3) armed with slings and staves, 4 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M9), Master of Air 2<sup>nd</sup>

*The Blues are the magical banner of the 13<sup>th</sup> Division. The banner is tasked with using spells and magic to support the other banner of the unit and ultimately to defend Skullhorn Pass against attackers. Soldiers ranked Deca and above have a 20% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

2<sup>nd</sup> Banner (Greens): 180 mounted Light Infantry (F2) armed with short bows, long swords, daggers, banded armor; 6 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses

*The Greens are the 2<sup>nd</sup> echelon support banner from the heavier Reds of the 4<sup>th</sup> banner. They serve as a rapid response counter attack force as well as fulfilling missions such as scouting and flank protection missions when the division is in the field. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Blacks): 240 Archers (F2) armed with long bow, dagger, and leather; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

*The Blacks are the archery banner of the 13<sup>th</sup> Division and serve the same purpose whether defending Skullhorn or out in the field, they deploy to the rear of the Reds of the 4<sup>th</sup> Banner and provide counter archer and mage support. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Reds): 300 Heavy Foot (F3) armed with hand axe, dagger, shield wearing chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

*The Reds are the line combat unit of the 13<sup>th</sup> Division. Their training reflects their mission and thus is considered more capable in defensive fighting than as a offensive force. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

## 4<sup>th</sup> Corp:

12<sup>th</sup>, 15<sup>th</sup> Divisions - Malachie's divisions

7<sup>th</sup>, 8<sup>th</sup> Divisions - Carlolina's divisions

1011-1012 -General wartime deployments of the 4<sup>th</sup> Corp

12<sup>th</sup> Division: 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Huledain Camp  
1<sup>st</sup> Banner - Vyonnes

15<sup>th</sup> Division - Erendyl  
7<sup>th</sup> Division - Huledain Camp  
8<sup>th</sup> Division - Ellerovyn

1012-1014 - General peacetime deployments of the 4<sup>th</sup> Corp.

12<sup>th</sup> Division: 1<sup>st</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners Vyonnes  
2<sup>nd</sup> Banner Loupmont

15<sup>th</sup> Division - Les Hiboux  
7<sup>th</sup> Division: 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Fort Huledain  
1<sup>st</sup> Banner - Volnay

8<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 4<sup>th</sup> Banners - Ellerovyn  
3<sup>rd</sup> Banner - Erendyl

### Malachie's 12<sup>th</sup> and 15<sup>th</sup> Divisions

Headquarters: Vyonnes

Peacetime Deployment - The 12<sup>th</sup> and 15<sup>th</sup> Division continue their training while stationed in Noevelle Averoine and Les Hiboux as well as assisting in maintaining law and order, and patrolling the surrounding areas.

War deployment - The primary mission of Malachie's divisions are the defense of the southern border west of the Vesubian River. In absence of a threat to the south the divisions would act as a general reserve to the areas threatened.

Division Commander - 12<sup>th</sup> and 15<sup>th</sup> Div: Prince Field Marshal Malachie du Marais (M13, WWO10)

Assistant commander - 12<sup>th</sup> Div: Colonel General Georges Saveroy (F16), 15<sup>th</sup> Div: Colonel General Hannie Schaft (M14, Fire Master 3<sup>rd</sup>)

Executive officer - 12<sup>th</sup> Div Lieutenant General Darya Nikolayevna Saltykova (M14), 15<sup>th</sup> Div: Lieutenant General Doredhriel Erubadhriel (EW 12, Gold Dragon Master 3<sup>rd</sup>)

Head Mage - 12<sup>th</sup> Div: Sire Michel Leconte (M16, Blue Dragon Master 4<sup>th</sup>), Pieter van Abeele (M18, Death Master 3<sup>rd</sup>)

Knight- 12<sup>th</sup> Div: Gladdis (EL 10 Attack Rank E ), 15<sup>th</sup> Div: Juan Carlos De Los Parlotes De Amadeo (F23, Chain+4, Spear+5, ring of Flying)

Head Physician - 12<sup>th</sup> Div: Surgeon General Sorkhatu Jurki (M3), 15<sup>th</sup> Div: Surgeon General Yelena Andrienko (F1)

Breakdown of Malachie's Divisions -

#### Malachie's 12<sup>th</sup> Division

Malachie's 12<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 75% mounted and roughly half of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The 12<sup>th</sup> is a largely (90%) ethnically Averoinian division as it was formed around a core of Averoinian veterans who served in the Great War and recruitment efforts to fill out the division was focused in the western Averoinian lands.

**Type of Unit:** Infantry Division

**BFR:** 109 **Troop Class:** Excellent **BR:** 164

**MV:** 12 miles a day (2<sup>nd</sup> Banner can move up to 24 miles/day if alone), (1<sup>st</sup> Banner can move up to 18 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 155,447.68 dc (39,729.28 dc for Deca/Private; 11,558.4 dc for NCO's; 44,352 dc for Banner officers; and 59,808 dc for Divisional Generals)

1st Banner (Les Dogues): 180 Arcaner Cavalry (M3) armed with slings and staffs, 6 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M9) all riding warhorses

*Les Dogues are the main combat banner of the 12<sup>th</sup> Division. The banner is classified as an assault banner thus the mages tend to focus on offensive spells as well as training in how to attack and defeat both magical and non magical enemies. Soldiers ranked Deca and above have a 25% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

2nd Banner (Les Courageux): 180 mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 6 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses

*Les Courageux are the divisions scouting and skirmisher banner. They protect the flanks of the other banner of the division and seek to exploit weakness in the enemy's flanks. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Les Gones): 210 Archers (F2) with long bows, daggers, leather armor; 7 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

*Les Gones are the archery fire support banner of the division. As with all archer banners they deploy to the rear of the Dogues and Forgerons and try to counter enemy archers or spellcasters. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Les Forgerons): 270 Heavy Foot (F3) with sword, dagger, shield, and chain armor; 9 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

*Les Forgerons are the heavy line infantry of the division. Generally the banner acts as the main line of defense which the other banners thus support and on the attack the Forgerons tend to provide support for the main attack spearheaded by the Dogues. Soldiers ranked Deca and above have a 10% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Malachie's 15<sup>th</sup> Division

Malachie's 15<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is fully 100% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The troops are recruited from primarily from the lower Isoile Valley thus giving the division the informal 'Hiboux Division' nickname. The 15<sup>th</sup> Division is approximately 50% Flaemish, 40% Averoignian, and 10% of various ethnicities.

**Type of Unit:** Assault Division (Magical)

**BFR:** 103 **Troop Class:** Excellent **BR:** 163

**MV:** 12 miles a day (4<sup>th</sup> Banner can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 187,192.32 dc (51,851.52 dc for Deca/Private; 14,380.8 dc for NCO's; 59,808 dc for Banner officers; and 61,152 dc for Divisional Generals)

1<sup>st</sup> Banner (Leeuwen): 180 Arcaner Infantry (M3) armed with slings and staves, 6 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M9, Fire Master 2<sup>nd</sup>)

*The Leeuwen are the assault banner of the 15<sup>th</sup> Division. The mages train on offensive tactics and memorize offensive (particularly fire based) spells. Soldiers ranked Deca and above have a 20% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

2<sup>nd</sup> Banner (Sangliers): 180 Arcaner Infantry (M3) armed with slings and staves, 6 Sergeants (M5), 2 Lieutenants (M7), 1 Captain (M9, Fire Master 2<sup>nd</sup>)

*The Sangliers are the support banner of the division. The mages train on defensive tactics and memorize spells that enhance the other soldiers of the division or counteract enemy magic. Soldiers ranked Deca and above have a 20% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Aiglons): 210 Archers (F2) armed with long bows, daggers, leather armor; 7 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

*The Aiglons are the archery banner of the division. The Aiglons follow traditional tactics and remain behind the lines and provide archer support to the other banners of the division. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Heraclieden): 270 mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 9 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses.

*The Heraclieden are the main infantry banner of the division. Not intended to stand up to punishment as Heavy Foot is, the Heraclieden are more suited to mobile small scale battles. In larger battles the banner, and the division, would likely be a mobile force protecting and probing the flanks of the enemy force. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### **Carlolina's 7<sup>th</sup> and 8<sup>th</sup> Divisions**

Headquarters: Fort Huledain

Peacetime Deployment - The primary mission of the 7<sup>th</sup> and 8<sup>th</sup> Divisions is patrolling the border with New Kolland and the Borderlands Free Province (BFP) and intercepting rogue humanoid raiders.

War deployment - The primary mission of Carolina's divisions are the defense of the southern border west of the Vesubian River. In absence of a threat to the south the divisions would act as a general reserve to the areas threatened.

Division Commander - 7<sup>th</sup> and 8<sup>th</sup> Div: Princess Field Marshal Carolina Erewan (EW16 Rune Master 5th)

Assistant commander - 7<sup>th</sup> Div: Colonel General Firstiri (M20 Air Master 4th), 8<sup>th</sup> Div: Lord Colonel General Qenildor Erewan (EL10 Attack Rank D)

Executive officer - 7<sup>th</sup> Div: Lieutenant General Karl Stransky (F16), 8<sup>th</sup> Div: Lieutenant General Claudio Ferranti (F19)

Head Mage - 7<sup>th</sup> Div: Lord Borodin (M11 Air Master 3rd), 8<sup>th</sup> Div: Lady Eleesa Erewan (EW18 Rune Master 4th)

Knight- 7<sup>th</sup> Div: Aallotar (F32, Plate+4, Shield+3, Longsword +3/+6 vs. spellcasters, riding superior warhorse), 8<sup>th</sup> Div: none

Head Physicians - 7<sup>th</sup> Div: Nikolay Ivanovich Pirogov (M5), 8<sup>th</sup> Division: Surgeon General Rüdohn Miuverthon (E5)

A breakdown of Carlolina's divisions -

#### Carlolina's 7th Division

Carlolina's 7<sup>th</sup> Division, formerly known simply as 'Volospin's Division' in the pre Great War Glantrian army, was re-designated as the 7<sup>th</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alpathia and all divisions were given numerical designations. The 7<sup>th</sup> Division suffered extremely high losses (60%) during the Great War and today is the reorganized remnant of the original division, built around a core of hardened veterans of the war with Thar. This division is mix of combat hardened veterans and newer replacements. With Volospin's death, and the subsequent reorganization of the Glantrian Army in 1010, the 7<sup>th</sup> Division was given over to Princess Carlolina to command. Due to the massive population loss of the ethnic Alpathian community in Glantri today the 7<sup>th</sup> is no longer a predominantly Alpathian division as it was prior to the Great War. Today it is a generally mixed, Averoignian/Alpathian division, roughly breaking 45% Alpathian and 30% Averoignian, 25% mixed in its ethnic makeup. The division is approximately 50% mounted.

**Type of Unit:** Infantry Division

**BFR:** 113 **Troop Class:** Excellent **BR:** 157

**MV:** 12 miles a day (3<sup>rd</sup> Banner can move up to 24 miles/day if alone), (1<sup>st</sup> Banner can move up to 18 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 183,778.56 dc (43,061.76 dc for Deca/Private; 16,396.8 dc for NCO's; 50,400 dc for Banner officers; and 73,920 dc for Divisional Generals)

1<sup>st</sup> Banner (Pride of Volospin): 120 elite Arcaner Cavalry (M5) armed with slings and staves, 4 Senior Sergeants (M7), 2 Lieutenants (M9), 1 Captain (M11 Air Master 3<sup>rd</sup>) all riding warhorses

*The Pride of Volospin suffered relatively light losses during the Great War and is the most cohesive and experienced unit of the division. It is today still almost entirely ethnically Alpathian in composition. Losses during the war were replaced by Alpathian mages who wanted to serve with Volospin in defense of Blackhill, and later those that wanted to keep this source of Glantrian-Alpathian pride strong and pure in the post Great War years. Soldiers ranked Deca and above have a 25% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

2<sup>nd</sup> Banner (Sankari): 240 Archers (F2) armed with long bow, dagger, and leather; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

*The Sankari are the archers of the 7<sup>th</sup> Division. Next to the Pride of Volospin the 2<sup>nd</sup> Banner has the highest number of veterans of the Great War in it, thus the highest number of Alpathians remaining in the banner. Losses in the Great War approached 40%. The Sankari were instrumental in preventing a total rout at the Battle of Huledain in 1007 when its archers managed to hold off Alebane's Ogres just long enough for the Nopea and Sisu to withdraw. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Nopea): 240 mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all riding normal horses.

*Nearly annihilated at the Battle of Huledain losing almost 50% of the banner dead or captured, the Nopea of the 3<sup>rd</sup> Banner was reconstituted after the Great War. Totally the Nopea are nearly 75% Averoignian. The Nopea serve as the long range scouts, as well as flank projection and divisional skirmishers. In peace they log long patrols into the Southern Hills Free Province as well as occasional patrols into the Borderlands Free Province and often see action against hostile humanoids not aligned with Kol. Soldiers ranked Deca and above have a 15% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Sisu): 240 Heavy Foot (F3) with sword, shield, and chain armor; 8 Sergeants (F5), 2 Lieutenants (F7), 1 Captain (F9)

*The Sisu are the line infantry unit of the division. Very few veteran privates remain in the unit. Most of the surviving privates from the Great War were promoted over time to fill the NCO and Officer positions of those that fell in battle. The Sisu spend most of their time at Fort Huledain in training learning tactics and tactical maneuver. In battle they would serve as the front line of defense or the first line of attack. Soldiers ranked Deca and above have a 20% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

#### Carlolina's 8<sup>th</sup> Division

Carlolina's 8<sup>th</sup> Division, formerly known simply as 'Carlolina's Division' in the pre Great War Glantrian army, was re-designated as the 8<sup>th</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alpathia and all divisions were given numerical designations. The division is 100% mounted, with one banner on flying mounts. Carlolina's division is entirely made up of Erewan elves. They are highly skilled, and experienced as the result of years of continuous wars with the humanoids.

**Type of Unit:** Mobile Assault Division (Light)

**BFR:** 128 **Troop Class:** Elite **BR:** 245

**MV:** 18 miles a day (1<sup>st</sup> Banner can move up to 72 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury (yr) - 257,980.8 dc (95,356.8 dc for Deca/Private; 25,536 dc for NCO's; 86,688 dc for Banner officers; and 50,400 dc for Divisional Generals)

1<sup>st</sup> Banner (Aliana's Pride): 90 airborne Light Cavalry (E3) with long sword, shields and chain mail, and 30 elite airborne Light Cavalry (E5) with long swords+1, shields and chain mails+1; 4 Senior Sergeants (E7), 2 Lieutenants (E8), 1 Captain (E10) all mounted on Griffon

*After Lady Aliana Nyraviel's death Princess Carlolina took over and became the sponsor of Nyraviel's knights. She intended to keep them as a private force of hers, but the events of the war changed that and she made them a regular part of her divisions, and the Grand Army of Glantri. Very elite and experienced combat veterans. Along with the Blitzkrieg Battalion, Flammenwerfer, and the Red Devils, considered among the best combat banners in the Glantrian army. Soldiers ranked Deca and above have a 50% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons in addition to any listed.*

2<sup>nd</sup> Banner (Red Arrowheads): 240 mounted Archers (E3) long bows, short swords, daggers, leather armor; 8 Sergeants (E4), 2 Lieutenants (E6), 1 Captain (E8) all mounted on elven warhorses.

*The Red Arrowheads are employed primarily as archers when the banners of the division are deployed as a division. Like all elves, the archers of the 2<sup>nd</sup> banner can cast spells and are adequately skilled with sword to serve as Light Infantry or as a magical unit as needed. However the value of the banner is in its collective skill with the bow as only those elves considered best with the bow are placed in the Red Arrowheads. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner ("Tree-huggers"): 240 Light Cavalries (E3) lances, long swords, daggers, shields, leather armor; 8 Sergeants (E4), 2 Lieutenants (E6), 1 Captain (E8) all mounted on elven warhorses

*The Tree-huggers are employed primarily as Light Cavalry when the banners of the division are deployed as a division. Like all elves however, the cavalry of the 3<sup>rd</sup> Banner can cast spells and are adequately skilled with bow to serve as archers or as a magical unit as needed. The Tree-huggers specialize in rapid movement and scouting (all being excellent trackers and hunters) as well as horse mounted combat. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

4<sup>th</sup> Banner (Wild Bunch): 240 Heavy Foot (E3) long swords, daggers, shields and chain mail; 8 Sergeants (E4), 2 Lieutenants (E6), 1 Captain (E8) all mounted on elven warhorses

*The Wild Bunch are employed primarily as Heavy Foot when the banners of the division are deployed as a division. Like all elves however, the infantry of the 4<sup>th</sup> Banner can cast spells and are adequately skilled with bow to serve as archers or as a magical unit as needed. The Wild Bunch specializes in hacking humanoid into little bitty pieces in hand to hand combat and find the notion of feathering a orc with an arrow, or bringing down a hobgoblin with a spell to be too easy. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

## RESERVE FORCES

\*reposted on the Piazza without permission from a classified written by Colonel Wilhelm Klink, aide to the Chief of the Abwehr; Grand General Tomor Olziyt \*

With the steady increase in the population of Glantri today, now five years after the Great War and Plague ended, the drain on the manpower and finances of Glantri as it affects the Grand Army of Glantri are decreasing with each year. The estimated population this year (1014) is just over 700,000. The Grand Army of Glantri stands at just over 14,000 soldiers and officers in 16 divisions. That represents a percentage of just over 2% of the total population which is much more in lines with the percentage of the other nations in the region and a vast improvement in our defensive capabilities in fielding a trained army over the size of the regular Grand Army prior to the declaration of war upon Glantri by Alphatia in which Glantri fielded only 8 divisions that represented less than 1% of its population.

In a recent series of wargames conducted by the GAHC, a simulated invasion of Glantri by a humanoid horde of some 75,000 attacking without warning out of the western wasteland, still shows however that while the 16 divisions are very powerful and quite capable they would not be enough to defeat a full scale invasion of Glantri.

At the height of the Great War Glantri had 100 divisions mobilized and was the extent at the time of its war and plague ravaged capacities to man, equip and supply. Those divisions, numbering some 88,000 officers and men represented nearly 14% of the total population of Glantri. With the increases in population and improved internal logistics the GAHC estimates it can equip and feed up to 125 divisions for up to 6 months without extensive damage to the economy of Glantri. Those 125 divisions would total some 110,000 officers and soldiers and represent nearly 16% of the population of Glantri. The threat levels to Glantri due to invasion are classified as follows and can be used as a guide by the GAHC for wartime expansions to the standing Grand Army of Glantri:

1. A small scale raid (100-5000 warriors).
2. A large scale raid (5000-10000 warriors)
3. An attack in force (10,000-25,000 warriors)
4. A major invasion (25,000-50,000 warriors)
5. A catastrophic Invasion (50,000+ warriors)

In case 1 the local Division Commander, with their two divisions, should prove to be enough to handle small raids of any sort.

Case 2 would trigger the activation of the Corp command structure and the nearest Corp command to the area under attack would defend the region and would seek to engage and destroy the opposing force.

Case 3 would trigger the activation of an Army command structure and also include limited mobilization of reserve divisions to guard unaffected regions as the regular divisions are detached to help defend the region under attack. Most simulation believe a force of some 10-12 divisions in 3 Corp under the Army commands direction would be sufficient to defeat any attack in force. A call up of 8 reserve divisions would allow most our more experienced and combat capable divisions to be deployed to the region under attack yet not seriously jeopardize the defenses of the other regions.

Case 4 would trigger the activations of one Army Group, and several Army command structures. All 16 regular divisions would be relieved by the ready-reserve divisions and local militia and be spread between the new Armies and supplemented by other reserve divisions. GHAC estimates that a mobilization of approximately 30 divisions would prove sufficient to deal with the invasion and could be sustained economically for years without causing harm to the Glantrian economy as the percentage of the army divisions against the total population would only be around 6%. Financially the divisions could be supported for up to a year using Treasury savings and selective cuts in the budgets for other programs before increased or new taxes would be required. The requirements needed to combat a Case 4 situation forms the basis for the GAHC's ready reserve division policy which dictates that a force of some 36 ready-reserve divisions be able to organized from local militias, staffed with retired officers, supplied and armed and ready to march within a week of receiving orders from the GAHC. (See chart)

Free-Province Ready Reserve/Militia armories and GAG supply depots

Glantri City and suburbs: population - 46,000 3 Divisions (the 17<sup>th</sup> - 19<sup>th</sup> Reserve Divisions)

Nyra and surrounding area: population - 49,000 3 Divisions (the 20<sup>th</sup> - 22<sup>nd</sup> Reserve Divisions)

Taterhill and surrounding area: population - 60,000 4 Divisions (the 23<sup>rd</sup> - 26<sup>th</sup> Reserve Divisions)

Les Hiboux and surrounding area: population - 33,000 2 Divisions (the 27<sup>th</sup> and 28<sup>th</sup> Reserve Divisions)

Principality Ready Reserve/Militia armories

Aalban (includes the western Nordling Free Province): population - 46,000 3 Divisions (the 29<sup>th</sup> - 31<sup>st</sup> Reserve Divisions)

Belcadiz - population - 12,000 1 Division (the 32<sup>nd</sup> Division) due to number of veterans of GAG in Belcadiz, and proximity to the Broken Lands, population is able to fill a division otherwise out of proportion to its relative population)

Bergdhoven (includes the eastern Nordling Free Province): population - 47,000 3 Divisions (the 33<sup>rd</sup> - 35<sup>th</sup> Reserve Divisions)

Blackhill (including the Southern Hills Free Province): population - 14,000 2 Divisions (36<sup>th</sup> and 37<sup>th</sup> Reserve Divisions) Like Belcadiz due the proximity to the Broken Lands and the threat of humanoid attack both Blackhill and the SHFP are able to each fill a division otherwise well of out proportion to its relative population due the mandatory militias and general war readiness the population has had to adopt.

Boldavia (includes the Western Czaikow Free Province): population - 25,000 2 Divisions (the 38<sup>th</sup> and 39<sup>th</sup> Reserve Divisions) Due to strong tradition of mandatory militia service in the WCFP and continual training with Morphail's divisions the free province is able to fill a division out of proportion to its relative population

Bramya - population - 8000 1 Division (the 40<sup>th</sup> Reserve Division) Like Belcadiz due the proximity to the Khanates of Ethengar and the threat of attack Bramya is able to fill a division otherwise well of out proportion to its relative population due the mandatory militias and general war readiness the population has had to adopt.

Caurenze (including the Silver Sierra Free Province): population - 53,000 3 Divisions (the 41<sup>st</sup> - 43<sup>rd</sup> Reserve Divisions)

Erewan: population - 22,000 1 Division (the 44<sup>th</sup> Reserve Division) though the population could field several more ready-reserve divisions due to the necessities of a decade of war with the humanoids that only ended a few years ago , they would only be called up in a direct threat to defend Erewan itself.

Klantyre: population - 26,000 1 Division (the 45<sup>th</sup> Reserve Division)

Krondahar: population - 23,000 1 Division (the 46<sup>th</sup> Reserve Division)

Noevelle Averogne (including Morlay-Malinbois, and the Moulins and Isoile Free Provinces): population -66,000 4 Divisions (the 47<sup>th</sup> -50<sup>th</sup> Reserve Divisions)

Sablestone (including West End Free Province): population - 34,000 2 Divisions (the 51<sup>st</sup> and 52<sup>nd</sup> Reserve Divisions)

**Type of Unit:** Militia Infantry Division (17<sup>th</sup> - 52<sup>nd</sup> Divisions)

**Commander:** (O-4 Colonel) F12 (+2 mod bonus), Executive Officer: (OF-3 Major) F10

**BFR:** 48 Troop Class: Below Average BR: 58

**MV:** 12 miles a day (4<sup>th</sup> Banner can move up to 24 miles/day if alone)

**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury - 5016.8 dc/month

1st Banner: 120 Heavy Foot (F2) with hand axe, dagger, shield, and chain armor; 4 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

2<sup>nd</sup> Banner: 240 Archers (F2) with long bows, daggers, leather armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

3<sup>rd</sup> Banner: 240 Light Infantry (F2) with spears, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

4<sup>th</sup> Banner: 240 mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F9) all mounted on normal riding horses

A catastrophic Case 5 situation would trigger the activation of multiple Army Group command structures along with many Army command structures. In addition to the regular and ready-reserve divisions which could be in the field within a week, a national emergency could be declared which would institute mandatory draft and levies to bring the Grand Army of Glantri up to its full strength. As noted above the maximum the economy of Glantri can support without immediate severe destabilization is a mobilization of 16% of Glantri's population which translates to fielding an army of 125 divisions. The actual extent of the mobilization would vary per the specific nature of the threat as determined by the GAHC. However unlike the ready -reserve divisions, such divisions would not be effectively combat capable until fully assembled, armed and equipped and at least given the basic rudiments of training. Based on the experiences of the emergency mobilization after the surrender of Thyatis in 1009 we believe the following to be an accurate time table for the utilization of such divisions.

Processing draftees and volunteers and assigning to units: 2 weeks.

Basic Training: 2 weeks - Spent culling out those unable to serve in combat through a vigorous physical and mental training program.

Basic military training 2 week - Spent giving the rudiments of military tactics (kill before being killed) and combat (stick them with the pointy end)

Within 6 weeks the newly mobilized divisions would be available to the GAHC for assignment. In an extreme Case 5 situation they would be able to be sent directly into combat. If the situation allows for the divisions to be held back they could continue unit training to build upon their BFR and BR ratings and become more combat capable. Each week over and above the 2 weeks would improve the efficiency and effectiveness of the unit. The following is what a newly mobilized division with two weeks of training would look like in War Machine standards.

**Type of Unit:** Draft Infantry Division (53<sup>th</sup> - 125<sup>th</sup> Divisions)  
**Commander:** (O-4 Colonel) F11 (+2 mod bonus), Executive Officer: (OF-3 Major) F10  
**BFR:** 31 **Troop Class:** Poor **BR:** 37  
**MV:** 12 miles a day  
**Combatants:** 880 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1016

Cost to the Treasury - 3669.4 dc/month

1<sup>st</sup> Banner: 210 Archers (F1) with long bows, daggers, leather armor; 7 Sergeants (F3), 2 Lieutenants (F5), 1 Captain (F7)

2<sup>nd</sup> Banner: 210 Light Infantry (F1) with spears, daggers, banded armor; 7 Sergeants (F3), 2 Lieutenants (F5), 1 Captain (F7)

3<sup>rd</sup> Banner: 210 Light Infantry (F1) with spears, daggers, banded armor; 7 Sergeants (F3), 2 Lieutenants (F5), 1 Captain (F7)

4<sup>th</sup> Banner: 210 Light Infantry (F2) with short bows, long swords, daggers, banded armor; 7 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all mounted on normal riding horses

However there is another force in Glantri which is not formally a part of the Grand Army of Glantri, thus not accounted for in the TO&E nor in the strategic plans of the GAHC. However I recommend to my fellow members of the GAHC not to overlook this force, the humanoids of Kol. The last few years have been a time of major upheaval and radical change in the Broken Lands. Where there once were 10 humanoid tribes (see chart) united by the Orc King Thar spanning all of the Broken Lands, today there are only 3 occupying only the western half of the Broken Lands which was annexed by Glantri and became the Principality of New Kolland rule by the Kobold Kol, and the largely humanoid Borderlands Free Province which technically not a part of Kol's Principality are still very much 'ruled' by him.

#### Left the Broken Lands

**Hobgoblins** - Most go to Orclands with their leader Hutai-Khan after the fighting for Oenmar, abandoning their lands to the victorious Shadowelves. Some decide to 'settle' and go west to New Kolland.

**Ogres** - Alebane remains a strong and respected leader among the Ogres even in defeat at Oenmar in 1012. No appreciable numbers remain with Kol and nearly all remaining Ogres in the Broken Lands follow him to the Orclands in 1013.

**Common Orcs** - Like Alebane, Thar even in double defeat (Glantri/Kol) remained extremely popular among his Orcs. Most of the Common Orcs followed Thar east to invade Rockhome in 1011 and most died there. The few that survived then followed Thar into Vestland, ultimately leaving Orcus Rex and Udghar open which many Kobolds including Kol moved into.

**Yellow Orcs** - No appreciable numbers are in the Western Broken lands. All the Yellow Orcs followed their leader Moghul-Khan and moved east, with Thar and Alebane, to invade Rockhome in 1011. The survivors of that failed invasion settled in the nearby Orclands and never returned to the Broken Lands.

**Trolls** - The Trolls of the Broken Lands scattered after the death of Haa'k Hordar in 1013 leaving the swampy area of the Broken Lands known as Trollhatten unoccupied. Most went to C'Kag in the Orclands, other become 'wandering monsters'. No appreciable organized numbers of Trolls remain in Western Broken Lands today.

**Red Orcs and Gnolls** - Both were chased out of their long inhabited regions of the Broken Lands, Red Orcland and South Gnollistan, by the fighting between the Dwarves and Shadowelves. Both killed humanoids on sight as a matter of course in their conflict. Both groups moved to safety to the west into the now abandoned Orgemoor region of the Broken Lands. Just this year (1014) the vast majority of the Red Orcs, along with nearly all the Gnolls left the Broken Lands on the search for the Blue Knife.

#### Still Remaining in Broken Lands

**Kobolds** - now occupying the western part of the former Orcus Rex and its fortress Udghar

**Bugbears** - remained in their lands, former Bugburbia, forced west by the fighting for Oenmar, now a part of New Kolland occupying the eastern part of the former Orcus Rex.

**Goblins** - remained in their lands, High Goblins, until 1012 then forced west by the War for Oenmar, now residing in the former Orgemoor. Though not technically a part of New Kolland, the Goblin King Doth submitted to Prince Kol and are considered subject to Kol, and like the Kobolds and Bugbears technically citizens of Glantri today. After some reorganization of his command and unit structures it is thought that Kol has the following force available to him and, even though not directly under the command of the GAHC, could be available to Glantri in the case of a Class 5 catastrophic invasion.

## Kol's Legion:

Headquarters - Fort Udghar

Peacetime Deployment - Training in Thyatian tactics, and patrolling New Kolland and Borderlands Free Province.

War deployment - TBD....

Legion Commander - Legatus legionis Ludwig Von Hendricks (F16)

Assistant commander - Tribunus militum Zar (KO21)

Executive officer - Praefectus castrorum Itcar (KO12)

Head Mage -Xoteczuma (HO15/WI9)

A breakdown of Kol's Legion -

### Kol's Legion

Kol's Legion is a standing military force the Prince of New Kolland, Prince Kol, keeps to protect his Principality, and his grip on leadership over the few remaining humanoids in the Western Broken Lands. The legion is also responsible for watching the Vesubian River for possible Shadowelf or Dwarf incursions into the last remaining humanoid held part of the Broken Lands. The Legion is officially a part of the Grand Army of Glantri or subject to orders by the Glantrian Army High Command. In effect it is a private force answered only to Prince Kol. However the force is largely subsidized by the Council of Princes, in part so Kol can use them to maintain control over the humanoids and keep them from raiding Glantri. What should come as not surprise, considering how well Kol's Kobolds performed in battle during the battles of 1007-1009, is Kol' Legion is a very well trained and effective combat force.

**Type of Unit:** Heavy Infantry Division

**BFR:** 84 **Troop Class:** Good **BR:** 92

**MV:** 12 miles a day

**Combatants:** 5,179 Soldiers and Officers

1<sup>st</sup> Cohort - commanded by Tribune Titus Titonius II (KO 16/SH 5)

2<sup>nd</sup> Cohort - commanded by Tribune Adeodatus III (KO6)

3<sup>rd</sup> Cohort - commanded by Tribune Marius (KO5)

4<sup>th</sup> Cohort - commanded by Tribune Desiderius IV (KO9)

5<sup>th</sup> Cohort - commanded by Tribune Quintus (KO5)

6<sup>th</sup> Cohort - commanded by Tribune Ignatius (KO10)

7<sup>th</sup> Cohort - commanded by Tribune Ongah (GO10)

8<sup>th</sup> Cohort - commanded by Tribune Gork (GO9)

9<sup>th</sup> Cohort - commanded by Tribune Rhunn (BU14)

10<sup>th</sup> Cohort - commanded by Tribune Raorr (GO6)

#### 1<sup>st</sup> Cohort

Each Cohort has 5 Centuries of elite Kobold Infantry: 700 Kobold infantry (KO3), 100 Decanus (KO4), 4 Centurions (KO5), 1 Primus Pilus (KO6); all with shield and spear

#### 2<sup>nd</sup>-4<sup>th</sup> Cohorts

Each Cohort has 6 Centuries of veteran Kobold Infantry: 420 Kobold infantry (KO1), 60 Decanus (KO2), 6 Centurions (KO3); all with shield and spear

#### 5<sup>th</sup>-6<sup>th</sup> Cohorts

Each Cohort has 6 Centuries of Kobold Infantry: 420 Kobold infantry (NM), 60 Decanus (KO1), 6 Centurions (KO2); all with shield and spear

#### 7<sup>th</sup> Cohort

2 Centuries of elite Goblin Light Cavalry: 140 elite Goblin Dire Wolf Riders (GO2), 20 Decanus (GO3), 2 Centurions (GO4); armed with bows and hand axes and riding Dire Wolves.

4 Centuries of veteran Goblin Light Cavalry: 280 veteran Goblin Light Infantry (GO1), 40 Decanus (GO2), 4 Centurions (GO3); armed with spears and bows.

#### 8<sup>th</sup> Cohort

6 Centuries of Goblin Archers: 420 Goblin Archers (NM), 60 Decanus (GO1), 6 Centurions (GO2); armed with bows, and spears

#### 9<sup>th</sup> Cohort

2 Centuries of veteran Bugbear Heavy Foot: 140 veteran Bugbear Heavy Foot (BU1), 20 Decanus (BU2), 2 Centurion (BU3) all with shields and longwords

4 Centuries of Bugbear Heavy Foot: 280 Bugbear Infantry (NM), 40 Decanus (BU1), 4 Centurions (BU2) all with shields and longwords

#### 10<sup>th</sup> Cohort

4 Centuries of Lizard Men Light Infantry: 280 Lizard Men Light Infantry (NM), 40 Decanus (LM1), 4 Centurion (LM2); all with spears

2 Centuries of Troglodyte Heavy Foot: 144 Troglodyte Heavy Foot (NM), 16 Decanus (TD1), 2 Centurion (TD2); all with two handed axes