

The Cerilian Book of Warfare

*“...I love to see,
Amid the meadows, tents and pavilions spread out,
And it gives me great joy to see
Drawn up on the field
Knights and horses in battle array,
And it delights me when the scouts
Scatter people and herds in their path....
Maces, swords, helms of different colours,
Shields that will be riven and shattered
When the fight begins;
Many vassals struck down together,
And the horses of the dead and wounded
Roving at random....
I tell you I find no such savor
In food, or in wine, or in sleep,
As in hearing the shout “On! On!”
From both sides, and the neighing of steeds
That have lost their riders
And the cries of “Help! Help!”
In seeing men great and small go down
On the grass beyond the castle moat;
In seeing at last the dead,
The pennoned stumps of lances
Still in their sides.”*

Bran de Aubigney, 467 MR

It is important for a player to understand how armies are raised and wars are conducted in Cerilia, as warfare is an inevitable part of the game, not only between kingdoms of men, but also Elves, Awnsheghlien, and various humanoids. At some point or other, even the most pacifism inclined player or kingdom will somehow become involved in a war – if only by being invaded by a more aggressive and expansionistic neighbor. How developed a kingdom or society is directly impacts not only how armies are raised, but the types of soldiers raised and how they are armed and organized. The latter is also directly impacted by the climate and terrain the armies are raised in.

How Armies are Raised

“The custom of the Anuirean Emperors was such that every time they Compelled their feudal host to cross the Stonecrown mountains to wrest the Northern lands from the Rurjik barbarians, they halted in the plain beyond. There a shield was hung up high on a wooden post, and a court

herald summoned the army of vassals to mount watch near the Emperor the following night. The princes, each accompanied by his own retinue, then summoned, through the herald, their own vassals. Next day whoever was found missing from this muster was summoned again in the presence of the Emperor, princes, and great men, and all vassals staying at home without the permission of their lords were condemned to lose their fiefs.”

Vordhuine Caeldhire, 1375 HC

One of the primary differences between Cerilian Armies and modern armies is that modern armies are raised by large, highly organized states with central governments, and efficient taxation systems. These armies are motivated by a sense of patriotism and nationalism, and supported by a nation capable of sustaining an army in the field with complex technologies for years, if not for a decade at a time. This is all in strong contrast to Cerilian armies, with balkanized nations, and armies motivated by personal loyalties to individual feudal lords. These armies are raised seasonally, usually only supported by a small core of professional soldiers (at least in kingdoms with a feudal system), and are composed of a larger levy of the feudal host or arrie-ban.

The size of most Cerilian kingdoms is quite small compared to modern states, impacting the resources they can bring to bear. As an example, let's take a look at Diemed (Diemed is referenced with some frequency as one of the most highly detailed realms in Anuire, as the author has been playing it and creating detail for it since 1995). This is a moderate size kingdom and the largest, most powerful kingdom of the South Coast at present date (565 MR in current game time as of this writing). It comprises all the land between the Maesil and Spider rivers, the Spiderfell, and including the marquessate of Ghiest, all the land up to the great bend of the Maesil river. It also includes the Isle of Abiele. It isn't the biggest Anuirian kingdom, by a long shot, but it is still a big chunk of territory. It holds 5 of the 10 largest cities in the Empire (mostly along the Maesil river). This is an Anuirean kingdom to be reckoned with, and it is slightly larger than modern Belgium!(in other words, not very big) Including Diemed Outré mare and Seaward, it is about the size of Southern England. Total population, give or take a hundred thousand is about two million, which shows, even with a belt of substantial cities and towns, how rural a Cerilian kingdom is. Medieval France in comparison had a population of some 20 million or more, depending if you look to the late 13th century, or the later Middle Ages, when the population shrunk after the Black Death.

How Many Soldiers Can a Kingdom Raise?

The number of soldiers a kingdom can raise is directly related to three factors, the first being population base, the second being money that can be raised, and the third being the society itself, and what it will tolerate. We will take a look at each factor individually in some depth, and how they affect the numbers and types of soldiers raised.

The original boxed set uses a simple system regarding types and numbers of troops that can be raised within a province, and this works very well with the basic war card rule-set,

and makes for reasonably fair play, but it is unsatisfactory for any detail in role-playing, or battlefield tactics, and it definitely lacks the flavor of our detailed campaign system. Conversely, while they are simple, the strategic rules of the basic Birthright boxed set are good – the effect of fortifications on armies invading provinces, for instance, and we modify them very little, only going into details that allow for role-playing, like raids on supply lines.

Population

This is perhaps the most unrealistic or unbelievable aspect of the original game and the kingdom supplements, with population density miniscule, and an unsupportable percentage of the populations living in cities. Medore is an excellent example of this cockeyed system, consisting of three provinces 30 miles or more on a side each, with 5 “towns” - two of them being cities. This kingdom is given a total population of 40,000 people! If Medore was a frontier wilderness, recently settled, this may not be an unreasonable figure – but there would be no towns to speak of, and the population would be entirely rural. For a territory settled for 1500 years, with a favorable climate and productive farmland, the figure is entirely ludicrous. Even if the territory had been partially depopulated during the civil wars, given 200-250 years of immigration and rebuilding, the population should be far higher. As a general rule of thumb for settled countries, add a zero to the end of the official population figure to get a more reasonable number, but in wilderness areas or less settled regions, keep the population at the sourcebook level.

The total population of a province does not indicate it’s actual military potential, and this is a much smaller number, and the more settled or civilized the region, the lower the total, as larger numbers of people are involved in supporting the larger population. Also, the more settled or civilized the region, the larger the number of specialized craftsmen and tradesmen who are removed from the potential military pool, out of necessity in supporting the economy of the region.

To begin reducing the population number to represent the actual military potential of a province, first divide the total population number in half. This represents the female population of the province, who in most cases do not give military service (they do defend their homes, however), and in some cultures are outright forbidden to give military service. In cultures that allow the exceptional women military service, approximately 3% of the total female population are potentially available for military service, except in exceptional circumstances.

Once the initial number of males in a province is arrived at, the number will be divided in half once again. This represents the number of males who are too young to give service (the majority of this number), or who are incapable of giving service to infirmity or old age. (It should be noted that in Cerilia, a wider cross-section of society serves than in modern militaries, with many younger than acceptable by our standards, and many older as well.).

The next step is to reduce the number by the obligatory 80%, representing the number of people required to be engaged in agriculture or food production in some way, to support the rest of the population. Then 10% of the number is removed, representing people who follow a religious profession, exempt from military service. A further 10% (20% in a province level 5 or above), representing people engaged in trades important to the economy. The remaining number is your potential number of males available for military service.

There are of course exceptions to the formula. In tribal societies the number is potentially much higher, and in countries where there is a long tradition of military preparedness, or an armed population, the potential number is higher as well.

Let us take as an example a settled province level 5, which has a total population of 320,000 people, making the province have several large towns, with a total urban population between them of 64,000 people (the remaining population is rural). Half the population roughly is male, bringing the total immediately down to 160,000. Half of this total is too young or infirm with age, so we half the total once more, bringing the number down to 80,000. 80% of this number needs to be engaged in food production, so the number arrived at for the province is 16,000. 10% of this total are engaged in religious professions preventing their military service, bringing the number down to 14,400, and since the province is a settled one with a large number of specialized tradesmen or craftsmen the economy is dependant on, a further 20% of the 16,000 are removed, bringing the total number of potential males for military service down to 11,200. In a feudal society like Anuire, half of this number represents the feudal host, and represents retinues of lords, knights, and gentlemen – a full 10% of the total number are lords, knights, and the largest chunk of the 10% gentlemen. Some of the feudal host are warriors belonging to churches or temples, and are paladins or temple guards. The feudal host can only be called out occasionally (usually only 40 days a year), often only under certain conditions (the paladins and temple guards, for instance), and a ruler never wants to strip a province of it's entire feudal host, for the province must be able to defend itself if attacked. Our theoretical province, according to the boxed rule set, can permanently raise a unit of 200 knights if the ruler wants a company of knights in his guard or in garrison. These generally represent younger sons without lands or prospects, seeking a money-fief from a ruler. Some of these, if not employed by the province ruler, will wander off into other countries, taking service as mercenaries.

The end result from the sample level 5 province, is that a ruler could raise potentially 5,600 for a standing army, one of the units being a 200 man unit of knights. The likelihood of all 5600 men being employed in military service by a country is slim at best, due to the other factors limiting an armies size, the primary consideration being the financial ability to be able to support that many men for any length of time.

Let us take a rural Anuirean province, level 2, as a contrast to our developed one. The population of such a province is approximately 40,000 people in total, with one or two small market towns (large villages, almost) of between 2,000 – 4,000 inhabitants. Taking our formula and applying it, half the population is female, reducing the number

immediately to 20,000. Half of these are too young, or are infirm, dropping the number to 10,000. 80% of this total is engaged in farming, dropping the pool to 2,000. 10% are churchmen, and 10% are engaged in vital trades, which drops the total number available for service to 1,600. 10% of this total are lords, knights, and gentlemen (the majority are the latter), and half of the total are employed in their service as the feudal host – some are paladins or sergeants in military orders. While this seemingly leaves 800 men for military service, not everyone in the potential pool wishes to serve as soldiers. As a rule of thumb, the more civilized a society, the smaller the willing percentage of warriors or soldiers. In normal circumstances, a tribal society can draw on 2/3 of the potential, a feudal society 1/2 the potential, and a city-state or democracy 1/3 the potential. In an emergency, the tribal society can draw on all its members, including the marginal, the feudal society 2/3, and the city state 1/2.

To draw more than the willing potential into service is to drop the loyalty level of the province by one grade (high to average, average to low, or low into rebellion) immediately. In an emergency, a saving throw may be rolled to avoid the penalty. There are all sorts of potential mitigating factors to these rules, including popularity of ruler, battlefield success (or failure), fighting against ancient foes, etc., that the DM can take into account, and in the circumstances, role-playing may be required to reach a resolution. In addition, in tribal or feudal societies, the higher the social class of a person in general, the more willing they are to undertake military service.

Population itself is not the greatest limiting factor to the size of an army – money flow is. Troops are expensive to equip, maintain, and pay, and in most cases it is far more likely a ruler will run out of funds to maintain an army than he will run out of willing soldiers.

Taxation

The money available to Cerilian kingdoms is haphazardly levied and collected. There is no broad-based income tax, and to institute one in any Cerilian country would likely cause an armed revolt. There are also no large bureaucracies to collect these taxes. Instead, the money collected by the average Cerilian government, be they Anuirean, Brecht, or Khinasi, collect their monies from taxation in the form of duties on certain items (salt, wine, beer, and wool are common for these purposes), be they imported or exported, or at point of sale, and through tolls, and irregular 'aides' granted the crown by councils of peers or parliaments, the money being for very specific purposes. The closest thing to an income tax is a quarterly tax levied on the basis of the hearth, and thus is a property tax. The collection of these duties, tolls, and hearth taxes is usually taken care of by private individuals appointed for the purpose – tax farmers, sheriffs, customs officers - appointed by the government for the purpose, and collecting their allotted salaries as a percentage of the take. This can lead to corruption on the part of less than scrupulous tax farmers and other officials from time to time.

This system is abstracted in the game, but is very well represented by the game mechanic in place, as collections of funds is very literally a 'crap-shoot', with total sums

collected from provinces varying widely from quarter to quarter. Another source of income for lords is the rents from their tenants, and unlike taxation the sums from these almost never vary, but they are collected once per annum, at harvest time. This is abstracted in play by the DM, who will determine a ruler's 'privy-purse', which represents the ruler's private income, derived from a ruler's private estates. The ruler can spend this money on anything he pleases, unlike the tax monies, which are perceived for being for the specific support of the government. In game terms, this includes the ruler's court, as well as domain maintenance costs, building expenses, and paying for troops or ships.

As a general rule of thumb, if you are a landed regent and you wish to have a larger than life gilded statue of yourself put up in a public place, if you pay for the project out of your privy-purse, few subjects will be outraged, although people will take you for an obnoxious egocentric. If you pay for it out of tax money, or aides given for paying soldiers, you had better be prepared to face strong objections, and if you have made a string of such bad decisions, you might be facing a possible revolt from your commoners, or your nobles.

The Costs of Raising and Keeping an Army

The cost of raising and maintaining an army is greater than the salaries of the men. Units raised must be equipped with their basic weapons and armour. If this is not expensive enough, the men must be fed and housed in some fashion – and if not well enough, they may victimize the civilian population to make up the difference, or even desert. Equipment must constantly be maintained, replaced, or repaired as required. The men's health needs to be looked after, so a surgeon or doctor should be available at unit level, and their spiritual well-being must be attended to, so a priest or a chaplain of some sort is a must as well. In addition, even infantry units have horses or mules or donkeys (or even camels) attached to them, to carry their heavier gear, such as cookpots and rations, extra armour, weapons, and ammunition and the like. To give the players an idea, a pack animal can carry the baggage of 5 men, a cart 20 men, and a wagon up to 40, so an average infantry unit would have either 40 pack animals, or 10 carts, drawn by between 10-30 horses, or 5 wagons, with 20-30 horses, plus a drover for every cart or wagon, plus a cart for specialized equipment of any craftsmen accompanying (from fletcher or bowyers for a unit of archers, to blacksmiths and the like.) The commanding officer at least will be mounted, as likely will any doctor accompanying, and possibly the priest or chaplain as well (who might have their own pack animal or cart for ritual equipment). In addition, the unit would be accompanied by some men's wives or lovers, and their children, if any, as well as being trailed after by sutlers and prostitutes, looking to make a living off of the soldiers.

The expenses of cavalry are far worse, not only does every sergeant (trooper) have a horse, there are usually a dozen to a few score remounts, unless actively engaged in a campaign, when horse casualties begin paring the numbers down. Also needed are a farrier/farriers, a portable forge, a saddler, a loriner (bit-maker), and a supply of horseshoes, leather and nails, and additionally grain and forage for all those horses, as well as a veterinarian

A unit of knights .can be an economic nightmare (no pun intended), to maintain, each knight having two or three horses, a squire, groom, etc., and of course they are paid more than a cavalry sergeant. The cheapest units to raise or employ are skirmishers or irregulars – often, other than for a shield, they are otherwise unarmoured, and when armoured, they tend to wear padded defenses like gambesons, and simple open helmets. They are armed with anything from bows, to spears, javelins or slings and the like – the armament depending largely on which countries they are raised in, and qualify either as poorly organized irregulars, on up to light infantry, in the case of the best examples. Their equipment costs and support staff are much lower, even when they are paid as much as regular infantry. Trying to use such troops in a line of wards of battle as regular infantry is to uselessly sacrifice them, however, and they are best employed in different circumstances.

How Armies Raised are Limited in Troop Type by Culture

“The men whom we call Vos live exclusively by their arms and dwell neither in towns nor villages but only in forests and mountains. They fight daily against the Khinasi, penetrating a day or two’s march into Khinasi territory, pillaging and collecting booty and bringing back with them numerous prisoners and many goods. They live off this booty.... They are a very strong, quick and agile people eager in pursuit and difficult to follow.”

Yuseph abu Kassam MR 276

Army composition is largely dictated by the types of cultures that raise them, and certain cultures cannot raise certain types of troops within their own territories (although they can hire them as mercenaries, if such are available). Sometimes this limitation is due to their technological capabilities, and sometimes it is due to their cultural and social mores. Examples of limitations due to the latter case follow – you will never see a unit of Vos knights, Khinasi Varsk riders, or noble Anuirean horse archers. Fine examples of technological limitations would be you will never see a Vos siege engineer unit, or a Rurjik naphtha projector, the Vos not having mastered anything more complex than a battering ram or scaling ladders in siege warfare, and Greek fire being a mystery to the Rurjik.

Climate and terrain play their part in types of armies capable of being raised as well. A heavily forested or mountainous province is not the place to raise units of heavy cavalry, or indeed, much in the way of cavalry at all. Units of Varsk riders cannot be raised from a dessert region, nor could such a unit survive for long in such conditions, even if Vos entirely settle such a region.

The following is a sample list of troop types that can be raised in general cultural regions, and it is followed by a list of special troops that can be raised in specific countries of the region. Some of these specialized troops are famous (or infamous) across Cerilia, for their military capabilities, or their ferocity or even avariciousness. Some of these specialized troops are highly sought after as mercenaries, and some are so notorious

that their presence in an army may demoralize any enemy civilian population they pass through or army they face against. Many of these special situations can be addressed better through role-playing and DM consultation, than coming up with a random table of effects, needlessly complicating the mechanics of play. The lists are presented in alphabetic order by region, and are arranged from light troops to heavy and from infantry to cavalry.

Anuire

Levy: The Peasant Arrie-ban. In countries that forbid an armed peasantry (a lot of Anuirean Heartland countries), this is the general levy raised out of the unarmed populace. These are for the most part ‘naked men’, being without any armour other than their daily clothing, armed for the most part with agricultural implements such as pitchforks, agricultural flails, pruning hooks, clubs, with the odd spear or bow thrown in for good measure. Think of a “Frankenstein Mob” from the silver screen, except in medieval clothes, and you get a picture of the Levy. They are usually led by local gentlemen of prominence, armed and outfitted similar to a cavalry sergeant or a knight. They are led by prominent commoners in a rebellion (unless your nobility is rebelling as well). They are usually used by armies in siege warfare to fill out a besieger’s line, saving trained infantry for the battlefield, and are used as common labourers around military camps. They usually do not fare well in line of battle against real soldiers, although they can fight with stubborn desperation for a cause they believe in. In countries with an armed peasantry, at least the first draft of levy can be raised as irregulars with no cost. These can generally only be raised or used between the end of planting season and before the harvest. To keep them in the field for longer is to court ruin for a country.

¼ GB to raise or maintain.

Irregulars: These are raised from countries with an armed peasantry, and these can range from an indifferently armed, undisciplined rabble to effective guerilla fighters. How they are rated as soldiers, and how effective they are depends largely on who is leading them, and how motivated they are to fight. Irregulars fighting in an unpopular war, and led by a popular but militarily ineffectual mayor will behave far differently in combat than a determined band, defending their homes and led by a party of effective adventurers, or an experienced soldier. An unpopular ruler faces much danger from an armed population. as irregulars will give a better account of themselves militarily than the standard levy. A wise general deploys them in rough ground as skirmishers, and does not expect them to stand in line of battle, instead using them to harass an enemy where formed cavalry or formed infantry are hard pressed to get at them. The bulk of irregulars are unarmoured or lightly armoured (lets say half are unarmoured, a little less than half would be armoured with padded gambesons, and a score or so might have light haubergeons of mail as an average.), and are armed with either javelins and spears, sometimes with swords, sometimes with daggers, sometimes they have shields or bucklers, and some might have slings or bows. Their armament is largely dependant on what is common or traditional in the kingdom they are raised in, and the occasional missile weapon is accounted for in the war card rules by their weak ranged weapon attack. The player should not mistake these troops as bow armed infantry, and they cannot function as such. The following Anuirean

countries can raise irregulars – The entire South Coast, Taeghas, Talinie, the frontier provinces of Boeruine, Dhosone, Carlie, Mhoried, Elinie, Coreanys, and the Chimmaron.
¼ GB to raise or maintain Same rules apply as the levy.

Skirmishers: These are professional light infantry, armed and equipped in a uniform manner, and professionally trained. The best of them, if properly equipped can stand in line of battle, if they have equipment that allows them to, and have regular infantry to fall back and form on. These troop types are drawn largely from regions with dangerous frontiers, and often from more warlike populations. In some cases, they are almost a modern extension of the old Andu tribal host. These will be detailed in the special troops list following this list.

2/3 GB to raise, 1/3 to maintain

Scouts: These vary from region to region, they can be mounted or on foot, and their purpose is not fighting, but locating the enemy and spotting potential traps and ambushes, and locating the best line of march and potential campsites for an army. In Avaniil, they will be a few lances of knights and sergeants, in Arenwae, they will be forest warders/rangers, in Diemed, they will be cavalry scouts, and the same in Elinie, and in Mhoried they will be highland clansmen.

½ GB to raise, 1/2 GB to maintain

Infantry: These are the building blocks of a regent's battle-line, and they range from spear and shield armed South Coast infantry, to spear, shield and axe armed Boeruineans, to units armed with billhooks or halberds and no shields. They all bear hafted weapons, and are armoured to some degree, all with gambesons and helmets, and many with short haubergeons of mail in addition. They are trained to fight in close order, shoulder to shoulder, and in two or more ranks deep.

1 GB to raise, ½ GB to maintain

Elite Infantry: These are very similar to regular infantry, except the soldiers are usually veterans, and more heavily armoured. For instance hauberks of mail or double mail, and a coat of plates or a scale cuirass over that. Between the combat experience and the additional armour, they are very tough customers, and some of the best infantry in Cerilia.

2 GB to raise, 1 GB to maintain

Crossbowmen: The standard Anuirean ranged weapon in war is the crossbow. These are usually of composite prod construction, with wood, horn, tendon or whalebone, and covered with parchment and glued heavily. These prods are much thicker than normal self bows, and the draw weights on them are twice the draw-weight of the heaviest self bows and most composite bows, and they need mechanical aides to cock. They are slower firing than a normal bow, but the destructive power of the bolt has made this weapon eclipse self bows in use in Anuire, not to mention their greater range. Some units are equipped with even more powerful arbalests with steel prods, but these are truly slow firing. Crossbowmen are usually provided with swords or falchions as a secondary

weapon, and are usually equipped with large shields or small pavises to shelter behind when reloading. They are otherwise equipped as normal infantry.

1 GB to raise, 1 GB to maintain

Pikemen: These troops are actually fairly specialized, being used by countries short on cavalry and long on enemies using heavy cavalry. They are equipped as regular infantry, but otherwise they wield a 14'-16' pike in both hands. They are usually equipped with swords or falchions and bucklers as sidearms, but some countries use targes slung on a guige strap with a shorter pike (Mhoried). Countries using pikemen in Anuire follow – Endier, Mhoried, Taeghas, and Osoerde.

1 GB to raise, 2/3 GB to maintain

Siege Engineers: These troops are very specialized, and are usually only maintained permanently by larger countries, and are most often found as 'mercenaries', or private contractors. These units can make and use Onagers or Mangonels, Trebuchets, Ballistae, Espringalds and other engines of war, including battering rams and drills, penthouses, and siege towers. They are generally equipped as light infantry, as they are operating machines of war at a distance and with the protection of mantlets and pavises. The captains and officers of these units are engineers in every sense of the word, with an understanding of mathematics, and principles of architecture, Indeed, many of these men design castles and fortifications, and are hired for this purpose, so they are very rarely unemployed. Avanil, Boeruine, Dhalaene, Diemed, and Osoerde employ units permanently, and other countries generally contract them as needed. The powers that employ these experts permanently generally keep parks of artillery, or at least their components in readiness at central locations Boeruine at Seaharrow, Avanil at Daulton, the Empire at Anuire the City, and Diemed at Arele and Moere (Caer Moeriel).

3 GB to raise, 2 GB to maintain

Cavalry: These are mounted sergeants, armoured as infantry, except with chausses of mail, or sometimes as heavily as elite infantry. They are generally armed with shock weapons such as the light lance, and a sword, and have heater shields additionally. They often make up the rear of cavalry formations, behind knights, but some countries use them as specialized cavalry, a faster moving strike force on lighter horses than knights, although they tend to fare worse in shock combat directly against knights, on their larger, armoured warhorses and with more complete armour and heavier lances. Anuirean cavalry does not in most instances employ cavalry with ranged weapons, with some specialist exceptions. Diemian cavalry are +1 to attack or defend, and can automatically detach scouts on campaign. They and Eliniean cavalry are considered the best cavalry in Anuire, save for the exceptional Equites Singulares in Imperial service (at least one entire unit of this body was raised in Diemed).

2 GB to raise, 1 ½ GB to maintain

Knights: These are the cream of Anuirean cavalry, and most cavalry on the continent cannot stand a carefully delivered shock attack by an intact unit of these elite troops. They are mounted on coursers and destriers of quality, 'covered' with at least padded armour, and often with mail bards, these horses are well trained and costly equipment for

the knights to buy and maintain. The knights themselves are completely covered in a full harness of mail, at the least, and often wear a coat of plates or cuirbolli cuirass, or scale cuirass over this additionally. They are usually equipped with great helms or visored great helms, but often have lighter helmets they can wear as well. They are armed with a heavier lance than sergeants, and all have swords, and warswords, maces, warhammers, or battleaxes in addition as saddle weapons. They are generally amongst the best individual fighters on the continent. They have high morale. Stacked against these advantages is the fact they can be difficult to control or command, and will often attempt near suicidal actions in their quest for glory and renown. A wise commander holds them in reserve, launching them at a decisive moment during a battle to secure victory, because if launched into an attack at the wrong time, they can be almost impossible to recall. They prefer engaging units of other knights above any other enemy. They usually have spare horses, and a squire each, all of these factors make them very tough opponents. Specialist units include all military orders, but these are not available to any regent other than the regents that create the order, although they can appear in an army as an allied contingent, if diplomacy is undertaken with a friendly regent commanding the order.

3 GB to raise, 2 GB to maintain

Specialist Units in Anuire

Skirmishers

Bidowers: These are javelin armed light infantry, which originated amongst the kingdoms of the Derethra before Diesemar, as they settled in the new lands in Anuire. Traditionally, youths of these tribes had acted as skirmishers with javelins and slings, before the battle line of the tribal host. When they settled along what is now the South Coast, they fell quickly into conflict with the goblin tribes inhabiting the ancient forests now known as the Spiderfell, and at the time, covering a far greater expanse of land. The overgrown ancient forest was hard to penetrate, and unsuitable for the tribal hosts normal battlefield tactics, although they and the Derethra cavalry swiftly dominated the Champaign country south of the fell. The more nimble members of this tribe learned to use their skirmishing tactics with javelins, hunting down goblins in the rough terrain, and working in teams, often from ambush. As a result, this type of troop has been long employed in the South coast and in other regions with heavily forested areas inhabited by goblins. In Diemed, where they are heavily used, they are either armoured only with helmet and shield, or with a gambeson additionally, and are equipped with a Diemian buckler (a smaller version of the old tribal shield, convex in surface, reinforced with iron, and usually equipped with a knobbed or conical boss), two Agnons (javelins with a barbed head and a long iron shaft, soft behind the head to bend when stuck into a target), and a third javelin with a normal spearhead that can be used as a light fighting spear. They are also invariably armed with a broadsword in this country. Bidowers from Diemed (including Medore), and Roesone can camouflage themselves in forested surroundings, and strike from ambush. Against an unprepared foe, they can make a strike, and disengage, fading into the underbrush, leaving bewildered infantrymen wondering where the sudden attack came from. Bidowers in Diemian ordinance companies are trained to fight as light infantry, falling back on and forming up with regular infantry

formations as a battle line closes with the enemy. These soldiers traditionally come from Biline, Moere, and Tier, along the border of the Fell, and Caerwil in Medore, and the lands near to the Fell and the Erebanien in Roesone. Adair Dieme earned fame as a mercenary captain in the late 540's commanding units of these types, and Diemian cavalry as mercenaries in the Brecht and Western Khinasi lands.

Mhoried also uses these types of troops, along the forested border with Markazor, and near to the Five Peaks, where the threat from Goblins looms large. The Mhor's bidowers never wear armour, and carry standard javelins, and broadswords. Most often, they even wear no chausses, scorning them as 'womanly' devices, with nothing more than rough shoes, tunics, cloaks and hoods to cover themselves in all weather. The Mhors bidowers have learned to hide in plain sight, using cloaks covered with mottled fabrics, with local vegetation stuck into slits in the cloaks, enabling them to hide where no trees or underbrush provide cover, lying very still, and under these cloaks. They also are able to cover more ground than the average infantryman in Anuire, being able to travel at the rate of cavalry every other day. For such light troops, they are extremely formidable. They are not trained to fight as formed infantry, however.

The Chimeron is the last Anuirean kingdom using this type of troop. In contrast to most other Anuirean bidowers, these are mountaineers, who have for generations wandered between the profession of shepherds, and shiftless brigands. They are infamous for springing ambushes on travelers through the mountain passes, beginning most often with a rock slide, although sometimes they block a pass ahead of travelers, and demand payment for passage instead. A good number (1/3) of any band are actually slingers, giving these bidowers a real ranged attack, beyond the standard javelin throw. They tend to be armed with large daggers, bucklers, and sometimes an odd form of Falchion with a forward curve. The best fighters amongst them sometimes sport small padded gambesons, or light hauberçons of mail and open helmets. The Count of Chimeron has taken many of these men into his service, as a means of guaranteeing the safety of travelers through the passes, in addition to giving him a formidable but inexpensive force of men to face any invaders.

Archers: In Anuire, crossbows have taken the place of prominence amongst ranged weapons, due to their impressive power. Certain kingdoms, however, have a tradition of bow-armed hunters, and the tradition of using men familiar with bows as skirmishers in woods is especially strong in regions that share forested areas with Elvin and goblin neighbors. The skilled hunters are especially adept at rapid-fire exchanges with equally skilled Elvin bowmen – both during the old Elf-Human wars, and in recent years for neighbors of Rhobhe, where the Ghillie-Shee still hunts men. It is important for the players to remember that these types of units are not massed-battlefield bowmen, like English bowmen of old. These types of units are trained hunters, taking individual aimed shots at close range, and they are not trained for massed indirect fire, or standing their ground against formed infantry or cavalry.

The preeminent skirmishers of old in this fashion were the rangers and forest wardens of Arenwae, the most highly-skilled woodsmen not born elves on the continent – ancient

histories suggest that elves taught the original rangers of these woods, teaching them their craft, before elves and humans warred. These rangers are armed with large self-bows, of D-section, and dress in subdued colours; they spurn any armour heavier than a light padded sleeveless gambeson, and wear muted colours – mostly greens and browns. They are additionally armed with broadswords and bucklers. In the past hundred years, the crown of Aerenwe has allowed the old order of rangers to decay, and the current king would be hard pressed to raise a full unit of these men and women. This trend can be reversed, but only if care is taken, and the order is encouraged to flourish, properly financed once more.

Taeghas and Boeruine, Talinie and Dhoesone use these skirmisher types as well, although in all but Taeghas, a battleaxe is the first back up weapon of choice. Their bows are not as large as the rangers of Aerenwe, but being shorter are handier in the denser, conifer thick forests. Boeruinean skirmishers are trained to fall back on and behind formed infantry, which provides Boeruinean infantry so supported a weak ranged attack, representing sporadic aimed shots at their enemies. Many of these northern bow armed skirmishers do wear light haubergeons, making them fairly formidable in hand to hand combat.

Elinie has the most unique of the bow-armed skirmishers. These men (and the occasional women) are armed with powerful Khinasi composite bows, and they use bow and shield together at the same time, able to catch incoming arrows on their shields. As with most skirmishers, they are very lightly armoured, or not at all, relying on speed and nimbleness to avoid an enemy. They are usually additionally armed with scimitars or light broadswords and daggers. Unlike most skirmishers, excepting those of the Diemian ordinance companies, they will stand their ground against formed infantry or cavalry, so long as they are employed in rough ground. The most armour they wear is a sleeveless short gambeson, and a light open helmet, although many fight in nothing more than their normal clothes. Any troops trying to overrun a unit of these skirmishers faces a short, intense barrage of arrows before coming into contact (they are trained in the rain of Avani feat, but only use it when so threatened, preferring to carefully pick a shot.).

Slings: This ancient weapon is surprisingly effective in trained hands, and deadly even to fully armoured men, who can fall just as easily as an unarmoured man to the concussive force of a well aimed bullet from a sling. Its greatest drawback is that it requires intensive training to use the weapon with speed and accuracy, to get the fullest effect out of it. Also, the weapon is best when slinging shaped bullets of lead (they look like little footballs), rather than rocks, and in a trained specialists hands, these weapons outrange the Khinasi composite bow, or any other bow on the Cerilian continent (save an arbalest or ballistae) – at such a range, they lack the accuracy they have inside 100 yards, where a very skilled slinger can choose which eye to put a shot into. At extreme range, they create a beaten ground for an enemy unit to pass through.

Every country with shepherds has slingers available to it, but these can only field with units of irregulars, as a portion of the unit. These are literally shepherds, and not professional slingers, used to sending off wolves, or driving off occasional goblin raiders, and not highly trained professional soldiers.

Highly trained professional slingers do exist, and they can be found in the lands now composing the Duchy of Serien and the county of Seaward. For more than 5 centuries, this land has been governed under the laws of Avani, which forbade peasants to carry weapons under almost any circumstance. This Anuirean colony on the Adurian mainland was a dangerous region, subject to raids of beast men, and hostile, savage humans, and so the native peasantry learned to become extremely adept with the only serious ranged weapon allowed them – the sling. Expertise in the weapon is highly prized amongst the native population, and since the ancient Masetian empire, these have never been any slingers to compare with these specialist skirmishers (Masetian slingers would share identical statistics). For generations, slingers of this colony have ‘poached’ small game, birds on the fly, and rabbits in the bush, all on the sly with this weapon – the story goes that to teach a child, a family sends them out when first old enough to use this weapon, and refuse to feed them until they bring back an animal for the pot brought down by a sling-stone. These specialists, however, are only used in any numbers by the Duke of Serien (primary employer), and the Count of Seaward (employing almost as many). In these rulers’ hands, the slingers are additionally equipped, and trained to use sword and buckler, although they remain unarmoured by choice. Mercenary slingers raised would be armed with large daggers with the statistics of short-swords in damage, were any regent wishing to go recruit any. These troops are capable of being “stacked” (that is, drawn up in order behind) infantry units, providing them with close fire support)

Other Specialist Infantry

Imperial Legion: Until recent years, the once mighty imperial legions were reduced to a few cohorts of men whose primary duties were to defend The City itself, although they maintained the rigorous training of their forbearers. These legions are closest to the Byzantine Empire’s soldiers at their best, and not the classic legions of Rome in the first Century AD. They are formidable soldiers, and are organized into ‘cohorts’ of 200 men, 5 such cohorts forming a legion, supported by ‘Auxilia’, usually 2 units of crossbows, and 1 unit of skirmishers, and a unit of imperial cavalry. These are heavy infantrymen, outfitted in complete harness of mail, and light open helmets. They have large but light triangular shields, and are armed with a javelin, spear, and broadsword. They are the only infantry on the continent (with one single exception), that can engage in a devastating charge, opening the maneuver with a close range volley of javelins, followed up by a charge with spear or sword, exploiting any gaps left by men fallen in the enemy lines. They employ the same Agnon that Diemian bidowers do, dragging down any opponent’s shield that has one stuck in it. The solitary infantry unit that can engage in this same maneuver is the Household Guard of the Prince of Diemed, which fought alongside units of the Imperial legions for years, and which has seen almost 13 years of campaigning under the current prince. They are considered to be honorary imperial legion, and were presented with a silver eagle (with upswept wings and crowned with a laurel) – the standard imperial legion eagles are gold – as a singular honour by the emperor, during the Black Hand wars. These troops are unavailable as mercenaries, but may appear on a battlefield of allies of the Anuirean Empire.

Pavisers: This is a type of heavy infantry employed solely by Dhalaene currently. They are equipped as elite infantry, in full mail harness, and coats of plates. They were raised as the Duke of Dhalaene's answer to the problem of Khinasi horse-archery during the Binsadan invasion. They are armed with swords and long spears, and have large portable pavises with the guige straps and central grips. They are employed as moveable fortresses or obstacles on the battlefield, and they are used to erect screens for crossbowmen, the pavisers kneeling behind their pavises, and lowering the points of their long spears to a horse's chest height. Tactically, they work very well in conjunction with Dhalaenean cavalry, creating a solid and difficult to penetrate battle line for the cavalry to shelter and form behind. Thus far, no other Anuirean country has adopted this troop type, but they promise to be a part of the Dukes army for a long time to come.

2 GB to raise, 1 GB to maintain.

Marines: Most Anuirean warships carry normal infantry units of various types as combatants, and ships are normally only manned by their sailing contingent, but a few countries employ the Brecht inspired specialist naval infantry known as marines. These troops are light infantry, and are armoured with padded gambesons and light helmets, spears, swords, and heater shields. They are also trained as crossbowmen, and are trained on any and all shipboard weapons, and can aid the crew of a ship in sailing if needed. They are capable of standing in line of battle as infantry, if engaged in an amphibious landing, but their primary specialty is shipboard combat. Baerghos and Diemed are the primary users of these specialist infantry.

Weynheynan Infantry: These are beast men found in Diemed Outré mare, they appear to be large humanoids resembling Oryx. While large and powerful compared to humans, they are smaller for beast men, and although stronger than humans, are weaker in comparison to some beast men. They are fast, however, and they can rapidly redeploy their formation on a battlefield. In Diemian service they are equipped with mail haubergeons, and helmets designed to fit their heads, several spears (which they can use as javelins, or fight with as they choose), swords, and large versions of Diemian bucklers. They are the tip of the iceberg of beast men in Aduria, and they have been driven by more aggressive and dangerous beast men through the plains of Upper Aduria almost to the coast, where they were found as the Prince of Diemed began to claim portions of the Adurian coastal plains as Diemian territories. As they are not particularly aggressive, and subsist as an early iron-age herding society, they were comparatively easy to befriend and adopt into Diemian colonial society. The Prince has carefully set aside Weynheynan tribal lands as 'lordships', and settled the few quarrels amongst them, bringing peace. The Orthodox Church found them receptive as converts, the biblical imagery of the Lord as a shepherd, and David's psalms resonating particularly with them, although they have developed an odd, heterodox view that they are the 'chosen people' of the beast men, and find particular identification with the Jews of Israel. As herd creatures, they are reasonably easy to organize into effective, if peculiar infantry units.

2 GB to raise, 1/3 GB to maintain

Sesheyan Scouts: These odd humanoids are from a Stone-Age society; they have some reptilian characteristics, and have 8 eyes like a spider. They are arboreal, and mostly

nocturnal, and have sets of wings akin to a bat's, and are more gliders than true flyers. As a society they are reclusive, but individual tribal members are curious, and adventurous, and they are more often friendly than potentially hostile, so long as left to their own devices. Unlike the Weynheyman, they are not easy to organize, being too individualistic. They have accepted the 'protection' of the 'white lion' of Diemed The Diemian Ordinance Company in Diemed Outré mare has the service of a "unit" of scouts of local tribes of Sesheyman, that is in essence a collection of Sesheyman hunters, adventurers, and the curious, who come and go as they please – but there is always a collection of them available at any given time. They basically serve for being fed, and accept the occasional gift of interesting items, but completely reject the concept of money, and generally resist any new technologies offered them. The closest thing they are akin to is Indian Scouts on the Western frontier in the 19th century, except they are less organized and more resistant to technology. A small number serve the Royal Household in Diemed proper as well, and in essence, these are tourists or houseguests, looking at the wonders of a new continent.

¼ GB to 'raise' or ¼ GB to maintain.

Specialist Cavalry

Equites Singulares: These are specialist heavy cavalry, and only exist in Imperial service. They are unique in having the same charge statistics as a unit of knights, but have the same iron discipline as the Imperial Legion infantry. They are equipped with uncovered mounts, and with full harness of chain, and open but deep helmets, with falling horsehair plumes from the apex of the bowl, their officers wear a 'feathered' scale cuirass and their rank is marked by a standing horsehair crest, and a red military cloak. High ranking officers wear a breast-band of imperial purple. Their costume is a direct intentional echo of the Imperial past. There is one unit of Equites for every legion, but they are kept as an independent cavalry force, rather than being parceled out one to each legion.

Turcoples: These are the only horse-archers in Anuire, and they are unique to Elinie, being directly related to their past history of being a mixed Khinasi-Anuirean people, when the current Royal family came to power in a military take-over some 700 years ago. These horse archers are drawn from mixed families, descendants of the soldiers of common blood who followed the Daouda family when they conquered Elinie centuries ago, who intermarried with the Anuirean natives. Thus they are common cavalry and not knights. They are lightly armoured in mail, with open helmets, riding swift light native horses of mixed Khinasi-Anuirean blood, and are armed with Khinasi style composite bows, shields, and sabers, with maces additionally. Some carry light lances with cane shafts, or javelins of the same. They are very hard to come to grips with, and very hard to shake in pursuit.

Mounted Crossbows: These troops are a new innovation in Anuire. They were brought about by the Binsadan invasion of Anuire, and Anuirean intervention in Shoufal and Ariya as an attempt to have some response to Khinasi horse-archers, which the Anuireans previously have been unable to counter effectively. They aren't entirely effective in this role, as they cannot function truly as horse-archers. They can fire their weapons mounted, and even load them (painfully slowly, with cranequins or goats foot prods) from

horseback, but to hope to hit their target, they must fire from the halt. Their rate of fire is slower than on foot, twice a round at the absolute maximum. Thus, even though the mounted crossbowmen's weapons are more powerful than the Khinasi composite bows, they cannot easily come to grips with Khinasi horse-bowmen, and they are readily out shot by the rapid fire of their Khinasi opponents. Regardless of their inability to effectively counter Khinasi horse-archers, they have been found extremely useful in normal Anuirean warfare, as a rapid moving force of missile troops, which can work in concert with cavalry in both tactical and strategic movement. At present, only the Prince of Diemed maintains a small force (a half-strength unit), and a few Diemian lords maintain small numbers, as they are expensive to raise and maintain, given the complexity of maintaining bows, added to the expense of maintaining cavalry.

Goblin Wolf-rider Scouts: At present, only the kingdom of Talinie maintains any of these. They are extremely effective in the role, especially scouting into the five peaks and along the frontier. These are from a small tribe of converted goblins, who follow the Northern Imperial temple, and who accept the civilizing forces of Talinie. They are in all respects equipped like standard goblin wolf-riders, but with better quality weapons and armour. They function as either three units of scouts, or one fighting unit of Wolf Riders, at the Duchesses'/Archbishop's pleasure. They are armed with short-swords and short-bows, and can indeed function as "horse" archers.

Serf-Knights: Talinie has been for many years a frontier country, and many times in the past it has literally struggled for its survival. In its past need, previous Archbishops have seen the necessity of increasing the country's means of defending itself, and so had taken every 20th able-bodied male serf, and had trained and equipped them as knights. These knights are unique in Anuire, being of the lowest (unfree) social class, and they are literally the property of the Northern Imperial temple. Nonetheless, they are capable fighters, and behave in all respects – save in appearance – as Anuirean knights. Other Anuirean knights tend to ignore these serf-knights entirely, and are likely to underestimate their capabilities, given the social prejudices of their class. Unlike many Anuirean knights, they are obedient to orders, and make commendable soldiers as well as fearsome warriors.

Elvin Scouts: These are very rare in human service. Indeed, the country that most commonly employs them, Cariele, has a full-blooded Elf regent, who is not only an imperial noble (Count of Cariele), but also who is the elder brother of the Princess of Tuarhievel, which is an independent Elvin kingdom, although an imperial ally. The only other human kingdom to have any is Diemed, as a result of the prince giving over a large portion of the newly conquered Spiderfell to Elves of Tuarhievel, and his alliance with the princess of that country. These scouts are equipped with Elvin mail hauberгеons, subdued clothes, and often cloaks of elvenkind, longbows, and longswords. In the latter case, only a small number are employed.

Field Artillery: Most attempts at putting siege artillery onto the battlefield are dismal failures. The engines aren't designed for mobility. Nevertheless, the ancient Romans and Masetians are known to have fielded at least small-scale artillery pieces, torsion powered

ballistae in carts, and various kingdoms of Anuire over the years have tried to emulate them, with varying degrees of success. From time to time, kingdoms experiment with the concept, and usually give them up eventually as expensive novelties, costing more than they are worth in results. At present, Avani, the Imperial army, Boeraine, and Diemed field small units of various 'carts of werre', usually mounting various bolt throwers (from carts carrying multiple bolt-throwers, to sizable ballistae on wheeled mounts), some mounting Greek-fire projectors, to a few oddballs that project spell armed projectiles to a greater distance than a spell can normally be projected. Generally, a unit has 4- 12 carts, of a variety of types, and anywhere from 20 – 120 artilleryists and support personnel, and between 8 – 40 horses to draw the carts to a battlefield. As with siege artilleryists, these specialists are equipped as light infantry, to standard infantry. It is not uncommon for these engines to malfunction under campaign conditions, but they have given a good enough account of themselves to have found their way into the arsenals of kingdoms that can afford them, when the regents of these kingdoms have enough interest in them.

6 GB to raise, between ¼ GB – 1 GB to maintain

Brecht

Levy: In every fundamental way, these levies exactly resemble their Anuirean counterparts, save for the language they speak. They also are in most cases led by guild officers, instead of gentlemen, and in coastal provinces, they may include fishermen or sailors with boathooks, harpoons, and typical improvised weapons found shipboard.

¼ GB to raise, ¼ GB to maintain

Irregulars: Outside of cities, which usually restrict weapon ownership to propertied classes, these can be raised in Brecht territories. Very often they include trappers and hunters (usually bow armed), miners, and armed adventurers.

½ GB to raise, ½ GB to maintain.

Skirmishers: Proper skirmishers are unique to the kingdom of Rohrmarch, and all other Brecht kingdoms employ irregulars instead, or mercenary skirmishers (often Vos tribesmen, for the additional fear they create in foes.) The skirmishers of Rohrmarch are bow armed woodsmen, most often unarmoured, and with tracking skills and camouflage skills as per Palladium rangers. They are armed with thick shortbows, usually firing broad head arrows, and are almost invariably armed with foresters' falchions, known as *messers*, usually with matched cased knives, and carrying bucklers. Their officers are armed with mail haubergeons additionally. They are capable of falling back on formed infantry, and fighting beside and behind them.

2/3 GB to raise, ½ GB to maintain

Infantry: These infantry are very similar to their Anuirean counterparts; save more of them carry two-handed hafted weapons, and no shields. Falchions are more heavily carried than swords by infantry in the Brecht lands. **1 GB to raise, ½ GB to maintain**

Marines: These are actually more common in Brecht lands than standard infantry. They are lightly equipped, more often in padded gambesons than mail, and these are often

waterproofed by pitch, and they wear everything from helmets made of rope to baleen scale helmets, on up to bascinets. They are usually armed with a mixture of spears and crossbows as their primary weapons, with falchions and cuttoes, usually matched by a dagger as their secondary weapons. The spearmen carry heater shields, while the crossbowmen carry bucklers instead of pavises, like their Anuirean counterparts. These marines can readily help the sailing crew of the ship they man, and also man any artillery a ship may carry. They are very versatile troops, but they do not have the steadiness of standard infantry in a battle-line. Their specialties are in boarding ships, repelling boarders, and in amphibious landings and raids. Their mobility and versatility more than making up for their being lighter accoutered than their land-based counterparts.

½ GB to raise, ½ GB to maintain.

Elite Infantry: This is actually the most common form of Brecht infantry, outside of marines. Most Brecht nations do not have knights of any sort – save for Rohrmarch, Danigau, and to a much lesser extent Müden, and a Brecht battle-line instead relies on heavily armoured and well-armed infantry, as it's primary building block, and most likely guarantee of victory. These troops are armoured to the same degree as Anuirean knights, save with open helmets, and are armed with halberds, berdisches, flails, and spears. They are very steady troops, and are often sought out as mercenaries.

2 GB to raise, 1 GB to maintain

Crossbowmen: Unlike their Anuirean counterparts, Brecht professional crossbowmen tend to be as heavily armoured as the elite infantry. They may employ heavy pavises to fire behind, but these are a static screen, and not carried into battle by the crossbowmen. They otherwise are armed with falchions and bucklers, and occasionally swords in lieu of falchions.

2 GB to raise, 1 GB to maintain

Pikemen: These were once very common soldiers, during the wars of liberation from Anuire, but most kingdoms have not used this form of troops for hundreds of years. The reason for this is that cavalry forces are not a significant part of Brecht warfare in the Great Basin. The bulk of the terrain of the basin is mountainous or forested, save for the plains of Kiergard and lower Rohrmarch, and the terrain most often forces armies to undertake amphibious landings when assaulting an enemy, rather than overland marches. As a result, Rohrmarch is now the primary employer of pike-armed infantry, and these are in special formations in mixed units with other infantry types, which will be detailed under special troops. This is due to the ever-present danger of cavalry operations existing on the plains of lower Rohrmarch. Kiergard trains some pikes, to face any potential cavalry threat from the Gorgons crown, or the Swordhawk.

1 GB to raise, 2/3 GB to maintain

Scouts: Unlike their Anuirean counterparts, Brecht scouts most commonly do not appear as soldiers, and many Anuirean kingdoms would classify them as spies. Brecht scouts appear (or not, unless carefully being watched for) to be common merchants, trappers, and even charcoal burners in the woods. They might be fishermen in a small boat off a coast, or as common sailors off a recently arrived merchantman. This gives them an

enormous advantage over their Anuirean counterparts when engaging Anuirean armies, as unless extremely wary, Anuireans will not recognize Brecht scouts for what they are. Their disadvantage is they cannot fight as effectively as Anuirean scouts, or Khinasi military scouts, or Vos, because they are deployed in ones, twos, or threes, and they are not equipped as soldiers with armour (at least not commonly, some might employ light hidden armour), and their weapons will be daggers, or objects carried commonly by travelers. +1 to evade detection (+ 3 against Anuirean armies), but they have no combat value, and if come across by an enemy unit, are automatically captured or killed.

Cost: ½ GB to 1 GB per campaign, not maintained in time of peace.

Cavalry: Brecht cavalry is not very common, but what there is of it is usually very good, and fully the equal of their Anuirean counterparts. They are mounted on uncovered horses, and are armoured in full suits of mail, with light, open helmets. They are armed with light lances, heater shields, and swords. They are most commonly used to secure any unsecured flank of a Brecht army, or are held in reserve to deliver a smashing blow to a shaken battle-line, or more commonly, to pursue a broken foe and secure victory. They are used to guard armies on the march, and to ride ahead and secure strategic points of passage for an army. Most cavalry on cavalry actions in the Brecht lands occur in such circumstances, or in cavalry covering an armies retreat, than in shock combat with one another on the battlefield.

Cost 2 GB to raise, 1 ½ GB to maintain

Knights: These are very much like their Anuirean counterparts, where they exist. Less of them have mail armoured horses (but many have horses defended by quilted barding and cuirbolli). They also tend to have fewer remounts, and their equipment isn't as advanced as the most advanced armours of the richest Anuirean knights, but they are the equivalent defensively, in full mail or double mail, with coat of plates and schynbalds of iron, either full hauberks with bag mittens, or mail gauntlets or even gauntlets of iron, and great helms over cevelliers with aventails. The only Brecht countries that can raise these troops out of their native populations are in descending order of importance Rohrmarch, Danigau, and Müden. Kiergard has knights in royal service, but nowhere near a units worth.

3 GB to raise, 2 GB to maintain

Siege Artillery: Most Brecht kingdoms do not maintain specific siege artillery, but conversely, they maintain a number of siege engines, with shipboard usage on large ships being their primary consideration. That said, almost any Brecht kingdom of moderate size can put together a siege artillery train as needed from these resources. As a result of the intended dual purpose use, Brecht kingdoms primarily field mangonels and ballista (including stone-throwing variants) and espringalds in a number of forms. They do not employ trebuchet, or generally assault towers either, as being expensive and unnecessary for their purposes, since city and town fortifications are their primary targets, and sieges are generally ended by negotiation or treachery as the most expedient, logical ending to such matters. Danigau and Rohrmarch are the only two Brecht kingdoms that maintain formal siege trains, and these are more expensive than the ad-hoc arrangements of their neighbors.

Ad-hoc costs 1 GB to raise, ½ GB to maintain – for a campaign only
Standing unit costs 3 GB to raise, 2 GB to maintain

Specialist Troops

Mixed Order Troops: These are unique to Rohrmarch, and come out of the traditions of the Town Militias of the Southern plain, and the invention of King Alaric. The traditional weapons of these towns, threatened by foreign cavalry, in the distant past from Anuire, and more recently from Khinasi lands since the withdrawal of the Anuirean Empire, are the crossbow, the pike, and the godentag. While the weapons are traditional, their deployment is novel. In times past, these troops would have been employed in individual units – King Alaric has devised a method of deploying them together, in essence a team of three people, each supporting the other. These units are larger than standard units, at 300 men each, 100 godentages (some men are armed with swords or falchions instead, if they prefer), each outfitted with a haubergeon of mail, a coif, and a kettlehat or a bascinet, and a heater shield. One of the primary deficiencies of units of pikes is self-defense from lighter infantry who get past the point of pikes. These men deploy as the front like of the mixed formation, and can act as skirmishers in front of the formation, or deploy as close order front ranks defending the pikemen with their shield. The second rank is usually pikemen, although they can switch places on command with the crossbows. They are armoured as the godentag men, but are armed with 16' pikes, they can kneel and act as an anti-cavalry hedge that the infantry and crossbows can shelter behind, or they can charge forward to exploit a gap in an enemy formation. The last rank, which can become the middle rank as needed, are the crossbowmen. They can be deployed as skirmishers against an infantry force, or they can be deployed to shoot over the kneeling godentag men's heads, backed by a hedge of pikes (this is a purely defensive combination for warding off cavalry, and unable to engage offensively in this order, save for shooting). The third option is for them to deploy as a reserve behind the pikes, where they can fire if the pikes and infantry kneel. This mixed formation is very strong defensively, although it remains to be proved in combat. It will absorb more punishment than a normal unit, if for no other reason than it is 1/3 larger. It moves slowly on the battlefield if it is moving as a close-order unit, but the front rank men can rush out like skirmishers if the formation halts. The unit requires a lot of discipline to operate successfully, and so far the King of Rohrmarch is the only Brecht king to invest in what seems to be an expensive experimental form of warfare. The Mixed order unit however could prove to stop a dangerous cavalry intensive army of invasion in its tracks, and Rohrmarch is one of the few Brecht kingdoms to face a serious potential confrontation with such an army.

3 GB to raise a unit, 1 GB to maintain it

Pirate Raiders: This is an amphibious version of an irregular unit, and these sorts of units are even lighter armoured than marines, although equally well armed. Half of any such unit are armed sailors, and are completely unarmoured, but armed with falchions, cuttose's or crossbows. They are very cheap for a kingdom to raise or maintain, as in essence they have no pay to speak of (minimal pay for captains and officers), and the

primary maintenance is to provide them with supplies, and repairs to their vessels. They, however, keep the vast bulk of the proceeds of any goods or ships taken – the regent getting enough to offset any outlay of expenses in supplies and maintenance if extremely lucky. They are akin to a shot bolt from a crossbow; however, since once raised and sent out, they are out of the control of the regent who raises them. This can eventually cause problems for the regent who raises them, if they engage in piracy outside of the specific target.

¼ GB to raise, ¼ GB to maintain

Knights of Saint Jan: These are unique to Rohrmarch, as an order of Paladins of Haelyn controlled directly by, or beholden to a monarch of a state. This they are a nationalistic order of Knights of Haelyn, which some Archbishops decry as confusing the purpose of holy Paladins. The order is at present a small one, approaching 100 brother knights, and with 200 brother-sergeants, and their primary deployment is a small fortified commandary guarding the border of the Gorgons territory in Kiergard, and a large fortified monastery in the town of Sint Jan, defending the settlement, and the road between Sint Jan and Rohrmarch proper. One final commandary exists, in the capitol of Keitel. A small detachment (several brother-knights and a file of brother sergeants) is currently on campaign in Khourane, in crusade against the Magian. Regardless of who controls the order, the primary purpose of the order is to carry on Saint Haelyn's fight against the Awnsheghlien. The Knights are outfitted as standard knights, and the brother-sergeants as cavalry. Eventually, the order will consist of an entire unit of 200 paladins, with 400 brother-sergeants supporting.

Currently 3 GB to maintain, when complete, 5 GB to maintain

Stormlords: These are elite units of knights, employed solely by the Kingdom of Danigau. They are described in further detail in the Cerilian Book of Knighthood and Chivalry. They are a match for any Anuirean knight, and ride barded horses, and are as armoured as well as Anuirean knights.

Khinasi

“The Khinasi surrounded our men and shot such a great number of arrows and quarrels that rain or hail never darkened the sky so much and many of our men and horses were injured. When the first bands of Khinasi had emptied their quivers and shot all their arrows, they withdrew but a second band immediately came from behind where there were yet more Khinasi. These fired even more thickly than the others had done.... The Khinasi, seeing that our men and horses were severely wounded and in great difficulties, hung their bows instantly on their left arms under their armpits and immediately fell upon them in a very cruel fashion with maces and swords.” Ruol de Cerlew, 773 HC

The armies of the Khinasi differ from their other Cerilian brethren in that many Khinasi states are city-states, with professional armies that are servants of the state, instead of adherents of a particular lord. This is not to say that feudal troops do not exist, as many sheiks and tribal chiefs raise troops for the rulers of kingdoms, or rule kingdoms

themselves. Nevertheless, many Khinasi armies have loyalty to the state itself, which is almost unique in Cerilia. Also making them unique amongst humans is their great reliance on horse archery. As $\frac{3}{4}$ of the Khinasi lands are plains of one sort or other, this is hardly surprising. As no players currently run Khinasi kingdoms, but several players border them and can come into conflict with them,

I have included a few rules to enable the DM to generate some core troop types for an opposing Khinasi army. They are very capable opponents, and should not be dismissed although they are short on heavy shock cavalry which most players will equate with the elite core of any army. If a player decides to play a Khinasi kingdom, then the population rules can be directly applied, so the player can manage to properly create and maintain his army. They have a few troop types not seen elsewhere on Cerilia, and of course, a non-Khinasi player can always undertake to hire Khinasi mercenaries should they so choose.

Levy: If anything, the levy of the Khinasi lands is truly a rabble. These city-states have long ago given up the idea of universal service of males as required expected in a tribal host. As a result, many Khinasi males quite reasonably expect they will never have to fight in a battle. Only a desperate or foolish general would consider using them on an open battlefield, and when such troops are called out they are almost invariably used for camp labour. They will, however, give a good account of themselves in defense of their own city walls, and this is the best use such troops can be put to.

$\frac{1}{4}$ GB to raise, $\frac{1}{4}$ GB to maintain

Irregulars: These sorts of troops are a mixed bag of pilgrims, adventurers, religious fanatics, shepherds, caravan guards, etc. They generally give a better account of themselves than a normal levy, but they are undisciplined and difficult to control. They are essentially unarmoured, and a 'heavily armoured' irregular will have a rawhide lamellar jawsham and a turban helmet, with a polished hide shield. They are variously armed, with wicker shields and light cane-shafted javelins, composite bows and small shields, daggers and short swords, or with jawshams, spears, and hide shields, or sword and shield, paired swords, or slings and daggers. There can be a great number of these irregulars in a Khinasi army, and they will always be the most numerous forms of infantry. A wise general uses them as a screen for his more important troops, and carefully deploys them on rough ground. They are useful for raiding, and in besieging fortresses and cities as well.

$\frac{1}{2}$ GB to raise, $\frac{1}{4}$ GB to maintain

Skirmishers: Unlike the irregulars, these are trained specialist troops, in some cases capable of the same disciplined maneuvers as their horse archer brethren. They will be detailed in the special troops list following, as there are several different types.

$\frac{2}{3}$ GB to raise, $\frac{1}{3}$ GB to maintain

Infantry: To simplify for game terms, infantry represent the city guards of the city state. These fall into two categories – infantry and archers. As a rule of thumb, any province level 4 or above has units of these soldiers stationed in each city, acting both as a defense

force and a police force. Half the units will be infantry and half archers. In an example, a province level 4 would have one unit for each level of the province in the chief town or city of the province, and in our sample case, this would work out to two units of infantry and two units of archers. $\frac{1}{2}$ of any city guard must remain to guard the city at any given time; the remainder can be brought by a Khinasi ruler on campaign. Infantry carry spear and shield, and are armoured in anything from a rawhide lamellar jawsham and an egg helmet, t mail, a jawsham, and a turban helmet. If a ruler wishes to raise more infantry than the rule of thumb allows for a city to have for his army, the cost of raising them follows.

1 GB to raise, $\frac{1}{2}$ GB to maintain

Archers: The above rules apply for archers as for infantry. The only difference between them is their armament of a composite bow instead of a spear.

1 GB to raise, $\frac{1}{2}$ GB to maintain

Elite “Double Armed” Infantry: These represent troops like a ruler’s palace guard, or temple infantry, or the elite core of foot soldiers in an army. Only a few such units should be in any Khinasi army, as a ruler tends to invest far more money in cavalry, which make up at least 50% of any Khinasi army (with a few exceptions). These troops are armed with both spear and shield, and carry a composite bow in a quiver-sheath besides (they also carry tulwars, straight swords, or scimitars). Half of the unit can shoot, while the other half defends with spear and shield. Lightly armed troops of this type wear jazerint (usually covered with rich damask), and egg or turban helmets. Heavier armed versions wear improved mail or jawshams over doubled mail. These troops are sometimes Ghulams. (Slaves owned by a monarch or the state.)

3 GB to raise, 2 GB to maintain

Siege Engineers: The Khinasi have siege artillery that is the equal of any in capability in Cerilia, although differing in detail. Besides the standard assault towers, battering rams and penthouses, and mining operations undertaken, they can make and repair mangonels, and use trebuchets, although they prefer man-power on ropes to launch them, to save wood. They are innovative with the application of naphtha, projecting it through tubes, and launching projectiles full of it from trebuchets and mangonels. They are also innovators in ballistae technology, relying on composite bows to power them rather than other methods such as torsion. They have created multiple bolt projectors; several bows stacked one on another, and ballistae capable of projecting up to fist sized stones using composite prods. The crews of these units are equipped as light infantry, and their officers are capable mathematicians, and competent at designing fortifications as well.

3 GB to raise, 2 GB to maintain

Irregular Cavalry: These are raised from nomadic tribes, they are both cheap and expensive to maintain – expensive in regards to the trouble the cause. These troops are raised from nomadic herder populations, whose primary sport is raiding each other and brigandage. These people are found inland, across the plains states (in essence, Binsada is a nation of them), in the Tarvan wastes, etc. Most states hire them to prevent their enemies from hiring them – they make poor allies, and worse enemies. They are usually

employed as scouts and raiders, as they refuse to fight in line of battle, unless in exceptional circumstances. At a battle, their usual mode of operation is to sit off on the sidelines, making noise and demonstrations if required by a strong leader, but merely awaiting the end of the battle to plunder the losers camp, even it is their “own” side that is the loser. They are armed with composite bows, scimitars or nimchas, several daggers or throwing knives, and javelins or spears. They are unarmoured, save for their chiefs who prefer jazerint of mail, and a few of their best warriors who wear rawhide jawshams. They ride light, swift horses, generally riding some of the best available, as they are excellent judges of horseflesh and steal only the best – thus they are difficult to catch. A wise general pays them on time, and well, and sends them on raids deep into enemy territory, to raid him and cut his supply lines. A foolish general relies on them in line of battle, and watches them raid his baggage if he loses.

½ GB to raise, ¼ to maintain, but can pay as little as 1/8 GB in some cases, but to do so is to tempt them to raid their own side.

Light Cavalry: These are more expensive than irregular cavalry, but they are far more reliable, and they fill the role on the battlefield hopeful generals would assign to irregulars, scouting, flanking, and harassment. They wear no more armour than simple skullcaps and rawhide jawshams, and are armed with composite bows, scimitars, javelins and maces. They ride the sort of light fast horse the irregulars prefer to steal.

1 GB to raise, ½ GB to maintain

Cavalry: These form the bulk of Khinasi battle lines, and are the quintessential Khinasi soldiers. They are mounted on lighter horses than typical Anuirean cavalry, but slightly larger than the horses ridden by Khinasi light cavalry, and they are more heavily armed. With mail shirts or jazerint, some with rawhide jawshams, and egg helmets or turban helmets with aventails of mail. They are armed with composite bows in quiver-sheaths, Nimcha sabers or scimitars, daggers maces, spears and shields. They are capable of charging home as well as horse archery. About half of a units horses will be covered in padded bards.

2 GB to raise, 1 GB to maintain

Specialist Khinasi Units

Infantry: Skirmishers

Javelinmen: These are drawn from the semi-nomadic herdsmen of more settled countries. They are completely unarmoured, and armed with yatghans, wicker shields covered in leather, and bamboo hafted javelins with needle sharp points. They are very agile and useful skirmishers, but they cannot form and fight as close order infantry like some of their Anuirean counterparts.

½ GB to raise, 1/3 GB to maintain

Archers: These are drawn from both rural and city populations, from people unable to afford horses. They are mostly unarmoured, although half a unit on average will wear

padded armour or leather jawshams. They are armed with shortswords, bucklers, and composite bows.

2/3 GB to raise, 1/3 GB to maintain

Swordsmen: Certain sects of religions encourage swordsmanship or it's art as a form of focus for worship. These troops are drawn from such sects, and they are light, agile troops, excellent at clearing away other Khinasi skirmishes. They are armoured in padded armours or leather jawshams, and are armed either with a straight sword and shield, or two scimitars. Elite versions of this unit are dervishes, and are +1 to attack or defend, and are always scimitar armed.

2/3 GB to raise, 1/3 GB to maintain

Naphtha Throwers: These are very specialized skirmishers, armed with naphtha grenades as their principle weapons (the grenades being small earthenware pots), tube naphtha projectors, and staff slings to project the grenades. They wear special protective clothing, like flame retardant impregnated cloth, hoods, etc. These projectiles and projectors can sometimes be used to project magical powders or solutions onto enemy troops. Some wealthy states use small numbers of these troops combined with flying magic to sew terror or confusion into enemy ranks. These troops are also armed with shortswords or daggers.

1 GB to raise, ½ GB to maintain. See magical section for additional costs if aerial troops are raised

Armoured Javelins: These skirmishers are unique to the Eastern Khinasi realms, and they are specifically intended to accompany Elephant units into battle to defend them from enemy skirmishers. They are armoured with turban helmets or egg helmets, and mail shirts or jazerint of mail or scale. They are armed with tulwars, hide shields, and 3 cane javelins apiece. They are not as quick as tribal javelinmen, but unlike them, they can form up as light infantry in close order if necessary.

1 GB to raise, 2/3 GB to maintain

Camel Troops: In certain arid regions, rulers will mount regular infantry and archers on camels as a means of increasing the range and speed of their operations. Infantry is not mounted on horses, which are too valuable, and put to better use mounting cavalry, but mules or large donkeys are sometimes used when camels are inappropriate, for the same cost.

Add ½ GB to the raising cost of troops, and ¼ GB to maintenance

War Elephants: In the Southeastern reaches of the Khinasi lands, a large hardy variant of Indian Elephant lives. Kingdoms in this region breed these elephants for both labour and war. Not all elephants are suitable for war, and the ones that are, are valuable. They are protected by at least partial bards of lamellar or chain, and padded or corded armours. They are trained to fight, and in conjunction with the javelinmen on the ground, but they also carry a howdah and crew of 5 men, including a mahout and two archers and two pikemen. The howdahs are of mahogany (the frames), with heavy wickerwork sides, making a comparatively light but sturdy fighting platform. The crews are armoured with

mail or jazerant, and egg helmets or turban helmets. The archers with composite bows and the mahouts are armoured as well. The Elephants are grouped together in units of 40. They are especially effective against cavalry that are not specifically trained to stand the presence of elephants. -2 to morale of any cavalry units not so trained when facing off against these units. Elephants can be difficult to control when wounded, and any elephant unit must roll a save when taking a hit, to prevent them stampeding in a random direction (possibly into their own lines). Any infantry not used to elephants, operates at one morale rating lower if facing them. Elephants are expensive to maintain, but they can be battle winners, and the realms of southeastern Cerilia cannot afford to be without them.

6 GB to raise, 3 GB to maintain

Field Artillery: From time to time, inspired by the same books as the Anuireans, certain Khinasi city states try to field battlefield artillery units, as did the ancient Romans. These often rely for power on composite bow technology, but sometimes rely on torsion, as did the ancient Romans and Greeks. Currently Ariya has an experimental unit of field artillery, inspired by, but not directly copying the technology of the Diemian carts of war. This is a mixed unit of composite bow ballistae, and naphtha projectors, both with magical augmentations. Like Anuirean experiments, these tend to be costly and finicky in the field.

6 GB to raise, 3 GB to maintain

Convict Infantry: In extreme cases to defend a city-state, some rulers have armed convicted felon prisoners, with the promise of pardon if they fight for the city-state. This can be a very dangerous step to take, as prisoners obviously can turn on their former jailors. Sometimes the ploy works, and they indeed fight well for the city-state and are pardoned and sometimes they merely desert at the first opportunity – sometimes violently. Monetarily, such units are extremely cheap – their NCOs' and officers who are normal soldiers are the only ones receiving pay. As Anuire and other cultures do not normally jail petty criminals, this method of raising spear-fodder on the cheap is not available to kingdoms of those cultures.

1/8 GB to raise, 1/16 to maintain. For the purpose of play, the kingdom raising them raises either 1 GB worth or ½ GB worth at a time, since they will obviously want more than 1 unit in an emergency

Specialist Cavalry

Noble Heavy Cavalry: These are raised out of the old upper classes of warriors, whose families have held their position since the days of the wars of liberation. These warriors were given money fiefs, which do not descend to an heir unless the heir gives the state service. These money-fiefs are called *uqtas*. Only old-fashioned or long established realms like Ariya or Khourane use these sorts of troops currently. They are fully armoured in either mail and iron lamellar jawshams, improved mail, or jazerant over mail harness – these harnesses have matching leg defenses. They wear turban helmets or kelpacs (these and any individual plates in these harnesses are most often damascened) with aventails, and this combination of armour makes them the only fully armoured Khinasi warriors other than Heavy cavalry Ghulams. They are mounted on heavier

horses, more akin to Anuirean cavalry horses in stature and carrying ability than the lighter cavalry mounts – but still not as muscular or quite as large as Anuirean Great-Horses. These horses are barded in half bards of improved mail or lamellar, over complete quilted bards. These troops are armed with heavy spears, shields of polished hide, heavy sabers, maces and scimitars, as well as the ubiquitous composite bow in quiver-sheath of Khinasi cavalry.

3 GB to raise, 2 GB to maintain

Ghulam Heavy Cavalry: These are armed and armoured and mounted nearly identically (perhaps a little less decorative armour – but still decorative) to the Noble Heavy Cavalry. The primary difference between the former and the Ghulams' being the Ghulams are the property of the regent, and are slaves! They are raised from boyhood to be a warrior elite, and are sworn directly to the service of a monarch. They are very well treated, but are subjected to an iron military discipline. They want for nothing, but they are royal property. They are allowed to keep battlefield loot, and they are educated in a number of the finer arts and subjects in their off-duty hours. In some realms that use them, they have meddled in the politics of the realm.

6 GB to raise, 1 GB to maintain

It should be noted that these Khinasi heavy cavalry unit above cannot match Anuirean knights blow for blow in the shock of a charge, but they are potent heavy cavalry nonetheless, and they fill the same role on the battlefield. The chief difference between the knights and Khinasi heavy cavalry is the strong discipline of the heavy cavalry – iron discipline in the case of the Ghulams.

Rjurik

The Rjurik have few special troops, as the bulk of their forces are axe, spear and shield armed formations clad in mail, and fighting in a shield wall. The most remarkable thing about their military capabilities is that all troops of whatever description are capable of undertaking amphibious warfare, and most can double as ships crew as needed. In point of fact, in most amphibious operations they *are* ships crew, beaching their own shallow draft vessels. In the History of Cerilia, Rjurik armies are fearsome raiders, and excellent fighters in defense of their lands, but long term coordinated offensive operations have proven to be beyond their capabilities. As like as not, this is due to their internal social problems and turmoil that remain unresolved. Half the Rjurik desire to cling to their semi-nomadic hunter/gatherer/herder lifestyle, while the other half wish to be settled, and farm, and build towns and trade. The following troop types make up the bulk of Rjurik armies.

Scouts: In the case of the Rjurik, these are most often hunters, and these are often 'primitive' Rjurik, as these are believed to make the best scouts. They are bow, axe, and sword armed, and can fight, but usually fade away from contact, and report their movement.

¼ GB to raise, 1/8 GB to maintain

Infantry: These are mostly gambeson armoured, with a scattering of mail or scale haubergeons, and a variety of round-topped open helmets or kettlehats (some of these are flat-topped) They are equipped with a variety of round, kite shaped, or elongated heater-shields, with spears as their main weapons, but a core of axemen (about 20% of any normal infantry unit will be armed primarily with two-handed bearded axes). Half the host will additionally be armed with swords or falchions as secondary weapons, and the other half with bearded axes as secondary weapons. Lots of “old fashioned” equipment can be seen amongst the normal infantry.

1 GB to raise, ½ GB to maintain

Elite Infantry: Called Huscarles, they are most often the immediate guard of Jarls and Kings. These men are professional warriors, and they are well armoured in complete mail of quality, and wear open helmets – some with nasals, or faceguards akin to early greathelms, some entirely open, some kettlehats, open or round topped, and some in segmented bascinets – and coifs, whalebone gauntlets or scale gauntlets. They carry a variety of shields, round, kite shields, and elongated heater shields. They are armed with two-handed bearded axes, swords and spears. These are the elite core of any Rjurik army, but in organizing a Rjurik army, there must be two regular infantry and one unit of archers for each unit of elite infantry, so no more than 25% of a total army may be these elite infantry. They are some of the steadiest infantry on Cerilia – if the Imperial legion is like a lightning-bolt, these are like a rock on the battlefield – they are very stubborn, with high morale. They do much better fighting defensively than offensively, and their tactical doctrine and chosen weapons reflect this.

2 GB to raise, 1 GB to maintain

Archers: The Rjurik are the largest battlefield employers of self-bows on the continent. These archers are usually placed on the flanks of a shield-wall formation, and the pelt oncoming enemy formations with a lethal but short-ish ranged hail of arrows, as they try to pick individual targets rather than fire rapidly at a mass of men. They are lightly armoured, in padded gambesons and simple open helmets or caps of cuirbolli. They are armed with shortswords or axes in addition to their bows and quivers of arrows.

1 GB to raise, ½ GB to maintain

Special Troops

The Rjurik army lists do have a couple of specialist troop types, here is a brief list.

Irregular Raiders: These are the troops who are responsible for the warlike traditions of Boeraine, Talinie, and to a lesser degree Dhoesone. The Rjurik have a long established custom in their northern realms, that when a population grows too high for a land to support, or a natural disaster occurs disrupting food supplies, their excess population packs itself into shallow-draft ocean-going vessels and set about raiding coastal settlements, and setting up log or short-lived colonies elsewhere in Cerilia or even Aduria. These fearsome raiders are the bogeyman of coastal communities from Anuire into almost the Vos lands. These raiders are lightly armoured in padded armours, save for their leaders who wear mail haubergeons. They carry shields, swords, axes and spears –

10% of any unit will be bow armed as well. They generally prefer to raid rather than engage in stand-up fights with professional soldiers, but they can form battle lines if required.

1 GB to raise, 1/8 GB to maintain – they work for plunder

Bearsarks: These are usually from the more primitive semi-nomadic Rjurik. They are warriors who believe that through the power of Erik that they mystically take on the power of their tribal totem animal in combat. They are possessed by a battle-fury in combat, and are nearly oblivious of wounds given to them in battle until a battle is over. Unfortunately, in their battle-fury they occasionally mistake friend for foe. They are essentially unarmoured, save for their shields, and armed principally with sword or axe, opening a combat by casting their spears. They are fearsome to behold just before a battle engages, frothing at the mouth in their battle-fury, howling to the heavens, and gnawing on the edges of their shields, shouting to Erik to bless them, and to damn their foes to the frozen Hel. In combat, they ignore the first two hits on their unit, and never fail morale (these are the only Cerilian troops that really will fight to the last man in a normal battle), but a roll should be made for a random hit on an adjacent friendly unit, the unit so affected may save to take a half-strength hit - the Bearsarks don't want to kill their own side, and this save allows for a realization of their error, and a correction in attack.
½ GB to raise, ¼ to maintain. Only one such unit may belong to any Rjurik army, but they can only be raised by kingdoms with a partial primitive Rjurik population.

Cavalry: These are rare in Rjurik lands, truly only Halskapa and Stjordvik maintain any number of them. They are mounted on sturdy Fjord horses, unbarded, and are armoured and armed as Elite Infantry. They are no match for Anuirean cavalry, but in Rjurik warfare, they give these kingdoms a strong offensive punch. Only Halskapa has a few knights, trained in the court of Aerik Boerune, and there are less than a score of these. Their stats are like Anuirean knights, but with old-fashioned equipment.

2 GB to raise, 1 GB to maintain

Vos

The Vos cover a large territory, and the climate difference between Northern and Southern Vos territories, as well as the different neighboring kingdoms and tactical situations has created a difference in army composition, and even units available to Vos armies. Northern Vos are very traditional, the embodiment of the tribal host, and they are more straightforward on the battlefield – a spectacle of power and fury, with chanting, shouting hordes of warriors arrayed in lines of battle, and even with Priests of Belenik calling down the fury of the god formally on the foe before battle, and possibly with challenges of champions ringing out, then fighting personal duels before battle is joined. Their Tsars are capable of cunning strategies, and often engage in such, but the day of battle is almost a blood offering to Belenik in the form of a ceremony.

The Southern Vos are more subtle than their northern Brethren; they have regular contact with foreign foes, both Brecht and the sophisticated Khinasi, and they devise both strategy and tactics to draw their powerful foes into cunningly laid ambushes, and use

surprisingly sophisticated tricks to trap their enemies in difficult circumstances. They use cavalry like their enemies, in addition to Varsk riders, and use a variety of light troops to lure a close-order enemy formation into difficult terrain disadvantageous to them. The Northern Vos are often referred to by Brechts as the Red Vos, or Blood Vos, while the Southern Vos are referred to by the Brechts as the Black Vos.

Core Vos Troops

The following troop types are common to all Vos armies, and are the basic building blocks of Vos armies.

Irregulars: These represent part-time warriors and youths seeking the recognition of warriors. In Vos society, priests of Belenik and warriors hold the most esteem, and all Vos are trained as children. Those who are less skilled at being warriors become farmers or craftsmen, and are only called out when a kingdom needs them. These part-time warriors, and youths in training to be warriors take on the role of skirmishers and raiders in a battle host. These troops are almost entirely unarmoured – a few wear leather clothing the equivalent of hide armour in the northern territories, while in the south some wear captured Khinasi rawhide jawshams, or imitative copies of these made by the Vos themselves. They are armed with light shields, javelins, throwing axes, and about 10% have bows, the same percentage have swords as secondary weapons, either broadswords or yhatghans or shamshirs of various description, while the rest have large knives or daggers for the purpose.

Free to raise, ¼ GB to maintain

Warrior Infantry: These form the bulk of a Vos battle-line, and a player must have two units of these for every Elite unit in his army. These warriors are primarily armed with spears and heavy shields, about half carry swords of one form or other as secondary weapons, and the rest carry large knives or daggers for the purpose. Some are armoured in leather clothes the equivalent of hide armour, and some wear rawhide lamellar cuirasses. The most common form of helmet is a segmented ‘egg’ helmet (an Eastern European spangenhelm) these warriors are a tribal host, not regular infantry, and they follow the strongest, most successful warriors, rather than any other form of discipline, and are a bit chaotic in attitude. They are, man for man, as skilled warriors as any in Cerilia, and few can match their ferocity.

1 GB to raise, ½ GB to maintain

Elite Warrior Infantry: These are the elite warriors of the Vos battle-line. They are well armoured as well as armed, in mail haubergeons, often with lamellar cuirasses, and helmets of typical Vos form, but with aventails of mail. They are armed with spears and shields (often with spiked bosses), and a variety of broadswords, tulwars and shamshirs as secondary weapons – Vos versions are plainer in form than the Khinasi versions of these – and some carry two-handed axes, Berdiches, and long hafted spiked maces. What makes these warriors particularly fearsome is the best of them are awarded with magical tattoos from the priests of Belenik. These represent the household companions of Vos Tsars and Voivodes, boyars and the like. They form the hard core of any Vos battle line.

2 GB to raise, 1 GB to maintain

Northern Vos troops: “Die Blutevos”

Hunter Skirmishers: These are specialist hunters and woodsmen, with Palladium ranger characteristics. As mentioned, the Northern Vos are not subtle in battle, but charge into close contact, so they do not rely heavily on battlefield archery. That said, these woodsmen function as scouts for Northern Vos. When fighting non-Vos armies, which deserve no respect as warriors, these troops precede the battle line, making first contact, peppering the enemy lines with short-range composite bow fire, especially aimed to take out anybody important looking, and then falling back to fight with the irregulars as the battle-lines close. They are unarmoured, armed with short but powerful composite bows, and yhatghans and other long knives and shortswords.

2/3 GB to raise, 1/3 GB to maintain

Northern Varsk Riders: Often equated as “knights” in function, they are anything but knights in behaviour. These form a mobile reserve of heavy cavalry, particularly fearsome since they ride large, swift carnivores. They are often detached from the main battle-line to make a sweeping flank attack, or descend upon an inexperienced enemy general's rear. Unlike the Rurjik, who have no means of following up a battlefield victory to make it decisive when an enemy withdraws, these Varsk riders can fully exploit a victory, hunting down defeated foes, and harassing survivors to prevent their reforming into viable combat units. Varsk riders are armoured like Elite Warrior Infantry, and are armed with sharp lances and shields as their primary weapons. They are used as shock cavalry like Anuirean knights. Any respectable Blütevos army will have at least 2 units of these riders and more often 3-4 such units. Much of the cost of these units is in maintaining the varsk properly – they eat a large amount of meat.

3 GB to raise, 2 GB to maintain

Belenik’s Children: These are voluntary sacrifices to the war god, who vow to give their lives if necessary to receive the god’s favor. They undergo a special ceremony before battle, becoming living sacrifices of the god, and then they are fed potions that grant them a near immunity to pain, and turn them into savage killers. They fight without armour, and with axe and shield or sword and shield. Like the Rurjik berserkers, they ignore the first two hits on their unit, and fight until the battle is won or they are slaughtered to a man. Any survivors are seen as having gained the favor of Belenik, and receive a magical tattoo for their prowess. Only 1 unit allowed per army.

½ GB to raise – these are not maintained, but only are used once on a battlefield.

They may be re-raised from other volunteers at the next battle.

Coastal Raiders: Any coastal provinces are allowed to raise irregulars and warrior infantry as amphibious raiders for a specific campaign, and they terrorize the eastern coastal waters of Cerilia as the Rurjik terrorized western coastal waters in times past. These employ shallow draft ocean-going craft very similar to Rurjik models, like Knarrs or snakars.

Add ½ GB to raising coast of any irregular or warrior infantry unit in a coastal province. If a ruler wishes to permanently maintain such instead of raising them for a specific campaign, it adds ¼ GB to the units maintenance cost

Southern Voss: “Die Swartzvoss”

Archer Skirmishers: These are modeled after Khinasi bow-armed skirmishers, but unlike the Khinasi, they are proficient woodsmen, like their Northern Vos brethren. These are a continual thorn in the side of neighboring Khinasi kingdoms, ambushing patrols venturing near borders of Vos kingdoms. They play the Indian game of sending out a few troops into the open, to lure Khinasi or Brecht cavalry into pursuit, and lead them straight into a large-scale ambush on rough ground, cutting many an ambitious but foolish Amir of Twenty or One Hundreds career short. In open battle, they are deployed in rough terrain, or on the edge of woods, making a general nuisance of themselves, and giving any Khinasi horse-archers a poor target to return shots with at best. These troops are completely unarmoured, and carry powerful composite bows, shields, and yatghans. They are capable of forming up and acting as units of archers in support of a battle-line, but not independently (they have to be stacked with another line unit)

2/3 GB to raise, 1/3 GB to maintain

Slingers: These generally are less efficient than Southern Anuirean slingers, as they are less organized, and use rocks rather than lead bullets, so their range is shorter, but they are still very effective against armoured troops. They are armed with slings, small leather shields, and short swords of various forms, and are completely unarmoured. They can only be used in skirmish order, and must be employed on rough ground or they will easily be ridden over by cavalry, or slaughtered by infantry. They are incapable of being stacked with other units.

½ GB to raise, ¼ GB to maintain

Javelin Skirmishers: Like the other Southern Vos skirmishers, these men are completely unarmoured. They are armed with a large quiver of barbed javelins (a half-dozen to eight per quiver), short swords, and wickerwork shields. They are extremely aggressive, and unfortunately prone to charge on disorganized infantry (this makes them susceptible to enemy traps), and they can form up alongside a Vos battle-line. They are inexpensive and useful troops for the small outlay to provide units of them.

2/3 GB to raise, 1/3 GB to maintain

Black Vos Cavalry: In order to meet a Khinasi army in open terrain, the Southern Vos have been forced to adopt horse mounted cavalry. Varsk are only useful in winter campaigns in the South, and thus though some Vos kingdoms will maintain a unit or two of these, they are useless in summer campaigns. These cavalry forces are imitative of Khinasi cavalry, but with an emphasis on the traditional shock tactics of Vos Varsk-riders. They are not at all shy of charging home, but are cunning enough to only do so when to advantage – usually. They are armed as Elite Warrior Infantry, with a composite bow in a quiver-sheath additionally, and a long light sharp lance, with a shield. Southern Vos kingdoms with Khinasi neighbors need to maintain at least 3 of these units in their

armies, or face their foes at a great disadvantage. These cavalymen often dye the bellies and legs and throats of their horses red, to instill fear into their enemies, making it seem their horses have cantered through a river of blood.

2 GB to raise, 1 GB to maintain

Southern Vos Varsk riders: These troops are outfitted like the Black Vos Cavalry, with composite bows in quiver-sheaths in addition to the traditional panoply of the varsk riders. This of course gives them a ranged attack that their northern cousins do not enjoy (nor seek – most Vos find it more satisfying to feel their enemies' blood fun over their hands as they gut them). No kingdom may employ more than two units of these, and never in the summer. Most Southern kingdoms employ no more than one, if any at all. Varsk do not breed in these regions (at least not well), and so every varsk suitable for war must be imported, and usually at great expense.

4 GB to raise, 3 GB to maintain

The above lists for human armies cover all major troop types found on the continent of Cerilia. Players *may* design new troop types – with DM approval and supervision, but any troop types created are limited by the culture, terrain, climate and technology of the countries raising them – not to mention costs involved. Some standard units may also become elite units, through the same process of DM consultation and supervision. What follows now is a brief list and description of some common humanoid or demi-human troops. The list is by no means exhaustive, and troop types exist that players are unaware of until they run into them. Besides, this supplement might otherwise be unmanageable in length!

Elves

Elvin scouts are already mentioned under the Anuirean list of troops. Elves are famous for their woodcraft, with even common soldiers having the skills associated with rangers. They are also well known for being able to cover enormous distances on the march in half the time or less of human infantry. This rapidity of movement has enabled them historically to meet any invaders in force, in a timely fashion, or to catch their enemies unexpectedly on the march – helping to compensate for their lack of numbers. Some attribute this rapid movement to the observed phenomenon of odd time-distortion that sometimes occurs in elfin realms. They are also famously equipped with haubergeons to full suits (depending on rank and battlefield role) of Elvin mail, which are unique, objects of art made for the individual elf, as well as being arguably the finest mail on Aebrynis. They generally favor open helmets of a form similar to Anuirean barbutes, except closer fitted. The known troop types follow

Archers: These are armed with larger than normal composite bows, of a composition that human bowyers have been unable to duplicate. They are also armed with elfin forms of saber (a gentle curve to them, with no pronounced guard), and longswords, and small shields they hang from their belts. They are capable close-contact fighters as well.

Pikes: These were developed to protect their archers from the numerous human cavalry. They are armed with swords of elfin form and bucklers in addition to their pikes

Elite Infantry: These are heavily armoured and well armed, with spear, sword and shield. Some are armed with other poll weapons, and in this case forgo shields but carry bucklers with their swords.

Cavalry: It has been said that Elvin cavalry is the best on Cerilia, although they haven't been encountered on a large scale in combat by humans in centuries. They are mounted on swift Elvin horses, said to be as intelligent as a man, and able to outrace the fastest human horses. They are easily distinguished from normal horses by their red tipped ears, and the soft glow they are seen to give off in certain conditions of light. About half the Elvin cavalry observed in the past have been bow armed, and half have been shock cavalry (the ghilli-shee have usually been bow armed). They are armoured as medium cavalry, relying more on speed and skill than a complete harness of any sort. In the past decade, Anuireans visiting the kingdom of Tuarhieval have observed more heavily armed cavalry, and caught glimpses of barded horses, giving life to the recent rumor of Elvin knights.

Dwarves

Human kingdoms have rarely come into conflict with dwarves, (although individual humans have, encroaching on their territory) as the dwarves generally keep to themselves in regions so mountainous as to be unattractive to most human settlers. They also will trade with most human kingdoms, at least on a limited basis. They occasionally provide human kingdoms with mercenaries, both crossbowmen, and elite infantry, both types heavily armoured, and quite capable in close combat. Presumably dwarven kingdoms also have specialist troops like miners, and the equivalent of siege-engineers. Dwarven architects and masons have been on occasion contracted by human kingdoms seeking the very finest stonework buildings and fortifications. Most notably, the now broken tower of the Imperial College of Magic in Anuire (blasted by magic of unfathomable power immediately after the death of Michael Roele), and the capitol "city" of the Khinasi nation of Binsada were created by dwarven masons.

Halflings

Unlike Halflings in traditional D&D settings, the Halflings of Cerilia are refugees from another world, the Shadow World. While they do congregate with, interact with and marry one another, in most parts of Cerilia, they do not form distinct communities or separate nations – rather, they have moved to kingdoms of humans or elves whose culture and climate they have found pleasing, and settled into and adopted these cultures and kingdoms as their own, being viewed as natives of these places without a distinctive culture of their own. The traditional view of them as fat and jolly barefooted gluttons or light-fingered thieves is completely incorrect on Cerilia. They are more slender than typical D&D Halflings, and prefer respected and unobtrusive positions in society – most cultures hang thieves. They also wear shoes, and have feet in proportion to their bodies.

Many hold important positions in human kingdoms - the hereditary imperial herald of Anuire is a Halfling, and the chief Cuisenaire of the Diemian court is one as well, both are highly respected professionals at the top positions of their respective professions. The only thing that distinguishes them from their human neighbors is their physical stature, and the rumored ability to shadow-walk. Thus some Halflings on occasion appear in Anuirean, Khinasi, and Brecht military units – usually these are of slightly larger than average stature than the average Halfling. Halflings have not settled in Rjurik or Vos lands, as they find these cultures either too primitive for their tastes, or utterly repellent, and the climate and terrain these cultures are found in generally unattractive for settlement.

Goblins

In Cerilia, this term covers all the goblinoid races encountered, standard goblins, hobgoblins, and potentially kobolds as well. Unlike most D&D worlds, goblins have developed kingdoms and societies of their own, as well as crafts and even primitive forms of the finer arts. They were once a race of slaves to the elves, and rebelled against them hundreds of years before humans ever arrived on the continent of Cerilia, eventually gaining their freedom. The animosity between Elves and Goblins is very strong to this day, fueled by their competition in large part for the same sorts of climate and terrain to live in, as well as bitter memories of past conflict. They are generally of smaller stature than men or elves (elves are as tall as or taller than men), but they are stronger in proportion to their size. They have a keen native intellect and wit, although not scholars or philosophers by any means, but they have in spades both a common-sense and cunning that is enviable. They breed faster than humans, and far faster than elves, so despite common conflict between these races, there is little chance of goblinkind ever being extinguished from the face of Cerilia. They not only form organized armies of their own, they also form the bulk of the armies of the Gorgon, and even appear from time to time as mercenaries or allies in human armies. The following is a list of the most common troop types.

Kobold Skirmishers: These are both annoying and dangerous foes. They never deploy in line of battle, but always on rough terrain. They are as at home in subterranean surroundings as in forests or mountains. They are armed with small javelins – often smeared with poison of various sorts, and defend themselves with wicker shields; some carry short swords, and most knives and daggers. If given any time at all, they will prepare a defensive position with a number of traps or obstacles designed to maim or kill. They avoid close combat, and a formed unit of infantry successfully making contact with them automatically disperses them, removing them from the battlefield for that day. They additionally are masters of camouflage, and in a prepared defensive position get a +1 to initiative, attacking from surprise. These troops show up only in goblin armies.

Goblin Skirmishers: These troops are drawn from the smaller, more agile goblins, and they are often used as raiders. They are armoured in leather or hide armours, and they are armed with short but strongly made (and somewhat primitive in technology) composite bows, and javelins, and swords of a short curved form - almost akin to Brecht messers.

These troops are capable of limited scouting missions, and have good woodcraft skills as well.

½ GB to raise, ¼ GB to maintain

Goblin Infantry: These troops are made up of larger and tougher goblins (and hobgoblins, often mixed in), and are armed with spears, swords of various forms, and shields. They are armoured usually in either mail or scale haubergeons of goblin manufacture, with their unique native helmets (arms and armour of different countries and races are described in detail in *The Book of Cerilian Arms and Armour*, which will be ‘published’ shortly). While generally smaller than humans, these formations make up for any lack in stature through density of formation and numbers, being larger by one half than typical human units.

2/3 GB to raise, 1/3 GB to maintain

Goblin Archers: These troops are armoured in a mix of leather armours and with about 1/3 in scale or mail haubergeons of goblin manufacture. They are armed with the short, powerful, and primitive goblin composite bow, and are additionally armed with the shortswords of goblinoid form resembling Brecht messers

2/3 GB to raise, 1/3 GB to maintain

Goblin Scouts: These scouts ride worgs, just as do standard goblin cavalry. They are bow (and sword) armed, and armoured in hide armour and the goblins chosen for this task are very canny woodsmen. They generally will not engage in combat, save with parties of similar or smaller numbers.

2/3 GB to raise, 1/3 GB to maintain

Worg Riders: These are the standard form of goblin cavalry, and they are armoured in mail or scale haubergons and helmets, and equipped with small shields, spears, short but powerful composite bows and swords. Riding worgs gives them an extra punch, as the worgs are fearsome predators. They are the most expensive form of goblin troop to maintain, as it is expensive to keep the wargs well fed.

2 GB to raise, 1 GB to maintain

Orogs

Not much is known about the Orogs by the races that dominate the surface of Cerilia. The Orogs are secretive by nature, and primarily nocturnal, and subterranean dwelling. The Dwarves have had much contact with the Orogs, who are their mortal enemies, and who fight with them for the same sorts of terrain and homes. These humanoids are large and Grey in complexion, very muscular, and much stronger than your average human, and even dwarf. They are highly intelligent, and indications exist showing they have a complex society. Orog artifacts, tools, weapons and armour all display a high level of skill and craftsmanship, although sometimes of horrific aspects. For instance, a Orog spellbook has been recovered that had been determined to have had it’s parchment made from human skin, and it’s cover made from the skin of a dwarf, expertly prepared and made into parchment of the best quality. The existence of the book and reports from the

dwarves confirm the fact that Orog users of magic indeed exist, and that they are intimately familiar with the necromantic arts. Some of the ink of the book was apparently derived from the blood of humans or dwarves as well. It is known that Orog employ a heavily armoured infantry, and crossbowmen. They obviously are skilled miners and engineers, and expert stonemasons as well, according to dwarven sources.

Giants & Ogres

These large humanoids exist in remote parts of Cerilia – the Giant downs, of course, is named for them. In the distant past, apparently, complex societies of these giant humanoids lived and thrived, and they apparently reached on their own an early Iron Age technological and societal level, complete with organized kingdoms. In the past two millennia, giant society collapsed, and the current descendants of this once impressive civilization of humanoids have been reduced to a primitive tribal state of small family units, at nearly a Neolithic level of technology. Nevertheless, although they occur in small numbers, these humanoids are extremely impressive combatants, a single giant or a comparatively small number of ogres can wreak havoc on a typical infantry unit in short order. Fortunately for humans in general, these humanoids are reclusive and generally non-aggressive so long as their territorial boundaries are not violated, and they seem willing to live and let live as a general rule. Unfortunately for his near-neighbors, the Gorgon has awed or charmed a significant number (in comparison) of these humanoids into his vast army.

The Feudal Host

“We are obliged to our lord the Prince of Avanil when he leads his host to provide 150 sergeants with four carts, drawn by four horses, and a packhorse worth 17 l. 10s. p. And if he will not accept the sergeants, carts, or packhorses, we owe him 60 s. p. for each sergeant, the carts, horses, and packhorse included. If he accepts the sergeants, carts, horses and packhorse, we are not obliged to keep them at our expense beyond forty days.”

Feudal obligation of St. Aelwyns abbey, Daulton 450 MR

As the player almost certainly realizes after having read this far, it is extremely difficult for any regent to maintain any standing force of more than a few thousand men, and if he is canny, he must surely realize that the bulk of these few thousand will be deployed as garrisons at strategic points, as castle or town garrisons to defend his realm from enemy invasion, and to respond to outbreaks of monstrous rampage or brigandage. In order to successfully defend a country from invasion, and meet an enemy in the field, a regent needs to field thousands more men, and he needs the same multiplication of forces to take offensive action against an enemy country.

This need is met in Anuire, Brechtur, and some of the Khinasi lands with some form of feudalism. The basic concept is that the regent owns all the land in his country, and he gives out parcels of it to lords, both great and small, in exchange for military service for a set period of time every year as an obligation (usually 40 to 60 days service) at their own

expense. After the set time, a regent is obliged to pay salaries for service, and strictly speaking, unless in defense of the realm, a vassal is not obliged to serve further until the next calendar year. Usually a regent will have several vassals he relies on especially for military service, who will willingly contract beyond the point of obligatory service for a set fee regularly, and he will undoubtedly have more than a few vassals who will seek to avoid personal service, and give scutage (“Shield money”, literally) to a regent instead, so the regent may hire mercenaries or raise native soldiers with the money for service. Some scoundrels will of course even attempt to dodge this sort of obligation as well, but a regent of course can punish a recalcitrant vassal by taking back his lands if he refuses the obligatory duties. Of course, this can lead to hard feelings on the part of the vassal, and even open rebellion in some cases, depending on circumstances.

Using the formula given at the beginning of this supplement, a ruler can derive the numbers of a feudal host of a province. In Anuire, in many lands this host consists primarily of individual lances of knights, accompanied by a squire or valet, and a sergeant or two on horseback or foot (sergeant in this book refers to a mounted cavalryman that is not a knight, or sometimes an infantryman on foot, and not a military rank). These knights tend to have all the benefits and drawbacks described in the Cerilian Book of Chivalry – they tend to be skilled individual warriors, eager and enthusiastic for deeds of arms. They are also motivated by a desire to earn renown and individual glory, and full of pride and sense of self worth. It is not uncommon to see knights of the feudal host vie for places in the front ranks of a cavalry formation, arguing over who deserves such a place. In other words, they lack the discipline of regular troops. They also have a distressing tendency to go charging off at the first opportunity they see for military glory, and a clever enemy commander can specifically set traps to lure such knights into, robbing a commander of his most potent offensive force.

The infantry and cavalry (other than knights) derived from this source are also very amateur, being part time soldiers, or household troops of lords and knights who primarily are engaged in castle guard, or act as military escorts for their lords, supporting their dignity. Many may have never been in actual combat, and are green troops. Nonetheless, these will form the bulk of military potential for a regent, who will be wise not to scorn this amateur force that will provide the numbers necessary for a respectably sized army. The next major drawback of this force is the length of service they are obliged for. They are in essence free for one segment and a week and three days of a domain turn, or they are free for two segments, but after this time they disperse and cease to exist (as far as the ruler is concerned) for a year – unless the realm has been invaded and in immediate peril, but even then a large number of the feudal host will disappear regardless. They may be maintained in the field beyond this length of time, but must be paid to do so, and at the same rate as regular troops, and a monarch will not be able to afford such an expense for long. Thus a ruler must time his calling out his feudal host carefully, or be caught in an embarrassing and potentially fatal predicament.

A part of any Anuirean feudal host will be contingents of militias of cities and towns, providing a reasonably reliable infantry – certainly less prone than the feudal knights to foolishly charging off into oblivion (or glory, depending on your point of view), but these

are equally amateur soldiers, and they are even more particular about being paid when time is up, or preferably heading home, and can be reluctant to serve beyond a realms boundaries – sometimes refusing to budge beyond whatever the threat or cajolement. If a ruler is unpopular with his cities and towns, getting service out of this source can be difficult to impossible, but if he is popular, the cities and towns can be a reliable source of part-time soldiers, and a bulwark to a kingdoms strength. In Brechtur, the feudal host is almost entirely from this source, save in Rohrmarch, Danigau, and a small portion of Müden.

In tribal societies, and in city states without any feudal system, this source of troops is non-existent. Most tribes can field a large percentage of their able-bodied males, most especially the Vos, where every able-bodied male is expected to be at least a part-time warrior. One final feudal source exists in Anuire and Brechtur, and this is the Arrie-ban, or universal male military obligation of free men. This is a survival of the tribal past in some ways, but this source in these countries provides poorly armed and largely unarmoured, inexperienced peasants who are next to useless as soldiers in line of battle. In some countries, the Arrie-ban is converted into cart service and general labour, providing a wagon train and pioneers for an army, which is a very useful conversion of this resource. Use the basic rulebook regarding calling out levies to provide the Arrie-ban. It is literal suicide to call out the Arrie-ban during Spring planting, or during harvest – to do so is to guarantee a realms famine, and so a ruler only calls out this source during the summer proper. The Feudal host on the other hand, can be called out whenever a ruler chooses without serious consequence, as these men are never engaged in food production.

Mercenaries

*“Why do I want
The rich to hate each other?
Because a rich man is much more
Noble, generous, and affable
In war than in peace.”*
Anon. Mercenary. 50 HC

When a regent is hard pressed to raise soldiers out of his native population, or when he wants specialist troops not native to his land, he has recourse to obtain them, so long as he has one principle resource available to him – money. Mercenaries have been available in Cerilia since humans have arrived, and probably before. On the plus side, mercenaries are usually experienced and professional soldiers. If they were not reliable to a reasonable degree, they would not survive in their profession long. If they did not have a reasonable degree of competence, they also would have a very short career. On the negative side, most of these troops have no loyalty save to money (the best will stand by a contract with an employer, even in the worst circumstances however). When the pay dries up, these troops disappear, whereas feudal troops will have a strong sense of loyalty to a lord and possibly a regent, and whatever their other shortcomings, they will stand by these loyalties.

In the boxed game set, the rules concerning mercenaries indicate that if a regent loses a battle, and mercenary troops are present, they automatically desert him. This is not necessarily the case – as mentioned above, the best of these troops will stand by a contract. As a general rule of thumb, roll a save for each mercenary unit under these circumstances, and those units making the roll stand by their employer, while those failing do indeed desert. If one pays the extra money, and a famous or ‘best’ mercenary captain of good repute is available, and contracted with by a regent, He will stand by his contract win or lose, without a save. Woe betide the regent, however, who reneges, or “renegotiates” a contract, for the captain and his troops will immediately abandon his service, and if they feel betrayed, may immediately negotiate a contract with the regent's enemies.

A regent may hire mercenaries at any point in a domain turn, as a free action (but if he is particular, and wants to negotiate a famous or ‘best’ mercenary captain, this requires an actual diplomacy action, with the mercenary captain considered as a regent), unlike normal troops which require time to be raised and trained. The minute a regent stops paying mercenary troops, or dismisses them in his realm, in any negative circumstance, he automatically creates an event of ‘monsters or brigandage’ in that province where they are dismissed from service.

Infamous betrayals

Some less than good regents have in the past, when seeking to dismiss mercenaries, have betrayed them, and had them disarmed and slain, or even poisoned at a celebratory feast, to avoid final payments for service, and even to seize assets already paid out. A regent indulging in such an infamous action will automatically never be able to contract a ‘best’ mercenary company again (only the dregs or desperate will ever serve him), and furthermore, any diplomacy action with *any other regent of any kind* will automatically be at a -2 for the action – the infamous act has clearly demonstrated the regent is entirely untrustworthy. Usually, such monsters come to infamous ends themselves, and rarely live to a ripe old age, and almost never die of natural causes.

Mercenary captains that renege on contracts or betray employers likewise gain a strong negative reaction, and rapidly find they are unable to find employers, and usually come to young, bad ends themselves. Such infamous traitors usually find they can only find employment in the service of the worst sorts of employers themselves, or find their men deserting as lucrative contracts dry up.

Some types of troops will never be found as mercenaries – you will never be able to hire as mercenaries an imperial legion, nor will you ever hire the “Swords of Avani”, or the knights of Sint Jan, nor will squadrons of the Order of the Dragon, the Stormlords, or the Knights Leopard ever be available for hire as mercenaries, no matter how high the pay offered. Depending on diplomatic actions, and ones relations with various lords, such troops may appear in a regent’s army as allied contingents however.

Here is a list of famous types of mercenary troops, usually available for hire in various regions across Cerilia. – Anuire: Mieres slingers, South Coast bidowers, Taeghan archer-skirmishers, Anuirean (the city) crossbowmen, Osoerdean infantry, Endieran pikes, Boeruinean elite infantry, Elinien cavalry, Diemian cavalry, Resonant cavalry, mercenary knights. Brechtur: Elite infantry, Crossbows, Khinasi: Javlinmen, Light cavalry horse archers, cavalry horse archers Vos: Irregulars, Coastal raiders, Woodsmen/hunters Dwarves: Guard infantry, Elite Crossbows, Goblins: Any troop type save kobold skirmishers.

Mercenaries can save your kingdom in a pinch, or they can empty your treasury and ravage your country. Mercenaries were a common plague in Anuire, during the wars over the succession of the Iron Throne, and they are still reasonably common today. They were such a problem; however, that it was sought to clear some of them out, and what was arranged was Blaede Boeruine raised an army of them recently, to participate in the war against Aftane, supporting the throne of Shoufal. It got them out of Anuire, and it put them to useful work supporting Imperial policy, and many of the worst of them came to an end in that war, the rest dispersing looking for lucrative employment in *that* part of Cerilia. A wise regent carefully weighs the pro's and con's of employing mercenaries before doing so, and when they do, they often pick a 'best' or reliable company of them. If a regent wants to employ a 'best' unit of mercenaries, they must consult the DM, as this requires a diplomatic action, and is not an automatic success (these people are in high demand). Contracts with such begin at 1/3 above the normal rate, and often are double, and sometimes triple the cost – in the cases of the *very* best Standard mercenaries may be hired at any time without special consultation.

Allies

Allies are often a more reliable source of troops. In most cases, an ally will detach a portion of his regular army to aid his fellow ally, in some cases he will provide monetary support to help an allied ruler raise normal troops of his own, or employ mercenaries. Nothing in this world (or Cerilia) is free, however. An ally will obviously expect support himself in need, or may have some other agenda, seeking the good graces of his ally to support projects of his own. In most cases, such motives are obvious, and in the case of good aligned rulers, clearly stated in the terms of any alliance. If you enter an alliance, expect that you will have to support your ally actively at some point, even as you expect him to support you.

An alliance is often a way to gain access to troop types never available as mercenaries. In a recent example, the balance of the late Civil War in Rohrmarch was tipped when king Alaric allied himself with the Imperial throne, and as a result he was supplied with troops of the Imperial legions, as well as Diemian cavalry and naval assets (while there are Diemian mercenary cavalry units for hire, the Diemian navy is never available as a mercenary unit). Shortly after this, the Civil War came to a successful end for Alaric.

The Face of War in Cerilia

*“We are going to have some fun.
For the barons will make much of us...
If they want us to remain with them,
They will give us money.
To the soldiers pay will be added loot:
Trumpets, drums, flags and pennons,
Standards of horses white and black—
This is what we shall shortly see.
And it will be a happy day,
For we shall seize the usurers’ goods,
And pack animals will no longer pass in safety,
Or the burgher journey without fear,
Or the merchant on his way to Avani,
But the man full of courage will be rich.”*

Bran d’Aubigny, 468 MR

The strategy of war in Cerilia, or at least in the civilized and settled parts of Cerilia is dominated by several facts of life. Firstly, Western and Central Cerilia is dominated by, and peppered with a large number of castles and small fortifications, publicly and privately owned, overlooking or dominating nearly every strategic point in the region. There is no province in this region that does not have at least one castle, and more likely two or three to a half-dozen or more. In regions seeing much warfare, such as border provinces, even cities, towns, and villages sometimes have their own walls. This degree of dense fortification significantly affects how war is undertaken in these regions, and how strategies are formed in invasion or defense.

In Strategic terms, an army cannot leave an intact enemy stronghold in its rear, since the enemy garrison can sally out once an army passes, and cut its supply line. In the basic games terms, straight out of the boxed set, this simple principle is taken into account, as an invading army has to immediately stop in a province with such a fortification, and neutralize it by detaching a portion of the invading army to besiege it. The number of units needed for such a task is equal to the level of the castle or fort, added to the number of units in its garrison. If you have a level 5 fortification, and it has 5 units in garrison, it requires an invading army to detach 10 units of the army to neutralize and besiege the fortification. This is likely to be a large percentage of any invading army, which means that deep penetrations of an enemy country in Western and Central Cerilia are exceedingly difficult. It also guarantees that siege warfare is a central theme of war in these regions. A province cannot be taken until the major fortifications in the province are taken, and so any invading army will need a siege train or siege engineers and miners or sappers to overcome a fortresses wall.

A second major factor in warfare in all of Cerilia is one brings an enemy nation to its knees most quickly by bringing economic pressure to bear. This is accomplished in a number of ways – invading armies can cut trade routes with ease. Also, a province that is devastated cannot yield a regent any tax money. When an invading army burns villages

and crops, kills peasants and burns crops in the field, and robs and loots towns and merchant caravans, it both enriches the soldiers doing the looting (a portion of which goes to the commanding generals, regent, and officers, as well as the common soldiers doing the looting), as it impoverishes the country that is being looted, and the regent who suddenly will find himself short of the resources to hire men to fight – possibly forcing him to sue for peace. This usually makes war very hard on the commoners, who are the real source of any kingdom's wealth. The rules also permit a regent to 'declare war' on one of his own provinces, to destroy any holdings belonging to hostile sub-regents, and this often consists of besieging and taking minor fortified holdings. This is hard on the loyalty of the province, but is less likely to affect the regent's pocket, as he is bound to be more discriminating in what is destroyed or looted than a genuine invading enemy. Even in more primitive societies, trade and taxation plays an important role, and a Vos regent can be as affected as the most urban Brecht province by disruption of trade, even if the money involved is on a smaller scale – it still adds up to trouble for the regent.

In comparison to siege warfare and economic warfare through province devastation and cutting trade routes, and raids, major field battles are a rarity. They can, however be extremely decisive. If an invader destroys a defending regent's field army, he makes taking the defenders' fortifications an easier proposition, since a fortress may surrender more readily when the garrison commander knows no relief force will come to his aid, and a decisive battle can strip such fortifications of anything but the most modest garrison, making the castle fall more quickly to a siege or assault. A battle can be most decisive, and devastating to a country, when a regent is captured or major nobles to whom the regent must contribute a ransom. A regent's ransom is literally a king's ransom, and guarantees an immediate peace settlement. In the case of an unscrupulous or evil invader, a captured regent is the subject of forced divestiture of regency, and potential blood-theft. Also, a decisive victory can strip a defeated kingdom of its best and most experienced soldiers – units of knights annihilated or captured in many cases cannot be replaced, regardless of funds available to a regent. Experienced infantrymen also do not grow on the proverbial tree. It can take regents years to build a decent core army, and it can take as long to properly replace one, if a regent does not wish to seek the mixed benefits and drawbacks of a professional mercenary force.

Siege Warfare

“The besiegers set up their trebuchet on a road but all around they could only find stones which would have fragmented under the impact of firing. In the end they found three which they brought from a good league away. With their first shot they knocked down a tower. With the next, in everyone's sight, they destroyed a chamber. With the third shot they fired the stone disintegrated but not before causing great injury to those who were inside the town.”

Parnier Vollum, recording the siege of Alamier, 563 MR

“They planted two scaling ladders against a barbican close to the sea. The wall here was manned by Boerueans and Talinaeans, and the struggle that ensued was stiff, hard and fierce. By dint of strenuous effort two knights and two sergeants managed to scale the ladders and make themselves masters of the

wall. A good fifteen of our men got up on top, and were quickly engaged in a hand-to-hand contest of battle-axes against swords. Those inside the barbican plucked up courage and fought back so savagely that they drove our men out, while retaining two as prisoners.”

Chronicle of the Avan-Boeruine war, 434 MR (Avanese, Anon.)

As siege warfare dominates the face of Cerilian warfare, it will be given precedence in the order of description of battle. Most often field battles are brought about as one regent attempts to relieve a castle being besieged by another regent. The actual rules regarding siege warfare in the Birthright rulebook are perfectly satisfactory for the process of starving a garrison into submission, but the rules on castle assault are less than inspired, and lack the flavor of siege warfare and castle assault, and so we will address how such can be accomplished in our game. Such actions are perfect for role playing, as the actions of gaining a wall or assaulting a breach are by their nature small-unit actions, allowing for decisive results by the actions of a few men (quite possibly the characters).

First we should undergo a description of castle construction. In so many role-playing games and campaign settings, castles are random assemblages of towers, gates, and ‘keeps’, set on a uniformly flat terrain, and assembled with the apparently sole purpose of looking “cool” The original designers of some of the castles of Birthright (most notably the Roesonean castle at Carcas) at least made some study of what real castles look like, although some of their efforts (Caer Endier, for instance), are useless for the intended purpose. They still did better than most game systems, and the castles that have been erected in the New Empire campaign follow historical models as inspiration, with especial considerations taken into account that exist in Cerilia but not our world. Castles serve two purposes, they are homes of noblemen, and so they are designed to be comfortable, and they are private fortresses, so they are designed to be defended by small garrisons, being incredible force multipliers in defense (ten men can successfully hold a level one castle, a hundred is an adequate garrison for a level ten fortification). Castles are also projectors of force. When they are erected by a conquering regent in a newly conquered territory, they insure that a garrison can respond to any potential rebellion. A castle on a hostile border is invariably an assembly point for armies, an Armoury and source of supplies for armies, and a safe base for an army to launch an assault or invasion of enemy territory.

The earliest Cerilian castles (as opposed to forts, imperial forts could be timber and stone or stone, and cities of the earliest era with walls most often had stone walls) were earthwork and timber constructions, most typically a wooden tower on a tall mound of earth (or a mound built around a tower), protected by a palisade at the top and a deep ditch at the bottom of the mound, often with a palisaded enclosure with a ditch around it called a bailey. This form of castle is quick, cheap, and effective, but vulnerable to fire. Earth and timber defenses are alive and well in Cerilia today (usually level 1 castles, but sometimes even higher levels), although now of sawn boards and perhaps a bit more finished than the ancient castles of the Andu and Brecht. Border forts in forested areas, like Brechtur, the Rjurik lands, and the Vos lands are most often of heavy timber and earthwork defenses. Even in lands where stone castles are plentiful, many small fortified

holdings are timber and earthwork fortifications, fortified manors, border crossing points, and even cities with stone walls often have earthwork *boulevardes* with sawn timber walls, to keep away scaling ladders and engines from a cities or towns gates.

The next stage of Cerilian castle development was to replace the palisaded wall on the top of the mound, or the wooden tower with a stone curtain wall or tower. These towers were too small to provide adequate housing for a lord and his family, so most early castles evolved into curtain walls atop mounds, with buildings inside the walls - these forms of castles being called *shell keeps*. More adequate housing was obtained by replacing a motte and bailey structure with the lord's hall and chambers in a fortified tower house on the pattern of a square or rectangle. Some of the oldest stone castles on Cerilia have large square keeps as a central feature of a fully evolved castle, and these often still provide quarters for a lords family, or at least his more important servants. Square keeps by themselves were attempted, but were most often surrounded with at first timber enclosures, and later curtain walls. The corners of a square keep were found to be extremely vulnerable, being blind points in a castles defense that could not adequately be covered by soldiers on the parapet of the roof, and so keeps of different forms were experimented with, for a period of about a century – at first these keeps were multi-angular, and then later round. Square towers give more floor room, but round towers have few if any blind spots at a walls base when covered by a hording, or a system of machicolations and crenellations. A common form of small castle still built in stone in Cerilia is what is called a “Juliet”, which is a large round keep, surrounded closely by a round curtain wall called a chemise, which can only be reached by an internal stair, the keep only being reached by a retractable drawbridge linking the wall-walk of the chemise to the keep. A small garrison can hold off an army for a while in such a structure, and compared to a larger castle, these are far cheaper to build.

In both Brecht lands, and Anuire, many castles are and were built (and rebuilt) on spurs of hills or ridges overlooking a valley, or a river. Most of the first castles of this form are reached by one approach up a hill, which is covered by a consecutive series of walls and gates, each presented to an attacker in turn. In the Brecht lands, the top of such a hill or ridge will be covered by a curtain wall, with a range of the lords residences and other buildings built directly against this wall, and a small but tall watchtower (too small for a residence) built on the tallest point of the prominence (these are called Bergfrieds). Often Brecht hilltop fortifications today will have a major fortified gateway that is a castle unto itself, called a *shieldmaur* making what would be a weak point in a defense the strongest point. In Anuire, these spur castles (Caer Moereiel being the most famous example) usually have a series of baileys with projecting towers, each in succession until the highest point of the ridge is reached, where a keep, or a *tour d'homage* is sited. The problem with these defenses is that in most cases, the internal successive defense does not support the previous defense, and so each bailey can be defeated in turn, easier than if the walls were put one behind the other, and taller, as in a *concentric castle*.

The next phase of castle evolution that occurred evolved during the imperial invasion and occupation of the Basarji lands, when the Basarji united to overthrow their Anuirean overlords It was discovered that a much stronger castle could be made by placing two

mural walls close together, the inner higher than the outer, so that the inner wall could immediately support the outer. These defenses are often considered to be amongst the most perfect of castles, but they require a larger garrison than other sorts of castles to derive the full benefit of these supporting defenses. This was not a serious consideration during the wars they were developed in, as castles of this type were intended to have large garrisons of imperial troops, or were fortified monasteries of the Imperial Church, defended by her paladins. Most of these castles are in the Khinasi lands, but a few can be found in Anuire, especially in the eastern marches. In these concentric castles, the primary defensive structures are the towers and gates, and while some have a larger tower than the rest or a strong gate to serve as a keep, many do away with the concept of a keep entirely.

As various stronger siege engines were devised to overcome ever increasingly strong walls and towers, the final phase of castle development so far in Cerilia has occurred, that is, the defensive walls have become thicker and taller, as have the towers themselves, making it difficult for siege engines to throw projectiles over such walls, or easily penetrate them. As society has grown more refined in Anuire and Brecht lands (Khinasi society has been long refined in regards to comfort), more and more consideration has been given to making castles comfortable residences. Some of these improvements for the sake of comfort do not impact the defensive qualities of a castle at all, like the addition of chimneys and fireplaces to towers and residential ranges – others, like the desire for large windows, or ease of access to the various rooms normally used by a lords family and courtiers sometimes compete with the defensive needs of a site. That written, any serious fortification will not compromise its defensive requirements for comfort, and residential ranges usually find they only have large windows overlooking the interior courtyard of a castle, but never pierce its outer defensive walls. Even medium to large sized windows, in relatively inaccessible points on an outside wall (on a ridge castle, for instance) are likely to have such a vulnerable window of magic in the form of *glass steel*, and or sport a large iron grill over the window, to prevent easy entrance by stealth or main force. These castles of latest form are similar to concentric castles in overall form, but have one main line of defense, often protected by a moat or ditch or other artifice, but with each gate having an elaborate protection in the form of a masonry barbican with its own towers and gate.

One consideration that castle builders in Cerilia must consider is the potential effects of magic. Because of flight spells, and flying creatures, castles across Cerilia usually have roofs over their towers and the fighting tops of walls. These roofs are in Anuire most often sturdy slate roofs over massive oaken or ash beams, conical in shape, to deflect any potential shot from a mangonel or trebuchet, and to give no secure purchase to a flying intruder, and magical wards are not uncommon on important fortresses to prevent unseen or flying intruders from readily alighting or penetrating a castles defenses. Also, given the above consideration, a castles courtyard is often as defensible as the exterior wall, with arrow slits and machicolations projecting from both sides of the fighting top of a wall. In the Khinasi lands, brass domes protect these turrets, or tiles, and slate roofs are as common in Brechtur for castles as they are in Anuire. Likewise, gates, portcullises, and sally ports, as well as important defensive doorways internally in a structure are bound to

have magical protections or wards of some sort otherwise a wizard with a *knock* spell could readily open such. Magical attack – on a small scale at least – is rarer than one might expect. Most standard spell ranges are much shorter than the range of an arrow or bolt, and even battlefield spells place the caster *within* the range of conventional weapons and counter-spells, so a magic user must expose themselves to great peril in most circumstances to attack a castle's wall with standard spells. The realm spell *Raze*, on the other hand, can be safely employed without fear of reprisal from bolt, arrow, or lightning bolt from a castle's garrison, but of course if a realm wizard is resident, and has access to his source, a reprisal might be coming that is terrible indeed.

Most Cerilian castles are structures that are hundreds of years old at present date, if not a millennia or more. While some castles are new built every year, many of the most strategic sites have already been built on. As a result, the majorities of castles are a conglomeration or have evolved on the site over the centuries, retaining older defenses, or having older defenses incorporated into new defenses. In some cases, an older portion or feature of a castle may well have been demolished to make way for a new defense - a motte leveled to put up a stone tower, or a curtain wall run up and over a motte to turn it into a strongpoint. As a result, a castle of pure form is a rarity, with the exception of new castles or ones, whose owners cannot afford improvements, or facing no serious threat, chose to invest their finances in other endeavors. Unlike most fantasy campaign castles, castles in the real world and thus extrapolated onto Cerilia are sited to take advantage of natural terrain features – in most cases, they have an irregular shaped enclosure, following a naturally strong terrain feature – the edge of a hill, or a ridge, or the boundary of a river's edge, or an island in a river, etc. Castles of regular feature are usually sited in the middle of a broad expanse of a water defense – a very wide moat (or a lake) negating the necessity of seeking out the advantage of a particular fold of land. Castles with extensive water defenses extending around them entirely have little to fear from one of the major forms of assaulting a castle to make a breach – mining. A castle situated on bedrock has similar advantage.

There are three major ways to breach or overcome a castle's defenses. The most simple and crude method is by direct assault, seeking to scale the walls. If the walls are low enough, this may be accomplished with ladders, which unfortunately for the users, are fairly easily repelled. The same sort of attack can be undertaken in a more complex fashion at greater expense, but with potentially superior results by a siege tower. As mentioned above, an attacker can also try to gain a wall top by magical means. Regardless of how the assault is attempted, it is always hazardous.

The second method to create a breach in a castle's defenses is by mining – that is, by digging a tunnel under a wall or tower foundation, propping the foundation with wood, laying in barrels of pitch and other combustibles, such as pig carcasses, and then firing the props, causing the foundation to shift and crack, and the wall or tower to fall. Mining can only be undertaken through earth, and is a futile attack to attempt when a wall or tower is sited on bedrock, or a wet moat guards the base of a wall. Fortunately for attackers, many castles have walls without either, or at least a portion of wall without either. A castle's garrison will watch for signs of attempted mines – to see any likely mine

heads from a distance, or activity poorly concealed like the removing of earth from the mine. An old trick is to set up bowls of water near suspected mines, and the miners digging will cause slight vibration of the earth, which can be seen in the surface of a bowl of water – or even using magic to scry for such activity. When a mine is detected, a castles garrison will sink a counter-mine, and the usual result when the two mines meet is a savage fight in the dark, if the defenders win, they drive off the miners and block the mine, if they lose, the attackers may well follow them into the castle out of the counter-mine, or continue their plans to wreck the foundation and create a breach. As a rule of thumb, it should take at least two weeks to create a mine, and I would add 1 week for every level of fortification above 2 to create a mine.

The third major method to take a wall, or create a breach, is to batter a wall with engines. These can be as simple as a battering ram, or a bore (neither method requires siege engineers), battering or picking away at a wall or tower base. More complex engines often bring swifter and decisive results, these engines are onagers or mangonels, ballistae or trebuchet. All these engines propel rocks of various sizes with great force against a castles walls. (Smaller ballistae fire bolts only, and are anti-personnel weapons primarily) If rocks like these batter the same point in a wall repeatedly, the masonry will eventually weaken, and a wall collapse, creating a breach.

When a breach is created, a major attack can be launched with a besiegers infantry units in force, and while the defenders will still have an advantage, it will be much less of one than fighting from the wall tops, where they are largely immune to a besiegers efforts. The assault or defense of a breach is a prime event to role-play out, giving players an opportunity for their individual actions to make a great difference to the outcome of an attack. Unfortunately for besiegers, it is as obvious to the defender as the attacker where a wall is likely to collapse, and well provided defenders can erect a defense immediately behind and containing a breach (in the form of a horseshoe in plan), leaving the attackers to charge into a trap – that is, if the defenders have enough time.

A rough rule of thumb when using engines to assault a wall is that a day is given for every level of a fortification for the battering of a wall to take effect. (in cases of extremely powerful engines, this time can be less – note the rapidity of effect of trebuchet battering in the example given at the opening of this section) Thus the battering of a level 1 defense will take effect immediately after 24 hours of battering, whereas a level 10 fortification gets 10 days before the battering seriously begins to take effect. When the set time elapses, the fortification must make a saving throw – modifiers unknown to the assaulting player may apply to the save, and if it fails, a breach is created. If not, the process begins once more, but with one less day to take effect – thus a level 2 fortification will have one day before it must save again, a level 10 fortification 9 days, etc. A level 1 fortification would get 12 hours grace period before it must save. A besieger can attempt to modify the effects of a battering by any number of shifts – one of the most common means is to lower mattresses to the effected section. For a siege engines battering to be effective, the rocks must strike the same spot or near to it repeatedly, so it is easy enough to know where the rocks will strike and to try to lessen their effects. A besieger should keep in mind that an important castle's garrison is as

likely to have a magic user amongst them as a besieging force is likely to have access to magic users, and magic can be used to lessen the effect of battering on a castle.

Siege engines are by their nature not mobile, nor can they be easily re-aimed at a different section of wall. Large rock-throwing engines of the type that will batter down a large curtain wall once sighted cannot be re-aimed without great effort – in some cases, disassembling and reassembling the engine entirely in a different location. The trajectory can be altered to move the impact point of a projectile, but only with a trebuchet, but this is in a straight line, and cannot be moved to one side or another of the impact point., but the point of impact can be moved up or down on a wall, or even over a wall, but not so much as a few feet to either side. If an attacker wishes to change a point of battery, it requires the entire battery being disassembled and relocated, which can take a weeks time, or more in some cases. Trebuchet and large mangonels are thus carefully sited initially by a siege engineer. A further point to state is that as an attacker wishes to breach a defenders walls as quickly as possible, all the large siege engines an attacker possesses will usually be placed together in a single grouping called a battery, and aimed at the same point on a wall. If a besieger has more than one unit of siege engineers in his forces, only then can he erect a second battery aimed at a different point. Not many regents have this luxury – in fact, only a few regents usually retain an entire unit of siege engineers, and maintain such engines permanently. Most regents hire an individual siege engineer, and any siege engines are then made from local raw materials on site at a siege. This reduces the cost of this special unit to a single (very expensive) salary, and any costs associated with the raw materials of the engines being built on site. That said, the restriction of building engines on site of local materials will restrict the type of engines that can be built, which can restrict the type of attack that can be made. Smaller engines can throw rocks as well as bolts, but the most these small engines can hope to do is destroy crenellations or roofs, and are incapable of battering down walls.

Castle defenders are under cover, and difficult to impossible to hit with projectile weapons, while an assaulting force inevitably has to cross open ground and under fire. Any defenders behind complete walls with crenels and machicolations and roof and arrow slits have complete cover, and are in essence invulnerable to a crossbow bolt or arrow, or bolt from a ballistae. Defenders on the top of a wall with partially destroyed crenels still have 2/3 cover, and are hard targets to hit. Defenders behind the crest of rubble at a breach have 1/2 cover, and once an assault goes in and crests the breach, they derive no benefit from the mound of rubble, just as if they counter-charge an assaulting force in a breach; they have no cover modifiers, but derive whatever advantage is given by fighting downhill. Combats in a breach are horrific slugging-matches, and a smaller force with a castle walls guarding its flanks can hold out for a while against superior numbers, but numbers will eventually tell. If an assault enters a breach and finds a temporary fortification has been erected to plug a breach, it finds itself in what usually proves to be a horrific trap, which is a killing ground nearly as bad as being trapped under intact castle walls. As a result, an attacker usually tries to create a breach as swiftly as possible, or to breach a wall suddenly and unexpectedly – such as by dropping a stretch of wall or a tower suddenly by firing an undetected mine, speed being essential to prevent such temporary fortifications being erected behind an expected breach. In major

fortifications, even once a breach is created, and an external defensive point seized, there is usually a secondary, or even a tertiary (and usually final, at that point) set of defenses that need to be overcome once more, beginning the process of creating a breach all over again.

Stealth and Treachery

What may prove impossible or costly to take through siege or assault may be taken more cheaply, or swiftly and surely through stealth and treachery. One method used to seize Rochefort castle in Osoerde, which is an impressive stone fortification, was a number of William Moergan's partisans noted that women of the village next to the castle did the castles laundry and other chores every day, and would enter the castle in a group the same time every morning. Having observed this, Moergan's people took some women's clothes, and with some women amongst them leading them, entered the castle at the usual time, disabling the guards who they took completely by surprise, and opened the gates to William Moergan's men.

In recent years, the city of Endier was taken by treachery, when a gate was left open and unguarded by prior arrangement, by one of the many city factions that Guilder Kalien had managed to alienate with his policies. More than once, the Vos had taken Brecht border forts by assaulting unexpectedly during a blizzard, cloaked from the view of careless guards by driving snow and improvised cloaks from linen sheets. This brings us to our final topic regarding siege warfare, the sudden assault.

Sudden Assault

In some instances, a fortification can be taken by a sudden and determined surprise assault. Two things are necessary for such an attempt to work, firstly, the assaulters must have scaling ladders in their assault force – perhaps being carried in an army's baggage train, and the second important factor is the assaulters must have the element of surprise. If a castle garrison is caught unawares, a surprise assault may be successful, but if it does not, it will always be bloodily repulsed.

A surprise assault will only stand a chance of success on fortresses or castles that are level 4 defenses or lower. Castles of level 5 or higher have too many secondary defenses and too large a garrison for such an assault to succeed. If such an assault is attempted on a higher level defense, it has negative modifiers to success, and the best result to be hoped for is the seizure of a barbican, which may well prove to be untenable, as such defenses are often constructed with no rear side, so any assaulters can be picked off at leisure if they had managed to scale the barbican in a normal assault. Any general wishing to try such a surprise assault must confer with the DM, describing in detail the preparations they make, and the time of day they wish to try the assault (the middle of the night, and at dawn are typical times for such assaults). A surprise assault cannot be undertaken by a force that is already besieging a castle - obviously the castle defenders in such a situation expect to be assaulted at some point. Surprise assaults are undertaken by detached units from an army operating some distance away, or by an army's vanguard

before the arrival at a castle of the army proper. In the latter case, if a daylight operation, the castle garrison gets to roll an awareness of the vanguards approach, and if a sentry spots them in time, there can be no surprise assault. Night or dawn attacks, of course, can easily unravel and are difficult to coordinate, and so a sudden assault is always a gamble to undertake.

If multiple castles are in a province, each must be reduced or taken in turn, before the province can truly be in the possession of a regent, and an army can pass beyond. A fortified holding, on the other hand, defends that holding, but does not affect the passage of an army – these represent minor fortified buildings that contain no significant garrison, but can be safely bypassed by an invading army.

If a castle is damaged in a siege through battery, or mining, but the castle does not fall, and a siege is relieved and the enemy forces driven off, it *does not* automatically return to its previous defensive level, but remains damaged until properly repaired, which can be undertaken with a *build* domain action, instead of a fortify action, but to regain each damaged level of fortification, it requires 5 GB to restore each level, and the number of gold bars restored each domain turn (season) is determined by a D6 roll, as per a normal fortify action (thus it will take several seasons of construction usually to restore a level to a fortification that is damaged. If a castle is besieged again before repair is complete, it functions at whatever level it was restored to prior to the besieging forces arrival, and not at its full potential when it is fully restored.

Field Battles

“The Archduke of Boeruine, as I heard say for I could not see or understand everything, because I was pretty well occupied defending myself, preformed marvelous feats of arms and slew many a man. He laid about him with his axe which he held in both hands – there was nothing he did not strike down; he was a man of great physical strength, with very powerful limbs, and both prudent and fearless in arms.”

Sir Tariesien Dunne, 541 MR

“The men of Taeghas, who were fiercer at the beginning, were broken quickly afterwards, and the more quickly because looking back, they saw no one coming up from the main body of the Prince of Avani’s army, or preparing to bring them help, whereupon they turned their backs upon the northern men and fled. And the northern men seeing this pursued them very swiftly on horseback; and catching a good many of them, ran them through with their lances.”

Sir Trevan Rolane, 541 MR

As the players have no doubt noted, I have referred repeatedly in this supplement to the battle line, or line of battle. This is not without purpose, as it is important for the players to understand the nature of warfare and the battlefield in Cerilia. War is primarily undertaken with hand held weapons, in hand-to-hand combat. While ranged weapons exist and are commonplace, the longest ranged battlefield weapons have a range at the most of 300 yards, and more commonly 200-250 yards for a maximum range. Lethal

ranges for these weapons are more on the order of 100 yards or less. Worse yet, most hits by arrows and bolts – even fatal shots, do not kill instantly, but rather the injured man bleeds out in a little while, and even though fatally wounded, can still kill for a melee round or two in many cases. In the end, a battle is won or lost by men hacking each other apart or shoveling out one another's guts at no greater range than the length of a spear or lance, and often so close to each other they can tell what they had for breakfast. Magic has a place on the battlefield, being a sort of ranged artillery, but magic-users willing to expose themselves to close combat are rare, and in most battles they tend to cancel one another out, being high-priority targets for each other. Thus in the end, very few battles are won by magic, although they can be influenced by it – in the end, it comes down to the infantryman with his spear, or the horseman with his lance as to which side eventually prevails.

Given the nature of the weapons used, and that these weapons are most effective when being used in close concert and coordination with other people, grouped as close together as possible, the battlefield on Cerilia is a small, and even intimately sized piece of real estate. The worst possible thing that can happen to a unit on the battlefield is to be attacked in the side, or the rear, where these men closely packed together cannot turn to defend themselves, but can only be hacked down where they stand – when such an event occurs, this is a disaster for the army it happens to, as a unit can only die in place or run away, and panic is contagious, and a fatal illness to a Cerilian army.

When a regent orders his army, he does not send individual units out by themselves as a general rule, but he divides his army into two to six segments or divisions, to make controlling the men easier, each with an overall leader. These are usually called wards of battle, or divisions of battle. To keep these wards from being taken in the flank or rear, he usually arranges them in a line, one next to another – this is the line of battle. To keep the line of battle from being flanked, the regent usually tries to find a terrain feature that is difficult to cross, like heavy woods, hedges, a marsh, or a stream or river to 'ground' his flank on. Ideally, he will place his army between two such natural terrain features, but nature does not usually cooperate in this, and so often regents will place a mass of cavalry to guard ungrounded flanks, as they can respond quickly to an enemy's movement, if they attempt to take a flank.

In most countries in Cerilia, the battle line is composed of infantry. Cavalry is expensive, and most countries have only enough to form a strike force, which is held in reserve, or on one or both flanks, or behind the battle line. These battle lines are usually composed of melee units, with archers interspersed behind field defenses, or drawn up behind and in support of the infantry (crossbows and bows can be shot over infantry units heads at *long* rang, once a unit is inside 50 yards of closing with an enemy battle line, the archers are blocked by their own men, when drawn up behind).. Archers drawn up in the open are the most vulnerable of troops, and so they need to be protected in some way. In some Khinasi lands, cavalry are so numerous as to compose entire battle lines themselves. When two armies are at long range, units of skirmishers may be deployed in front of the line of battle, and try to defeat any enemy skirmishers and drive them away, or preferably, harass an approaching battle line, which must maintain its ranks or face

sure defeat. Alternatively, skirmishers can be placed in rough terrain on the battlefield, where formed troops cannot get easily at them, and they can harass the enemy, or they can be put in rough ground on the flank of a battlefield, or on the flanks of a battle line, in the ultimate hope of harassing the enemy on the flanks or the rear. Skirmishers must be carefully deployed, because if they are caught on open ground by cavalry or infantry, they will almost always be annihilated

As von Clausewitz wrote “War is simple, but in war, simple things become difficult”. The primary objective of an army on the battlefield is to break a hole in the enemy line of battle, or to turn his flank, ‘rolling it up’, or to take him in the rear. If any one of these things can be done, the usual result is a victory for the side accomplishing the feat. Battles are usually not neat affairs however, they are, quite literally, horrific messes, and even with clearly understood orders, sometimes troops will not behave in a rational or predictable manner, or obey order. Sometimes a battle line will break on one flank, but stand firm in the center and on the opposite flank – possibly even breaking the enemies flank (this happened in the historical battle of Barnet, in 1471, during the Wars of the Roses). A lot of what happens on the battlefield is due to one factor – the army’s morale.

Morale

“What a joyous thing is war, for many fine deeds are heard and seen in its course, and many good lessons learned from it... You love your comrade so much in war. When you see that your quarrel is just and your blood is fighting well, tears rise in your eyes. A great sweet feeling of loyalty and pity fills your heart on seeing your friend so valiantly exposing his body to execute and accomplish the command of our Creator. And then you go and prepare to live or die with him, and for love not abandon him. and out of that there arises such delectation, that he who has not experienced it is not fit to say what delight is. Do you think that a man who does that fears death? Not at all; for he feels strengthened, he is so elated, that he does not know where he is. Truly he is afraid of nothing.”

Eldried Maedenhew, 432 MR

“Upon seeing this his men were greatly dismayed and abashed, and so took flight in the park, and into the meadow that was near, and into the lanes and dykes where they best hoped to escape the danger. Never the less, many were distressed, taken, and slain... And so it befell in the chase of them that many of them were slain, and at a mill, in the meadow by the town, many of them were drowned. Many ran towards the town, many to the church, to the abbey, and elsewhere, as best they might.”

Oeren Dosiere, 75 MR

Perhaps the most important aspect of war that is difficult to measure is the morale of troops. Small things can effect what is essentially an emotion in surprising ways, and this can have an enormous impact on the course of a battle. Are your troop’s cold, hungry, and footsore? The odds are they will lose to troops that are fed and rested. Soldiers can lose morale if they witness events taken to be a bad omen (William the conqueror, for instance, slipping and falling in the surf disembarking on the English Shore. William

turned the bad omen around by grabbing fist-full's of dirt, and declaring to the men who saw the fall "I have taken siezen of the land".) The oddest little events can negatively or positively impact the morale of troops.

In the Birthright boxed set, the War Cards have taken the factor of morale into account, giving each unit a base morale based on type of unit, represented by a grouping of shields, swords and pennants on the card, with one two or three objects, the more objects a card having the better the base morale. This system worked well with the card version of the battle game, and can be used as a rough guideline by the players as to what types of troops are generally more reliable in the crunch. That said, the whole purpose of this supplement is to improve these base rules, and to introduce the players to how the DM's handle war. I personally do not like assigning known strengths and weaknesses in the form of solid measurable data, like a character sheet. Firstly, a general can never know such detailed information regarding his troops, he isn't a mind reader. Secondly, medieval generals thought field battles were very chancy propositions – so do Cerilian generals, and preferred to avoid them in favor of siege operations and destructive raids. If you lose a battle, you can lose your army, and if you lose your army it can be very difficult to hold off an enemy. All a general could do in the real world is put himself in his soldiers shoes, and try to think how he would feel if he was them. A good general is able to do this. A wise one looks after his troops, and sees that they are taken care of when sick or injured, and are fed, clothed, and shod. A general with wit and wisdom, and a talent for public speaking gives his soldiers inspiring speeches, which if well done raise morale, they do things to cheer their soldiers up before a battle, and everyone is nervous before a battle (Julius Caesar used to wander from campfire to campfire, telling obscene jokes to the soldiers, and illustrating them with a pickle), and sees that their men are fed before battle. This is pretty much all a general can personally do to affect morale, and they can affect morale negatively as easily as or easier than they can positively affect it.

How we handle this in the game as DM's is we keep track of the players' army's morale, and we keep the data to ourselves. Unless a player asks, or is concerned about the morale of their army, we never mention it, but if they ask, we give them clues. For a general to affect his army's morale, he can do this in two ways, one, by impersonally issuing orders to the army, and secondly, by role-playing out a speech or incident designed to improve the soldier's morale. Either action can positively influence his men, or if he screws it up, drop the morale. The second is the more potentially dangerous route, as he can lose the respect of his men in a personal fashion if he screws up, but of the two methods, it has the greater chance of making a larger impact.

A unit with high morale will tend to hold together under the worst possible circumstances, while a unit with poor morale, even though well-equipped, may fall apart.. As a regent, try to think of the individual units of your army as player characters, or collections of player characters. As they undergo combat and experience campaigns, they gain experience, just like the players do. An experienced unit is likely to have higher morale than a raw unit of green troops, so experienced units are good things. An experienced unit that takes horrific casualties, however, and has to replace the empty ranks with green troops will have lower morale than the unit composed of old veterans.

That said, a famous unit with a bunch of new recruits will have a higher morale, as the recruits will believe they are part of an elite unit.

A green unit needs to be carefully tended to, and more care has to be taken to their immediate physical needs than a unit of veterans, because they will be more susceptible to the negative impact of small items of demoralization than a veteran unit. It is a chancy thing to commit one to combat – they are never truly useful until they are combat veterans, but if they enter their first combat and *lose*, they will fall apart, and if they survive, have an incredible hurdle of negative morale to overcome. It may be wiser for a general to disband such a unit, and raise another, if it has several such negative experiences. The wise regent takes care of his standing army, no matter how small, if only a single unit of bodyguards, as if he was taking care of his own health. After all, the regent has absolutely no means of influencing the morale of the feudal levy until they are called out, and his standing troops will form the core of his army that the feudal troops look to and will take their cues from.

Winning battles is one of the best overall ways to improve an army's morale, and losing battles one of the best ways to damage morale. Troops will follow a 'lucky' general through circumstances that would have them deserting an average general in droves. A lucky general with some elite troops is one of the most dangerous foes on Cerilia, no matter how small his army. Look at the trouble Hannibal gave to the Romans, based largely on his reputation as years went on, regardless of the actual circumstances of his campaigns – and keep in mind that the famous Hannibal eventually lost to those Roman plodders, even if he swept them away and terrified them by the droves in his early career. Lucky Generals, by the way, tend to have high charisma, and are almost showmen in how they interact with their troops. Even if you are a lucky general, it is better to avoid a battle, or retreat in the face of a superior foe, than to confront a superior army on a battlefield of their own choosing – that way you remain lucky.

The ephemera of War

One aspect of morale that directly relates to a unit or an army's performance is the standards and banners of an army and the lords leading it. In Anuire and Brechtur, these are colourful flags, banners being carried beside each lord by squires or men at arms bearing the lords coats of arms, and standards being long flags in the colours of the lord's livery with his badges displayed on them. These mark where units are to stand, and are waved to signal for units to attack, or retire, or to move from one point or other. When used for signaling, these are accompanied by trumpet calls to signal the intended order. In Khinasi lands, sometimes a regent's heraldry is displayed, but cavalry units often have *tuqs* of horsetails, or banners in lucky colours written with prayers to Avani or the like, and these are symbols of individual units rather than marking troops as belonging to specific lords. Signaling is accomplished by these flags, accompanied by sometimes complex signals by large kettle-drums, carried by horses or camels. In Rjurik, cloth flags carrying the symbol of what had been the tribes totem animal are commonplace, and serve the same purpose, but only the more 'civilized' kingdoms have any form of

personal heraldry. The Vos usually carry tribal totems as well, sometimes cast in metal carried atop poles, each war band carrying its own totem.

All of these flags, tribal symbols and banners are important to morale. In tribal societies, the ‘spirit’ of the tribe is considered to reside in its emblem. If a lord’s personal banner goes down, it is a very visible sign of ill happenstance, and a lord is considered to have been killed or captured if it is not immediately raised, the loss of a standard is equally dire. These same concerns occur for any of the flags and pennons mentioned above. If a unit loses its flag, or leader’s banner is lost, the effects on morale can be catastrophic and immediate. Many minus modifiers are applied immediately in these circumstances, and morale checks must be immediately made. Some armies can win a victory even after the loss of their general, but this is the rarest of exceptions and especially in armies from countries with feudalism, where personal loyalties are the glue that holds society together, the loss of a banner is very serious business.

As a result, taking an enemy standard or banner is a very serious matter, and has the opposite morale effect on the army that takes one, with positive modifiers being given for such a feat. Some of the toughest fighting on a battlefield is around the standards and banners of units and leaders. Cerilian armies for the most part expect their leaders to lead by example, and so leaders will be exposed to the hazards of the battlefield frequently – but that is what a regent has bodyguard troops for, to protect his person in hazardous circumstances. .

Logistics, Time, and Space

Even a comparative boob can manage to master the tactics of a battlefield, as mentioned, war is simple, but it takes an excellent mind to master strategy, which boils down to logistics, and being at a strategic point “Fustest with the Mostest”, as Nathan Bedford Forrest once wrote.

Without troops who are fed, armed, and equipped, and regularly supplied, you cannot even fight battles, and arranging this for troops in campaign conditions can be difficult. A very medieval solution is to rely on an enemy country for your troop’s supply, the army simply pillaging its way along. This can be effective in two ways, it can reserve your armies supply until it is really needed, and it can be used to devastate an enemy province, but there are drawbacks to this technique as well. Firstly, you will not gain any support from the population you are busy devastating, rather, you will be earning their enmity, and undying hatred. If you follow a policy of intentional brutality (rather than simple plunder) toward a native population, you can expect to meet ambushes on your baggage train at every dark turn in the road, and to find your stragglers on the march beaten to death by native peasants, or with their throats slit in the bushes, or hung from trees when they are caught. You can very well unify a devastated foe’s people into an army who will fight to the death against you, and so the method of plundering as one goes will work some of the time, but a general has to control brutal actions of his troops, or face a horrific form of war he is usually unprepared to meet. Also, relying on an enemy’s countryside as the *sole* means of supply can be very unwise, as to linger in a province

plucked of edibles means your troops will starve themselves and armies that rely on this as their only method of supply often fall apart, unable to carry on operations. This is what often happens to Vos tribal hosts – they strike an enemy like a bolt of lightning, and devastate several of his provinces, but in the end, they are unable to sustain offensive operations, and are forced to withdraw as the provinces they are controlling temporarily are unable to feed them. One also must take into consideration an enemy following a scorched earth policy, to intentionally deny food, and even water to an enemy. An old Khinasi nomad trick is to intentionally poison the wells on the plains states, when a city state decides to engage in a punitive expedition against them – Khinasi armies are even more heavily reliant on water, as they have thousands of more animal to water than Anuirean or Brecht or Vos armies.

As a result, Cerilian armies are dependant upon supply trains, since getting food from local populations can be a chancy proposition. As mentioned in the section describing army units, almost every ‘civilized’ country raising an infantry unit has a number of carts, wagons, or pack animals as an integral ‘tail’ to the unit, without which the “teeth” cannot function. In essence, a Cerilian army on the march appears to be a giant merchant train, with groups of infantry marching in front of, beside, and behind their baggage carts and wagons. Any player caring to try to figure out how many carts or wagons would normally be in an army can easily do so, lets take a small force of 2,000 men, or 10 units. That would be 40 wagons, or 200 carts moving along – and that assumes a force of only infantry units. By the time you add in officers baggage, and the baggage of knights (and assume one pack animal or one cart at least to each knight), and a single unit of knights could double the number of carts in our example force. A good general also will arrange a further supply of ammunition and food and forage, and so your average army will more like have 8 wagons or 40 carts for every unit of infantry – the general may well rely on foraging in the enemies country, but he will be careful not to strip it, and furthermore, he will tend to rely on forage for as long as he can, reserving his supplies in the train for as long as he can before using them up while he marches through an enemies country. Even marching through one’s own country, a regent’s army will need supplies to move from point A to point B – and he can’t very well forage off his own population, unless he wishes to court a rebellion. This is why the basic rules have a GB cost applied to troop movement, which is very realistic.

When operating in an enemy territory and invading army must maintain a supply train, or be forced to rely on devastating a province for supply. The war turns each equal a week in the basic game, which is reasonable. To cut an opponents supply line, all an opponent has to do is to place a unit of his army across an enemy armies supply line. According to the game rules, however, if two opposing forces occupy the same province, a battle will occur. We maintain this rule, with the exception that a cavalry unit can be used to cut or raid a supply line, and avoid battle. To cut a supply line properly, however, an enemy must maintain the block on the supply line for one war turn. The deeper an enemy has penetrated into a country, the easier it is to cut their line of supply, as a force can block a supply line from several provinces away from the main enemy force. If its supply line is cut, an army has one week (generally, Cerilian technology doesn’t allow an army to lug more than a weeks food supply along with it) to repair their line of supply, or

they are forced to devastate the province they are in, or they begin to accumulate negative modifiers to morale and troop effectiveness. The usual result of blocking a supply line is forcing a field battle, as an invading army turns to reestablish its supply, and a clever general can force an enemy to meet him on ground of his own choosing by this means.

The art of strategy in game terms relies on a regent having decent intelligence regarding his enemy, a carefully thought out plan with reasonable, achievable goals, and a careful consideration of the effects of terrain and weather on a projected line of march in a campaign. Politics enters into strategy in a regent using diplomacy to acquire useful allies that can actively aide him in his projected campaign, or in using diplomacy to separate his enemy from his allies. Timing is important – it would be suicidal for a conventional Cerilian army to undertake a winter campaign in Vosguard, just as it would be suicidal to call out the arrie-ban en-masse during spring planting or harvest. You can forage all you like for food in early spring, but this is the time of year when food is most scarce, and you cannot forage what does not exist. This is not to say that you cannot undertake campaigns during “off” times for military campaigns, but you need to make careful preparations for such an undertaking, or face sure disaster (in a recent campaign, the author launched a campaign in early spring, but he had carefully accumulated supplies along the point of march in depots – the campaign occurred just over the border of his own country – and he spent a year and a half accumulating the supplies. This put a great deal of pressure on his enemy, who was at a great disadvantage in feeding his troops).

Moving quickly to reach a strategic point is important, but as players can see, the carts and wagons their armies need for supply generally reduces their speed to a march of 10-15 miles a day. Cavalry can be used to move at a faster rate, and they can be augmented by mounting some infantry units on cheap nags or mules (or camels), and such forces can move twice as fast, and sometimes three times as fast, to seize a strategic point. Such forces, however, (due to cost) will tend to be small, and cannot stand against the full might of an enemy army, but used by clever commanders, such stratagems can be used to win campaigns. Magic can be used as well, but it usually is not powerful enough to move entire armies – players be warned, however there is at least one realm spell that can be cast to move an army at great speed. A great deal of who wins or loses campaigns depends on who can move his troops faster to a strategic point, and sometimes a smaller army can beat a large, more unwieldy one, if they can meet an enemy army a piece at a time (this is called engaging and beating an enemy in detail), and have a temporary superiority in numbers at the point of fighting (getting there ‘fustest with the mostest’, in Nathan Bedford Forrest’s words).

Magic in Warfare

“It was the most amazing thing I ever saw. This snip of a boy came up, grinned at us like an idiot, and turned to the city, and with a wave of his hands, mind you, an unnatural looking grey-ish, brown cloud suddenly appeared over the city. Right after that, himself, the Prince goes tearing off as usual leading the charge into the city – the boy in tow, and carrying a sword to boot. We took it in right-short order then, and after rounding up the rebels, who

were all stunned-like, we heard from them that none of their magic would work – not a sausage, spell, nor sword, nor wand, and them “Medorans” always relied heavily on them magics. I never felt so giddy since I was a boy, and it made up a bit for our losses at Tiernan under old Hierl, God assoil him.”

Diemian Household Guardsman, overheard in a tavern, 564 MR

Magic is less common in Cerilia than on many campaign worlds, but at the same time, the scale or power of the magic potential makes typical game magic pale – the very existence of realm spells, affecting entire provinces, or several provinces at once making wizards in a Forgotten Realms setting green with envy. A common person in Mhoried or Kiergard could go their entire life and never so much as meet a practitioner of magic, but a regent on the other hand, has much more exposure to magic and magic-users, and access to such practitioners.

It is inevitable in a world where magic exists, that magic would make its appearance on a battlefield, and not only in the form of swords or weapons of power wielded by heroes, but in the form of practitioners of magic seeking to influence the outcome of a battle. Most practitioners of magic avoid battlefields with fervor – as a rule, these are studious men and women, interested in accumulating knowledge, and pursuing their own interests. Nonetheless, realm wizard regents often find themselves drawn up in political struggles, and even unblooded users of magic find themselves involved, for personal or political reasons, in the tide of war. In feudal societies, magic users fall into the normal social and caste structures, they may have lords whom they derive incomes from in return for service, in some cases (almost akin to a knights fee), or they are attached to lords households, who are their patrons. In some cases, they are landed peers themselves, and owe service to a regent as any other count or lord. Common practitioners of magic, not tied to the nobility may become involved in a war for motives of profit (the most common scenario in Brechtur), or out of a motivation of patriotism, if the regent is fighting a traditional enemy. The only armies on the continent where practitioners of magic will not be found is amongst the Vos tribal hosts, given their cultures abhorrence for sorcerers magic.

In some armies, Magic users are more common than others. In the Khinasi lands, for instance, magic-users have an esteemed place in society, instead of being looked on with suspicion and even fear, as in other Cerilian cultures. As a result, a Khinasi army will almost always outnumber any non-Khinasi host in practitioners of magic, especially since the Five Oaths they swear binds them in obedience to their rulers. Anuirean armies will almost always have magic users amongst them, due to the feudal system, but many Brecht armies will be shorter on magic users, unless the regent has the coin (and plenty of it), to hire them. As mentioned above, no Vos army will tolerate a practitioner of magic in its ranks, although they will have plenty of priests of Belinik.

Magic users have less impact than might be thought on the battlefield; however, as they tend to seek one-another out in combat, and so negate much of the sort of effect they would have in fighting a battle against an army entirely without magic users

Nevertheless, battlefield spells exist that affect entire units at a time, positively or negatively, from granting them some bonus in combat, up to and including annihilating the lot of them with swarms of magical missiles. It is a rare battle that at least one or two of such spells do not manage to be launched on opposing armies, and a well timed battlefield spell thrown at a critical moment at a critical point on the battlefield can turn the tide of a battle. One thing that should be noted is that with battlefield spells, the magic user casting them is in lethal range of the projectile weapons and spells of an enemy's host, just as opposing magic users are also in range of their enemies. Realm spells, of course, may be cast at a greater distance, but as these require a months preparation time, they rarely get to influence an actual battle in progress.

Regardless of the comparative rarity of magic in the Birthright setting, a wise general is aware of magic and its potential, and never discounts its potential use to him – or against him, and prepares himself for the possibility. As a rough guide to figuring out how many potential battle wizards a realm could scrape together for an army, figure that in Anuire, for every province level 4 or higher, ONE potential battle wizard can be added to an army (for a cost). There are always exceptions to this rule, but it is a good rough guide. For any province level 7 or higher, two potential wizards might be raised. If you have a very rural region, for every two provinces level 2 or higher, a potential battle wizard might be raised, and if you have 3 level one provinces, you might raise one potential battle wizard from that resource. As with standard army units, these men cost money to maintain, and expect to pay them at least what the cost of an entire unit of levy or skirmishers would cost.

The same population density rules apply for Brechtur, but the costs are 1/3 higher than in Anuire (Brechts drive a hard bargain, especially ones with highly desirable and rare skill sets). The Khinasi, on the other hand, are blessed in regards to this resource. Not only are magic-users respected and highly admired members of society, but additionally they are bound by the Five Oaths to obey their sovereigns. In a Khinasi province level 4-6, there are two potential battle mages, in a province level 7 or higher, 3, and in a province level 2-3, one such mage, and for every 2 provinces level 1, 1 mage potentially exists. These mages, regardless of country of origin, are very rarely higher than lower mid level, and more commonly 2nd -3rd level.

Battle mages rarely wear proper armour, as it can interfere with spell casting, but many will wear a form of padded armour, and a simple skullcap of steel under their hats. Low level battle mages will often have pavises or mantlets to cast spells from behind, and like clerics, they usually have an apprentice or two as assistants. Higher level battle mages in Anuire and Brechtur will travel in wagons, and these often are armoured in some fashion or protected magically, that will carry their necessary spell components, a workshop, or table, and a bunk for the Wizard – sort of an armoured gypsy-wagon.

In the Khinasi lands, a battle-mage might well wear a jazerint of mail, covered in costly damask, if no other armour, and simple helmet of some sort. They are more likely to have their necessities carried on pack animals in panniers, along with a sumptuous

tent. They will have several servants and apprentices as well; to aide them in setting up camp, casting spells, lugging material components, and what have you.

Clerical Magic

This is much more commonly available in many armies – indeed, in Vos armies; it is the only magic available to a general. In Anuire, and any country dominated by the Church, or Curricean schismatics, every unit will have a cleric of some sort attached to it, as a chaplain, to say mass, and to tend to the men’s spiritual and physical health. These can run the gamut from mace-wielding bishops leading their flock from the Northern Imperial church or the Impregnable heart of Haelyn, to Cistercian monks brought out of cloisters at a regents request to influence the divine in aiding in battle, to cheerful Franciscan friars, preaching to the men, helping them push a wagon out of a muddy rut, or healing footsore feet after a hard march..

The type of priest as a unit chaplain in Christian dominated countries largely depends on which branch of the Haelynites controls the country. In The Northern Imperial church, and the Impregnable Heart, as well as the churches of Cuirricaen , the chaplain is likely to double as a battle priest with offensive battle magic, While the Orthodox and Western Imperial branches are likely to have chaplains that are less offensively minded, to outright pacifistic, concentrating on healing and the spiritual welfare of the men, with only about 30% using battle magic of a non-defensive nature. In these countries, true combative priests are available on the same scale of population as battle mages. Nevertheless, the ability to heal individuals, as well as mass-heal a unit can give a unit an edge, as well as improve its morale These Christian priests can either be unarmoured (as in the case of the majority of Orthodox and Western Imperial chaplains), all the way on up to destrier mounted, mail clad, mace-wielding cavalymen, only distinguishable from a knight by the vestments they wear instead of heraldry (and a bishop would wear the heraldry of his bishopric, but would wear a miter to distinguish his station atop his helmet, instead of a crest.)

In Anuirean countries with mixed populations of Christians and pantheists or monotheistic pagans, units will have chaplains reflecting the mix of religious belief. Generally, there will be only one priest per unit, and so the units tend to be segregated by religious belief. Pagan priests of various sorts will be armed and accoutered as allowed by their deities, and have the normal range of spells available for their class, as well as their restrictions.

Khinasi priests as well run the same range, with Avani taking the pride of place amongst the most popular and most represented form of priest. Khinasi priests who are not Christians (a small number of Khinasi countries are Haelynites, Khourane, to name one, and Aftane is a mixed Haelyinite, Curricaen schismatic country) generally range the gamut from wild-eyed, holy hermits of questionable hygiene, armoured with nothing more than a robe, and armed with a staff, up to jazzarint of mail clad, scimitar wielding priests of refinement and influence (the Khinasi are very religious, regardless of their deity, and the Khinasi lands boast several true theocracies). The Haelyinte variants of

Khinasi priests run to two extremes. The bulk of the Khinasi Hailia faith is descended from the Orthodox church (bishops in these countries are in regular correspondence, and even attend conclaves with Orthodox and Western Imperial bishops), and as a rule these churches have a clear differentiation between the role of priest and paladin, and if anything lean toward the pacifism of the early church more than their Anuirean brethren (their paladins, however, are some of the most impressive), while the schismatic's of Curricean are as militant as the most militant of their Anuirean co-religionists, and even with an uncomfortable edge to them, such as found in the churches in Aftane.

The Vos armies are almost dominated by the priests of Belenik. While Anuirean, Brecht, and most Khinasi armies (excepting of course the theocracies) have numbers of priests in a supporting role to the regent and their parishioners in arms, Vos armies are led, whipped into fervor, and motivated in large part by worship of Belnick and his priesthood. These priests are efficient and often cruel wielders of battle-magic, using the magic available to them decisively. They wear and wield the full variety of weapons allowed them by Belnick and Kriesha, with the skill expected of them by these cruel gods (or fall to oblivion, through lack of skill, which is their 'reward' in later instance). Thus while clerical magic is the sole source of battlefield magic available to the Vos, they use it commonly and thoroughly.

Human regents should also consider that most humanoids and demi-humans have recourse to battlefield clerical magic as well. Goblin shaman, Orog priests, and even Hill Giant shaman are sure to be among a humanoid host, and fully capable of appealing to their cruel gods for divine intervention – usually in the form of bloody battlefield spells. Dwarves commonly employ priests on the battlefield, but never magic-users, while elves employ magic quite thoroughly, but never battlefield priests.

Given the above, clerical battlefield magic is the most commonly available magic on the Cerilian battlefield, and probably is the first such recourse to magic in war any human regent can (and should) make. He or she may not have reliable access to battlefield magic users, but unless he alienates his co-religionists entirely (gets himself excommunicated, for instance – and this can happen in any Cerilian religion. Most of them do not have the same Haelynite view of “rendering unto Caesar what is Caesars’””, for instance) he should have ready access to priestly magic.

Blood Abilities

A regent should also consider that blooded generals possibly possess blood abilities that can effect the course of a battle, and a wise regent keeps track of any known abilities of potential enemy generals (if such information is available or generally known). Some of the abilities that can definitely affect the course of a battle follow – *battlewise*, *courage major*, *courage great*., Keep in mind creative players might use unlikely blood abilities to influence battles on at least a small scale.

Special units

All regents should be aware in addition to spell-casting magic users and priests, special sorts of units exist, made possible by magic, and monsters. For instance, in the distant past, adult dragons played a decisive and deadly role during the campaign leading up to Diesemar. The Gorgon regularly employs monstrous units, such as giants and ogres. Also, other forms of flying creatures exist on Cerilia and in Aduria, Griffons, Hippogriffs, and Pegasii come to mind. Also, magical objects exist that can be used militarily. For instance, in the theme of flying, carpets of flying exist in the Khinasi lands, although they are extremely rare, and brooms of flying are known to have existed, and still may exist. Magical spells can also convey the power of flight to a magic user. Thus the Cerilian general must be aware that facing a threat from above (and sometimes from below) can be a possibility. If the Gorgon put in the center of his battle-line a unit of 30 or 100 giants, these few troops could well prove unstoppable to a conventional Cerilian army that is unprepared for the possibility – that many of this sort of troop can wreck a general’s line of battle in a hurry.

On the positive side for regents, the numbers of such special units are bound to be extremely small. No country is going to face or raise units of 200 Griffon or Pegasus riders, a dozen would be a lot. It is impossible or unthinkable for a Khinasi country to raise “bomber” units of a dozen flying carpets with naphtha throwing riders – the costs of creating a single carpet are astronomical, and the knowledge for creating them nearly lost or well hidden. Such flying units are more likely to act as scouts, or engage similar flying combatants, thus largely cancelling each other out. Yet a certain level of threat exists from this direction, and so the wise general considers such a possibility.

Any regent wishing to raise special units needs to consult the DM, and go over in detail what sort of unit the player envisions raising. Role playing and negotiation may be involved in the process, and the costs can range from comparatively inexpensive, to downright exorbitant, depending on a number of factors, from rarity of basic components of such a unit to specialized equipment required, and specialized supply concerns, or high pay. Keep in mind that the technology level of the campaign cannot be readily altered by the actions of a player, and that magic is and always will remain in this campaign a rare and expensive component of it.

Naval Warfare

*“...the sky grew dark, the wind blew loud,
And angry grew the sea.*

*The Anchor broke, the topmast split,
Twas such a deadly storm,
The waves came over the broken ship
Till all her sides were torn...”*

Diemian, Anon. 275 MR

“The Khinasi, suffering greatly from a lack of fresh water... were obliged

*to make a landing to fill their buckets from the streams and springs...
Our knights with their lances and our bowmen with their arrows drove
them into the sea and in this way unexpectedly routed them.”*

Oeren Dosiere, 75 MR

*“And the twenty-two galleys were within a cross-bow shot and they
also unshipped their masts and cleared the deck for action and
hoisted the standard in the admiral’s galley, and all armed themselves
and lashed every galley to the next, so that all the twenty-two galleys,
thus lashed together and hauling the wind, began to row toward the
fleet of the King of Arenwae ready for battle.”*

Dosierer family chronicle, 975 HC

Individual ship types and statistics are covered in the upcoming “Book of Trade”, but these individual statistics are unimportant in understanding the core concepts of naval warfare on the seas surrounding Cerilia. The players have undoubtedly seen classic movies regarding high-seas adventure, from Hollywood’s silver screen up to today’s classics of “Master and Commander”, and even “Pirates of the Caribbean”. These movies depict the classic “line of battle” naval warfare of the 17th, 18th, and early 19th centuries of Europe in the early modern age and Age of Enlightenment.

These films give a great impression of the type of seamanship required of sailors on the Sea of Storms, but they give a completely incorrect impression of classical naval warfare, or warfare before the creation of effective broadside black-powder artillery (this process began in the mid 15th century in Northern Europe, but the artillery did not become capable of what we think of as classic sailing naval battles until the late 16th century). Full canons and Demi-cannons and serpentines of the late 16th century developed that were capable of smashing holes into, and eventually sinking substantial ships, but naval warfare before this point, and naval warfare in Cerilia has no such comparable weaponry to create the sorts of tactics seen in these movies, or artillery truly capable of sinking ships.

Ships in Cerilia do mount artillery, but even the largest ships are nowhere near the size of 18th century ships of the line, and the type of artillery they carry restricts the number of primitive artillery, and the requirements of naval warfare prevent the development of ships mounting broadside artillery – that is, artillery mounted in a row close together along a ships side. One problem is the larger stone throwers a ship can mount fire their ammunition in a parabolic arc, so there are only a few spots even on a great ship of the forecastle that such an engine can be mounted – usually, on the forecastle, on an arc firing forward, or one on the rear-castle firing in an arc rearward. The waist of a sailing ship is crowded with rigging, so although a ballistae may be mounted, a stone throwing engine cannot. Thus, no “ships of the line” can be created.

Two primary types of artillery exist in Cerilian naval warfare, augmented by a third auxiliary type that sees lesser use. All artillery carried on ships are either torsion or tension powered, and either fire rocks or other solid projectiles (primarily torsion

artillery), or bolts that are essentially large crossbow bolts, darts, or javelins. In the case of the largest projectiles (rocks), these are primarily fired in an arc, not direct fire like a cannon, but lobbed in a parabolic arc, and these projectiles can at best hope to do is wreck rigging, or smash masts and yards, and hole or smash the *lighter* upper-works of “ships of the forecastle”, that is, demolish portions of the fore and rear castles. They are only capable of sinking small ships, or perhaps with a lucky shot ruin a galley. Ballistae are anti-personnel weapons, even the larger ones capable of shooting softball sized rocks, and ballistae are the primary artillery weapons carried by Cerilian ships, only the largest carrying a mangonel or onager. For clarification, these two engines are torsion powered catapults, mounted on rectangular frame bases, with a frame-work padded beam for the catapults throwing arm to recoil against. The difference between the two is the mangonels throwing beam ends in a spoon-like spatulate cup that holds the projectile to be thrown, while the onager has a sling on the end of its beam (like a trebuchet), which adds a little force to the projectile being thrown. The power of the machine is created by a bundle of sinew and or horsehair (or even human hair) that the throwing beam is centered in that is twisted by winching with levers like the capstan of a ship. These engines are needless to say, slow to load. Ballistae can either be torsion or tension powered, if torsion powered, the end of each throwing beam is centered in a bundle of sinew that is contained in a bronze cylinders mounted on either side of the body of the ballistae. These can be very powerful, but have the disadvantage of losing power by exposure to moisture. Tension powered ballistae use ‘prods’ that look like bows mounted directly to the frame of the weapon, and indeed, are essentially giant crossbows that are winched back. These are not quite as powerful as torsion powered models, or as compact, but they are less affected by exposure to moisture. Under no circumstances can ballistae (at least the size that can be mounted on a ship) generate enough power to breach the hull of a ship, or otherwise sink a ship, unless they are used to shoot flammable projectiles, and so eventually help set a ship on fire. They can be murderous killers of ships crew, even those behind light wooden screens or mantlets, if they are of sufficient power.

The third and less used form of shipboard artillery are naphtha projectors – in essence fixed bronze tubes that are primitive flamethrowers. These are less used because they are potentially dangerous to the ships mounting them, and ships cannot be captured by flame projectors, they can only be burnt to the waterline and sunk by them. Thus the primary users of naphtha projectors are imperial and Khinasi naval vessels, the Brechts see the technology as wasteful of good ships, and the Vos and Rjurik lacking the sophisticated technology and skills to properly use it.

Ships can be sunk in naval warfare, by setting them on fire by a variety of means, as mentioned above, and by ramming them with galleys bearing ram-prows. Ships can also be sunk by devastating magic, but this is a difficult proposition, and of course a magic user must expose themselves to all sorts of projectile-weapons and counter magic. A regent using naval power should also be aware that in the game world there are devastating, giant, sea-going Awnsheghlien, like the Kraken, the Seadrake, or the Leviathan – each one of these being capable of sinking or otherwise destroying ships, as well as aquatic races that can conceivably attempt to breach a ships hull, or board a ship

suddenly in unexpected circumstances (like Sauthuaghan boarding a ship during a storm, for instance).

Naval warfare in Cerilia is essentially not dissimilar to a land battle, and the primary naval tactic is to maneuver a squadron advantageously, and close with an enemy, grappling with them, and laying down enough suppressive fire from crows' nests and ships castles to drive the enemy crew under cover, and then board and take the ship by hand-to-hand combat. In the second quoted battle at the beginning of the naval section, the players can see that the described naval squadron lashed all their individual ships together, and advanced on the enemy, creating a large, stable fighting platform that could not easily be broken apart, or taken on one ship at a time. This is not an uncommon tactic in the Suidmare, and along the sun coast, with its comparatively gentle sea, but is a fatal tactic to attempt to employ in Northern waters like the sea of storms, where a sudden storm could wreak havoc on such a squadron, breaking them up and sinking them. In general, ships intended for northern waters are heavily built sailing ships, which rely on the height of the ships sides and the strength of its hull to give advantage in boarding actions, while specialized ships of war of the Southern seas are often swift, greyhound lean galleys, that can rely on ramming as a tactic, and can engage in boarding as well (but at a distinct disadvantage in doing so with the taller northern ships). Many northern ships also have very sturdy hulls, difficult or impossible for a light galley to breach by ramming, but they are slower and much less maneuverable than war galleys.

In Cerilia, ships tend to form up in line of battle, but instead of "line ahead", as in the naval tactics most players are familiar with, they are 'line abreast', pointing their bows to the enemy in unison, often formed up in crescent formation, hoping to overlap the enemy squadrons flank to advantage, allowing the ships on a flank to perhaps gang up two or three to one, if they are capable of overlapping to this extent. These ships are also packed with units of infantry, and even dismounted knights, as the side with the most numbers will tend to win in a boarding action. Unlike a land battle, a losing side has no place to run to, and thus naval encounters can be far more bloody than land battles, where routing units can flee to safety when a battle is lost. Thus decisive victory is a little more common in a successful sea battle than on land – assuming the two sides can successfully come together and engage one another – this is in the hands of the ships sailing crews however, and the skill of the captains and ships pilots.

Naval power is one of the few means of projecting force beyond a province or two from a regent's border reliably. It is very important for protecting seagoing trade routes, which can be the lifeblood of profitable commerce. Naval power however is very expensive for a regent to maintain. As a general rule, the costs associated with building and maintaining ships is kept straight from the original Birthright rulebooks. Most regents can maintain only a few warships and an army to defend his country. That said, the equivalent of a feudal levy exists for ships – a regent with a coastline and a seaport can 'arrest' ships of his country for a naval expedition – that is, he can require they participate under the same laws as calling out an Arrie-ban (that is, the laws calling out the feudal levy, requiring the participation of all able-bodied men in the defense of a country). One must be careful, however, to not confiscate all ships in a harbour, as this directly impacts ones income

from trade-routes. Also, a bunch of small fishing vessels will do a regent no good, and he needs at least cogs or Nefs or Dhows to make worthwhile impromptu fighting ships from (by the expedient of adding temporary forecastles and rear-castles.) Such converted ships are never as efficient at the task as the purpose-built ships a regent creates, but it is a way for him to increase his naval power, and frankly, the only realistic way most regents can do so. This makes the loss of ships in a naval battle doubly disastrous, as it makes a severe blow to a regent's economy.

To be able to arrest worthwhile ships, a regent needs a seaport in a province level 3 or above. Provinces of lower levels only have small fishing vessels or coastal trading vessels unsuitable for war. For every level of the coastal province in question (beginning at level 3, not counting the first two levels), a regent can arrest 3 suitable ships without severing trade routes (any trade route will generate only ½ its normal income at this level), or 6 suitable ships, but at the cost of temporarily closing trade routes from the city entirely. Thus a level 3 province could raise 3 suitable ships without severing trade routes, or 6 suitable ships with temporary severing of trade routes. A level 6 province can raise 9 suitable ships without severing trade, or 18 with, while Anuire the city, as a level 10 province, could raise 21 ship without severing trade, and 42 ships by severing its trade routes temporarily. Severing trade routes can drop the loyalty levels of a regent's province, and get the merchant class up in arms – a foolish regent could even provoke a rebellion of his cities against him, so a regent has to be careful and diplomatic in his actions in this regard. Also, a regent is, by the very laws allowing the arresting of ships, required to pay the value of any arrested ships lost to the merchants owning them. Keep in mind that for every suitable ship for war in a harbour, there are dozens of small fishing boats, and two or three coastal traders. Merchant ships suitable for war need to be high sided and capable of mounting forecastles or at least rear-castles. Coastal traders *could* be used to transport troops, but would be suicidal to engage in naval battles from. Fishing vessels could be used for scouting or spying, but they cannot carry more than a few men, and so are completely unsuited for actual combat.

Conclusions

This supplement has been intended as an overview of warfare in Cerilia, and as an introduction to our house rules. As a general rule, we have gone into greater detail regarding the sinews of war than the original boxed set did – war is a serious business to undertake in the game, soldiers do not grow on trees, and players should approach war as carefully as real-world monarchs did, as the consequences of losing a war could be dire indeed. The players reading this supplement should be able to get a good idea as to what their military resources are, and what the military potential of a country might be. The intent of the author is to prevent new regents from making critical errors early in their reigns that may be difficult or impossible to recover from. Generally, the more populous a country is, and the higher the average loyalty of a country is, the more easily able the regent is to recover from a disaster or a mistake. The smaller the population, or the more uncertain the loyalty, the easier it is for a regent to fall into a fatal error. One modifier to the loyalty rules we employ is that the longer a country has its provinces at a high level of loyalty, the more easy it is for a countries regent to recover from a setback, and the

quicker and more easily it returns to high loyalty after a setback. Say, for every 5 successful years of a regent's rule, the loyalty of a province will not alter if the regent has a simple military setback, thus, a country which has had a successful and popular regent, with the average level of loyalty in provinces being high, one military setback can be overlooked without a negative adjustment to loyalty. So a regent who has ruled for 5 years gets a free pass for one battlefield loss, but two such losses will negatively impact loyalty, while a regent who has ruled successfully and popularly for 10 years gets two such passes. A regent with questionable loyalty, or who subjects do not respect him, or are angry with him, will find his loyalty ratings plummeting.

Basically the players will probably have to rethink what they know of warfare, as most people are familiar with the tactics and capabilities of 20th & 21st century armies, whose weapons and battlefield doctrine and tactics are the complete opposite to those of historical medieval and Cerilian armies. Modern armies disperse themselves, seek individual concealment, and spread themselves out over a wide stretch of terrain. A Cerilian regent using these tactics will find himself defeated in detail, and soundly so. Whether on land or sea, the player's forces must be deployed in line of battle of some sort, and if he has enough troops, he can deploy them in line of battle, with another line in reserve, or even a third line. This sort of deployment can be more forgiving, as a second battle line can save a rout from occurring (but the second line must make morale checks, or break itself if a front line breaks. If it *holds* the battle is not necessarily lost). Terrain is used to protect an army's flank when possible, or other means are sought out to protect a flank (field works can be built - that is, anti-cavalry stakes planted, or small ditches or holes dug, so long as an army has a few hours preparation time - no elaborate fortifications though.) Deep penetrations into enemy countryside can only be undertaken in the form of special raids, and your army's supply line must be protected - this is as true today in our world as it is in our game on Cerilia.

Of course the regent must be prepared to face magic, and know for sure he will be facing priestly magic, unless fighting elves, and then he knows for sure he will be facing the other forms of magic available. Keep in mind, armies and units do not fight to the last man, except in extraordinary circumstances, and be prepared that your army might break if a hole is punched in your line of battle, or your flank is decisively turned. In this circumstance, the best you can hope for is to delay an opponent's advance by aggressively using any unbroken cavalry units to keep him away from your fleeing infantry. Try to save as much of your army as you can if your battle line breaks, as veteran units are a precious resource, and it is easier to rebuild a partial army than it is to make one entirely from scratch.

Tactics and strategy have purposely been kept to the broad strokes of explanation. Players are encouraged to be inventive and/or cunning in how they approach war and the battlefield. Diplomatic actions by regents can determine the outcome of a war before ever a bolt or arrow is shot - a wise player would do well to consult the works of real-life theorists of war, at least those of ancient and medieval origin - Sun Tzu is an excellent source to consult, as is Vegetius, and even our old friend Niccolò Machiavelli. In that spirit, here is a list of *game world* texts that can be consulted by a regent seeking a wise

course of action in warfare. At least two texts are from ancient earth, and available for the players to actually read if they so chose.

The War with Hannibal, Livy; This book describes the ancient Romans Punic wars, and describes some clever details as how to handle unusual battlefield units. A general referencing this work will have definite ideas as how to potentially deal with elephants, as well as some general strategic thoughts.

Vegetius: This work was written during a period that was considered a decline of the Late Imperial Roman armies, with the author describing older Roman practice, and what he considers would be sound training methods, as well as some peculiar siege and battlefield artillery of his own day. A regent reading this work may get inspiration for training ideas for his army, or potential ideas for field artillery. Whether his troops and officers can successfully use or adapt these methods is open to question, as real medieval armies and the generals leading them had ready access to this text, but the inefficiencies and inherent social conditions in countries largely prevented them from incorporating anything but the simplest ideas contained successfully.

Libras Stratagem: This is a text written by an Imperial marshal Aiden Tuor during the period of Basarji revolution. Tuor spent the bulk of his career holding on to gradually receding imperial territory on the Sun Coast, and he was a gifted strategist and tactical innovator. He advocated the copying of Basarji horse-archer tactics, while converting the Imperial battle-line into short pike-armed pavisers, backed immediately by numbers of trained *sagittarii* (archers), and supported by swarms of skirmishers with ranged weapons, and creating a small but well trained reserve of extra-heavy *caraphractii* armoured cavalry as a hammer to smash the cornered Basarji horse-archers. As he also advocated packing up the swarms of knights and noblemen who he considered a hindrance and outright liability to success, and sending them back to Anuire, he spent half of his career engaged in nasty political back fighting, and he died under mysterious circumstances. Shortly afterward, his advice went unheeded, and the empire lost its last grip on the Sun Coast. The book conveys a bonus to the reader who consults it planning a campaign against Khinasi armies.

The Aura of the Morning Radiance: This book is generally unknown in western Cerilia, and it is written in the Khinasi language. It deals with the standard tactics employed by Khinasi armies, with large chapters on logistics, the use of magic to prepare a battlefield in advance, the methods of encirclement of enemy forces, how to use faked retreats to lure armies into pursuing ones bait into ambush, etc. It is a classic work, and gives insight into how the Khinasi fight, but it is of more use to Khinasi style forces than it is to western ones, as almost all the tactics rely on large numbers of light and medium cavalry with strong discipline.

I hope the players get use out of this supplement, and enjoy it as much as I enjoyed writing it. One further supplement on military aspects currently exists and needs to be uploaded – “The Cerilian Book of Arms & Armour”, and it has been suggested that I write a book on castles, but in regards to the last suggestion, there are a number of

sources regarding historical castles and fortifications, which are the inspiration for all Cerilian fortifications in our world, as well as a number of useful supplements available through Wizards of the Coast and other sources dealing with fortifications in a fantasy campaign setting. Besides, primary fortifications defenses on Cerilia are closely guarded secrets, and not easily revealed to the casual pursuer of knowledge! I won't channel the player's native inventiveness on the subject down specific and rigid paths.

Finis

B. Reed
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