

Table of Contents

1 Imperial Military Council.....	1
2 Muster.....	2
2.1 Overview.....	2
2.2 Procedure.....	2
2.3 Closing the Muster.....	3
2.4 Further Reading.....	3
3 Council session.....	4
3.1 Overview.....	4
3.2 Member of the Military Council.....	4
3.3 Speaking in a Council session.....	4
3.4 Setting the Agenda.....	5
3.5 Powers of the Council.....	5
3.6 Speaking outside a Council session.....	6
3.7 Further Reading.....	6
4 Powers of the Imperial Military Council.....	7
4.1 Overview.....	7
4.2 Battle Opportunities.....	7
4.3 Nation Support.....	7
4.4 Choosing a Field Marshal.....	7
4.5 Pardon.....	7
4.6 Appointment.....	8
4.7 Further Reading.....	8
5 General.....	9
5.1 Overview.....	9
5.2 Responsibilities.....	9
5.3 Powers.....	9
5.4 Appointment.....	11
5.5 Admiral.....	11
5.6 Further Reading.....	12
6 Imperial army.....	13
6.1 Overview.....	13
6.2 Army Size.....	13
6.3 Special Quality.....	14
6.4 Senate Commissions.....	14
6.5 Upkeep.....	15
6.6 Military Units.....	16
6.7 Current Armies.....	16
6.8 Former Armies.....	17
6.9 Rituals.....	17
6.10 Further Reading.....	18
7 Imperial navy.....	19
7.1 Overview.....	19
7.2 Navy Size.....	19
7.3 Special Quality.....	19
7.4 Senate Commissions.....	20
7.5 Upkeep.....	21
7.6 Fleets.....	21
7.7 Current Navies.....	21
7.8 Former Navies.....	21
7.9 Further Reading.....	21

Table of Contents

8 War.....	23
8.1 Overview.....	23
8.2 Campaign.....	23
8.3 Orders.....	23
8.4 Outcome.....	24
8.5 Winds of War.....	26
8.6 Sequence.....	26
8.7 Battles and Skirmishes.....	27
8.8 Philosophy.....	27
8.9 Further Reading.....	27
9 Council address.....	29
9.1 Overview.....	29
9.2 Procedure.....	29
9.3 Further Reading.....	29
10 Imperial Roll of Honour.....	31
10.1 Overview.....	31
10.2 387YE Summer Solstice.....	31
10.3 All Rolls of Honour.....	39
11 Military Council design.....	41
11.1 Overview.....	41
11.2 The Sharpe Model.....	41
11.3 The Underlying Goal.....	41
11.4 Keeping it Simple.....	41
11.5 Toy Soldiers.....	42
11.6 Scales.....	42
11.7 Simple resolution, complex story.....	42
11.8 A Civil Servant did it.....	43
11.9 A Conjunction did it.....	43
11.10 Further Reading.....	45

1 Imperial Military Council

1. REDIRECT [Military Council](#)

2 Muster

The general who waits until fighting begins to commit their troops is already lost. A battle is won in the hours before the fighting begins. Reconnoiter the field, assess your enemies, deploy your allies.

Álvaro di Tassato, general of the Towerjacks



The muster is the most important meeting of the [Military Council](#). It takes place on the first night of each summit at [Anvil](#), where the [generals](#) determine which major conjunctions of the [Sentinel Gate](#) the Empire will take advantage of.

2.1 Overview

The muster takes place on the first night of each summit at Anvil and is the most important meeting of the [Military Council](#). Before the muster ends, the assembled generals must decide which major conjunctions of the [Sentinel Gate](#) they will employ in the coming days. This determines which nations will fight, and who will be chosen to lead on the field of battle.

In order to ensure that the nations of the Empire may have time to act on the decisions of the muster, they must be made within the span of two hours. The [Herald of the Council](#) chairs the muster and ensures that the Council meets this deadline.

2.2 Procedure

2.2.1 The Presentation

At the start of the muster, the Herald will ask everyone present to be certain that no senators are in the chamber and once that is confirmed the session begins. It is customary for all new [generals](#) who have been elected to present themselves along with their [adjutant](#) to the Military Council at this stage so that they can be positively identified.

2.2.2 The Discussion

Once the presentation is complete, the Military Council has the remainder of the two hours to reach an agreement on how to use the Gate. They must select two major conjunctions from amongst those available; choose the five nations that will attempt to resolve the challenges presented by each conjunction; and select one Imperial citizen for each battle who will act as [Field Marshal](#).

The discussion is likely to include references to current military campaigns, but the function of the muster is to decide how the conjunctions will be used. The Herald will intervene if the conversation strays too far from this critical issue. The Herald will also act to eject anyone from the tent who attempts to interrupt the discussion, and they may silence anyone who is repeating themselves or attempting to hector other members of the Council. Other than this, they are likely to remain quiet but are available to answer questions from anyone with the [right to speak](#).

The [right to address](#) the military council is not available during the muster. Any member of the Council may request that the Herald allow a citizen to speak at the muster but the decision to allow a citizen to speak lies with the Herald. In practice they will take a show of hands of the assembled Council

members, only allowing the citizen to speak if a clear majority of the Council wishes to hear what they have to say.

2.2.3 The Decision

It is not unusual for the Military Council to come to a common agreement on the decisions they need to make during the muster. If it is clear that a consensus is not going to emerge, especially if time is running out or if the discussion has become repetitive, then the Herald will call for a vote. Each member of the Military Council present may cast a single vote - ties are decided by The Throne (The Throne may vote and break a tie).

Occasionally, the Herald may call for a vote early. For instance, if it is clear that opinion is divided on which conjunctions to attempt, and this is preventing meaningful discussion of which nations would be involved, then the Herald will call a vote to resolve that issue.

Once all the decisions have been made, either by common consent or by vote, then the muster is formally ended by the Herald. It is not legally possible to reconvene the muster later, even if new information comes to light.

The vote is not subject to the veto by [The Throne](#), only decisions made during a [Council session](#) are subject to the veto by The Throne.

2.3 Closing the Muster

After the muster ends, those present are expected to return to their camp to communicate the outcome of the muster to their nations, so that they can prepare for the battles to come. In practice some generals will split this duty with their adjutants; one goes to help organise the nation, and one remains behind to take the opportunity to speak informally to other members of the Military Council about their broader strategic goals.

The hour is upon us Council. We cannot agree and now the Herald reminds us of our duty and bids us vote. So let us vote! As Courage is my witness, those who do not fear to take the field on the morrow will stand with me.

Lady Morgaine, general of the Gryphon's Pride

2.4 Further Reading

2.4.1 Core Brief

- [Military Council Overview](#)
- [Muster](#)
- [Council Session](#)
- [Powers of the Imperial Military Council](#)
- [General](#)
- [Imperial army](#)
- [Imperial navy](#)

2.4.2 Additional Information

- [War](#)
- [Council Address](#)
- **Appointments to the Military Council**
 - ◆ [The Throne](#)
 - ◆ [Warmage](#)
 - ◆ [Marshal of the Faith](#)
 - ◆ [Herald of the Council](#)
- [Imperial Roll of Honour](#)
- **Appointments by the Military Council**
 - ◆ [Field Marshal](#)
 - ◆ [Imperial Fleet Master](#)
 - ◆ [Imperial Huntsmarshall](#)
 - ◆ [Imperial Master of Works](#)
 - ◆ [Imperial Warcaster](#)
 - ◆ [Legate of the Imperial Auxiliaries](#)
 - ◆ [Quartermaster General of the Imperial Armies](#)
- [OOC Design](#)

3 Council session

3.1 Overview

Council sessions are formal meetings of the Military Council. They are distinct from the [muster](#), being shorter and having a broader focus. A Council session is intended to last for no longer than one hour; the Herald of the Council is responsible for ensuring business is presented, discussed and resolved in a timely fashion. The sessions let the military council receive battle reports and other military briefings, as well as allowing them opportunities to propose and discuss strategies for the coming months.

A council session is also an opportunity for representatives of other political bodies to make addresses to, or requests for aid from, of the Military Council. Individuals such as the [Quartermaster General of the Imperial Armies](#) may put forward their plans for [resupply](#), or the [High Exorcist](#) might offer the generals the chance to receive additional priestly support during an up coming battle.

3.2 Member of the Military Council

Only members of the Military Council and civil servants may speak freely during Council sessions. Any title that grants membership of the Council automatically grants the right to speak on any issue being discussed and to participate in any vote brought before the chamber. The current Imperial titles that are classed as a Member of the Military Council are:

- [The Throne](#)
- [General](#)
- [Warmage](#)
- [Herald of the Council](#)

Members of the [Synod](#) have the right of witness which grants them the right to attend council sessions, but not to speak. In practice, it is common for any Imperial citizen who is interested in the affairs of the Military Council to attend sessions, provided they do not disturb the meetings. Citizens who are not members of the Military Council or the civil service may only speak in session if they are requested to do so by a Council member with the right to speak and the request receives the assent of the Herald.



Only members of the Military Council and civil servants may speak freely during Council sessions.

3.3 Speaking in a Council session

The [Herald of the Council](#) acts as an impartial chair to keep the discussions civil and organised. They have the power to silence *anyone* present in the chamber, or to expel them from the chamber, but such powers are rarely used. The preferred approach in the Council is to allow members to discuss matters freely. The Herald will usually only intervene where a speaker is repeating themselves, attempting to browbeat other council members, or is straying far off the topic being discussed. They are disciplined about keeping the meetings running to time however and will bring a discussion to an end once the allotted time has been used.

The Herald will introduce each agenda item, by stating the nature of the issue that the assembled council members are being asked to discuss. If any member of the Council wishes they may demur, requesting that the Herald strike the item from the agenda. If this happens, the Herald may take a quick show of hands to determine if the majority present wish to continue with the item. If they do not, then the Herald may move to the next item on the agenda. It is not possible to object to the presentation of an [address](#) to the Council, only to an item of business on the [agenda](#).

There is no legal requirement for truth, anyone speaking in a Council session is within their legal rights to choose whatever words they feel will suit their cause best.

3.4 Setting the Agenda

The Herald of the Council prepares the agenda on behalf of the Council. Any member of the Council may view the agenda and may add something to it by informing the Herald in good time before the Session begins. The Herald will normally try to arrange the agenda so that the least contentious items to discuss are raised first. That way, if less time is required to discuss these items, then time is freed up for discussing other items later. Likewise, they may collate similar agenda items together for the sake of simplicity and smooth running order.

In addition to the agenda items, there will often be one or more [addresses](#) which are usually handled first. The initial address at the Council session following a battle is automatically given over to the [Field Marshal](#). The session after each battle also includes an address by the Herald, where they update the assembled members of the Council with all available information on the progress and outcome of the battle. This address usually involves confirmation of what objectives were achieved. The Herald may also present reports from Imperial scouts, or details about [spoils of war](#).

A discussion may lead to a call from members of the Council to exercise one of the [powers of the Imperial Military Council](#). When this is the case, the Herald may call for a vote.

3.5 Powers of the Council

The Military Council has three legal powers that it wields collectively. They are not used in the [muster](#), but they can be employed at any time during a Council session; there is no requirement to raise a specific [agenda item](#). Most often, an opportunity to use one of these powers is raised during a discussion during a session and then voted on.

All these powers require a majority of eligible Council members to vote in favour, otherwise the vote is rejected. When invoking these powers, members of the Council who are not present are counted as a vote against, likewise Council positions which are currently vacant.

3.5.1 Appointment

The Military Council may be able to [directly appoint](#) someone to an [Imperial title](#). An Imperial appointment is voted on by all the members of the Military Council, while a national position is decided by majority decision of the [generals](#) of that nation.

An Imperial appointment by the Military Council can normally be revoked by the General Assembly and the Assembly of Nine, while a national appointment can also be revoked by the appropriate National Assembly.

3.5.2 Pardon

A general or adjutant can use their right of address to make a formal request for the Military Council to pardon an Imperial citizen who has been sentenced to death by penal military service. They must add their address to the agenda for the next meeting in the normal manner, but make clear who they will be seeking a pardon for. It is possible, though rare, to use a single address to request a pardon for a group of individuals provided they can be clearly identified.

3.5.3 Spoils of War

When [spoils of war](#) are captured by Imperial armies on campaign, then the legal responsibility to assign them falls to the Military Council. The Herald will add an address to the agenda for the first Military Council session after the muster so that they can present details of the spoils of war. The Council will then discuss them and how they might best be allocated. When this discussion has concluded, the Herald will call a vote as to what method will be used to allocate the spoils.

If the Council are unable to agree a method then the Herald will automatically raise the issue again at the next Council session. If the Council cannot reach an agreement by the end of the summit, then control of the spoils passes to the [Senate](#) who can attempt to dispose of them at the next summit.

3.6 Speaking outside a Council session

Members of the Military Council are strongly encouraged to meet and discuss their business outside the regular hours of the [muster](#) and the Council sessions. The sessions are intended to be an opportunity for members of the Council to address everyone in a formal setting, they are not meant to be the first opportunity for a general to discuss matters with their colleagues. On occasion the Herald will advise a Council member looking to add a point to the agenda that a matter might be better discussed privately outside of a session rather than raised in Council.

On occasion some Council members will arrange to arrive at a session early, or remain behind after the session is concluded in an attempt to discuss matters with other members of the Council. This practice is encouraged provided it remains a private agreement between colleagues and no attempt is made to create a de facto extension of a muster or Council session. The Herald encourages private discussions between Council members so that discussions in session can be expedited and efficient, not so that they can be dragged out indefinitely.

3.7 Further Reading

3.7.1 Core Brief

- [Military Council Overview](#)
- [Muster](#)
- [Council Session](#)
- [Powers of the Imperial Military Council](#)
- [General](#)
- [Imperial army](#)
- [Imperial navy](#)

3.7.2 Additional Information

- [War](#)
- [Council Address](#)
- **Appointments to the Military Council**
 - ◆ [The Throne](#)
 - ◆ [Wormage](#)
 - ◆ [Marshal of the Faith](#)
 - ◆ [Herald of the Council](#)
- [Imperial Roll of Honour](#)
- **Appointments by the Military Council**
 - ◆ [Field Marshal](#)
 - ◆ [Imperial Fleet Master](#)
 - ◆ [Imperial Huntsmarshall](#)
 - ◆ [Imperial Master of Works](#)
 - ◆ [Imperial Warcaster](#)
 - ◆ [Legate of the Imperial Auxiliaries](#)
 - ◆ [Quartermaster General of the Imperial Armies](#)
- [OOC Design](#)

4 Powers of the Imperial Military Council

4.1 Overview

Of all the great political bodies of the Empire, the powers of the [Military Council](#) are the most focussed. The Council's constitutional role is to fight the Empire's wars and its powers are focussed totally on this goal.

4.2 Battle Opportunities

During the meetings at Anvil, the Empire has the opportunity to intervene in the ongoing campaigns that the armies are fighting. These interventions are critical to the fortunes of the campaign and the ability to intervene in this way is the Empire's greatest tactical asset. The goal is for the heroes of the Empire, who are gathered together at Anvil, to commit themselves to a single pitched [battle](#) with the Empire's enemies at the most pivotal point and thereby turn the tide of war in the Empire's favour.

The opportunities to intervene are prepared for the generals by the civil service who make extensive use of day and night magic divinations and collate numerous military intelligence reports to assess the most effective locations to strike.

Usually, however there are more opportunities to strike, than there are chances to use the [Sentinel Gate](#). When this occurs, the military council must choose which opportunities to take. If the council cannot reach a consensus, then the [Military Council](#) must vote. In this case, each member of the Council has a single vote with ties being decided by [The Throne](#) ([The Throne](#) may vote *and* break a tie). Deadlock has only ever occurred once in the history of the Empire - during an interregnum - and the outcome was determined by drawing runes from a bag: since then common sense has reigned.

4.3 Nation Support

Once the battle opportunities are chosen, each nation must decide which battle they wish to support. The portal is not powerful enough to allow the transport of all the Imperial Heroes, so only the very best of each nation attend Anvil and the nations have to choose which battle they will fight.

Because of the nature of the magic involved, a nation must take the field together. The only exception is for bands with a magic standard that carries the Mercenary Banner enchantment. The members of this band can choose to fight with their nation or instead fight a different battle with their banner. Other than this, the nation's heroes take the field together.

The Imperial Civil service use day magic to calculate what distribution of nations may travel on each battle. They give this information to the generals and they discuss amongst themselves which nations will fight on which battles. These discussions are often heated, but are usually resolved sensibly - the generals know from bitter experience that political manoeuvring that is too overt can damage a nation's morale if they are sent to fight in a battle in which they have little interest. As a result the council tries to find the best allocation for all.

If they cannot agree an allocation by the time a decision must be made, then the matter is put to a vote, with each member of the [Military Council](#) present receiving a single vote (ties are decided by [The Throne](#)).

4.4 Choosing a Field Marshal

After the nations have been allocated to battle then the [Military Council](#) must choose a single individual to act as [Field Marshal](#), the overall battlefield leader for that battle. Like the issue of nation support this is often incredibly contentious; consensus is the ideal and is often reached, but if it cannot be generally agreed upon, then all suggested candidates are put to the vote.

The Field Marshal has the ultimate authority for determining the plan for the battle and the responsibility for winning the battle opportunity for the Empire. The Marshal has the responsibility to report to the Senate on the conduct and outcome of a battle, including any exceptional actions undertaken by individuals or banners under their aegis, as well as explaining any failures that took place.

4.5 Pardon

Imperial magistrates may condemn a character to military penal service in the Empire's armies. These individuals are legally bound to fight with their nation and are expected to be given direct orders by the generals in every battle that they fight. Military penal service is instead of the death penalty so it is considered appropriate to give them high risk orders appropriate to their status and they can be legally executed for disobeying these orders.

If a character or group sentenced to military penal service performs exceptionally well over a prolonged period of time it is possible for the [Military Council](#) to vote to grant them a pardon for their crimes.

4.6 Appointment

An [Imperial title](#) appointed by the Military Council is elected by simple majority of any members of the Military Council who are eligible to vote and are present when the election takes place. Appointments are added to the agenda by the Herald. Each General may nominate an eligible candidate. There is a vote by quick show of hands, generals can either select from the available candidates or leave the title vacant. A national position appointed by the Military Council follows the same process, but the title can be elected at any time by unanimous agreement of the generals of that nation's armies - in the same way that a national appointment by the Senate can be delegated.

4.7 Further Reading

4.7.1 Core Brief

- [Military Council Overview](#)
- [Muster](#)
- [Council Session](#)
- [Powers of the Imperial Military Council](#)
- [General](#)
- [Imperial army](#)
- [Imperial navy](#)

4.7.2 Additional Information

- [War](#)
- [Council Address](#)
- **Appointments to the Military Council**
 - ◆ [The Throne](#)
 - ◆ [Wormage](#)
 - ◆ [Marshal of the Faith](#)
 - ◆ [Herald of the Council](#)
- [Imperial Roll of Honour](#)
- **Appointments by the Military Council**
 - ◆ [Field Marshal](#)
 - ◆ [Imperial Fleet Master](#)
 - ◆ [Imperial Huntsmarshall](#)
 - ◆ [Imperial Master of Works](#)
 - ◆ [Imperial Warcaster](#)
 - ◆ [Legate of the Imperial Auxiliaries](#)
 - ◆ [Quartermaster General of the Imperial Armies](#)
- [OOC Design](#)

5 General



5.1 Overview

Each [Imperial army](#) is commanded by a single general - a new title is automatically created when a new army is created. A general is usually selected by the senators of their nation but once appointed they have sole authority for issuing commands to their army. They also have a voice and a vote in the [Military Council](#) allowing them to influence the use of the major conjunctions of the [Sentinel Gate](#).

5.2 Responsibilities

Each general is responsible for the [Imperial army](#) they command. They have the absolute final say on the orders that army will receive. It is common for a general to cooperate with other members of the Military Council, particularly other generals of their nation, but they are under no requirement to do so.

As a member of the Military Council, the generals shoulder a portion of the Council's responsibility for conducting military campaigns against the enemies of the Empire - claiming new [territory](#), protecting the borders and wielding the martial might of the Empire to the best of their ability. This places any general in a difficult position as they must balance national interests with the constant clamour to put the Empire first.

As part of the Council, they have the power to determine how the conjunctions of the [Sentinel Gate](#) are employed. This important responsibility includes selecting an Imperial citizen to act as [Field Marshal](#) providing leadership to all the Imperial forces that take the field. Although technically any Imperial citizen may be appointed as Field Marshal to lead on the battlefield, in practice the honour usually falls to a member of the Military Council.

A successful general must manage the political pressures of their appointment with a keen strategic mind and a natural affinity for leadership on the battlefield. It is widely considered one of the most difficult jobs in the Empire. Some generals take advantage of the challenge to pave the way for a successful career in the Senate, or even climb their way to [The Throne](#) on the back of successful campaigns and carefully gathered allies. Others retire from public life, haunted by their failures and accusations of incompetence.

5.3 Powers

5.3.1 Member of the Military Council

Each general is a member of the [Military Council](#). They can participate in discussions, vote on matters of importance, and add items to the agenda for a Council session.



Considering the military situation

5.3.2 Command of an army

A general commands a single [Imperial army](#), drawn from volunteers from their nation. Once a general is given their command, they have sole authority to [order](#) the army to [move](#) or [attack](#) as they choose. Traditionally the generals of one nation will cooperate but it is not a requirement and a general is within their rights to give orders as they see fit.

The military command structure allows an Imperial general to submit and carry out orders which breach [Imperial law](#). If a general submits order to attack a foreign nation - or even an Imperial nation - then the order will be carried out in the coming season. Any legal consequences for these actions will occur at the next summit. Although historically such actions are rare, they are not unknown - the most famous being the orders issued by Imperial generals to attack and destroy key libraries and stores of knowledge during the reign of [Emperor Nicovar](#).

The civil service provide each general with a report on the state of their army at the start of each summit. The briefing covers the current strength and location of the force; the details of any campaign the army was involved in; and a description of [casualties](#) incurred or additional troops [recruited](#). Newly appointed generals can request a copy of this briefing from the civil service; the [Herald of the Council](#) is in the best position to provide one but any civil servant should be able to help.

A general issues orders to their army during the summit, on a paper that must be provided to the [Herald of the Council](#). Formally only the Herald accepts orders, but in practice the orders are usually collected by the Imperial Auditor Gerard La Salle. Other civil servants will usually decline to accept military orders.

Orders cannot be legally submitted until after the opening of the final Military [Council session](#). The Herald (or the Auditor acting on their behalf) may accept the orders before then if they choose - but that does not mean they have been legally submitted. The orders will be kept until the start of the final council session and announce at that point if they have received any orders.

This start of the council represents the final chance for the Synod (through revocation) or for the Throne (through Defender of the Empire) to prevent a general from submitting orders. Once orders have been formally submitted to the Herald after the start of the final council session, they cannot legally be changed in any way.

Giving Orders

Customarily, generals have benefited from advice and support of the people of their nation when submitting orders. Although the final decision lies with the general, securing support from the [armed forces](#) controlled by individual captains can mean the difference between success and failure for a campaign. The [egregores](#) often helped arrange these meetings, although some nations organised semi-formal meetings to discuss matters (the [thorns](#) of [Navarr](#) for example, or the [boyars](#) of [Varushka](#)). Although not formally part of the Military Council, these meetings to discuss national strategy were traditionally held during a [Senate session](#) to uphold the spirit of the [Imperial Constitution](#) which forbids senators from involving themselves in military affairs.

This tradition fell out of favour only recently - during the reign of Emperor Walter the incompetent incumbent saw these meetings as opportunities for his toadies and agents to interfere in the military business of the individual nations. Empress Brita encouraged the nations to restore the tradition, although she personally preferred to lead the generals and the nations through personal charisma. Now that the turmoil after her death has died down, there are voices suggesting that a return to the historical state of affairs is the wisest course of action.

5.3.3 Appoint an Adjutant

Because of the dangers facing an Imperial general, they are granted the power to appoint an adjutant. An adjutant operates under the same legal restrictions as a proxy, with one notable exception. If the general who appointed an adjutant dies, then their adjutant automatically assumes the legal powers of their general. This situation helps to reduce the chance that the Empire might find itself with no-one to command its armies.

The adjutant serves in this fashion until a new general is appointed. It is important to note that a new general can be appointed (by unanimous decision of a nation's senators or by a motion in the Imperial Senate) at any time, and immediately replaces the adjutant. If the general leaves office for other reasons, such as [revocation](#), a [writ of excommunication](#), or the end of the late general's term, the adjutant's service ends there and then. The [Synod](#) can still revoke or excommunicate the deceased general. If they do, the adjutant loses their position immediately.

While the adjutant can wield the legal powers of a general, they do not have the magical quality of [Dominion](#). As such, an adjutant cannot be used to focus the power of ritual magic on an army regardless of whether the general is alive or not.

Because of the more formal nature of an adjutant, it is common for generals to work closely with the adjutant and to introduce them to the Military Council, so that the Herald and other generals can identify them. In addition some generals have found it effective to share some of the responsibilities of their title with their adjutant, particularly those areas they do not enjoy handling. An experienced general might appoint an adjutant who can lead from the front; a general more concerned with leadership on the battlefield might appoint an adjutant to handle the political pressures and challenges of strategic planning.

Historically, a common use for adjutants is to ensure that orders are still issued to the general's army if the general is killed. If a general and one or more of the senators who appointed them are both killed on the battlefield then it may be difficult to appoint a replacement in time. By appointing an adjutant, the general ensures that someone is still legally able to submit orders. Of course, adjutants who take the battlefield with their general could also be killed - but it is perfectly legal for a general to give a citizen authority to take over in the event that them and their adjutant are killed.

As generals appoint an adjutant, they may *not* also appoint a [proxy](#).

Role of the Adjutant

Many generals treat their adjutant as either an apprentice or as a political appointee, choosing a candidate whose support can buttress their own. But the role has been used in many ways through the Empire's history, Empress Varkula was particularly known for "encouraging" newly appointed generals to adopt their predecessor as an adjutant to advise them, at least where the general was favoured. Perhaps the most infamous use was by General Nadia, dread Boyar of the Black Hills, who appointed the brilliant but maimed wise one, Vuk Enakov. Vuk successfully appeared before the [Synod](#) in place of Nadia to defend more than a dozen high profile Inquisitions.

5.4 Appointment

Generals are normally elected on the anniversary of the creation of the army they lead. Each title is a [national position appointed by the Senate](#). Under normal circumstances it will be appointed by unanimous vote of all of the Senators of the appropriate nation.

Only a citizen of the appropriate nation may be appointed as a general of an army from that nation.

All general positions that are due to be elected during a summit immediately become vacant at 6pm time-in Friday. Adjutants lose their position also at this time. The senators can inform the [Overseer of Imperial Elections](#) (a member of the civil service) of their unanimous decision as to the new general at any point after this. There is no deadline for the elections, but the [muster](#) provides an impetus to declare who the general is in a timely fashion. If a senator position is vacant or a senator is not present (and nor is their proxy) then they will be unable to appoint their General until resolved.

A general serves until the next election for the title. A general can be [revoked](#) by the [General Assembly](#), the appropriate [National Assembly](#), and by the [Assembly of the Nine](#)

5.5 Admiral

Apart from the fact they command an [Imperial navy](#) rather than an army, and thus issue different [orders](#), an admiral functions in all ways as if they were a general. At this time there are no Imperial admirals following the [destruction](#) of the [Freeborn Storm](#), the [Brass Coast](#) navy.

5.6 Further Reading

5.6.1 Core Brief

- Military Council Overview
- Muster
- Council Session
- Powers of the Imperial Military Council
- General
- Imperial army
- Imperial navy

5.6.2 Additional Information

- War
- Council Address
- **Appointments to the Military Council**
 - ◆ The Throne
 - ◆ Warmage
 - ◆ Marshal of the Faith
 - ◆ Herald of the Council
- Imperial Roll of Honour
- **Appointments by the Military Council**
 - ◆ Field Marshal
 - ◆ Imperial Fleet Master
 - ◆ Imperial Huntsmarshall
 - ◆ Imperial Master of Works
 - ◆ Imperial Warcaster
 - ◆ Legate of the Imperial Auxiliaries
 - ◆ Quartermaster General of the Imperial Armies
- OOC Design

6 Imperial army



A well drilled fighting force is a fearsome sight

6.1 Overview

The Empire is defended by its armies. Each army is a large force, capable of acting independently and supported by their own logistics with baggage trains, siege engines, and foragers. They are therefore able to venture beyond the boundaries of the Empire and, so long as their casualties are low, remain fully capable despite being engaged in prolonged campaigns.

The typical member of an Imperial army is fed and billeted by the civil service but is not paid in coin. These volunteers have signed up for two years Imperial Service - they are trained and equipped and then assigned to an Imperial army. If they choose to leave the army at the end of that period they receive payment in land from the Empire (equivalent to a level one farm).

Although the lure of land is what draws most citizens to Imperial Service, the training and equipment received can be valuable. Most members of the many independent [military units](#) spread across the empire are former soldiers.

Each Imperial army is commanded by a [general](#). While generals are chosen by [Senators](#), once appointed the general has sole authority to [order](#) the army to move or attack as they choose. Traditionally the generals of one nation will cooperate but it is not a requirement and a general is within their rights to give orders as they see fit.

6.2 Army Size

A fully rested and supplied Imperial Army consists of around 5,000 trained soldiers. The civil service monitors the fighting force of each Imperial army using Day magic, providing this IC information to the Imperial generals, so that they can make effective strategic decisions. The military strength of a full strength army is measured at 5,000 strength - roughly one point of military strength for each soldier.

Barbarian armies tend to be much larger - though most have a similar military strength. Day magic rituals such as [Eyes of the Sun and Moon](#), or the intelligence reports received by [scouting](#) armies provide good estimations of the military strength of a barbarian army using the same scale used for the Imperial armies.



The soldiers of the Marches make terrible foes when they fight shoulder to shoulder.

The majority of campaign armies have a maximum strength of 5,000 fighting force. A large army, however, has a maximum fighting strength of 7,500 but still counts as a single campaign army. As an army takes [casualties](#) its fighting strength drops. An army whose fighting strength falls below 1,000 will immediately disband (or, if they are a large army, if their fighting strength falls below 1,500).

6.3 Special Quality

Each Imperial army has a unique [quality](#) that is permanently fixed at the time the army is created and which reflects the character and flavour of the army.

When a new army is being created it will automatically develop a quality dependent on the nation raising the army. In many cases the quality will depend on events at the time and be influenced by decisions taken by the characters involved in raising the army.

Some nations have special orders that only their generals can issue (such has the Marchers' [Shoulder to Shoulder](#)) or have special rules that apply to them (such as the [special rules](#) that apply when [Wintermark](#) is fighting the [Jotun](#)). These are generally detailed on the *military concerns* page for each nation.

6.4 Senate Commissions

The [Senate](#) can pass a [motion of commission to recruit](#) a new Imperial army, or to [resupply](#), or [enlarge](#) an existing army.

6.4.1 Recruitment

- Materials: 200 wains of [mithril](#) and 75 thrones
- Time: 1 year to raise



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The Cullach march.

When the army is complete a new **Imperial title of general** is created in the **Military Council**. Appointment follows the normal constitutional process (generals are selected by the senators of the nation) and re-appointed each year after that.

A newly created Imperial army is at its maximum strength of 5,000. It begins play mustered in one of the Imperial controlled territories belonging to the nation where it was raised.

All Imperial armies must use recruits drawn from a single nation, and the army must be raised in a territory within that nation. Each nation can only physically support a **limited number of forces** at one time; this number cannot be exceeded.

6.4.2 Enlargement

The Senate can contribute resources to increase the strength of an existing army, making it large. It takes three seasons and costs 50 wains of mithril and 150 crowns each season until complete (for a total cost of 150 wains of mithril and 450 crowns). The army can continue to operate, moving and fighting as normal, while it is upgraded. The additional fighting strength is added to the army when the enlargement is complete.

6.4.3 Resupply

The strength of an Imperial army declines as it suffers casualties. While an army will slowly resupply and reinforce itself over time, the Senate can pass a motion to provide the army with additional resupply. The army to be resupplied must be in a friendly territory, and may not be engaged with any enemies.

Further details of how an Imperial army can be resupplied by the Senate can be found [here](#).

6.5 Upkeep

Although the soldiers in an Imperial army are not paid for their service, an army still costs a huge amount of money to operate. Each Imperial army costs 50 thrones per season, paid for from the **Senate** budget. Each large army costs 75 thrones per season.

6.5.1 Maximum numbers of Imperial Forces

The Empire cannot sustain an unlimited number of armies and **navies**. In addition to the significant drain on the treasury of the **Senate**, each individual nation can only provide so many soldiers. The *supply* number for each nation represents the maximum number of Imperial forces (armies and navies) that a nation can sustain at any given time. The Senate cannot raise a new Imperial army or navy from that nation if it would take the nation over its supply number.

As of the start of the Summer Solstice 387YE, the maximum number of forces a nation can support are as follows:

- Dawn (with the consecration of Houndsgate): 5 forces
- The Marches ^T, Navarr ^T, Varushka, Highguard, and Wintermark (with the Kallavesa Marsh): 4 forces each
- Imperial Orcs (if raised from the Ethengraw sept), the Brass Coast (with the Iron Qanat), and the League (with the Five Cities Military Academy): 3 forces each
- Urizen: 1 force

A nation cannot contribute its support to maintain a force from another nation. The only way to increase the number of armies and navies a nation can support is to conquer additional territory. Likewise, the loss of territory to the barbarians may reduce the supply number for that nation.

^T This nation is providing support to the Thule as per the [treaty](#) ratified during the Spring Equinox 387YE

6.5.2 Out of Supply

- If a nation has more armies and navies than it can support, then all of that nation's forces are out of supply
- Out of supply forces lose a minimum of 500 force every season and cannot benefit from natural resupply

If a nation ever has more armies and navies than it can support, all of that nation's forces suffer significant penalties until this imbalance is rectified.

Each army and navy controlled by that nation suffers automatic losses of 500 force (or 750 force for a large army) each season. In addition, no army or navy controlled by that nation gets natural resupply, nor benefit from rituals that rely on natural supply such as [Brotherhood of Tian](#). They can gain benefits from [emergency resupply](#), provided that they are not engaged in a campaign.

6.5.3 Supply Lines

- If an Imperial army cannot trace a supply route back to Imperial held territory then they go out of supply
- The breadbasket cannot help an army whose supply lines are cut in this way

The Empire must be able to transfer supplies to an army by tracing a route through territory controlled by the Empire. The civil service arrange all the logistics of supplying Imperial armies, but they cannot move supplies through enemy territory.

If an army cannot trace a supply route back to territory controlled by the Empire then they go out of supply - they suffer automatic losses of 500 force (or 750 force for a large army) each season and cannot benefit from any natural resupply. The breadbasket cannot help if this happens - because it is not possible to get supplies to the army.

6.5.4 Disbanding

The Senate may pass a [motion](#) to disband an army, which immediately disbands the army as if it had dropped below 1,000 strength.

6.6 Military Units

Some wealthy or powerful citizens maintain their own independent [military unit](#). These units can be attached to an army to increase its effective fighting strength. This is done by the orders of the military unit's commander (submitted using the personal resource downtime system).

The experienced and capable troops in a starting military unit provide an advantage out of proportion to their numbers, adding the equivalent of 100 soldiers to the strength of the army they support.

6.7 Current Armies

At present there are twenty-nine Imperial armies. This information was last updated following the Autumn Equinox 387YE.

Army	Nation	Quality	Current Location	Election	General
Argent Sword	Urizen	Foraging	Redoubt	Winter	Clytemnestra of the House of the Wanderer
Autumn Hammers	Imperial Orcs	Contracted	Skallahn	Autumn	Ashborn Vana
Black Thorns	Navarr	Fast ^(L)	Redoubt	Summer	Cadwell Waystone
Bloodcloaks	Wintermark	Woundbinder	Bregasland	Spring	Tager Defender of the Fallen Tyrshalt

Army	Nation	Quality	Current Location	Election	General
Bounders	The Marches	Watchful	Bregasland	Autumn	Mary Birchsmith
Boyar's Hasta	Varushka		Sarangrave	Spring	Serafina Semenov
Burning Falcon	The Brass Coast	True Conviction	Skallahn	Winter	Aracelis I Erigo
Citadel Guard	Urizen	Cyclic Magic	Semmerholm	Summer	Andronikos of the Lighthouse-That-Was
Drakes	The Marches	Pride of the Marches ^(L)	Bregasland	Summer	William Guildenstern
Eastern Sky	Dawn	Favoured	Semmerholm	Autumn	Dame Aurum De Castellan
Fire of the South	The Brass Coast	Fast	Skallahn	Autumn	Xenia i Erigo
Golden Axe	Varushka	Driven ^(L)	Sarangrave	Winter	Vojsuli Cherenkov
Golden Sun	Dawn	Resilient ^(L)	Astolat	Summer	Lord Daemon Mortére
Granite Pillar	Highguard	Disciplined	Sarangrave	Summer	Sychar of Ebon's Hall
Green Shield	Wintermark	Heroic	Skallahn	Winter	Iron Osric
Gryphon's Pride	Dawn	Conquering	Semmerholm	Spring	Ser Guy of the Twisted Rose
Lions of Adelmar	Dawn	Guardian	Sarangrave	Winter	Dame Katelyn Quinnell De Cordraco
Narwhal's Spear	Wintermark	Quick-Witted	Skallahn	Autumn	Determination of Ice Kaisa
Northern Eagle	Varushka	Guerilla	Holberg	Summer	Aksel Reznov Razoradze
Pilgrim's Defiance	Highguard	Devoted	Redoubt	Winter	Nathaniel of the Woodwyd harts
Quiet Step	Navarr	Cunning	Astolat	Autumn	Neve Agra
Seventh Wave	Highguard	Scouting ^(L)	Mareave	Autumn	Wildfyre of Balthazar's Vineyard
Strong Reeds	The Marches	Secretive	Bregasland	Winter	Amberlain P. Black
Summer Storm	Imperial Orcs	Relentless ^(L)	Sarangrave	Summer	Irontide Skorr
Towerjacks	The League	Engineer	Mareave	Winter	Gabriel Barossa
Tusks	The Marches	Disciplined	Upwold	Spring	Jack Ashton
Valiant Pegasus	Highguard	Physick	Skallahn	Spring	Lucifer
Winter Sun	Imperial Orcs	Freedom Fighters ^(L)	Mareave	Winter	Skywise Rykana
Wolves of War	The League	Mercenary	Bastion	Autumn	Jean d'Apulian

6.8 Former Armies

These are armies that are no longer active. This happens automatically if an army is abrogated by the Imperial Senate but in most cases it is because the army has been destroyed in battle against the barbarians.

Army	Nation	Quality	Final Location
Fist of the Mountains	Wintermark	Farsighted	Redoubt
Hounds of Glory	Dawn	Indomitable Glory	The Barrens
Iron Helms	Varushka	Cruel	Therunin
Isaella's Dance	Navarr	Thornbound	Therunin

L. This army is large

6.9 Rituals

The table below shows a list of the rituals in both Imperial lore and Urizen lore which can affect an Imperial army.

|**Fire on the Water**⁽³⁾Replaces the army's quality with *Seawatch* for the next seasonAutumn120@{@Knights of GloryThe army's effective strength is increased by 2,000Summer120**Quickening Cold Meat**The army's effective strength is increased by 1,000 for the next yearWinter120**Swords in the Noonday Sun**⁽¹⁾The army's effective strength is increased by 1,000Summer80**Why Sulemaine Walked Away From The Baker**Reduces casualties suffered by the army provided it does not take an order that increases casualties amongst other benefits.Winter80**Loosen the Shackles**⁽¹⁾⁽²⁾The army's effective strength is increased by 4,000 for the purpose of inflicting casualties for the next seasonWinter120

1. This ritual is in *Urizen* lore

2. This ritual is interdicted

6.10 Further Reading

6.10.1 Core Brief

- Military Council
- War

6.10.2 Additional Information

- Imperial armies
- Army orders
- Navy orders
- Casualties
- Territory
- Army qualities
- Spy network
- Smugglers cove
- Fortification
- Citadel
- Campaign outcome

7 Imperial navy

7.1 Overview

Until recent years, the Empire had not had an Imperial navy since the days of [Emperor Barabbas](#).

A navy represents a large force of warships, capable of acting independently. They are able to venture to sea, but they cannot cross open oceans due to the difficulty of keeping a navy together while out of sight of the coast. A navy is harder to maintain than an army - while a platoon of new recruits can swell the numbers of a damaged military force on land, repairing and replacing damaged ships requires more specialist facilities.

Navies can fight at sea, but they can also transport an [Imperial army](#), or support land engagements in a limited way. A navy must be [supported](#) in the same way as an Imperial army and counts towards the maximum number of armies that a given nation can maintain.

As with soldiers in an Imperial army, sailors who are part of an Imperial navy are fed and billeted by the civil service but are not paid in coin. These volunteers have signed up for two years Imperial service - they are trained and equipped and then assigned to an Imperial navy. If they choose to leave the navy at the end of that period they receive payment in land from the Empire (equivalent to a level one farm).

Each Imperial navy is commanded by an [admiral](#). While admirals are chosen by [Senators](#), once appointed the admiral has sole authority to [order](#) the navy to move or attack as they choose.

7.2 Navy Size

To allow players to make sensible and meaningful comments about the capability of their armies, each navy has a fighting strength (usually 5000). This number represents the effective fighting force of the navy in terms of both ships and combat-capable personnel - equivalent to 5000 troops. The civil service uses complex day magic to quantify the effective fighting force of both armies and navies, providing this IC information to the Imperial admiral who commands the navy. This is an assessment of the impact the navy will have during an engagement; it takes into account warships, deck-mounted weapons and other equipment, marines, battle-trained sailors, and the ease with which the ships communicate with each other. The civil service only provide their assessment of the fighting strength of a navy to the admiral who controls it.

Barbarian navies are usually larger than Imperial navies, but tend to lack cohesive communications or command structures meaning that in practice their fighting strength is usually similar.

As a navy takes casualties its fighting strength drops. A navy whose fighting strength falls below 1,000 is destroyed as the remaining vessels sink with all lives lost.

7.3 Special Quality

At present the Empire can only raise navies with the potential to have large hulls; which allows them to transport increased numbers of soldiers. The [School of Brass and Blood](#) in [Madrua](#) undertook the research into how other nations have built and equipped their ships following a vote of Freeborn fleet owners at the Autumn Equinox 384YE. The Empire remains lacking the centuries of knowledge enjoyed by the shipwrights of the [Grendel](#), the [Asaveans](#), and the [Sarcophan Delves](#).

7.3.1 Large Hulls

- Can use the [transport them all](#) order
- Can use the [get everyone home](#) order

A navy with large hulls is able to transport many more soldiers than a regular armada. This is not simply a quality of the size of the vessels - transporting an army involves moving a vast amount of food, weapons and armour all of which must be carefully ballasted to ensure that the vessels remain seaworthy and do not risk capsizing. A navy carrying two armies is restricted in battle, because the ballast and rigging make it far less manoeuvrable.

Transport Them All

- Can transport up to two armies in a single season.
- Casualties inflicted by this navy are decreased by a tenth.
- Otherwise identical to the Shore Offensive order

An admiral who instructs their ships to *transport them all* can carry two armies for the season. All the ships in the navy will be heavily laden making them less manoeuvrable when attacking other ships, meaning they inflict a tenth fewer casualties than normal. This order is otherwise identical to the [shore offensive](#) order.

Get Everyone Home

- **Can transport up to two armies in a single season.**
- **Otherwise identical to the Defend the Coast order.**

An admiral who instructs their ships to *get everyone home* is able to carry two armies for the season. The navy will set sail for a friendly port so that the armies onboard can be unloaded safely and quickly when they reach their destination. This order is otherwise identical to the [defend the coast](#) order.

7.3.2 Swift Sails

- **Can use the *ride the winds* order**
- **Can use the *run for home* order**

A navy with swift sails is built for speed, allowing it to put on sail to make extra speed at the cost of risking damage to shipping. It builds on techniques witnessed by the Grendel warships, some of which are designed to achieve speed at all costs.

Ride the Winds

- **Can move up to five territories. It must still stop moving when intercepted by an opposing navy.**
- **Casualties suffered by this navy are increased by a fifth**
- **Otherwise identical to the Naval Engagement order**

An admiral who orders the navy to ride the winds can move swiftly - but is at risk of damage to masts and vessels as they push the ships to make best speed. The navy will sail as quickly as they can towards the destination and deploy for naval engagement once they arrive.

Run for Home

- **Can move up to five territories. It must still stop moving when intercepted by an opposing navy.**
- **Otherwise identical to the Put to Port order**

An admiral who orders the navy to run for home gives instructions for all vessels to race back to port. The navy will turn to head back to port, putting on as much sail as possible to reach safety.

7.4 Senate Commissions

The [Senate](#) can pass a [motion](#) to [commission](#) a new Imperial navy, or to resupply an existing navy.

7.4.1 Costs

- Materials: 200 wains of [weirwood](#) and 75 thrones
- Time: 1 year to construct
- Upkeep: 50 thrones per season.

7.4.2 Recruitment

All Imperial navies must use recruits drawn from a single nation. Each nation can only physically support a [limited number of forces](#) at one time; this number cannot be exceeded.

A navy can only be constructed in a region with the *Coastal* quality that contains a [shipyard](#). It is worth noting that the shipyard does *not* have to be in a territory from the same nation as the navy is raised from.

When the navy is complete a new [Imperial title of admiral](#) is created in the [Military Council](#). Appointment follows the normal constitutional process (admirals are selected by the senators of the nation) and re-appointed each year after that.

A newly created Imperial navy is at its maximum strength of 5,000. It begins play docked in the territory where it was raised.

7.4.3 Resupply

The strength of an Imperial navy declines as it suffers casualties. While a navy can slowly resupply and reinforce itself over time, the Senate can pass a motion to provide the navy with additional resupply. The navy to be resupplied must be in a friendly territory with a *Coastal* region, and may not be engaged with any enemies.

A navy cannot resupply in a territory in which there is an ongoing damage effect such as [Foam and Spittle of the Furious Sea](#).

Further details of how an Imperial navy can be resupplied by the Senate can be found [here](#).

7.4.4 Enlargement

The Senate can contribute resources to increase the strength of an existing navy, making it [large](#). It takes three seasons and costs 50 wains of weirwood and 150 crowns each season until complete (for a total cost of 150 wains of weirwood and 450 crowns). The navy can continue to operate, sailing and fighting as normal, while it is upgraded. The additional fighting strength is added to the navy when the enlargement is complete.

7.5 Upkeep

Although the sailors and marines in an Imperial navy are not paid for their service, a navy still costs a huge amount of money to operate. Each Imperial navy costs 50 thrones per season, paid for from the [Senate](#) budget. A large navy costs 75 thrones per season.

7.6 Fleets

Some wealthy or powerful citizens maintain their own independent [fleet](#) of vessels. These units can be attached to a navy to increase its effective fighting strength. This is done by the orders of the fleet's commander (submitted using the personal resource downtime system).

The experienced and capable vessels in a starting fleet provide an advantage out of proportion to their numbers, adding the equivalent of 100 strength to the navy they support.

7.7 Current Navies

At present there is one active Imperial navy. This information was last updated following the Autumn Equinox 387YE.

Army	Nation	Quality	Current Location	Election	General
Red Wind Corsairs	The Brass Coast	Forayer	Feroz	Summer	Joaquim i Erigo

7.8 Former Navies

These are navies that are no longer active. This happens automatically if an navy is abrogated by the Imperial Senate but in most cases it is because the navy has been destroyed in battle against the barbarians.

Army	Nation	Quality	Final Location
Freeborn Storm	The Brass Coast		Madruga

The first Imperial navies were constructed during the time of [Emperor Barabbas](#). During his reign, the Empire raised three Imperial navies; the [Highborn Basilisk Arisen](#), the [Freeborn Golden Fleet](#) and [League Hullbreakers](#). All three were lost during the disastrous attempt to invade the [Grendel](#) territories, during which the Emperor himself perished.

In 379YE, [the Brass Coast](#) constructed the [Freeborn Storm](#), the first navy since the loss of the Barabbine Armada. It was in turn [destroyed](#) by the Grendel shortly before the Winter Solstice 381YE.

7.9 Further Reading

7.9.1 Core Brief

- [Military Council Overview](#)
- [Muster](#)
- [Council Session](#)

- Powers of the Imperial Military Council
- General
- Imperial army
- Imperial navy

7.9.2 Additional Information

- War

- Council Address

- **Appointments to the Military Council**

- ◆ The Throne
- ◆ Warmage
- ◆ Marshal of the Faith
- ◆ Herald of the Council

- Imperial Roll of Honour

- **Appointments by the Military Council**

- ◆ Field Marshal
- ◆ Imperial Fleet Master
- ◆ Imperial Huntsmarshall
- ◆ Imperial Master of Works
- ◆ Imperial Warcaster
- ◆ Legate of the Imperial Auxiliaries
- ◆ Quartermaster General of the Imperial Armies

- OOC Design

8 War



8.1 Overview

The **generals** and **admirals** of the **Military Council** oversee the military campaigns on behalf of the Empire. Working with the **Civil Service** they give orders to the **Imperial armies** for the months between events to direct the ongoing military campaigns against the enemies of the Empire.

A **campaign** refers to a clash of forces in a territory when one or more of the armies or navies there attacks. Campaigns stretch over three months and encompass multiple encounters between the Imperial forces and the **barbarian** enemies. Each commander issues a single set of orders to determine the strategy their **army** or **navy** will pursue during the campaign. The orders create a narrative for the campaign; they communicate the aims of the Imperial forces and shape the results of success (or failure) at each stage of the campaign.

8.2 Campaign

- **A campaign takes place if one or more opposing armies or navies attacks another**
- **If no admiral or general submits an order to attack then no fighting occurs**

If any force from two or more opposing sides in the same territory issues orders to attack, then a military campaign takes place there. A campaign is *not* a single "battle", it is a prolonged period of warfare that takes place over the whole territory in the three months between events. If no army or navy on either side has submitted an order to attack then no fighting occurs and no campaign takes place.

A campaign will normally incorporate every force present in a territory. Navies are located in coastal regions while armies may be spread throughout a territory or concentrated on defending one region, but they are all assumed to act in concert, so the total strength of all forces is compared to determine the outcome, regardless of the distribution.

8.3 Orders

- **Admirals and Generals receive briefings throughout the event**
- **They must submit their orders by the end of the event**

At the beginning of an event, the admirals and generals are briefed on the current status of their force and the outcome of the campaign, if any, that it was involved in running up to the event. The **Military Council** is also presented with a number of *opportunities* to intervene ? usually battles or skirmishes - that might affect the current Imperial military situation. Toward the end of the event, the Military Council is briefed with regard to how the actions of the characters (especially battles and skirmishes) have changed the situation since the start of the event, if at all. Each general must then submit an order

for their army to follow over the coming three months.

Orders should focus on *what* the commander wants their army or navy to achieve rather than *how* they do it. An Imperial force fights to the best of its ability, the civil service control military logistics and supply lines and the Empire has battlefield captains and commanders who are well versed in tactics. The orders issued by an admiral or general determine the overall actions of their force in the field over the next three months; there is no option to submit specific tactics or arrangements of troops or ships. The place for complex battlefield plans is during the events, where player characters fight barbarian enemies.

E.g. The Dawn general of the Eastern Sky may issue orders for their soldiers to advance without concern for casualties with the goal of smashing through the Druj lines to join up with the Imperial forces defending the fortifications at the city of Holberg.

There are six different categories of **army orders** - three for attacking and three for defending, based on how aggressive or cautious the general wishes their army to be. Navies use different **orders** to armies, but they are also split into six different categories with three for attacking and three for defence.

The text for the orders is important - we use it to determine the narrative of the campaign outcome - and it influences the options that the plot team write for the battles at the next event - but the *mathematical* results are calculated based purely on the type of order that was submitted. The orders are then compared with the orders submitted for the barbarian armies to identify where military campaigns are happening, which forces are fighting, and to calculate the outcomes.

8.3.1 Issuing Orders

- **Members of the Military Council hand their copy of their signed orders to the Herald of the Council**

Admirals and generals must provide the Herald of the Council with a signed copy of their orders. They can submit their orders at any time. Traditionally they are written and sealed on the last day but there is no legal requirement for this - as long as the orders are received by the Herald before the end of the summit.

The civil service uses the signed orders to make suitable arrangements and instructions for all the necessary logistical support, as well as ensuring that the correct orders are communicated to the army. Any attempt to change the orders once they are officially given to the Herald invariably leads to chaos and confusion which harms the army's effectiveness.

8.3.2 Barbarian Orders

The orders for the barbarian armies are submitted by members of the military campaign plot team. The barbarian generals have access to magic and rituals - similar to those employed by the players - so the team also decide which rituals to use to strengthen their armies and to scry the Imperial forces. All these decisions are done blind; the people submitting them do not have **any** knowledge of the orders submitted or rituals performed by the players.

8.4 Outcome

- **The side with the largest fighting strength wins**

The outcome of a campaign is found by comparing the total military strength of both sides in the territory. The military strength of each force is adjusted based on the orders their general or admiral has submitted for them. Even though individual armies and navies are given specific orders, the outcome of the entire campaign as a whole is determined by all the forces on both sides. The side with the higher military strength wins.

The basic outcome can be significantly affected by any battles or skirmishes linked to that military campaign that take place at the events.



8.4.1 Attacking Unopposed

- Territory is gained 50% faster than normal

Forces that attack a territory that contains no defenders are considered to be attacking unopposed. They do not take any casualties and receive a significant bonus to the attempts to conquer regions in the territory. A single fortification in a territory is sufficient to negate this advantage.

8.4.2 Beachheads

- The first region in a territory is always twice as difficult as normal
- Any region which is not adjacent to an existing region under Imperial control *in the same territory* is twice as difficult to take

Trying to take the first region in a territory is twice as difficult as normal. The same penalty applies if you try to take another region which is not adjacent to an existing region in that territory that your side controls. These rules are designed to reflect the difficulties presented by extended and exposed supply lines. This is one of the reasons the Empire and barbarians alike take pains to conquer an entire territory rather than permit their enemies to keep control of one or more regions.

8.4.3 Victory

- If one or more victorious forces are attacking then their side will take territory
- Victorious forces that are defending have their casualties reduced

The total strength of each side present in a territory is calculated and compared. The side with the largest army and navy strength is considered to be winning, the scale of the victory is proportional to the difference in the numerical strength of the two sides.

If the winning side has submitted orders to attack their enemies then their victory translates into territory captured. They may gain control of one or more regions within the territory the campaign is taking place in.

If the winning side has submitted orders to defend the territory then their victory translates into reduced casualties taken. It is possible for a victorious defending side to reduce their casualties to zero if their scale of their victory is large enough.



Battles and skirmishes are a chance for the heroes of the Empire to turn the tide of a campaign.

8.4.4 Casualties

- Each side inflicts casualties on the enemy side equal to a tenth of their fighting strength
- Casualties are divided up between the armies on a side based on the orders submitted

Each side engaged in a campaign will inflict casualties equal to one-tenth of their fighting strength. Both sides in a campaign take casualties, not just the side that loses the campaign.

Casualties are divided up between the side based on the orders submitted by the generals. The final casualty figures an army incurs are then adjusted based on the orders submitted by their general.

8.5 Winds of War

Once the outcomes are determined, Andy Rafferty goes to work to create the winds of war. These are descriptions of the campaign results, designed to create evocative stories for players to engage with that can make the campaign feel resonant and relevant. The strategic outcome is determined by the maths as defined above, but the story is woven from the description of the territory, the orders submitted by the generals and the roleplaying effects of the enchantments used. The story will often weave new elements into it that will be important in the future. It doesn't change the outcome that we have already determined, rather it tries to create a story-line that describes the outcome.

8.6 Sequence

The military campaigns follows a very careful sequence, which can be important to understand if you are deeply involved in this part of the game.

1. Downtime is processed and the results are calculated
2. Winds of war are published detailing the narrative for each campaign
3. The opportunities for battles and skirmishes are published
4. The team choose which campaign rituals the barbarians will cast
5. During the event battles and skirmishes are fought
6. Players then issue orders to their armies and assign the guerdon

7. The team choose which divination rituals the barbarians will cast
8. The team submit orders for the barbarian armies
9. Downtime opens so players can choose where their military units fight

The sequence has important consequences - for example it is not possible to cast [Dreams in the Witch House](#) at an event to find out what the barbarian orders will be, because those orders are not decided yet. Divination can't tell you what actions the barbarians will take, but it can tell what war rituals they have performed.

In stage (4); the rituals chosen for the barbarians will either be cast already (and so detectable with divination) or else they will be due to be cast. In the latter case they will not be detectable with divination (because they haven't been cast yet) but they will be explicitly mentioned in skirmish or battle opportunities.

8.7 Battles and Skirmishes

- **Battles and skirmishes can significantly affect a campaign outcome**

At the Equinox and the Solstice, the opportunity exists to intervene in a military campaign and influence the outcome. The [Sentinel Gate](#) allows bands of Imperial heroes to travel instantly to key locations to try to turn the tide of a campaign. The civil service prepares briefings for opportunities that they judge will make a difference to the ongoing military campaigns, and present them to the military council.

[Battles](#) and skirmishes can have any number of outcomes, but a common result might be to improve the outcome of a campaign to help complete a specific campaign goal, or to achieve specific goals in that territory. For example, eliminating a specific barbarian command group might spread confusion among the enemy during the coming season increasing their casualties, or it might prevent predicted casualties to the Imperial armies engaged in that territory. Destroying a key bridge might mean that the casualties to a retreating Imperial army are significantly reduced, or cut off a barbarian army from reinforcements.

Even a small number of player characters might influence the outcome of a campaign during an event. A small band of scouts who penetrate a barbarian-held wood to assassinate a [Druj](#) messenger and steal the orders she carries could give a significant bonus to the campaign goal of trapping or out-maneuvering the barbarian forces in that territory. Providing an army fighting in filthy, disease-infested marshes with valuable supplies of [Imperial Roseweald](#) might significantly reduce the casualties that army will suffer.

8.8 Philosophy

- **The maths expressed on these pages can be considered an IC "rule of thumb"**
- **The fog of war is sufficient to make it impossible for anyone to predict the actual outcome with certainty**

We have a [simple system](#) to determine which side is winning in a campaign. Most of the effects are expressed as simple fractions to ensure that most generals will be able to work out roughly what will happen in a campaign - if they know what the barbarians are doing - without needing to use any detailed maths.

We have deliberately kept the system simple; Empire is intended to be a game in which characters make difficult, political choices. For that to work the decisions the generals take should be well-informed choices, ones where they can make reasonable predictions of the outcomes provided they have sufficient knowledge of the barbarian's plans.

As a result, it is perfectly reasonable for generals to make reference to these numbers during in-character conversation. Numbers such as the one-tenth ratio for casualties an army will inflict are considered to be a [rule of thumb](#) that is widely employed by the Imperial civil service and anyone who has studied warfare in the world of Empire.

In reality, it would not be possible to make a prediction for a given scenario that was as accurate and precise as the simple framework allows. It is not possible to precisely predict the actual outcome of a campaign anyway, since the numbers involved are dependent on factors obscured by the [fog of war](#) such as the plans of barbarians and the orders submitted by players for their military units.

8.9 Further Reading

8.9.1 Core Brief

- [Military Council](#)
- [War](#)

8.9.2 Additional Information

- Imperial armies
- Army orders
- Navy orders
- Casualties
- Territory
- Army qualities
- Spy network
- Smugglers cove
- Fortification
- Citadel
- Campaign outcome

9 Council address

I've heard what General Igund suggests and I have a counter proposal; I warn you now, it involves less heroism and fewer dead soldiers. Nobody wins a war by dying. You win a war by making the other bastards die in such numbers that they run back across the mountains with their scaly tails between their legs.

General Nadia, Boyar of the Black Hills

9.1 Overview

A Council address is an opportunity for an individual to speak to the [Military Council](#) during a [Council](#) session. Only a handful of [Imperial titles](#) confer the right to address the Military Council, .

The Senate may create [new Imperial titles](#) with this power if they wish; this is most appropriate where the holder of the title does not attend Military Council meetings, but has responsibilities that require them to report to the Military Council.

9.2 Procedure

9.2.1 Raising an address

An Imperial citizen who has the right to address the Military Council may do so by informing the [Herald of the Council](#) of their intention. The Herald will add the item to the agenda for the next session. The Herald will record the general nature of the address, and a citizen who deviates dramatically from their declared topic risks [censure](#).

The citizen should ensure that they are present at the chamber at the start of the session. They are likely to be called early as addresses are usually dealt with before other agenda items, but after reports from the [Field Marshal](#) and the Herald.

9.2.2 Presentation

The citizen making an address will be allowed five minutes to speak during which those present are expected to remain reasonably quiet. The purpose of an address is to present the Council with information that is of interest to them, or to request their assistance. Individuals who try the Council's patience by talking too long on a subject that is clearly of diminishing interest to everyone present may be directed to conclude their address early by the Herald.

9.2.3 Discussion

After the presentation is complete, the Herald may allow some time for members of the Council to ask questions and for the speaker to reply. The amount of time allocated to such discussions depends entirely on how much additional business the Military Council has. It is possible that discussion will have to be perfunctory.

9.2.4 Decision

It is possible that the address will require the Military Council to make a decision - either to use on of its [powers](#) or to otherwise present a collective opinion. If necessary, the Herald will call for a vote.

9.3 Further Reading

9.3.1 Core Brief

- [Military Council Overview](#)
- [Muster](#)
- [Council Session](#)
- [Powers of the Imperial Military Council](#)
- [General](#)
- [Imperial army](#)
- [Imperial navy](#)

9.3.2 Additional Information

- War
- Council Address
- **Appointments to the Military Council**
 - ◆ The Throne
 - ◆ Warmage
 - ◆ Marshal of the Faith
 - ◆ Herald of the Council
- Imperial Roll of Honour
- **Appointments by the Military Council**
 - ◆ Field Marshal
 - ◆ Imperial Fleet Master
 - ◆ Imperial Huntsmarshall
 - ◆ Imperial Master of Works
 - ◆ Imperial Warcaster
 - ◆ Legate of the Imperial Auxiliaries
 - ◆ Quartermaster General of the Imperial Armies
- OOC Design

10 Imperial Roll of Honour

10.1 Overview

The Imperial Roll of Honour is a list of military units that have supported the Empire's armies each season. The lists are compiled by civil servants following a motion passed by the Senate.

10.2 387YE Summer Solstice

Support	Citizen	Nation	Territory	Banner
Beacons of Hahnmark	Sedrick Fretwell	Wintermark	Hahnmark	
Beacons of Kallavesa	Theomer Leofricsson	Wintermark	Kallavesa	Brackenbeak Hall
Reumah's Rest	Joshua of Highrod	Highguard	Bastion	
Reumah's Rest	Pollux	Highguard	Bastion	
Reumah's Rest	Abathar	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Brother Isaiah	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Brutus Claudas	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Eve	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Lucifer	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Moses	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Nathaniel	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Titus	Highguard	Bastion	Cohort of the Winter Bear
Reumah's Rest	Wildfyre	Highguard	Bastion	The Blades of Balthazar
Reumah's Rest	Balaam	Highguard	Casinea	Cantiarch's Hold
Reumah's Rest	Decima	Highguard	Casinea	Woodwyck Harts
Reumah's Rest	Dubidai	Highguard	Necropolis	
Reumah's Rest	Inigo	Highguard	Necropolis	
Reumah's Rest	Joshua	Highguard	Necropolis	
Reumah's Rest	Yorden	Highguard	Necropolis	
Reumah's Rest	Miriam Magdalene of the Cenotaph	Highguard	Necropolis	Banner of the Cenotaph
Reumah's Rest	Cyrus	Highguard	Necropolis	Cohort of the Winter Bear
Reumah's Rest	Decimus	Highguard	Necropolis	The Steel Tide
Reumah's Rest	Hector of the Silent Tide	Highguard	Necropolis	The Steel Tide
Reumah's Rest	Loken	Highguard	Necropolis	The Steel Tide
Reumah's Rest	William Archer	Highguard	Necropolis	The Steel Tide
Reumah's Rest	Arlais of The Silent Tide	Highguard	Reikos	
Reumah's Rest	Elijah	Highguard	Reikos	
Reumah's Rest	Esther of The Flame Beneath The Earth	Highguard	Reikos	
Reumah's Rest	Cyrus, of Ebon's Hall	Highguard	Reikos	Ebon's Hall
Reumah's Rest	Ivanbrok	Highguard	Reikos	Order of the Basilisk
Reumah's Rest	Vashti	Highguard	Reikos	Shattered Tower Banner
Schogsfestnir	Umarth "Winter's Flame" Kannask	Wintermark	Hahnmark	
Schogsfestnir	Tager Defender of the Fallen Tyrshalt	Wintermark	Hahnmark	Renwaerd
Schogsfestnir	Ethelfrith Sigeling	Wintermark	Hahnmark	Sigehold Hall
Schogsfestnir	Rane Shardbearer	Wintermark	Hahnmark	Sigehold Hall
Schogsfestnir	Danza Pathfinder	Navarr	Liathaven	Pathfinders
Schogsfestnir	Valeska Pathfinder	Navarr	Miaren	Pathfinders
Schogsfestnir	Jory Pickman	The Marches	Mournwold	House of Goatsbridge

Support	Citizen	Nation	Territory	Banner
Schogsfestnir	Edd	The Marches	Mournwold	The Mourn Stands
Schogsfestnir	Jack Ashton	The Marches	Mournwold	The Mourn Stands
Schogsfestnir	Millward Cowley	The Marches	Mournwold	Virtuous Company of Sarcombe Artisans
Schogsfestnir	Ivan	Varushka	Ossium	Kurstrozi Outpost
Schogsfestnir	Olwyn Pickle	Dawn	Semmerholm	Amber Lance
Schogsfestnir	Determination of Ice Kaisa	Wintermark	Sermersuaq	Saker
Schogsfestnir	Iron Osric	Wintermark	Sermersuaq	Sigehold Hall
Schogsfestnir	Urvakki Taivasbarn	Wintermark	Sermersuaq	Sigehold Hall
Schogsfestnir	Bertrand Gardener	Dawn	The Barrens	Amber Lance
Schogsfestnir	Lord Edmund the Enchanter of House Torawyr	Dawn	The Barrens	Amber Lance
Schogsfestnir	Alfred Houtman Fella	The Marches	Upwold	Hartell Household
Schogsfestnir	Amberlain P. Black	The Marches	Upwold	The Unbound Union
Schogsfestnir	Aspar	Urizen	Zenith	Arete's Promise
Ayereed Smugglers Cove	Nolan Silvestrist	Highguard	Bastion	
Ayereed Smugglers Cove	Pariah	Highguard	Bastion	The Sepulchre of the Red Sun
Ayereed Smugglers Cove	Rasmus Mattisson	Wintermark	Hahnmark	New Ausland
Ayereed Smugglers Cove	Gustavo Rivera Erigo	The Brass Coast	Madruga	
Ayereed Smugglers Cove	Ventura I Rivera I Erigo	The Brass Coast	Madruga	
Ayereed Smugglers Cove	Morcar Greybloom	Navarr	Miaren	
Ayereed Smugglers Cove	Daedalus	Highguard	Necropolis	The Sepulchre of the Red Sun
Ayereed Smugglers Cove	Lupita di Marcela di Catazar	The League	Spiral	Golden Chalice Fleet
Ayereed Smugglers Cove	Raine Fisher	Dawn	The Barrens	
Ayereed Smugglers Cove	Purnelle	Dawn	Weirwater	House Cordraco
Ayereed Smugglers Cove	Robin MeadowSweet	Dawn	Weirwater	House Novarion
Smuggler's Cove in Salt Flats of Sanath	Willum II	The Marches	Mournwold	The Company We Keep
Argent Sword	Kazan	Urizen	Morrow	Auxillio Medica
Argent Sword	Joseph	Urizen	Morrow	Banner of the Phoenix
Argent Sword	Corinthia of the Wise Citadel	Urizen	Morrow	The Wise Citadel
Argent Sword	Dae	Urizen	Morrow	The Wise Citadel
Argent Sword	Balthasar Cawl	Urizen	Morrow	Urizen, Whole
Argent Sword	Icarus	Urizen	Morrow	Urizen, Whole
Argent Sword	Valerius	Urizen	Morrow	Urizen, Whole
Argent Sword	Volidus	Urizen	Morrow	Urizen, Whole
Argent Sword	sicarius	Urizen	Morrow	Urizen, Whole
Argent Sword	Erebus Kentigern Highwind	Urizen	Redoubt	
Argent Sword	Pelagios of Netherwatch	Urizen	Redoubt	
Argent Sword	Vexis	Urizen	Redoubt	Arete's Promise
Argent Sword	Atreus	Urizen	Redoubt	The Citadel of the Still Waters
Argent Sword	Caius stillwaters	Urizen	Redoubt	The Citadel of the Still Waters
Argent Sword	Cincinnatus	Urizen	Redoubt	The Citadel of the Still Waters
Argent Sword	Cyrus Stillwater	Urizen	Redoubt	The Citadel of the Still Waters
Argent Sword	Marcus	Urizen	Redoubt	The Citadel of the Still Waters
Argent Sword	Hector Frostpeak	Urizen	Redoubt	The Wise Citadel

Support	Citizen	Nation	Territory	Banner
Argent Sword	Demicius Stillwater	Urizen	Redoubt	Urizen, Whole
Argent Sword	Ematius 'Icebreaker' Ankarien	Urizen	Spiral	
Argent Sword	Floria Sunshaper	Urizen	Spiral	Sunshaper Citadel
Argent Sword	Aquila	Urizen	Zenith	
Argent Sword	Grakulus	Urizen	Zenith	
Argent Sword	Saraniz	Urizen	Zenith	
Black Thorns	Sloane the Roamer	Navarr	Brocéliande	The Thornborn of Black Scar
Black Thorns	Caedria	Navarr	Hercynia	Deadfall
Boyar's Hasta	Davinov Egorushkin Karevelov	Varushka	Karov	The Hearth & Honey
Boyar's Hasta	Nikolai Yaropolk Borislav	Varushka	Karov	The Hearth & Honey
Boyar's Hasta	Sketchemi Justicast Mentyevik	Varushka	Karov	The Hearth & Honey
Boyar's Hasta	Serafina Semenov	Varushka	Karov	The Pinewheels
Boyar's Hasta	Borys Vardovich Straskovich	Varushka	Karov	Vardovich
Boyar's Hasta	Sasha Dragonivich Pretchniva	Varushka	Karsk	
Boyar's Hasta	Grymnir ?Gallows?	Varushka	Karsk	Grimhold Guard
Boyar's Hasta	Skandavitz Iskander Kastrioti	Varushka	Karsk	Vale of Yarizov
Boyar's Hasta	Vlodikaz Ivarovich Vardovich (known as Vlod)	Varushka	Karsk	Vardovich
Boyar's Hasta	Vincente i Zayden i Guerra	The Brass Coast	Madraga	
Boyar's Hasta	Fortun i Guerra	The Brass Coast	Madraga	The Burning Sails
Boyar's Hasta	Xenia i Erigo	The Brass Coast	Madraga	The Seaglass Tide
Boyar's Hasta	Valdamire Illiach	Varushka	Miekarova	
Boyar's Hasta	Branislav Vuk Strascovich	Varushka	Miekarova	Grimhold Schlacta
Boyar's Hasta	Vasiliy Krenyenkov Valeskai Strascovich	Varushka	Miekarova	Grimhold Schlacta
Boyar's Hasta	Jasenkov Dragovich Kutkh	Varushka	Miekarova	Kutkh's Haven
Boyar's Hasta	Bernard Dugdale	The Marches	Mournwold	Mournwold Sappers
Boyar's Hasta	'Twig' Milos Durenovich Brekhunova	Varushka	Ossium	
Boyar's Hasta	Dragomihir Oskykov	Varushka	Ossium	
Boyar's Hasta	Vukmir Cresavich Ecfelyev	Varushka	Ossium	
Boyar's Hasta	Androv Rasputin	Varushka	Ossium	Cherenkov Outpost
Boyar's Hasta	Vojsuli Cherenkov	Varushka	Ossium	Cherenkov Outpost
Boyar's Hasta	Radomir Shallotovich Dvorak	Varushka	Ossium	Dark Water Vale
Boyar's Hasta	Aksel Reznov Razoradze	Varushka	Ossium	Razoradze Wagon Raiders
Boyar's Hasta	Lasha "Buck" Tamarin Razoradze	Varushka	Ossium	Razoradze Wagon Raiders
Boyar's Hasta	Velika Belharovich Prochnost	Varushka	Ossium	The Den of The Forest Fox
Boyar's Hasta	Mayra Zoronova Prochnost	Varushka	Ossium	The Endless Eyes
Boyar's Hasta	Dusan the Wolfeater	Varushka	Ossium	The Pinewheels
Boyar's Hasta	Vesna Borkovna Prochnost	Varushka	Ossium	The Wolves Hearth
Boyar's Hasta	Milosz Casimirov Voloy	Varushka	Ossium	Vale of the Verdant Promise
Boyar's Hasta	Felix	Highguard	Reikos	
Boyar's Hasta	Aracelis I Erigo	The Brass Coast	Segura	Flames of the Coast
Boyar's Hasta	Amicia of the Semmerlak	Dawn	Semmerholm	Amber Lance
Boyar's Hasta	Ragnhild "Honeytongue" "Thrice-Passed" Skaersdottir	Wintermark	Sermersuaq	Fellowship of the Broken Willow

Support	Citizen	Nation	Territory	Banner
Boyar's Hasta	Lofyn Blood-cloak	Wintermark	Sermersuaq	The BloodHands
Boyar's Hasta	Florian von Temeschwar	The League	Temeschwar	Chimera's Calling
Boyar's Hasta	Asher	Navarr	The Barrens	
Boyar's Hasta	Morien de Carsenere	Dawn	The Barrens	House de Carsenere
Boyar's Hasta	Caladain de Renard	Dawn	The Barrens	House de Renard
Boyar's Hasta	Don Tonberry	Dawn	The Barrens	Order of Crimson Circle
Boyar's Hasta	Kazimiera Radovna Suvretzska	Varushka	Volodmartz	
Boyar's Hasta	Sob?slava Sob?slavna Sovová	Varushka	Volodmartz	
Boyar's Hasta	Alderei the Fair	Varushka	Volodmartz	Carrión
Boyar's Hasta	Vedmid Yaroslav Kommisarov	Varushka	Volodmartz	Carrión
Boyar's Hasta	Matesh Proctotkova	Varushka	Volodmartz	Sovereign's Head
Boyar's Hasta	Ostrik Vulpe	Varushka	Volodmartz	The Fox Fangs of Vaslyuk
Boyar's Hasta	Doubravka Nadjaovna Vanek-Vessely	Varushka	Volodmartz	Vale of Kvyat
Boyar's Hasta	Fania Vessely-Vanek	Varushka	Volodmartz	Vale of Kvyat
Boyar's Hasta	Claudia Varkulova Remislav	Varushka	Volodmartz	Whelps of Sorin
Boyar's Hasta	Dindrane Matushkova	Varushka	Volodmartz	Whelps of Sorin
Burning Falcon	Umnir	Wintermark	Hahnmark	
Burning Falcon	Mattias i Guerra	The Brass Coast	Kahraman	
Burning Falcon	Gerrick Wind Ward's Guardian	Wintermark	Sermersuaq	Tian's Ravens
Citadel Guard	Dahlia Miller of de Coeurdefer	Dawn	Astolat	
Citadel Guard	Morrigan Orzel	Dawn	Astolat	
Citadel Guard	Dame Katelyn Quinnell De Cordraco	Dawn	Astolat	House Cordraco
Citadel Guard	Gawain	Dawn	Astolat	House De Rondell
Citadel Guard	Solomon	Highguard	Bastion	Shattered Tower Banner
Citadel Guard	Zachariah	Highguard	Casinea	
Citadel Guard	Kindra Surefoot	Wintermark	Hahnmark	
Citadel Guard	Seht Ravenson of Dunhearth Hall	Wintermark	Hahnmark	Dunhearth Hall
Citadel Guard	Kaisa Denmother	Wintermark	Hahnmark	Fellowship of the Broken Willow
Citadel Guard	Vulrik Bager	Wintermark	Hahnmark	Hall Svell Dyr
Citadel Guard	Astrid	Navarr	Hercynia	The Silent Watch
Citadel Guard	Othello di Severio von Holberg	The League	Holberg	
Citadel Guard	Francisco I Alvera I Riqueza	The Brass Coast	Madriga	The Seaglass Tide
Citadel Guard	Bloodcrow Kren	Imperial Orcs	Mareave	Bloodcrows
Citadel Guard	Grove Keeper Skov	Imperial Orcs	Mareave	Grove Keepers
Citadel Guard	Sand Viper Ikk	Imperial Orcs	Mareave	Sand Vipers
Citadel Guard	Sandviper Nid	Imperial Orcs	Mareave	Sand Vipers
Citadel Guard	Sersha RavensOak	Navarr	Miaren	Ravens Oak
Citadel Guard	Kalas Realm Reach	Navarr	Miaren	Realms Reach
Citadel Guard	Hester	Navarr	Miaren	The Silent Watch
Citadel Guard	Nero Southshore	Urizen	Morrow	
Citadel Guard	Lanius	Urizen	Morrow	Urizen, Whole
Citadel Guard	Adamah	Highguard	Necropolis	
Citadel Guard	Edric of Urizen	Urizen	Redoubt	
Citadel Guard	Andronikos of the Lighthouse-That-Was	Urizen	Redoubt	Arete's Promise

Support	Citizen	Nation	Territory	Banner
Citadel Guard	Xanthippe Of the Lighthouse-That-Was	Urizen	Redoubt	Arete's Promise
Citadel Guard	Boagrius Stillwater	Urizen	Redoubt	Urizen, Whole
Citadel Guard	Darion Vosk	Highguard	Reikos	
Citadel Guard	Vardas Wardens Reach	Highguard	Reikos	
Citadel Guard	Zadok	Highguard	Reikos	The Outriders
Citadel Guard	Shauni di Vergo	The League	Sarvos	Carta di Vergo
Citadel Guard	Aneira Cadwalon	Dawn	Semmerholm	Amber Lance
Citadel Guard	Aulus Warcaster	Wintermark	Sermersuaq	
Citadel Guard	Yarvi Swiftwind	Wintermark	Sermersuaq	Crescent Tide
Citadel Guard	Bloodcrow Arora	Imperial Orcs	Skarsind	Bloodcrows
Citadel Guard	Bloodcrow Na'grul	Imperial Orcs	Skarsind	Bloodcrows
Citadel Guard	Bloodcrow Rasp	Imperial Orcs	Skarsind	Bloodcrows
Citadel Guard	Bloodcrow Ruk	Imperial Orcs	Skarsind	Bloodcrows
Citadel Guard	Astrid Fjellrevening Rezia di Tassato	The League	Tassato	
Citadel Guard	Gabriel Barossa	The League	Tassato	Company of The Red Fox
Citadel Guard	Natalia 'The Falcon' Barossa	The League	Tassato	Company of The Red Fox
Citadel Guard	Ser Guy of the Twisted Rose	Dawn	The Barrens	Amber Lance
Citadel Guard	Leon de Carsenere	Dawn	The Barrens	Anvil Lance
Citadel Guard	Lord Aristide Castellan	Dawn	The Barrens	House Castellan
Citadel Guard	Richard de Carsenere	Dawn	The Barrens	House de Carsenere
Citadel Guard	Armitage Shanks	The Marches	Upwold	Hartell Household
Citadel Guard	Lady Ione Castellan	Dawn	Weirwater	Amber Lance
Citadel Guard	William Sommer of The Forest Primaeval	Dawn	Weirwater	House Mortére
Citadel Guard	Lord Commander Leohnar Gildaryn	Dawn	Weirwater	Knights of the Golden Mane
Citadel Guard	Rhiannon de Brumeau	Dawn	Weirwater	Knights of the Golden Mane
Citadel Guard	Valens Leos	Urizen	Zenith	
Citadel Guard	Vespasian	Urizen	Zenith	Tropaion
Drakes	Sam Boggs	The Marches	Bregasland	
Drakes	Bjorn	Wintermark	Hahnmark	Eira Spire
Drakes	Torgon Lurask	Wintermark	Kallavesa	Eira Spire
Drakes	John of Meade	The Marches	Mitwold	mitwold exiles
Drakes	Odda	Wintermark	Sermersuaq	Eira Spire
Drakes	Jack Drinkwater	The Marches	Upwold	
Drakes	Lily Gildenstern	The Marches	Upwold	The Unbound Union
Eastern Sky	Pwyll De Serretes	Dawn	Semmerholm	Du Besté
Fire of the South	Asenath	Highguard	Casinea	Felix's Watch Banner
Golden Sun	Gawain Splitroot	Navarr	Brocéliande	
Golden Sun	Kellin Embercast	Navarr	Hercynia	
Golden Sun	J'zarr	Navarr	Reikos	Thornfang Thornborn
Golden Sun	Logan Dusklight	Navarr	The Barrens	
Golden Sun	Lochlan Shearwater	Dawn	Weirwater	House Mortére
Golden Sun	lief col	Dawn	Weirwater	House Orzel
Gryphon's Pride	Allegra i Riqueza	The Brass Coast	Madruga	
Lions of Adelmar	Maruis	Dawn	Astolat	
Lions of Adelmar	Colston	Dawn	Astolat	House Cordraco

Support	Citizen	Nation	Territory	Banner
Lions of Adelmar	Ranalf Winterborn	Dawn	Astolat	House Cordraco
Lions of Adelmar	Éamon Ashenmourn de Cordraco	Dawn	Astolat	House Cordraco
Lions of Adelmar	Brotton de Bastard	Dawn	Astolat	House Saltiare
Lions of Adelmar	Lady Jane Celeste	Dawn	Astolat	House Saltiare
Lions of Adelmar	Lady Suzette	Dawn	Astolat	House Saltiare
Narwhal's Spear	Desmond Redbear Steward	Dawn	Weirwater	
Narwhal's Spear	Alcetas Starsong	Urizen	Zenith	Starsong
Quiet Step	Llyg Brackensong	Navarr	Brocéliande	
Quiet Step	Saamy Splitroot	Navarr	Brocéliande	
Red Wind Corsairs	Suna i Rincón i Guerra	The Brass Coast	Feroz	The Dragonfly Cartel
Strong Reeds	Gideon of Graven Rock	The Marches	Bregasland	The Black Vigil
Strong Reeds	Haylock Blackthorn	The Marches	Bregasland	The Black Vigil
Strong Reeds	Willem Tarne	The Marches	Bregasland	The Black Vigil
Strong Reeds	Xander Steel	The Marches	Bregasland	The Black Vigil
Strong Reeds	Jackin Aldreda Magnus	The Marches	Bregasland	The Unbound Union
Strong Reeds	Albrecht Von Holberg	The League	Holberg	Holsburger Haudegen
Strong Reeds	Conrad Der Wildhuter	The League	Holberg	Holsburger Haudegen
Strong Reeds	Dachs Igelfluch van Holberg	The League	Holberg	Holsburger Haudegen
Strong Reeds	Frieden Schwerttod	The League	Holberg	Holsburger Haudegen
Strong Reeds	Rumen Nowak	Varushka	Karov	Wulfen Reavers
Strong Reeds	Honest Jim Brand	Navarr	Miaren	
Strong Reeds	Tom Appleseed	The Marches	Mitwold	King's Stoke
Strong Reeds	Wulfric	The Marches	Mournwold	
Strong Reeds	Griselda Forrester Snowdrop	The Marches	Mournwold	The Unbound Union
Strong Reeds	Fernando Rodriguez del Castillo	The League	Tassato	Holsburger Haudegen
Strong Reeds	Salvatore de Leyto	The League	Tassato	Holsburger Haudegen
Strong Reeds	Aelfric Woodson	The Marches	Upwold	The Applewood Levy
Strong Reeds	Garrett	The Marches	Upwold	The Applewood Levy
Strong Reeds	Hyorin Hunt	The Marches	Upwold	The Applewood Levy
Strong Reeds	Trevor Woodsman	The Marches	Upwold	The Applewood Levy
Summer Storm	Kraxis Asherson	Wintermark	Sermersuaq	
Tusks	Delora i Sol-Devorador i Erigo	The Brass Coast	Madriga	Krakenfire Armada
Tusks	Watt of Lambrook	The Marches	Upwold	House Balston
Tusks	Dame Aurum De Castellan	Dawn	Weirwater	Amber Lance
Tusks	Vesper Lucentia	Dawn	Weirwater	House Lucentia
Winter Sun	Bertrand	Dawn	Astolat	House Sepulchre Banner
Winter Sun	Guillermo	The Brass Coast	Feroz	Flames of the Coast
Winter Sun	Aelthrik Dunning	Wintermark	Hahnmark	Dunhearth Hall
Winter Sun	Ashborn Trosk	Imperial Orcs	Skarsind	Ashborn
Winter Sun	Ashborn Vana	Imperial Orcs	Skarsind	Ashborn
Winter Sun	Skywise Karrak	Imperial Orcs	Skarsind	Skywise
Winter Sun	Irontide Skorr	Imperial Orcs	Skarsind	The Irontide
Winter Sun	Unbroken Nezzak	Imperial Orcs	Skarsind	The Unbroken Legion
Wolves of War	Mouse Sergeant	Dawn	Astolat	

Support	Citizen	Nation	Territory	Banner
Wolves of War	Walt Scriber	Dawn	Astolat	
Wolves of War	Magnolia Astier	Dawn	Astolat	House Belrose
Wolves of War	Ser Elio Sepulcre	Dawn	Astolat	House Sepulchre Banner
Wolves of War	Evanna Sepulchre	Dawn	Astolat	Order of the Drake's Maw
Wolves of War	Lennox 'Lance' Darkscale	Dawn	Astolat	Order of the Drake's Maw
Wolves of War	Brodi Brackensong	Navarr	Brocéliande	
Wolves of War	Cara Brackensong	Navarr	Brocéliande	Brackensong Steading (Banner)
Wolves of War	Ceadwynn	Navarr	Brocéliande	Summgleam
Wolves of War	Rhian Rootround	Navarr	Brocéliande	The Barbed-Eye
Wolves of War	Erin	Navarr	Brocéliande	Thornfang Thornborn
Wolves of War	Niylah	Navarr	Brocéliande	Thornfang Thornborn
Wolves of War	Darius	Highguard	Casinea	Cantiarch's Hold
Wolves of War	Barachel of Adina's Charge	Highguard	Casinea	Daintree Survivors
Wolves of War	Ezekial of Adina's Charge	Highguard	Casinea	Daintree Survivors
Wolves of War	Aldor Bjorning	Wintermark	Hahnmark	Bjornholt
Wolves of War	Blaze	Wintermark	Hahnmark	Dunhearth Hall
Wolves of War	Dægmund Dunning	Wintermark	Hahnmark	Dunhearth Hall
Wolves of War	Tobrytan Dunning	Wintermark	Hahnmark	Dunhearth Hall
Wolves of War	Altrick	Navarr	Hercynia	
Wolves of War	Cailan Bloodtree	Navarr	Hercynia	
Wolves of War	Mercia Questor's View	Navarr	Hercynia	
Wolves of War	Merewen	Navarr	Hercynia	
Wolves of War	Stilgar Brightstone	Navarr	Hercynia	
Wolves of War	Vanna	Navarr	Hercynia	
Wolves of War	Earnan Bramble Step	Navarr	Hercynia	Ashborn
Wolves of War	Lindir	Navarr	Hercynia	Cold Embers
Wolves of War	Elijah Swift Hart	Navarr	Hercynia	Deadfall
Wolves of War	Fynn Waystone Path	Navarr	Hercynia	Deadfall
Wolves of War	Mooch	Navarr	Hercynia	Deadfall
Wolves of War	Sebastian Broken Bough	Navarr	Hercynia	Deadfall
Wolves of War	Towlen Nighthaven	Navarr	Hercynia	Deadfall
Wolves of War	Kai Wayward Hearth	Navarr	Hercynia	Driftwood
Wolves of War	Rhianon Waystone	Navarr	Hercynia	Driftwood
Wolves of War	Vur Torndal	Navarr	Hercynia	Driftwood
Wolves of War	Gryiff Embercast	Navarr	Hercynia	Embercast
Wolves of War	Taran Foxden	Navarr	Hercynia	Foxden
Wolves of War	Neasa	Navarr	Hercynia	Hawkwind Banner
Wolves of War	Wren Hawkwind	Navarr	Hercynia	Hawkwind Banner
Wolves of War	Kalor Warboar	Navarr	Hercynia	Pathfinders
Wolves of War	Carric	Navarr	Hercynia	The Dreadshields
Wolves of War	Emrys Edgestalker	Navarr	Hercynia	The Edgestalkers of Hercynia
Wolves of War	Idris SummerCrow	Navarr	Hercynia	The Summer Crows
Wolves of War	Crowwe Radestel	Navarr	Hercynia	The Waystone Path
Wolves of War	Moose	Navarr	Hercynia	The Waystone Path
Wolves of War	Robat ' Rat' Waystone Path	Navarr	Hercynia	The Waystone Path
Wolves of War	Ydfran Waystone Path	Navarr	Hercynia	The Waystone Path

Support	Citizen	Nation	Territory	Banner
Wolves of War	Wilhelm Metzger Von Holberg	The League	Holberg	Crimson Reaper Cartel
Wolves of War	Gisli "Provider" Baerson	Wintermark	Kallavesa	Corvenhal
Wolves of War	Skjal Shadowbreaker	Wintermark	Kallavesa	House Gerís
Wolves of War	Elgar Angusson Krakenring	Wintermark	Kallavesa	Kraken's Vanguard
Wolves of War	Alwyn Croft	Wintermark	Kallavesa	The Winter Wolfborn
Wolves of War	Dynion Stormpine	Navarr	Liathaven	
Wolves of War	Gerard	Navarr	Liathaven	Driftwood
Wolves of War	Balrog	Imperial Orcs	Mareave	
Wolves of War	Asthore Embracing Fold	Navarr	Miaren	
Wolves of War	Caedric Thornewalker	Navarr	Miaren	
Wolves of War	Emlyn Tangled Path	Navarr	Miaren	
Wolves of War	Farren Silver Streams	Navarr	Miaren	
Wolves of War	NiVek Broken Bough	Navarr	Miaren	
Wolves of War	Olwyn Curlyute Mossglade	Navarr	Miaren	
Wolves of War	Telyn Ashes Blaze	Navarr	Miaren	
Wolves of War	Yarden	Navarr	Miaren	
Wolves of War	Celyn	Navarr	Miaren	Ashwood
Wolves of War	Aedan Bellwood	Navarr	Miaren	Bellwood
Wolves of War	Caedan Dancing Leaf	Navarr	Miaren	Dancing Leaf
Wolves of War	Aelis Broken Bough	Navarr	Miaren	Deadfall
Wolves of War	Arin Birchwood	Navarr	Miaren	Deadfall
Wolves of War	Machar Broken Bough	Navarr	Miaren	Deadfall
Wolves of War	Torin Swift Hart	Navarr	Miaren	Deadfall
Wolves of War	Faelan	Navarr	Miaren	Driftwood
Wolves of War	Kylar Splintered Oak	Navarr	Miaren	Driftwood
Wolves of War	Seth Blackhawk	Navarr	Miaren	Driftwood
Wolves of War	Tavvik	Navarr	Miaren	Driftwood
Wolves of War	Seren Embercast	Navarr	Miaren	Embercast
Wolves of War	Myrddin Ravensong	Navarr	Miaren	Ravensong
Wolves of War	Garraint the bastard	Navarr	Miaren	The Dreadshields
Wolves of War	Marco the bastard	Navarr	Miaren	The Dreadshields
Wolves of War	Puck	Navarr	Miaren	Thornfang Thornborn
Wolves of War	Saeric	Navarr	Miaren	Thornfang Thornborn
Wolves of War	Quintus	Highguard	Necropolis	
Wolves of War	Rook	Navarr	Ossium	
Wolves of War	Casey Lonestrider	Navarr	Reikos	
Wolves of War	Cherith	Highguard	Reikos	
Wolves of War	Lilliana Eir Shield Hearth	Navarr	Reikos	
Wolves of War	Mazo Freewalker	Navarr	Reikos	Ashborn Banner
Wolves of War	Rodric Worldscribe	Navarr	Reikos	Bronwen's Rest
Wolves of War	Terin Springwane	Navarr	Reikos	Springs Waning
Wolves of War	Raichel Di Sarvos	The League	Sarvos	Holsburger Haudegen
Wolves of War	Achard De Fleur	Dawn	Semmerholm	
Wolves of War	Rhion Thresher	Dawn	Semmerholm	
Wolves of War	Reynard Du Vulpe	Dawn	Semmerholm	House Du Letharia
Wolves of War	Orva Pirittasdottir	Wintermark	Sermersuaq	

Support	Citizen	Nation	Territory	Banner
Wolves of War	Kellua Itsepainen	Wintermark	Sermersuaq	Sussivari Oathsworn Fyrd
Wolves of War	Gaspar di Apulian	The League	Spiral	Crimson Reaper Cartel
Wolves of War	Jean d'Apulian	The League	Spiral	Crimson Reaper Cartel
Wolves of War	Tabor z Temeschwar	The League	Spiral	Crimson Reaper Cartel
Wolves of War	Flamineo Lodovico Barossa	The League	Tassato	Company of The Red Fox
Wolves of War	Carmine de Sarvos "Father"	The League	Tassato	The Printers' Guild
Wolves of War	Desmond Maximillian of Temechwar	The League	Temeschwar	Crimson Reaper Cartel
Wolves of War	Montollo Von Spiral	The League	Temeschwar	Crimson Reaper Cartel
Wolves of War	Archibald Montgomery-Clemont	Dawn	The Barrens	
Wolves of War	Broccomaglos Gladespear	Navarr	The Barrens	
Wolves of War	Meirion Scattered Step	Navarr	The Barrens	
Wolves of War	Gwyddian Ashborn	Navarr	The Barrens	Ashborn Banner
Wolves of War	Gragan Leafblown	Navarr	The Barrens	Driftwood
Wolves of War	Aenar de Fortear	Dawn	The Barrens	House De Fortear
Wolves of War	Guillaume	Dawn	The Barrens	House Vexille
Wolves of War	Taren Summergleam	Navarr	The Barrens	Summergleam
Wolves of War	Neve Agra	Navarr	The Barrens	The Dreadshields
Wolves of War	Maldwyn Bloodbrook	Navarr	Therunin	
Wolves of War	Geraint Bronwen's Rest	Navarr	Therunin	Bronwen's Rest
Wolves of War	Enis Farkas	Navarr	Therunin	Driftwood
Wolves of War	Henarian	Navarr	Therunin	Driftwood
Wolves of War	Emrys Ember-Oak	Navarr	Therunin	Ember-Oak
Wolves of War	Marcus Larksong	Navarr	Therunin	Larksong Striding
Wolves of War	Selvis Larksong	Navarr	Therunin	Larksong Striding
Wolves of War	Powell Open-Skies	Navarr	Therunin	Open Skies
Wolves of War	Mirella of the Twisted Rose	Dawn	Weirwater	Amber Lance
Wolves of War	Lady Nymeria Mortére	Dawn	Weirwater	House Mortére
Wolves of War	Lord Daemon Mortére	Dawn	Weirwater	House Mortére
Wolves of War	Morrigan Mortére	Dawn	Weirwater	House Mortére
Wolves of War	Olias Orzel	Dawn	Weirwater	House Orzel

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10.3 All Rolls of Honour

10.3.1 387YE

- Spring Equinox

10.3.2 386YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.3 385YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice

- Spring Equinox

10.3.4 384YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.5 383YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.6 382YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.7 381YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.8 380YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.9 379YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.10 378YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

10.3.11 377YE

- Winter Solstice
- Autumn Equinox
- Summer Solstice
- Spring Equinox

11 Military Council design

War is merely the continuation of policy by other means.

Carl von Clausewitz

11.1 Overview

The Military Council is the political body of the Empire that deals directly with the war with the barbarians. Although the Council is a political body, its primary involvement is in the strategic and tactical decisions that concern the deployment of Imperial forces on campaign and on battlefields. Players who like a very directed, unified engagement with a clear external enemy to fight against are much more likely to find that in the Military Council than anywhere else in the game.

Because the Council are directly up against the barbarians who are controlled by us, we need to ensure that there is a clear, simple, system that allows players to make intelligent, rational decisions about how to commit their forces. To give a better understanding of how the Military Council works we have focussed on explaining how war works in Empire - the best way to understand the Military Council is to understand how they do their job.

...in the whole range of human activities, war most closely resembles a game of cards.

Carl von Clausewitz

11.2 The Sharpe Model

The setting for the Empire is one of a grand civilisation - of hundreds of thousands of people living in a great empire rising to the height of its powers. To make the scale of the Empire feel right, it needs to have armies - it's difficult to believe in a mighty empire if five hundred soldiers is the most it can put in the field. We wanted the armies to give the sense of coherent narrative to the military campaigns of the Empire to give players a simple, easy-to-understand context for the ongoing wars - our soldiers are fighting here, here and here.

That creates enormous challenges - we obviously can't phys-rep armies of thousands, much as we might like to. More-over we don't want to phys-rep an army of thousands... doing so would create vast arrays of possibilities that we can't control - and we don't want the outcome of the war to be determined by these NPCs - they exist only to provide the setting that makes sense of the player actions and decisions - we want the player actions to be the critical element that determines the outcome.

What we want for Empire was summed up by a friend as Sharpe from the novels by Bernard Cornwall - Wellington is on campaign with his army in Spain - his army of thousands spends months manoeuvring and fighting battles with the French - but the outcome is always critically affected by the actions of Sharpe and his small band of elite soldiers.

Boldness governed by superior intellect is the mark of a hero.

Carl von Clausewitz

11.3 The Underlying Goal

One of the most important of the core design goals for Empire was to have enjoyable battles take place at events where the outcome of the battles was critically important for the future of the Empire. We wanted the battles to be genuinely challenging so that success hangs in the balance based on the actions of the players. It is essential for the victories and the defeats to be significant in the game setting - so that the military triumphs of the Empire were fundamentally based on the actions of players at events not some computer model.

Although we expect that most of the time the Military Council will work together, we wanted to ensure that political conflict was possible even here. Political conflict can only arise spontaneously in LRP if characters are able to make real, meaningful choices - without that possibility player-led politics is impossible. For bodies like the Senate with its power to assign the Imperial budget that is relatively easy to achieve - but to achieve that in the military council it has to be possible to make decisions at each event about where and when it commits its forces.

Everything in war is simple, but the simplest thing is difficult.

Carl von Clausewitz

11.4 Keeping it Simple

In real war, logistics is incredibly important to the success of an army. Logistics is an incredibly challenging field - ensuring that soldiers, their equipment and their food is in the right place at the right time takes a great deal of skill and a great deal of hard work. We're sure that there is a brilliant LRP game in which players spend their days meticulously planning every element of a military campaign, right down to how big the tins of bully-beef should be and

whether the key that opens them should go on the top or on the side. However, from experience running games with complex military logistics, we have realized that we have no idea how to make that game fun. So we're not running that game again *under any circumstances*.

That means the players make two kinds of military decision in Empire - where the armies go and where they attack, and where the heroes go and where they attack. All the logistical decisions about supplying and equipping the armies are beneath the *abstraction* layer for Empire. Detailed plans of how an army moves, how it attacks are fine for role-playing purposes, but they don't affect the game in any way. All of this is assumed to be handled by the civil service who automatically make the most advantageous possible decisions for the Empire.

Principles and rules are intended to provide a thinking man with a frame of reference.

Carl von Clausewitz

11.5 Toy Soldiers

Empire employs a conceptually complex model to deliver the simplest possible framework that meets all the design goals. The Empire has approximately twenty armies at its disposal with a maximum strength of 5000 soldiers each. These armies are sent on *campaign* by the general issuing a single order at each event, instructing them on where to go and whether to attack or defend for the next three months.

Between the events Profound Decisions will compare the deployment of the Empire's armies with the deployment of the barbarian forces and will calculate; this is the rough outcome that is taking place as the event happens and in the immediate weeks that follow. This is a purely mathematical calculation with no random element.

This projection is provided by the civil service to the generals at each event they attend, based on scouting reports, military analysis and predictions made using day and night magic. The generals are told what outcome is going to happen if they do not intervene in anyway.

They are then presented with a set of opportunities to intervene, by leading the Imperial heroes from Anvil into a pitched battle - along with analysis of how victory or defeat on these battles will affect the campaign outcome. The better they do on their battle, the more objectives they achieve, the more positive the impact on the outcome of the military campaign that their armies are engaged in. In effect the random element of the clash of armies - the key element that determines the outcome in a meaningful way - is governed by which battles the players choose to fight and how well they do.

With uncertainty in one scale, courage and self-confidence should be thrown into the other to correct the balance.

Carl von Clausewitz

11.6 Scales

11.6.1 Campaign

A campaign occurs over months and years involving armies of thousands across a territory. The Imperial generals have the opportunity to change the orders for their armies once every three months - so the orders they give are appropriate to that scale. A campaign consists of dozens of major and minor encounters between Imperial and barbarian forces.

11.6.2 Battle

A battle occurs over a few hours involving armies of hundreds of Imperial heroes against similar numbers of barbarian troops. The Imperial use the *Sentinel Gate* to travel to the front line where they engage in a single pitched battle at a location that is pivotal to the outcome of the military campaign.

11.7 Simple resolution, complex story

The philosophical approach used to determine the outcome of a campaign is designed to be extremely simple, to ensure that it is simple and easy to understand by players. We want players involved with the Military Council to be able to readily comprehend why an outcome has occurred. The rules also completely avoid almost any need for Profound Decisions to make judgements on the strategic value of orders given by the generals as such judgements are always exceptionally subjective.

For this reason, the orders given by the generals do not directly affect the mathematical outcomes calculated using the rules. Which side is winning, the size of their victory and the casualties incurred are all calculated directly from the strengths of the armies involved. The orders the generals submit determine the character of the victory. Which regions are captured and how the casualties are divided between the armies involved in the campaign is set by combining the simple mathematical outcome for the campaign in the territory with the complex free form orders submitted by the generals.

All action takes place, so to speak, in a kind of twilight, which like a fog or moonlight, often tends to make things seem grotesque and larger than they

really are.

Carl von Clausewitz

There is no random element to the calculations of the outcome of the wars between the Imperial armies and the barbarian forces - but the outcome of a campaign will be significantly altered by the battles the players participate in at events. The success or failure of the players on the field of battle is the random element in the Imperial wars.

The goal is to produce a simple system with simple resolution mechanics that can be readily understood - but one which allows for complex stories and a rich narrative where triumph is ultimately dependent on the ability of the players at events.

11.8 A Civil Servant did it

In overhauling the Military Council, we've made two significant changes to the existing rules. The OOC reasons for these rules are discussed below, with explanations followed by the IC justification

Politics is the womb in which war develops.

Carl von Clausewitz

11.8.1 Changes to Orders

The previous order submission system gave players less options and gave us more flexibility in how we interpreted the results. The problem with this approach was that the flexibility proved undesirable - we don't want to guess what outcomes the players were trying for, we want to be given that information in clear and definitive terms by the players. The previous rules also allowed for trade offs between taking territory and inflicting casualties, but rigorous analysis showed this simply didn't work - it was always better to inflict more casualties.

The new system is more robust and critically it places more control of what happens to an army in the hands of the general issuing the orders - and less control in our hands.

The in-character explanation for this change is that the Civil service had improved their support for the generals, allowing them to submit more detailed and precise orders to their army.

11.8.2 Changes to Upkeep Costs

We have modified the upkeep costs for fortifications from the information that was provided last year to the [Master of the Imperial Mint](#). We've done this because we identified that large castles were untenable under the old system, that the advantages in favour of multiple small fortifications were too great. The new figures create more options for political interaction - since there are a wider range of effective strategies that the players can employ.

The in-character explanation for this change is that the [Senate](#) ordered a complete [Imperial audit](#) of the treasury. The nature of conducting an audit is that mistakes are identified. In this case the total administrative costs that the Empire faced have not changed - but expenditure had been incorrectly associated with the upkeep of the various fortifications in the Empire. These mistakes have now been identified by the civil service and the correct figures will be presented to the Senate at the next event.

The enemy of a good plan is the dream of a perfect plan.

Carl von Clausewitz

11.9 A Conjunction did it

Over winter 2015 we have completed the overhaul of the Military Council game which was begun at the start of the year. In this final update, we've made a few significant changes to the existing rules. The OOC reasons for these rules are discussed below, with explanations followed by the IC justification.

11.9.1 Changes to Keywords

The previous army keywords system included a large number of passive bonuses which could be accrued by an army based on the nature of the campaign they were involved in. As a result there was some emphasis on treating the issues facing the Military Council as a problem of optimisation - of finding the most efficient allocation of armies to campaigns. This tended to undermine the roleplaying that would ideally drive such choices, with armies being sent where they could be most efficient rather than where the general might choose to send them.

We have replaced the sets of keywords with a single quality for each army. The new qualities are designed to provide the general who controls that army with more choices about what in-character orders they give. The aim is to keep the armies distinct and interesting but try to support the game for those generals who want to treat their orders - and what campaign they join - as a choice based on in-character political motivations and social obligations rather than a purely mathematical one based on Imperial strategy.

We have switched to a single quality for each army in an attempt to emphasize that these are in-character qualities that an army embodies, rather than out-of-character terms. The Marcher army is notoriously hard-bitten, allowing them to carry out an effective strategy designed to make the enemy pay.

The in-character explanation for this change is that the Civil Service have reassessed the Imperial military situation following the recent Grand Conjunction. The realignment of the stars has had many subtle and enduring effects that are likely to endure for centuries to come if not forever.

...in war, the advantages and disadvantages of a single action could only be determined by the final balance.

Carl von Clausewitz

11.9.2 Army Quality

Army	Nation	Previous Keywords	Quality
Red Wind Corsairs	Brass Coast	Coastal	Forager
Fire of the South	Brass Coast	Fast	Fast
Golden Sun	Dawn	Resilient	Resilient
Hounds of Glory	Dawn	Glorious, Aggressive	Glorious
Eastern Sky	Dawn	Logistics	Resourceful
Gryphon's Pride	Dawn		Conquering
Granite Pillar	Highguard	Disciplined	Disciplined
Seventh Wave	Highguard	Scouting	Scouting
Valiant Pegasus	Highguard	Siege	Siege
Winter Sun	Imperial Orcs	Rugged	Guerilla
Summer Storm	Imperial Orcs	Disciplined	Ruthless (Relentless)
Black Thorns	Navarr	Fast, Forest	Fast
Quiet Step	Navarr	Scouting	Scouting
Wolves of War	League	Mercenary, Siege	Mercenary
Towerjacks	League		Siege
Drakes	Marches	Logistics, Resilient	Resourceful
Strong Reeds	Marches	Marsh	Hard Bitten
Bounders	Marches	Aggressive	Relentless
Citadel Guard	Urizen	Magic	Magic
Northern Eagle	Varushka	Rugged	Guerilla
Golden Axe	Varushka	Resilient	Resilient
Irons Helms	Varushka		Cruel
Fist of the Mountains	Wintermark	Rugged	Hard Bitten
Green Shield	Wintermark	Forest, Glorious	Heroic (Glorious)

11.9.3 Historical Armies

Dance in the Blood (Navarr, cruel); Burning Falcon (Freeborn, glorious); Bloodcloaks (Wintermark, physick); Thundering Tide (Highguard, skirmish).

The Iron Helms, Gryphon's Pride, and Towerjacks were historical armies that have been raised again in recent years.

There are times when the utmost daring is the height of wisdom.

Carl von Clausewitz

11.9.4 Changes to Meetings

We have updated the system of Military Council meetings to make them more formal and more organized. The original design goal for Empire was to use either in-character mechanics or our civil service to keep political meetings short and on topic. Unfortunately we failed to carry those design goals through to completion with the original design of the Military Council. The Council had civil servants to support it - but had no mechanism to keep meetings ordered. That resulted in frustration for some players since meetings could run on for hours and it made it difficult for anyone to formally address the council.

The new design carries the Empire game design ethos through to the logical conclusion for the Military Council. While we appreciate almost no player likes having any kind of external authority imposed on them, we believe that keeping the muster and the Council sessions timely will ultimately provide a better game for everyone involved. We are still keen for political PvP to happen; our NPCs exist only to try to prevent meetings from dragging on.

...we must boldly advance into the shadows of uncertainty.

Carl von Clausewitz

The new changes are also designed to emphasize the link between a general and their nation. A general is responsible for sending thousands of citizens of their nation to war - many of whom will never return. The previous arrangement of the Military council stressed the need for Imperial strategy. We want that to remain an important consideration but be something that is keenly balanced with national concerns.

The official explanation for this change is that it is always done the old way in the first two years following a "Time of Emergency" and then automatically reverts to the standard method after that time.

The time of emergency was what happened in the first year following the death of Empress Britta and most of the Empire's finest who died with her. This was why every senator at the first event was having to be elected and so on - it was the rules following a time of emergency when basically everyone who was running the Empire is dead. The explanation is that the civil servants have one set of rules to use when running the Empire in the years that follow the declaration of emergency - and then they revert to the standard rules over time (the ones now on the wiki).

11.9.5 Changes to Military Units

The previous rules for military units stated that they could receive herbs, resources, or money - but that such outcomes were rare. We have now overhauled the military unit downtime system to present players with military units with a few more options and to make those options clearer. In doing that we have also improved the code that determines the rewards received by units raiding so we have updated the wiki pages to reflect that.

The change to rewards for supporting is done to make sense of the rewards received by military units supporting armies and fortifications - in light of the fact that it is possible to do so without ever engaging with the enemy - whilst also giving the Senate greater control over the rewards offered to those characters who wish to support the Empire in this way. We have implemented the changes in such a way as to try and minimise the effect on the existing Senate budget - by providing a one-off reduction in the Senate's existing costs to cover the costs for the new system.

Like the changes to the meetings, these changes reflect adjustments made by the civil service after the Time of Emergency.

But everything takes a different shape when we pass from abstractions to reality

Carl von Clausewitz

11.10 Further Reading

11.10.1 Core Brief

- Military Council Overview
- Muster
- Council Session
- Powers of the Imperial Military Council
- General
- Imperial army
- Imperial navy

11.10.2 Additional Information

- War
- Council Address

- **Appointments to the Military Council**

- ◆ The Throne
- ◆ Warmage
- ◆ Marshal of the Faith
- ◆ Herald of the Council

- Imperial Roll of Honour

- **Appointments by the Military Council**

- ◆ Field Marshal
- ◆ Imperial Fleet Master
- ◆ Imperial Huntsmarshall
- ◆ Imperial Master of Works
- ◆ Imperial Warcaster
- ◆ Legate of the Imperial Auxiliaries
- ◆ Quartermaster General of the Imperial Armies

- OOC Design