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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
- Army
- 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 form, 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
- Marshal of the Faith
- 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 to 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
- Army
- Navy

3.7.2 Additional Information

- War
- Council Address
- **Appointments to the Military Council**
    - The Throne
    - Warmage
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    - 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 most 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 them 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
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- General
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- Navy

4.7.2 Additional Information

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- Council Address
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    - Marshal of the Faith
    - Herald of the Council
- Imperial Roll of Honour
- **Appointments by the Military Council**
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    - 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 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 an understanding of the importance of the major conjunctions. 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 details of any campaign the army was involved in; a description of casualties incurred or additional troops recruited; and the current strength and location of the force. They also receive the current strength of all Imperial armies, garrisons, and the integrity of bastions. 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 Britta 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 can 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.

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

A new appointment can take place at any time during the summit where the title is up for re-election. The incumbent remains in position until they are replaced or the end of the summit - whichever comes sooner.

5.5 Admiral

Apart from the fact they command an 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
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5.6.2 Additional Information

- War
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    - Imperial Warcaster
    - Legate of the Imperial Auxiliaries
    - Quartermaster General of the Imperial Armies
- OOC Design

6 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 as 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



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 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:

- The Marches: 5 forces
- Dawn (with the consecration of Houndsgate)[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. Further amended with a motion during the Winter Solstice 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 thirty-two Imperial armies. This information was last updated following the Autumn Equinox 388YE.

Army	Nation	Quality	Current Location	Election	General
Argent Sword	Urizen	Foraging	Mareave	Winter	Clytemnestra of the House of the Wanderer
Autumn Hammers	Imperial Orcs	Contracted	Reinos	Autumn	Ashborn Vana
Black Thorns	Navarr	Fast[L]	Astolat	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	Fitzwilliam Thorn
Boyar's Hasta	Varushka	Sell Sword	Salt Flats of Sanath	Spring	Serafina Semenov
Burning Falcon	The Brass Coast	True Conviction	Reinos	Winter	Aracelis I Erigo
Citadel Guard	Urizen	Highest Discipline	Salt Flats of Sanath	Summer	Andronikos of the Lighthouse-That-Was
Drakes	The Marches	Pride of the Marches[L]	Madruga	Summer	Alfred Houtman Fella
Eastern Sky	Dawn	Favoured	Mareave	Autumn	Lady Olivia Lucentia
Fire of the South	The Brass Coast	Fast	Mareave	Autumn	Alazhar i Taziel i Erigo
Golden Axe	Varushka	Driven[L]	Salt Flats of Sanath	Winter	Vesna Borkovna Prochnost
Golden Sun	Dawn	Resilient[L]	Bregasland	Summer	Lord Daemon Mortére
Granite Pillar	Highguard	Disciplined	Zenith	Summer	Sychar
Green Shield	Wintermark	Heroic	Reinos	Winter	Iron Osric
Gryphon's Pride	Dawn	Conquering	Salt Flats of Sanath	Spring	Sebastián Fawnwood
Lions of Adelmar	Dawn	Guardian	Salt Flats of Sanath	Winter	Dame Katelyn Quinnell De Cordraco
Narwhal's Spear	Wintermark	Quick-Witted	Reinos	Autumn	Determination of Ice Kaisa
Northern Eagle	Varushka	Elusive	Salt Flats of Sanath	Summer	Jaromir Ostrovyn Kostka
Pilgrim's Defiance	Highguard	Devoted	Salt Flats of Sanath	Winter	Eli of the Cenotaph
Quiet Step	Navarr	Cunning	Salt Flats of Sanath	Autumn	Torin Swift Hart
Red Wind Corsairs	The Brass Coast	Forayer	Reinos	Summer	Joaquim i Erigo
Seventh Wave	Highguard	Scouting[L]	Mareave	Autumn	Wildfyre of Balthazar?s Vineyard
Sparrows Reckoning	The League	Resourceful	Reinos	Spring	Albrecht Sanguineo
Star Forged	Navarr	Resourceful	Reinos	Spring	Logan Dusklight
Strong Reeds	The Marches	Secretive	Bregasland	Winter	Amberlain P. Black
Summer Storm	Imperial Orcs	Relentless[L]	Mareave	Summer	Stormsteel Skorr
Towerjacks	The League	Engineer	Salt Flats of Sanath	Winter	Gabriel Barossa
Tusks	The Marches	Disciplined	Bregasland	Spring	Jack Ashton
Valiant Pegasus	Highguard	Physick	Bregasland	Spring	Zadok of Steeplechase Toll
Winter Sun	Imperial Orcs	Freedom Fighters[L]	Mareave	Winter	Sand Viper Ikk
Wolves of War	The League	Mercenary	Mareave	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 2,000Summer120Quickening Cold MeatThe army's effective strength is increased by 1,000 for the next yearWinter120Swords in the Noonday Sun[1]The army's effective strength is increased by 1,000Summer80Why Sulemaine Walked Away From The BakerReduces casualties suffered by the army provided it does not take an order that increases casualties amongst other benefits.Winter80Loosen 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
- Campaign outcome

7 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 Senate Commissions

The Senate can pass a motion to commission a new Imperial navy, or to resupply an existing navy.

7.3.1 Costs

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

7.3.2 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.

7.3.3 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 further resupply a navy using weirwood.

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.

Emergency resupply requires an appropriately worded Senate motion (or a title using a power devolved from the Senate). The costs are the same as for emergency resupply for armies; details can be found here.

7.3.4 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.

7.4 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.

7.5 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.

7.6 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.

7.7 Further Reading

7.7.1 Core Brief

- Military Council Overview
- Muster
- Council Session
- Powers of the Imperial Military Council
- General
- Army
- Navy

7.7.2 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 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.

8.4.2 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.

8.4.3 Casualties

- **Each sides 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-manoeuvring 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
- 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 it 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
- Army
- 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 388YE Summer Solstice

Support	Citizen	Nation	Territory	Banner
Forest of Ulnak spy network	Alma Groves	Dawn	The Barrens	Heron Lance
Tsirku spy network	Etheldreda Dunhorning	Wintermark	Hahnmark	
Tsirku spy network	Finn ulson	Wintermark	Hahnmark	
Tsirku spy network	Quintaras Halivor	Wintermark	Hahnmark	
Tsirku spy network	Ulfric Ursine	Wintermark	Hahnmark	
Tsirku spy network	Aaro	Wintermark	Hahnmark	Bloodforge Hall
Tsirku spy network	Tostig	Wintermark	Hahnmark	Corvenhal
Tsirku spy network	Aelson Dunhearth	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Aengel Dunn	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Bronn Dunwolf	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Ghelwyn	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Hagen	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Horst Dunning	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Nerian Hererinc	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Rek Martinez Dunqueza	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Seht Ravenson of Dunhearth Hall	Wintermark	Hahnmark	Dunhearth Hall
Tsirku spy network	Björn	Wintermark	Hahnmark	Eira Spire
Tsirku spy network	Yorrick Frostmane	Wintermark	Hahnmark	Kraken's Vanguard
Tsirku spy network	Furia	Wintermark	Kallavesa	Fellstar Hall
Tsirku spy network	Elgar Angusson Krakenring	Wintermark	Kallavesa	Kraken's Vanguard
Tsirku spy network	Black Feathered Kolnya	Varushka	Ossium	
Tsirku spy network	Zbigniew Mrakovna	Varushka	Ossium	Dark Water Vale
Tsirku spy network	Orva Pirittasdottir	Wintermark	Sermersuaq	
Tsirku spy network	Tyburn Natkysset	Wintermark	Sermersuaq	
Tsirku spy network	Witgast Dunning	Wintermark	Sermersuaq	Dunhearth Hall
Tsirku spy network	Arja Riftweaver	Wintermark	Sermersuaq	House Gerís
Tsirku spy network	Gerrick Wind Ward's Guardian	Wintermark	Sermersuaq	Kraken's Vanguard
Tsirku spy network	Oona	Wintermark	Sermersuaq	Stormspire
Tsirku spy network	Yrsir	Wintermark	Sermersuaq	Stormspire
Beacons of Hahnmark	Ansel the Nameless	Wintermark	Sermersuaq	
Beacons of Kallavesa	Ana	Wintermark	Sermersuaq	Snowperch Hall
Beacons of Kallavesa	Beorn Bjornson	Wintermark	Kallavesa	Snowperch Hall
Beacons of Kallavesa	Stolak Terning	Wintermark	Hahnmark	Hall of the Frozen Tern
Beacons of Kallavesa	Artorix Ursan	Wintermark	Hahnmark	Ursus
Beacons of Kallavesa	Iron Osric	Wintermark	Sermersuaq	Sigehold Hall
Beacons of Kallavesa	Waegmund 'Toothless'	Wintermark	Kallavesa	The Aesclings
Beacons of Sermersuaq	Determination of Ice Kaisa	Wintermark	Sermersuaq	Saker
Bounders	Widfar (Withfer) 'With' Ash	The Marches	Upwold	

Support	Citizen	Nation	Territory	Banner
Burning Falcon	Theodore Camofleur	The Marches	Bregasland	
Burning Falcon	Bottom Brewer	The Marches	Bregasland	Maris Pipers
Burning Falcon	Edwin de Warrenne	The Marches	Bregasland	Order of the Forgotten Word
Burning Falcon	Jackin Aldreda Magnus	The Marches	Bregasland	The Unbound Union
Burning Falcon	Iago i Guerra	The Brass Coast	Feroz	
Burning Falcon	Shivana i Erigo	The Brass Coast	Feroz	
Burning Falcon	Godwin Tidgarsson	Wintermark	Hahnmark	
Burning Falcon	Cynwulf Ashburh	Wintermark	Hahnmark	Darkwolves of Argonne
Burning Falcon	Ivar Dunning	Wintermark	Hahnmark	Dunhearth Hall
Burning Falcon	Leif Dunwolf	Wintermark	Hahnmark	Dunhearth Hall
Burning Falcon	Arnod Terning	Wintermark	Hahnmark	Hall of the Frozen Tern
Burning Falcon	Kari Terning	Wintermark	Hahnmark	Hall of the Frozen Tern
Burning Falcon	Tager Defender of the Fallen Tyrshalt	Wintermark	Hahnmark	Renwaerd
Burning Falcon	Rane Shardbearer	Wintermark	Hahnmark	Sigehold Hall
Burning Falcon	Liovani í Vella í Erigo	The Brass Coast	Kahraman	Flames of the Coast
Burning Falcon	Theomer Leofricsson	Wintermark	Kallavesa	Brackenbeak Hall
Burning Falcon	John a Woode	The Marches	Mitwold	The Fire of the Marches
Burning Falcon	Gerald Calvert	The Marches	Mournwold	The Fire of the Marches
Burning Falcon	Jim Cladpole	The Marches	Mournwold	The Fire of the Marches
Burning Falcon	Ivan	Varushka	Ossium	Kurstrozi Outpost
Burning Falcon	Arlandria of the Sentinels Tower	Highguard	Reikos	
Burning Falcon	Felix	Highguard	Reikos	
Burning Falcon	Lydia of Nakir's Haven	Highguard	Reikos	
Burning Falcon	Aracelis I Erigo	The Brass Coast	Segura	Flames of the Coast
Burning Falcon	Ethelfrith Sigeling	Wintermark	Sermersuaq	Sigehold Hall
Burning Falcon	Atte Arrow-Tongue Metsastajason	Wintermark	Sermersuaq	Sussivari Oathsworn Fyrd
Burning Falcon	Kellua Itsepainen	Wintermark	Sermersuaq	Sussivari Oathsworn Fyrd
Burning Falcon	Alaric Primrose	Dawn	The Barrens	
Burning Falcon	Mattorigus	Navarr	Therunin	Thornvale
Burning Falcon	Stafford of Boarbridge	The Marches	Upwold	House Boarbridge
Burning Falcon	'Green' Jack Woodruff	The Marches	Upwold	The Applewood Levy
Burning Falcon	Aelfric Woodson	The Marches	Upwold	The Applewood Levy
Burning Falcon	Hyorin Hunt	The Marches	Upwold	The Applewood Levy
Burning Falcon	Alfred Houtman Fella	The Marches	Upwold	The Fire of the Marches
Burning Falcon	Mildred of Mumford	The Marches	Upwold	The Fire of the Marches
Burning Falcon	Amberlain P. Black	The Marches	Upwold	The Unbound Union
Burning Falcon	Vesper Lucentia	Dawn	Weirwater	House Lucentia
Burning Falcon	Lady Nymeria Mortére	Dawn	Weirwater	House Mortére
Burning Falcon	Lord Daemon Mortére	Dawn	Weirwater	House Mortére
Citadel Guard	Arthur Beaumont	Dawn	Astolat	House Cordraco
Citadel Guard	Baz	Dawn	Astolat	House Cordraco
Citadel Guard	Guy Grimbold-Antenucci	Dawn	Astolat	House Cordraco
Citadel Guard	Logan Olivia de Havilland	Dawn	Astolat	House Cordraco
Citadel Guard	Rikard	Dawn	Astolat	House Cordraco
Citadel Guard	Robert de Laroc	Dawn	Astolat	House Cordraco
Citadel Guard	Galleron	Dawn	Astolat	House De Rondell

Support	Citizen	Nation	Territory	Banner
Citadel Guard	Martin De Rondell	Dawn	Astolat	House De Rondell
Citadel Guard	Nimue	Dawn	Astolat	House De Rondell
Citadel Guard	Rhydian de Rondell	Dawn	Astolat	House De Rondell
Citadel Guard	Thomas De Rondell	Dawn	Astolat	House De Rondell
Citadel Guard	William de Rondell	Dawn	Astolat	House De Rondell
Citadel Guard	Ector Meliora	Dawn	Astolat	House Meliora
Citadel Guard	Amalchor "Hunter" Sepulchre	Dawn	Astolat	House Sepulchre Banner
Citadel Guard	Valdek	Highguard	Bastion	
Citadel Guard	Abathar	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Brother Isaiah	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Lucifer	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Moses	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Nathaniel	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Raziel	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Sarah	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Titus	Highguard	Bastion	Cohort of the Winter Bear
Citadel Guard	Solomon	Highguard	Bastion	Shattered Tower Banner
Citadel Guard	Wildfyre of Balthazar?s Vineyard	Highguard	Bastion	The Blades of Balthazar
Citadel Guard	Zachariah	Highguard	Casinea	
Citadel Guard	Synanthe Tiraz	Highguard	Casinea	Woodwych Harts
Citadel Guard	Oola of The Proud Quill	Wintermark	Hahnmark	Yrhara
Citadel Guard	Davinov Egorushkin Karevelov	Varushka	Karov	The Hearth & Honey
Citadel Guard	Nikolai Yaropolk Borislav	Varushka	Karov	The Hearth & Honey
Citadel Guard	Sketchemi Justicast Mentyevik	Varushka	Karov	The Hearth & Honey
Citadel Guard	Zora Aleksanda Morozova	Varushka	Karov	The Hearth & Honey
Citadel Guard	Serafina Semenov	Varushka	Karov	The Pinewheels
Citadel Guard	Rumen Nowak	Varushka	Karov	Wulfen Reavers
Citadel Guard	Anton Kohut	Varushka	Karsk	Grimhold Guard
Citadel Guard	Viktor Ostrostan	Varushka	Karsk	Valakaulau
Citadel Guard	Skandavitz Iskander Kastrioti	Varushka	Karsk	Vale of Yarizov
Citadel Guard	Vlodikaz Ivarovich Vardovich (known as Vlod)	Varushka	Karsk	Vardovich
Citadel Guard	Tommy Cardel	Navarr	Miaren	
Citadel Guard	Kalas Realm Reach	Navarr	Miaren	Realms Reach
Citadel Guard	Iarovit Zorczek Przewa?ski	Varushka	Miekarova	
Citadel Guard	Mishka Varkov	Varushka	Miekarova	
Citadel Guard	Oksana Leszekovna Nadovich	Varushka	Miekarova	
Citadel Guard	Ekaterijna Nadyovna Gremani	Varushka	Miekarova	Family Gremani
Citadel Guard	Vasilmir Radovanovna Esskivic	Varushka	Miekarova	Wardens of the Grateful Hearth
Citadel Guard	E'nareon	Urizen	Morrow	
Citadel Guard	Dae	Urizen	Morrow	The Wise Citadel
Citadel Guard	Cassian Highwind	Urizen	Morrow	Tropaion
Citadel Guard	Valerian	Urizen	Morrow	Urizen, Whole
Citadel Guard	Valerius	Urizen	Morrow	Urizen, Whole
Citadel Guard	Bernard Dugdale	The Marches	Mournwold	Mournwold Sappers
Citadel Guard	Ananias	Highguard	Necropolis	
Citadel Guard	Solomon	Highguard	Necropolis	

Support	Citizen	Nation	Territory	Banner
Citadel Guard	Miriam Magdalene of the Cenotaph	Highguard	Necropolis	Banner of the Cenotaph
Citadel Guard	Cyrus	Highguard	Necropolis	Cohort of the Winter Bear
Citadel Guard	Velika Belharovich Prochnost	Varushka	Ossium	The Den of The Forest Fox
Citadel Guard	Mayra Zoronova Prochnost	Varushka	Ossium	The Endless Eyes
Citadel Guard	Vesna Borkovna Prochnost	Varushka	Ossium	The Wolves Hearth
Citadel Guard	Czarek Madej	Varushka	Ossium	Vale of Luminous End
Citadel Guard	Oksana Volny	Varushka	Ossium	Vale of Luminous End
Citadel Guard	Sulivarova Sirota	Varushka	Ossium	Vale of Luminous End
Citadel Guard	Edric of Urizen	Urizen	Redoubt	
Citadel Guard	Andronikos of the Lighthouse-That-Was	Urizen	Redoubt	Arete's Promise
Citadel Guard	Xanthippe Of the Lighthouse-That-Was	Urizen	Redoubt	Arete's Promise
Citadel Guard	Atreus	Urizen	Redoubt	The Citadel of the Still Waters
Citadel Guard	Cyrus Stillwater	Urizen	Redoubt	The Citadel of the Still Waters
Citadel Guard	Marcus	Urizen	Redoubt	The Citadel of the Still Waters
Citadel Guard	Argentus	Urizen	Redoubt	The Wise Citadel
Citadel Guard	Althaea Sunshaper	Urizen	Redoubt	Tropaion
Citadel Guard	Boagrius Stillwater	Urizen	Redoubt	Urizen, Whole
Citadel Guard	Setir	Urizen	Redoubt	Urizen, Whole
Citadel Guard	Esther of The Flame Beneath The Earth	Highguard	Reikos	
Citadel Guard	Issachar of Rebekah's Fall	Highguard	Reikos	
Citadel Guard	Vardas Sentinels Tower	Highguard	Reikos	
Citadel Guard	Cyrus, of Ebon's Hall	Highguard	Reikos	Ebon's Hall
Citadel Guard	Malachai of Steeplechase Toll	Highguard	Reikos	The Outriders
Citadel Guard	Bartimaeus	Urizen	Sarangrave	Scythe of The Sarangrave
Citadel Guard	Vossk of Sarangrave Reforged	Urizen	Sarangrave	Scythe of The Sarangrave
Citadel Guard	Emeric Rosengard	Dawn	Semmerholm	
Citadel Guard	Olek A'Hagen ne Ossium	Dawn	Semmerholm	Order of Crimson Circle
Citadel Guard	Elyan De Courtenay Wyldrose	Dawn	Semmerholm	Thorns of Semmer
Citadel Guard	Floria Sunshaper	Urizen	Spiral	Tropaion
Citadel Guard	Natalia 'The Falcon' Barossa	The League	Tassato	Company of The Red Fox
Citadel Guard	Brenard of House Ordraig	Dawn	The Barrens	
Citadel Guard	Lady Melissant de Renard	Dawn	The Barrens	
Citadel Guard	Earl Temperance of the Groves	Dawn	The Barrens	House De Rondell
Citadel Guard	Galahad Wilym	Dawn	The Barrens	House Fawnwood
Citadel Guard	Sebastián Fawnwood	Dawn	The Barrens	House Fawnwood
Citadel Guard	Adrianna Lysander	Dawn	The Barrens	House Lysander
Citadel Guard	Lord Rodric Lysander	Dawn	The Barrens	House Lysander
Citadel Guard	Caladain de Renard	Dawn	The Barrens	House de Renard
Citadel Guard	Lleu Winter's Reach	Navarr	The Barrens	The Thornborn of Black Scar
Citadel Guard	Sob?slava Sob?slavna Sovová	Varushka	Volodmartz	
Citadel Guard	Lysander Maximón Alastair Reynauld	Dawn	Weirwater	
Citadel Guard	Tristan Donatien Nicholas Reynauld	Dawn	Weirwater	House Reynauld
Citadel Guard	Saraniz	Urizen	Zenith	
Citadel Guard	Yarvi Swiftwind	Urizen	Zenith	
Citadel Guard	Aella	Urizen	Zenith	Tropaion
Citadel Guard	Arephanes of Tropaion Citadel	Urizen	Zenith	Tropaion

Support	Citizen	Nation	Territory	Banner
Citadel Guard	Athenus	Urizen	Zenith	Tropaion
Citadel Guard	Vespasian	Urizen	Zenith	Tropaion
Citadel Guard	Linos	Urizen	Zenith	Urizen, Whole
Drakes	Iñez i Azul-Mar i Riqueza	The Brass Coast	Kahraman	Bloodgold Jackals
Drakes	Lazarus	The Marches	Mitwold	The Talbots
Drakes	John of Meade	The Marches	Mitwold	mitwold exiles
Drakes	Fay Baker	Dawn	Semmerholm	Myriad
Eastern Sky	Éamon Ashenmourn de Cordraco	Dawn	Astolat	House Cordraco
Eastern Sky	Ser Duncan Weaver	Dawn	Astolat	House Goldvein
Eastern Sky	Orias Sepulchre	Dawn	Astolat	House Sepulchre Banner
Eastern Sky	Ser Elio Sepulcre	Dawn	Astolat	House Sepulchre Banner
Eastern Sky	Lord Marcus Montrose	Dawn	Astolat	Order of Crimson Circle
Eastern Sky	Istevan Marshall	Dawn	Astolat	Winged Lions
Eastern Sky	Roman	Highguard	Bastion	Reumah's Redoubt
Eastern Sky	Barachel of Adina's Charge	Highguard	Casinea	Daintree Survivors
Eastern Sky	Ezekial of Adina's Charge	Highguard	Casinea	Daintree Survivors
Eastern Sky	Erlend Gunnulfsson	Wintermark	Hahnmark	
Eastern Sky	Hama	Wintermark	Hahnmark	
Eastern Sky	Viggo Icebear	Wintermark	Hahnmark	
Eastern Sky	Aelthrik Dunning	Wintermark	Hahnmark	Dunhearth Hall
Eastern Sky	Mertag dunwolf	Wintermark	Hahnmark	Dunhearth Hall
Eastern Sky	Sari	Wintermark	Hahnmark	Dunhearth Hall
Eastern Sky	Theomere Swiftstride	Wintermark	Hahnmark	Shield Wolves
Eastern Sky	Hildburg?	Wintermark	Hahnmark	The Winter Wolfborn
Eastern Sky	Oberon Potter	Wintermark	Hahnmark	The Winter Wolfborn
Eastern Sky	Utread Broadmeadow	Wintermark	Hahnmark	The Winter Wolfborn
Eastern Sky	Vidor Broadmeadow	Wintermark	Hahnmark	The Winter Wolfborn
Eastern Sky	Lucius	Wintermark	Kallavesa	
Eastern Sky	Rædmund Horn-Tongue	Wintermark	Kallavesa	
Eastern Sky	Artic	Wintermark	Kallavesa	The Winter Wolfborn
Eastern Sky	Grymnir ?Gallows?	Varushka	Karsk	Grimhold Guard
Eastern Sky	Vincente i Zayden i Guerra	The Brass Coast	Madruga	
Eastern Sky	Fixxa	Imperial Orcs	Mareave	
Eastern Sky	Unna the Forager	Imperial Orcs	Mareave	
Eastern Sky	Pathfinder Brog	Imperial Orcs	Mareave	Pathfinders
Eastern Sky	Pathfinder Gaddak	Imperial Orcs	Mareave	Pathfinders
Eastern Sky	Pathfinder Kadd	Imperial Orcs	Mareave	Pathfinders
Eastern Sky	Pathfinder Karv	Imperial Orcs	Mareave	Pathfinders
Eastern Sky	Sand Viper Ikk	Imperial Orcs	Mareave	Sand Vipers
Eastern Sky	Sandviper Nid	Imperial Orcs	Mareave	Sand Vipers
Eastern Sky	Stonesworn Atta	Imperial Orcs	Mareave	Stonesworn
Eastern Sky	Branislav Vuk Strascovich	Varushka	Miekarova	Grimhold Guard
Eastern Sky	Vasiliy Krenyenkov Valeskai Strascovich	Varushka	Miekarova	Grimhold Guard
Eastern Sky	Anthony Fenwick	The Marches	Mitwold	The Talbots
Eastern Sky	David Talbot	The Marches	Mitwold	The Talbots
Eastern Sky	Donald Talbot	The Marches	Mitwold	The Talbots

Support	Citizen	Nation	Territory	Banner
Eastern Sky	William Clerk	The Marches	Mitwold	The Talbots
Eastern Sky	Jericho	Urizen	Morrow	
Eastern Sky	Kazan	Urizen	Morrow	Auxillio Medica
Eastern Sky	Chronos	Urizen	Morrow	Urizen, Whole
Eastern Sky	Cyrus	Urizen	Morrow	Urizen, Whole
Eastern Sky	Ezerius	Urizen	Morrow	Urizen, Whole
Eastern Sky	Kwazii	Urizen	Morrow	Urizen, Whole
Eastern Sky	Sicarius	Urizen	Morrow	Urizen, Whole
Eastern Sky	Adamah	Highguard	Necropolis	
Eastern Sky	Benjamin	Highguard	Necropolis	
Eastern Sky	Dubidai	Highguard	Necropolis	
Eastern Sky	Inigo	Highguard	Necropolis	
Eastern Sky	Keziah	Highguard	Necropolis	
Eastern Sky	Yorden	Highguard	Necropolis	
Eastern Sky	Abaddon	Highguard	Necropolis	The Steel Tide
Eastern Sky	Almodis of the Silent Tide	Highguard	Necropolis	The Steel Tide
Eastern Sky	Decimus	Highguard	Necropolis	The Steel Tide
Eastern Sky	Icarus of the Silent Tide	Highguard	Necropolis	The Steel Tide
Eastern Sky	Jack Flint	Highguard	Necropolis	The Steel Tide
Eastern Sky	Loken	Highguard	Necropolis	The Steel Tide
Eastern Sky	Mathayus	Highguard	Necropolis	The Steel Tide
Eastern Sky	Solomon of the Silent Tide	Highguard	Necropolis	The Steel Tide
Eastern Sky	William Archer	Highguard	Necropolis	The Steel Tide
Eastern Sky	Vojsuli Cherenkov	Varushka	Ossium	Cherenkov Outpost
Eastern Sky	Dragomihr Oskykov	Varushka	Ossium	Grimhold Guard
Eastern Sky	Cherith	Highguard	Reikos	
Eastern Sky	Giuliano Stefano Grimbold-Antenucci di Sarvos	The League	Sarvos	
Eastern Sky	Earl Percival Summerstrong	Dawn	Semmerholm	
Eastern Sky	Amicia of the Semmerlak	Dawn	Semmerholm	Amber Lance
Eastern Sky	Aneira Cadwalon	Dawn	Semmerholm	Amber Lance
Eastern Sky	Olwyn Pickle	Dawn	Semmerholm	Amber Lance
Eastern Sky	Mordred De L?icorne	Dawn	Semmerholm	House de Licorne
Eastern Sky	Friþmær Sunhildsdottir	Wintermark	Sermersuaq	
Eastern Sky	Ragnhild "Honeytongue" "Thrice-Passed" Skaersdottir	Wintermark	Sermersuaq	Fellowship of the Broken Willow
Eastern Sky	Hilda	Wintermark	Sermersuaq	Saker
Eastern Sky	Kali Keen-Eye	Wintermark	Sermersuaq	Saker
Eastern Sky	Seffra Broadmeadow	Wintermark	Sermersuaq	The Winter Wolfborn
Eastern Sky	Karrak	Imperial Orcs	Skarsind	
Eastern Sky	Bloodcrow Gol	Imperial Orcs	Skarsind	Bloodcrows
Eastern Sky	Bloodcrow Rasp	Imperial Orcs	Skarsind	Bloodcrows
Eastern Sky	FLECK	Imperial Orcs	Skarsind	Sand Vipers
Eastern Sky	Rasputin Di Temeschwar	The League	Tassato	The Jolly Jackdaw Cartel
Eastern Sky	Hildebrand Von Holberg, Of The Temple of Nine Fingers	The League	Temeschwar	
Eastern Sky	Cassandra Du Creed	Dawn	The Barrens	
Eastern Sky	Radzic Kobila of Skallitz	Dawn	The Barrens	
Eastern Sky	Bertrand Gardener	Dawn	The Barrens	Amber Lance

Support	Citizen	Nation	Territory	Banner
Eastern Sky	Ser Guy of the Twisted Rose	Dawn	The Barrens	Amber Lance
Eastern Sky	Aenar de Forteair	Dawn	The Barrens	House De Forteair
Eastern Sky	Horatio "Hal" Drayton	Dawn	The Barrens	House Du Froste
Eastern Sky	Juniper Wainwright	Dawn	The Barrens	House Du Froste
Eastern Sky	Fierra Le Fey	Dawn	The Barrens	House Fawnwood
Eastern Sky	Taillefer	Dawn	The Barrens	House Vexille
Eastern Sky	Aiva Vortekar	Dawn	The Barrens	House Vortekar
Eastern Sky	Cain Vortekar	Dawn	The Barrens	House Vortekar
Eastern Sky	Sevarion Vortekar	Dawn	The Barrens	House Vortekar
Eastern Sky	Sayl of Houndsgate	Dawn	The Barrens	Order of the Hounds Arisen
Eastern Sky	Watt of Lambrook	The Marches	Upwold	House Balston
Eastern Sky	Avedon de Remourics	Dawn	Weirwater	
Eastern Sky	Thorn	Dawn	Weirwater	
Eastern Sky	Dame Aurum De Castellan	Dawn	Weirwater	Amber Lance
Eastern Sky	Leon	Dawn	Weirwater	Amber Lance
Eastern Sky	Lady Olivia Lucentia	Dawn	Weirwater	House Lucentia
Eastern Sky	William Sommer of The Forest Primaeval	Dawn	Weirwater	House Mortére
Eastern Sky	Circe Severyan Orzel	Dawn	Weirwater	House Orzel
Eastern Sky	Daugon Orzel	Dawn	Weirwater	House Orzel
Eastern Sky	Olias Orzel	Dawn	Weirwater	House Orzel
Eastern Sky	Richaerd	Dawn	Weirwater	House Orzel
Eastern Sky	Zoran De Orzel	Dawn	Weirwater	House Orzel
Eastern Sky	sauda castella orzel	Dawn	Weirwater	House Orzel
Eastern Sky	Reynard Griffinsong	Dawn	Weirwater	Order of Crimson Circle
Eastern Sky	Grakulus	Urizen	Zenith	
Eastern Sky	Herminius of the House of the Wanderer	Urizen	Zenith	
Fire of the South	Sigeferth Gunnulfsson	Wintermark	Hahnmark	
Fire of the South	Mattias i Guerra	The Brass Coast	Kahraman	
Golden Axe	Towlen Nighthaven	Navarr	Hercynia	Deadfall
Golden Axe	Mirella of the Twisted Rose	Dawn	The Barrens	Amber Lance
Gryphon's Pride	Kain Sellbrand	Dawn	Astolat	House Caerleon
Gryphon's Pride	Percival Uther Bomound Caerleon	Dawn	Astolat	House Caerleon
Gryphon's Pride	Loras Órdraig	Dawn	The Barrens	
Gryphon's Pride	Olivier du Stanier	Dawn	The Barrens	House De Montrose
Lions of Adelmar	Dame Katelyn Quinnell De Cordraco	Dawn	Astolat	House Cordraco
Lions of Adelmar	Willow	Dawn	Astolat	House Cordraco
Red Wind Corsairs	Hiba i Erigo	The Brass Coast	Feroz	
Sparrows Reckoning	Florian von Temeschwar	The League	Temeschwar	Chimera's Calling
Star Forged	Delora i Sol-Devorador i Erigo	The Brass Coast	Madruga	Krakenfire Armada
Strong Reeds	Rowan Gotts	The Marches	Bregasland	Hartell Household
Strong Reeds	Bill of Middleton	The Marches	Bregasland	The Unbound Union
Tusks	Jack Ashton	The Marches	Mournwold	The Fire of the Marches
Tusks	Riley Aspen	The Marches	Mournwold	The Fire of the Marches
Tusks	Robin Blackthorn	The Marches	Mournwold	The Fire of the Marches

Last updated 06/09/2026

10.3 All Rolls of Honour

10.3.1 388YE

- Summer Solstice
- Spring Equinox

10.3.2 387YE

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

10.3.3 386YE

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

10.3.4 385YE

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

10.3.5 384YE

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

10.3.6 383YE

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

10.3.7 382YE

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

10.3.8 381YE

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

10.3.9 380YE

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

10.3.10 379YE

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

10.3.11 378YE

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

10.3.12 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. The 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 battles 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 emphasise 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	Guerrilla
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	Guerrilla
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 emphasise 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
- Army
- 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