

The Grand Army of Glantri AC 1000-1014

By Michael Berry

The Grand Army of Glantri was a rather grandiose moniker attached to the standing army of Glantri of AC 1000. It consisted of 8 divisions each commanded by a Prince of Glantri. The divisions were all uniform in makeup consisting of 4 banners: a mage banner, a cavalry banner, and two mounted infantry banners. A full strength Glantrian division consisted of approximately 950 men of all ranks. Thus, the Grand Army of Glantri, some 7,600 men scattered throughout the country, represented approximately 0.9% of the total population of Glantri. Compared to some other nations in AC 1000 this percentage was quite low.

Thyatis: $62,230/3,001,000 = 2.1\%$

Darokin: $35,870/1,250,000 = 2.9\%$

Karameikos: $7,968/350,000 = 2.2\%$

Ethengar: $9,468/330,000 = 2.9\%$

Many theories have been proposed in the years after Great War as to explain why Glantri had such a small standing army. The most widely held view is that the leadership of pre-Great War Glantri simply felt secure and felt its two hostile neighbors, the humanoids of the Broken Lands, and the Ethengarians simply did not pose that great a threat to Glantri. The humanoids were thought to not be capable of engaging in anything larger than raids into Glantri, and the very real threat of invasion from the steppes of Ethengar was mitigated by the substantial natural and manmade defensive works that would channel any invasion into easy to contain choke points and allow Glantri the time to mobilize reserve divisions from its much larger population and crush the Ethengarians. At the heart of the confidence of the Glantrians however was the belief in the superiority of their troops to any invaders. Prince Jagger von Drachenfels was once overhead telling Bruce Heard from the Glantri City Times that *'Our military forces are rather few in number but the quality of the troops more than makes up for the size. Because of the infusion of highly trained spellcasters in our ranks, the Grand Army is one of the most effective in the known world.'* Perhaps Mr. Heard could have mentioned to Prince Jagger that only 12% of the combat strength of a Glantrian Division was actually made up of spellcasters, and were rather low level spellcasters at that, but even if he had, it was evident that a firm sense of superiority was firmly ingrained in the proud, almost arrogant, pre-Great War mindset of Glantri. However, the Great War of 1005-1009 was to show them just how wrong their assumptions were, with tragic consequences to Glantri.

After the devastating surprise attack of Thar and the humanoids of the Broken Lands Glantri was forced to acknowledge that 8 divisions were simply not enough to secure their borders and protect their lands thus in 1010 in the immediate aftermath of the end of the Great War with Alphatia. The Council of Princes examined the state of the Glantrian military and passed later the same year the *Glantrian Military Reorganization Act of AC 1010*. In it the Warden of the Marches was made a permanent council charge. Viceroy of Forts as Council Charges were eliminated, and Divisional Commands were made

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

The overall command structure was expanded, professionalized, and centralized, and a new Glantrian Army High Command was created which would now have control over the Army both in peacetime and especially during times of war.

Glantrian Army High Command (GAHC)

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

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

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

Führungsamt (Operations)

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

3 Branches: Nordwesten, Nordosten, and Südosten. Each branch is led by a general of O7/O6 rank and each with a working staff of 3 O5, and 15 O4/O3 officers. Officers of O3 rank often serve as Operations Officers with the Regular Army divisions during peacetime.

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

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

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

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

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

Abwehr (Intelligence)

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

5 Branches: Ethengar, Sind, Broken Lands, Foreign, Domestic. Each branch is led by a general of O7/O6 rank and each has a working staff of 2-3 O5, and 10-15 O4/O3 officers.

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

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

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

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

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

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

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

Versorgungsabteilung (logistics and supplies)

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

5 Branches: Procurement, Distribution, Transportation, Engineers, Medical. Each branch is led by a general of O5 rank and each has a working staff of 5-10 O4/O3/O2 officers.

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

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

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

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

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

Verwaltungsabteilung (administrative)

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

4 Branches: Finance, Recruitment, Reserves, Records. Each branch is led by a general of O5 rank and each has a working staff of 10 O4/O3 officers.

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

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

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

Records- in charge of the personal files of all soldiers of the GAG making sure all changes in pay grade due to promotion (or demotion) as well as the awarding of medals are correctly notated in the soldier's personal file. One O2 officer is attached to each Army division and forwards changes to High Command.

To facilitate the expanded GAHC and larger army a new rank and pay structure is implemented. Council dividends to themselves for commanding divisions is eliminated, along the elimination of the Council Charge of Viceroy that saves the Council over **300,000 dc** to help offset the cost of the expansion to the Grand Army.

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

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

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

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

(O8) Prince (Lord) Field Marshall - A rank given only to Princes of Glantri, or a family member designated by the ruling Prince, who command divisions of the Grand Army of Glantri. As the position is

considered a Council Charge the Council of Princes, not the GAHC, selects the Prince or Princess to hold the charge. Though Princes are not considered regular officers of the GAG, the title is a military rank, thus the Field Marshals, Division Commanders (Princes), **are** subject to orders from the Glantrian High Command (even mundaner Grand Generals) as pertaining to their divisions.

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

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

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

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

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

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

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

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

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

(O4) Colonels - Officers who serve as aides to the Glantrian High command staff in peacetime or in wartime as staff officers in Army Corp command structures when Corps are activated.

(O3) Majors - Officers who are specialists and often serve as staff officers serving the commander of a division.

(O2) Captain- The commander of a Banner

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

(E4) Senior Sergeants - Noncommissioned commanders of individual platoons of 3 elite squads.

(E3) Sergeants- Noncommissioned commanders of individual platoons of 3 squads. There are usually anywhere from 4-10 sergeants in a banner.

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

(E1) Private- A common soldier

Pay Scales of the GAG

Arcaner General Officer - 7dc per level/day

Mundaner General Officer - 5dc per level/day

Arcaner Officer - 3dc per level/day

Mundaner Officer - 1dc per level/day

Senior Arcaner NCO - 1dc per level/day

Senior mundaner NCO - 5sv per level/day

Arcaner NCO - 5sv per level/day

Mundaner NCO - 2sv per level/day

Arcaner Deca - 2sv per level/day

Mundaner Deca - 1sv per level/day

Arcaner Private - 1sv per level/day

Mundaner Private - 3pn per level/day

Prince Jagger won a closely contested vote at the Council over Princess Carnelia and became Warden of the Marches. The Council Charge gives the holder, Prince Jaggar an additional 3 points to their personal voting power. The Council then votes to select the 8 Divisional Commander positions. Of the original 8 divisional commanders, 6 are elevated to the new positions with little opposition. After a particularly strong challenge to Princess Juliana by the new Princess of Blackhill, Dolores Hillsbury, she is confirmed

to take the place of her late father only after she agrees to designate her uncle as the commander. Prince Innocenti rises to take the 8th traditional commander slot previously occupied by the new Supreme Commander and Warden of the Marches Prince Jagger.

1011

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

1014

Prince Innocenti di Malapietra, commander of the 1st and 14th Divisions, is killed by an unknown assailant. His son Bartolomeo becomes the new Prince of Caurenze. However, Princess Dolores challenges him in the Council for the continued command of the divisions. She wins the Council vote and becomes the new commander of the 1st and 14th Divisions and the Deputy Corp commander of the 4th Corp.

Basic Finances of the GAG

Per Gags3- In AC 1000 there was 4,290,000 dc/yr. (7150Cr/month) budgeted annually for the GAG. Approximately 10% went to supplies and maintenance at a cost of 429,000dc/yr. leaving 3,861,000dc/yr for spending on the Grand Army. With the addition of the funds to the Military budget that was once paid to the Princes for of Viceroy Council Charges there now was 4,590,000dc/yr. to spend annually on the Grand Army in AC 1014. With the expansion to 16 divisions the supply and maintenance costs including the logistical 5th banners for each division doubled to 858,000dc/yr. which left approximately 3,732,000dc/yr. for spending directly on the Grand Army.

In 1014 the yearly Glantrian budget allocated 4,572,000 Dc (7620 Cr/month) to the Grand Army. The annual combined cost of the 16 divisions was 3,114,265.4 dc. The remainder of the balance of the annual military budget goes to pay the officers and staff of the GAHC and helping subsidize the Fuhrburg Military Academy in Aalban.

Composition of Glantrian Grand Army Divisions

Each of the 16 regular Army Divisions is composed of 4 combat banners and 1 non-combat support Banner. The composition of each of the combat banners varies per Division and is detailed individually with each division. Each Glantrian Division has a 5th Banner a Support banner that is not included in the combat strength of the unit. The Support banners normally only see combat in extreme situations. Only the Banner Lieutenant and the Sergeants are considered part of the regular army. The Banner Lieutenant is an O2 grade and is assigned to the Versorgungsabteilung (logistics and supplies) branch of the GAHC. The Banner Sergeants are almost all veteran soldiers who were wounded in combat and were judged incapable of returning to combat duty but still capable of serving in the army or are simply older (often decorated) veterans serving out their final years in easy assignments before retirement.

The main body of the 5th Banner is civilians employed by the Army. They serve for 2 year signed contracts and are paid well (2 sv a day and is tax free) but with the caveat that they are subject to military rules and discipline, as well as the brutal punishments for desertion or dereliction of duty. The Support banner handles logistics, medical, commissary, among its many duties and is generally organized as follows:

5th Banner: 180 NM with daggers, 18 Deca (NM), 5 Sergeant (F3), 1 Lieutenant (F5)

1st Platoon - Medical - 30 NM, 3 Deca

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

2nd Platoon - Supply - 30 NM, 3 Deca

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

3rd Platoon - Transportation: 40 NM, 4 Deca

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

4th Platoon and 5th Platoon – Pioneer: 40 NM, 4 Deca each

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

In addition to the 5 banners of each division the commanding General has a small Divisional staff which is not counted in the combat strength of the Division and would only see combat in the most extreme of circumstances. The composition of a commanding General's staff varies upon the divisions' location and its primary peace and wartime functions are detailed with each division.

The Grand Army of Glantri (1014)

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

1st Corp (inactive):

Commander - Prince Field Marshal Morphail Gorevitch-Wozslany

Deputy Commander - Lord Field Marshal Anton Vlaardoen

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

Commanded in his absence by the respective Vice Commanders: 6th Div: Colonel General Alexei Rodimistev (M17); and 16th Div: Colonel General Jan Tinbergen (F14)

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

Commanded in his absence by the respective Vice Commanders: 3rd Div: Colonel General Chanash Teval (M23, 4th Circle Fire Master, Brother 'Vuurzee' of the Radiance), and 11th Div: Colonel General Pieter Horkan (F19)

Cost to Treasury (yr) - 792,691.2 dc

General peacetime deployments of the 1st Corp

6th Division - Ft. Tchernovodsk

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

4th Banner - Rymskigrad

3rd Division: Glantri City

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

4th Banner - Kopstar

2nd Corp (inactive):

Commander - Prince Field Marshal Brannart McGregor

Deputy Commander - Prince Field Marshal Malachie du Marais

4th, 9th Divisions: Brannart's divisions

Commanded in his absence by the respective Vice Commanders: 4th Div: Colonel General Aiden McDonald (F18), and 9th Div: Colonel General Marcus Vipsanius (F26)

12th and 15th Divisions: Malachie's divisions

Commanded in his absence by the respective Vice Commanders: 12th Div: Colonel General Georges Saveroy (F16), 15th Div: Colonel General Hans Schaft (M14, 3rd Circle Water Master)

Cost to Treasury (yr) - 729,019.2 dc

General peacetime deployments of the 2nd Corp

4th Division - Castle Sablestone

1st-4th Banner – one Banner in Glenmoorloch on 3 month alternating intervals

9th Division: 1st, 2nd and either the 3rd or 4th Banners - Castle Sablestone

3rd or 4th Banner – rotating deployments to Camp Randall

12th Division: 1st, 4th Banners - Vyonnes

2nd Banner - Loupmont

3rd Banner - Castle Sablestone

15th Division: 1st, 2nd, 3rd Banners - Glantri City

4th Banner - Les Hiboux

3rd Corp (inactive):

Commander - Princess Field Marshal Carnelia de Belcadiz y Fedorias

Deputy Commander - Prince Field Marshal Jherek Virayana IV

2nd, 10th Divisions: Carnelia's divisions

Commanded in her absence by the respective Vice Commanders: 2nd Div: Colonel General Emilia Pardo Bazán (EM15, 4th Circle Earth Master), 10th Div: Colonel General Richard Whitehall (T16)

5th, 13th Divisions: Jherek's divisions

Commanded in his absence by the respective Vice Commanders: Colonel General Subutai Otgonbayar (F24), 13th Div: Colonel General Doredhiel Anduerin (EM13, 3rd Circle Gold Dragon Master)

Cost to Treasury (yr) - 708,899.2 dc

General peacetime deployments of the 3rd Corp.

2nd Division: 1st, 2nd, 3rd Banners- Ft. Monteleone

4th Banner - New Alvar

10th Division 1st, 2nd, 3rd Banners - Ft. Monteleone

4th Banner - Nyra

5th Division - Bramya Camp

13th Division 1st, 3rd, 4th Banners - Skullhorn Pass Camp

2nd Banner - Braastar

4th Corp (inactive):

Commander - Princess Field Marshal Carlolina Erewan

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

7th, 8th Divisions: Carlolina's divisions

Commanded in her absence by the respective Vice Commanders: 7th Div: Colonel General Firstiri (M21, 4th Circle Air Master, Brother 'Kuolema' of the Radiance), 8th Div: Lord Colonel General Qenildor Erewan (EwL10 Attack Rank D)

1st, 14th Divisions: Dolores's divisions (1014), Innocenti's divisions (1010-1014)

Commanded in her absence by the respective Vice Commanders: 1st Div: Colonel General Hans Grüber (M28. Brother 'Snape' of the Radiance), 14th Div: Colonel General Sergey Trofimenko (F15)

Cost to Treasury (yr) - 883,655.8 dc

1010-1013 - General wartime deployments of the 4th Corp

1st and 14th Division – Camp (Fort) Huledain

7th Division – Soth Kabree

8th Division - Ellerovyn

1014 - General peacetime deployments of the 4th Corp.

7th Division: 2nd, 3rd, 4th Banners - Fort Huledain

1st Banner - Eriadna

8th Division: 1st, 2nd, 4th Banners - Ellerovyn

3rd Banner - Erendyl

1st Division: 1st, 2nd, 3rd Banners - Glantri City

4th Banner - Leenz

14th Division: 1st, 3rd, 4th Banner - Fort Huledain

2nd Banner - Lizzieni

1st Corp (inactive):

6th, 16th Divisions - Morphail's divisions

3rd, 11th Divisions - Anton's divisions

General peacetime deployments of the 1st Corp.

6th Division - Ft. Tchernovodsk

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

4th Banner - Rymskigrad

3rd Division: Glantri City

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

4th Banner - Kopstar

Morphail's 6th and 16th Divisions

Headquarters - Fort Tchernovodsk

Peacetime Deployment - Providing internal security for Boldavia and the Western Czaikow Hills Free Province, patrolling as well as maintaining law and order and patrolling up to 48 miles from Rymskigrad Fort Tchernovodsk, training local militias, and keeping a close eye on the border with the Khanates of

Ethengar.

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

Division Commander - 6th and 16th Div: Prince Field Marshal Morphail Gorevitch-Wozslany (M28, High Master of Death)

Morphail does not assume direct command unless there is a serious threat to Boldavia and Glantri, or he has some interest in the fighting. During peacetime he delegates day to day command to his two Vice Commanders but while not assuming direct command he does oversee training of both of his divisions 1st banners and has sponsored all officers and NCO's into the secret craft of Necromancer. Those officers unwilling or unable to meet his demands in learning the dark arts or meet his expectations and high standards are transferred out of his divisions, or in rare cases, will disappear without a trace. Morphail as a Necromancer has more than a few surprises up his sleeve that are not part of the normal TO&E of a Glantrian Army division. His two divisions with the addition of Morphail's irregular forces can likely hold a force many times their own numbers in combat.

Vice Commander - 6th Div: Colonel General Alexei Rodimistev (M17), 16th Div: Colonel General Jan Tinbergen (F14)

Executive Officer - 6th Div: Lieutenant General Kirill Meretskov (F15), 16th Div: Lieutenant General José Fernando de Abascal y Sousa (EmL10, attack rank E)

Divisional Staff -

6th Div: 1 O4 Führungsamt (Operations) Officer (Nordosten Branch), 1 O4 Abwehr (Intelligence) Officer (Ethengar), 2 O3 Versorgungsabteilung (logistics and supplies) Officer (Engineers, Transportation), 1 O3 Verwaltungsabteilung (administrative) Officer (Records).

16th Div: : 1 O3 Führungsamt (Operations) Officer (Nordosten Branch), 1 O3 Abwehr (Intelligence) Officer (Foreign), 2 O4 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 6th Div: Sir Boris Gorevitch-Wozslany (W18, 3rd Circle Death Master), 16th Div: Hendrik Lorentz (M34)

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

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

A Breakdown of Morphail's Divisions -

Morphail's 6th Division

Morphail's 6th Division, formerly known simply as 'Morphail's Division' in the pre-Great War Glantrian army, was re-designated as the 6th Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The division is about 90% Boldavian and 10% Flaemish in its ethnic composition and is only about 25% mounted. All of the soldiers are Boldavian/Flaemish humans and are generally from Boldavia and the north-eastern dominions. The 6th Division saw no action in the Great War as it remained in northeast Glantri guarding the frontier against the Ethengarians as well against any aerial Alphatian surprise attacks.

Type of Unit: Fortress Division

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

MV: 9 miles a day (2nd Banner can move up to 24 miles/day if alone), (1st and 4th can move up to 12 miles/day alone, together, with the 2nd Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including non-combatants: staff and Support banner): 1175

Cost to the Treasury (yr) - 175,996.8 dc (45,158.4 dc for Deca/Privatees; 16,934.4 dc for NCO's; 48,720 dc for Banner officers; and 65,184 dc for Divisional Generals)

1st Banner (Deaths-Head): 120 Privates and 12 Deca Arcaner Infantry (M3) armed with slings and staves, 4 Sergeants (M5, 1st Circle Death Master), 2 Lieutenants (M7, 2nd Circle Death Master), Captain Pavel Yahontov (M11, 3rd Circle Death Master)

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

2nd Banner (Spetsnaz): 120 Privates and 12 Deca (F4) and 120 Privates and 12 Deca (T5) mounted elite Light Infantry with climbing gear, armed with light crossbows, short swords, daggers, leather armor; 8 Senior Sergeants (4-F6, 4-T7), 2 Lieutenants (F8, T9), Captain Sofia Filosofova (T10) all riding normal horses

The Spetsnaz are trained for warfare in mountainous territory. All have skill-sets geared toward mountaineering, scouting, hunting, and ambush. Some are thought to have had training and belonged in

the past to the Thug's Guild and had training as assassins. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

3rd Banner (Golozadyi): 240 Privates and 24 Deca Heavy Foot (F3) with long swords, short swords, daggers, shields and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Dmitri Mendeleev (F9)

4th Banner (Buratino): 240 Privates and 24 Deca Archers (F2) with long bows, daggers, leather armor; 8 Sergeants (F4), 2 Lieutenants (F6), Captain Vera Bakker (F8)

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

Morphail's 16th Division

Morphail's 16th Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 25% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. Morphail's 16th Division is about 80% Flaem and 20% Boldavian in its ethnic composition. Many of the Flaemish mages are those with an interest of dark arts of necromancy and joined the 16th to have a chance to serve under Morphail is who known to be a master of the combat applications of the necromantic arts.

Type of Unit: Assault Division (Magical)

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

MV: 9 miles a day (4th Banner can move up to 24 miles/day if alone), (1st and 2nd Banners can move up to 12 miles/day alone, together, with the 4th Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including non-combatants: staff and Support banner): 1175

Cost to the Treasury (yr) - 178,416 dc (59,673.6 dc for Deca/Privates; 14,918.4 dc for NCO's; 56,784 dc for Banner officers; and 47,040 dc for Divisional Generals)

1st Banner (Reaper): 120 Privates and 12 Deca Arcaner Infantry (M3) armed with slings and staffs, 4 Sergeants (M5, 1st Circle Death Master), 2 Lieutenants (M7, 2nd Circle Death Master), Captain Larissa Bogrova (M10, 3rd Circle Death Master)

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

2nd Banner (Explosie): 240 Privates and 24 Deca Arcaner Infantry (M3) armed with slings and staffs, 8 Sergeants (M5), 2 Lieutenants (M7), 1 Captain Willie Vermeil (M10, 3rd Circle Fire Master)

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

3rd Banner (Donder): 240 Privates and 24 Deca Heavy Foot (F3) with long swords, short swords, daggers, shields and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Anton van Bastan (F9)

The primary duty of the Donder is the defense of Ft. Tchernovodsk and thus continually trains with the Golozadyi. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

4th Banner (Bliksem): 240 Privates and 24 Deca mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), Captain Thekla Fortuyn (F8) all riding normal horses.

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

Anton's 3rd and 11th Divisions

Headquarters - Fort Nordling

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

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

Division Commander - 3rd and 11th Div: Lord Field Marshal Anton Vlaardoen (F22, M26/Gold Dragon Wizard 26th, 4th Circle Gold Dracologist)

After Prince Vanserie Vlaardoen died, his daughter and heir Julian Vlaardoen (M15, 4th Circle Fire Master) became the overall commander of the Flaemish military. In the aftermath of the Glantrian Military Reorganization Act of AC 1010 when divisional commands became Council Charges there was a movement to remove the young and inexperienced Princess from command. A compromise forged allowed her to keep her command but only if she designated her well respected Uncle Anton as the actual commander of the divisions. Princess Juliana agreed and officially delegated command to her

'uncle' Anton. Anton spends his time watching over, protecting, and educating the young Princess so he only would take command in times of crisis or conflict. In peacetime the Vice Commanders of the divisions handle the day-to-day operations of the divisions.

Vice Commander - 3rd Div: Colonel General Chanash Teval (M23, 4th Circle Fire Master, Brother 'Vuurzee' of the Radiance), 11th Div: Colonel General Pieter Horkan (F19)

Executive Officer - 3rd Div: Lieutenant General Willem den Toom (M15, 4th Circle Death Master), 11th Div: Lieutenant General Rachel Luuk (M13, 3rd Circle Fire Master)

Divisional Staff -

3rd Div: 1 O3 Führungsamt (Operations) Officer (Südosten Branch), 1 O3 Abwehr (Intelligence) Officer (Foreign), 3 O3 Versorgungsabteilung (logistics and supplies) Officers (Distribution, Distribution and Transportation), 1 O4 Verwaltungsabteilung (administrative) Officer (Records).

11th Div: 1 O3 Führungsamt (Operations) Officer (Nordosten Branch), 1 O3 Abwehr (Intelligence) Officer (Ethengar), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, and Engineer), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 3rd Div: Heije Schnitger (M36, High Master of Fire), 11th Div: Eva de Groot (M34)

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

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

A Breakdown of Anton's Divisions -

Anton's 3rd Division

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

Type of Unit: Mobile Assault Division (Magical)

BFR: 127 **Troop Class:** Elite **BR:** 244

MV: 12 miles a day (3rd and 4th Banners can move up to 24 miles/day if alone or together)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury (yr) - 259,123.2 dc (80,640 dc for Deca/Private; 21,235.2 dc for NCO's; 67,872 dc for Banner officers; and 89,376 dc for Divisional Generals)

1st Banner (Hetzer): 120 Privates and 12 Deca Arcaner Cavalry (M3) armed with slings and staves, 4 Sergeants (M5, 1st Circle Fire Master), 2 Lieutenants (M7, 2nd Circle Fire Master), Captain Marcelien Bos (M10, 3rd Circle Fire Master) all riding warhorses

The Hetzer serve as the eyes and ears of the division and serve a reconnaissance and scouting function. While the Hetzer are normally based in Glantri City, the three squads of the 1st Platoon are often assigned on a two week rotating basis to Taterhill where they guard the weapons depot, assist the town guard, and patrol the surrounding area and roads. Soldiers ranked Deca and above have a 33% chance (+33% per rank above Deca) of having magical items and/or magical weapons. Of the banner's 4 companies, typical reconnaissance and scout tasking would be as follows.

1st Platoon- reconnaissance using a variety of spells such as invisibility, Charm Person, ESP, Clairvoyance, Fly etc..

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

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

2nd Banner (Flammenwerfer): 120 Privates and 12 Deca Arcaner Cavalry (M3) and 180 Privates and 18 Deca elite Arcaner Cavalry (M5) all armed with slings and staves, 4 Sergeants (M5, 1st Circle Fire Master), 6 Senior Sergeants (M7, 2nd Circle Fire Master), 2 Lieutenants (M9, 2nd Circle Fire Master), Captain Tuen Mulder (M11, 3rd Circle Fire Master) all riding warhorses

The Flammenwerfer is the central unit in the 3rd Division and is considered, along with the Blitzkrieg, the Red Devils, and Aliana's Pride as perhaps the most elite and deadly of all Glantrian Banners. The mages carry offensive and defensive spells and magical items are generally geared toward mass destruction and fire protection from their own magic. Every Deca and above is armed with at least a wand of fireballs... provided to the banner, and property of the banner, by the Verlien and Vlaardoen families over the years. In addition, soldiers ranked Deca and above also have a 40% chance (+30% per rank above Deca) of having one or more other non-fire based magical items and/or magical weapons. All officers were recruited and accepted into the Secret Craft of Fire at the Great School of Magic giving them significant added combat abilities with fire-based magic. While not generally known, it is a secret craft after all, those added fire-based combat abilities probably give the Flammenwerfer the leg up on their rivals for being the single best Glantrian Banner in the whole Grand Army.

3rd Banner (Kraht): 300 Privates and 30 Deca mounted Heavy Foot (F3) with long swords, short sword, dagger, shield and chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), Captain Rem Herrema (F9) all riding normal horses.

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

4th Banner (Pijl): 120 Privates 12 Deca mounted Light Infantry (F2) with short bows, long swords, daggers, leather armor mounted Archers (F2); 4 Sergeants (F4), 2 Lieutenants (F6), Captain Dirk Lodewijk(F8) all riding normal horses.

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

Anton's 11th Division

Anton's 11th Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 50% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The soldiers are recruited from Flaemish regions all over Glantri but selectively accept volunteers from non-Flaem. The 11th Division is ethnically 90% Flaemish. Due to the influence of Anton Vlaardoen the 11th Division is more of a traditionally structured fighting division and unlike the other three predominately Flaemish Glantrian divisions only has one mage banner.

Type of Unit: Heavy Infantry Division

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

MV: 9 miles a day (4th Banner can move up to 24 miles/day if alone), (1st and 2nd Banners can move up to 12 miles/day if alone, together, with the 4th Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including non-combatant: staff and Support banner): 1177

Cost to the Treasury (yr) - 179,155.2 dc (53,222.4 dc for Deca/Privatees; 17,068.8 dc for NCO's; 46,368 dc for Banner officers; and 62,496 dc for Divisional Generals)

1st Banner (Vulkaan): 240 Privates and 24 Deca Arcaner Infantry (M3) armed with slings and staffs, 8 Sergeants (M5), 2 Lieutenants (M7), Captain Vera van Pol (M9, 2nd Circle Red Dragon Master)

The Vulkaan are the primary combat unit in the 11th Division. Soldiers ranked Deca and above have a

30% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons, primarily fire based offensive and protective items.

2nd Banner (Paard): 180 Privates and 18 Deca Heavy Cavalry (F4) armed with lance, sword, shield, and chain mail; 6 Senior Sergeants (F6), 2 Lieutenants (F8), Captain Filippo Luzzani (F10) all riding armored warhorses

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

3rd Banner (Vitaliteit): 240 Privates and 24 Deca Heavy Foot (F3) with long swords, short swords, daggers, shields and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Jurjen Maassen (F9)

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

4th Banner (Verschrikking): 180 Privates and 18 Deca mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 6 Sergeants (F4), 2 Lieutenants (F6), Captain Janneke Persijn (F8) all riding normal horses.

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

2nd Corp (inactive):

2nd Corp (inactive):

Commander - Prince Field Marshal Brannart McGregor

Deputy Commander - Prince Field Marshal Malachie du Marais

4th, 9th Divisions: Brannart's divisions

Commanded in his absence by the respective Vice Commanders: 4th Div: Colonel General Aiden McDonald (F18), and 9th Div: Colonel General Marcus Vipsanius (F26)

12th and 15th Divisions: Malachie's divisions

Commanded in his absence by the respective Vice Commanders: 12th Div: Colonel General Georges Saveroy (F16), 15th Div: Colonel General Hans Schaft (M14, 3rd Circle Water Master)

General peacetime deployments of the 2nd Corp

4th Division - Castle Sablestone

9th Division: 1st, 2nd and either the 3rd or 4th Banners - Castle Sablestone
3rd or 4th Banner – Camp Randall

12th Division: 1st, 4th Banners - Vyonnes

2nd Banner - Loupmont

3rd Banner - Castle Sablestone

15th Division: 1st, 2nd, 3rd Banners - Glantri City

4th Banner - Les Hiboux

Brannart's 4th and 9th Divisions

Headquarters - Castle Sablestone

Peacetime Deployment and Mission - Patrolling the Principality of Sablestone, and the West End Free Province (WEFP), for bandits and for monsters coming out of mountains. The divisions also maintain watch on the western border with Sind. Both the 4th and 9th Divisions are stationed at Castle Sablestone in peacetime. The 1st banners of both divisions are annually detached for a month of refresher training in magical and military tactics at the Citadel in Glantri City as well as recruitment in Klantyre usually during the winter months. One Banner of the 9th Division is based in Glenmoorloch on 3 month alternating intervals for recruiting as well as guarding the weapons depot. The 3rd and 4th Banners of the 9th Division rotate every 2 months being stationed at Camp Randall and are tasked with patrolling the border with Sind and training the local militias in the region.

Wartime Defensive Deployment and Mission - Defense of Castle Sablestone and the western frontier and borders from Wendar to the north to Sind in the west is the primary defensive tasking of Brannart's two divisions and the overall 2nd Grand Army Corp. The divisions would be only considered a Grand Army strategic reserve in cases of extreme danger to Glantri due to a large-scale invasion. Otherwise the two divisions would remain at Sablestone to screen the Sind border due to the continued Hulean occupation of the nation.

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

Vice Commander - 4th Div: Colonel General Aiden McDonald (F18), 9th Div: Colonel General Marcus Vipsanius (F26)

Executive Officer - 4th Div: Lieutenant General Julian McPherson (M12), 9th Div: Lieutenant General Francois Rierre (F14)

Divisional Staff -

4th Div: 1 O3 Führungsamt (Operations) Officer (Nordwesten Branch), 1 O4 Abwehr (Intelligence) Officer

(Sind), 3 O3 Versorgungsabteilung (logistics and supplies) Officer (Engineers, Procurement, Distribution), 1 O3 Verwaltungsabteilung (administrative) Officer (Records).

9th Div: : 1 O4 Führungsamt (Operations) Officer (Nordwesten Branch), 1 O3 Abwehr (Intelligence) Officer (Domestic), 3 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 4th Div: Marquis Alasdair McAllister (M14), 9th Div: Flavius Stilicho (M34)

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

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

A Breakdown of Brannart's Divisions -

Brannart's 4th Division

Brannart's 4th Division, formerly known simply as 'Brannart's Division' in the pre-Great War Glantrian army, was re-designated as the 4th Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The 4th Division is almost entirely (94%) ethnically Kaelic and 100% male. At present all junior officers and NCO's are Kaelic. The strength of this division lies in the battle enthusiasm, which verges on berserk, of its Klantrian foot soldiers. Brannart rarely ever bothers to check in on the 4th Division, leaving his Vice Commander to command the division in his absence, and only takes command of the division in times of emergency or war.

Type of Unit: Heavy Infantry Division

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

MV: 9 miles a day (The 1st and 2nd Banners can move up to 12 miles/day if alone or are together)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1174

Total cost to the Treasury (yr) - 191,956.8 dc (58,060.8 dc for Privates/Decas; 21,672 dc for NCO's; 53,760 dc for Banner officers; and 58,464 dc for Divisional Generals)

1st Banner (Johnny Walker Reds): 120 Privates and 12 Deca Arcaner Infantry (M3) and 60 Private and 6 Deca elite Arcaner Infantry (M5) armed with slings and staffs, 4 Sergeants (M5) , 2 Senior Sergeants (M7), 2 Lieutenants (M9), Captain Neil Lindsay (M10, 3rd Circle Gold Dragon Master)

Far from being the typical sissy mages, the wizards of the Johnny Walker Reds (often just called the Reds) are as tough in fight with a staff as any veteran fighter with their sword, and have no reservation about closing in on a foe and bashing their heads in with staves. All have had advanced training with their

weapons as well as their spell-casting abilities; mages generally have above average strength, dexterity, constitution, as well as intelligence. The Reds are an intimidating and very potent combat Banner as well as being one of the most famed in the Glantrian Army. Soldiers ranked Deca and above have a 30% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.

2nd Banner (Laphroaig): 180 Privates and 18 Deca elite Heavy Foot (F5) armed with two-hand claymores, daggers, and chain mail; 6 Senior Sergeants (F7), 2 Lieutenants (F9), Captain Neil McMenemy (F11)

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

3rd Banner (Glenlivet): 240 Privates and 24 Deca Heavy Foot (F3) armed with two-hand claymores, daggers, and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Iain Park (F9)

4th Banner (Caledonian): 240 Privates and 24 Deca Heavy Foot (F3) armed with two-hand claymores, daggers, and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Duncan Clark (F10)

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

Brannart's 9th Division

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

Type of Unit: Heavy Cavalry Division

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

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

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1174

Cost to the Treasury (yr) - 186,412.8 dc (48,384 dc for Deca/Private; 23,116.8 dc for NCO's; 47,712 dc for Banner officers; and 67,200 dc for Divisional Generals)

1st Banner (Malfattore): 120 Privates and 12 Deca Arcaner Cavalry (M3) armed with slings and staffs, 4 Sergeants (M5, 1st Circle Earth Master), 2 Lieutenants (M7, 2nd Circle Earth Master), Captain Dario Mollo (M9, 2nd Circle Earth Master) all riding warhorses

The Malfattore is the magical banner of the 9th Division. All spellcasters are able to cast spells or use magic items while riding. The primary tasking of the Malfattore is to provide support the heavy cavalry and especially engage enemy spellcasters. Soldiers ranked Deca and above have a 15% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons. All NCO's and Officers were recruited into the Secret Craft of Earth by its high master Prince Innocenti prior to his death earlier this year.

2nd Banner (Distaccato): 180 Privates and 18 Deca Light Cavalry (F2) armed with short bow, spear, and leather; 6 Sergeants (F4), 2 Lieutenants (F6), Captain Raffaella Ponte (F8) all riding normal horses

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

3rd Banner (Arrabiato): 270 Private and 27 Deca Heavy Cavalry (F4) armed with lance, sword, shield and chain mail; 9 Senior Sergeants (F6), 2 lieutenants (F8), Captain Stefano Lentini (F11) all riding armored warhorses

4th Banner (Svelto): 270 Private and 27 Deca Heavy Cavalry (F4) armed with lance, sword, shield and chain mail; 9 Senior Sergeants (F6), 2 lieutenants (F8), Captain Franco Fabbri (F10) all riding armored warhorses

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

Malachie's 12th and 15th Divisions

Headquarters: Vyonnes

Peacetime Deployment - The 12th and 15th Division continue their training while stationed in Noevelle Averoigne, Castle Sablestone, and Glantri City as well as assisting in maintaining law and order and patrolling the surrounding areas up to 48 miles away from Castle Sablestone, Loupmont, Vyonnes, Les Hiboux and Glantri City

War deployment - - Defense of the western frontier and borders from Wendar to the north to Sind in the west is the primary defensive tasking of Malachie's divisions. In the absence of a threat to western

Glantri Malachie's divisions would be considered a general reserve and would be likely dispatched to bolster the forces of the threatened area of Glantri.

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

Vice Commander - 12th Div: Colonel General Georges Saveroy (F16), 15th Div: Colonel General Hans Schaft (M14, 3rd Circle Water Master)

Executive Officer - 12th Div Lieutenant General Darya Nikolayevna Saltykova (M14), 15th Div: Lieutenant General Noyan Baiju (M12, 3rd Circle Illusionist)

Divisional Staff -

12th Div: 1 O3 Führungsamt (Operations) Officer (Nordwesten Branch), 1 O3 Abwehr (Intelligence) Officer (Sind), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Medical), 1 O3 Verwaltungsabteilung (administrative) Officer (Records).

15th Div: : 1 O3 Führungsamt (Operations) Officer (Südosten Branch), 1 O3 Abwehr (Intelligence) Officer (Foreign), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Engineer), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 12th Div: Sire Michel Leconte (M18, 4th Circle Blue Dragon Master), 15th Div: Pieter van Abeele (M31)

Knight- 12th Div: Gladdis (EmL 10 Attack Rank E, 3rd Circle Earth Master), 15th Div: Juan Carlos De Los Parlotes De Amadeo (F23, Chain+4, Spear+5, ring of Flying)

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

A Breakdown of Malachie's Divisions -

Malachie's 12th Division

Malachie's 12th Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is about 50% mounted and roughly half of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The 12th is a largely (90%) ethnically Averoignian division as it was formed around a core of Averoignian veterans who served in the Great War and recruitment efforts to fill out the division was focused in the Averoignian lands.

Type of Unit: Infantry Division

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

MV: 9 miles a day (2nd Banner can move up to 24 miles/day if alone), (1st and 3rd Banners can move up to

12 miles/day if alone, together, with the 2nd Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1175

Cost to the Treasury (yr) - 158,860.8 dc (43,142.4 dc for Deca/Private; 11,558.4 dc for NCO's; 44,352 dc for Banner officers; and 59,808 dc for Divisional Generals)

1st Banner (Les Dogues): 180 Privates and 18 Deca Arcaner Cavalry (M3) armed with slings and staves, 6 Sergeants (M5), 2 Lieutenants (M7), Captain Nanette le Besnerais (M9) all riding warhorses

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

2nd Banner (Les Courageux): 180 Privates and 18 Deca mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 6 Sergeants (F4), 2 Lieutenants (F6), Captain Francois Errard (F8) all riding normal horses

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

3rd Banner (Les Gones): 210 Privates and 21 Deca Archers (F2) with long bows, daggers, leather armor; 7 Sergeants (F4), 2 Lieutenants (F6), Captain Sandrine Testud (F8)

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

4th Banner (Les Forgerons): 270 Privates and 27 Deca Heavy Foot (F3) with sword, dagger, shield, and chain armor; 9 Sergeants (F5), 2 Lieutenants (F7), Captain Maxime Huard (F9)

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

Malachie's 15th Division

Malachie's 15th Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is 25% mounted and roughly a third of the division consists

of experienced veterans of the Great War who served in other now demobilized reserve divisions. The soldiers are recruited from primarily from the lower Isoile Valley thus giving the division the informal 'Hiboux Division' nickname. The 15th Division is approximately 45% Flaemish, 35% Averoignian, and 20% of various ethnicities.

Type of Unit: Assault Division (Magical)

BFR: 103 **Troop Class:** Excellent **BR:** 153

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

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1175

Cost to the Treasury (yr) - 191,788.8 dc (56,448 dc for Deca/Private's; 14,380.8 dc for NCO's; 59,808 dc for Banner officers; and 61,152 dc for Divisional Generals)

1st Banner (Leeuwen): 180 Privates and 18 Deca Arcaner Infantry (M3) armed with slings and staffs, 6 Sergeants (M5), 2 Lieutenants (M7), Captain Henk Keemink (M9, 2nd Circle Fire Master)

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

2nd Banner (Sangliers): 180 Privates and 18 Deca Arcaner Infantry (M3) armed with slings and staffs, 6 Sergeants (M5), 2 Lieutenants (M7), Captain Sandrine Dudoit (M9)

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

3rd Banner (Aiglons): 210 Privates and 21 Deca Archers (F2) armed with long bows, daggers, leather armor; 7 Sergeants (F4), 2 Lieutenants (F6), Captain Anton Shipulin (F8)

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

4th Banner (Heraclieden): 270 Privates and 27 Deca mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 9 Sergeants (F4), 2 Lieutenants (F6), Captain Neeltje Karelse (F8) all riding normal horses.

The Heraclieden are the main infantry banner of the division. Not intended to stand up to punishment as Heavy Foot is, the Heraclieden are more suited to mobile small scale battles. In larger battles the

banner, and the division, would likely be a mobile force protecting and probing the flanks of the enemy force. Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

3rd Corp (inactive):

Commander - Princess Field Marshal Carnelia de Belcadiz y Fedorias

Deputy Commander - Prince Field Marshal Jherek Virayana IV

2nd, 10th Divisions: Carnelia's divisions

Commanded in her absence by the respective Vice Commanders: Colonel General Emilia Pardo Bazán (EM15, 4th Circle Earth Master), 10th Div: Colonel General Richard Whitehall (T16)

5th, 13th Divisions: Jherek's divisions

Commanded in his absence by the respective Vice Commanders: Colonel General Subutai Otgonbayar (F24), 13th Div: Colonel General Doredhiel Anduerin (EM13, 3rd Circle Gold Dragon Master)

General peacetime deployments of the 3rd Corp.

2nd Division: 1st, 2nd, 3rd Banners- Ft. Monteleone

4th Banners - New Alvar

10th Division: 1st, 2nd, 3rd Banners - Ft. Monteleone

4th Banner - Nyra

5th Division - Bramya Camp

13th Division 1st, 3rd, 4th Banners - Skullhorn Pass Camp

2nd Banner - Braastar

Carnelia's 2nd and 10th Divisions

Headquarters - Fort Monteleone

Peacetime Deployment - Protecting the SE borders of Glantri from rogue humanoids and from the Khan of Ethengar as well as maintaining law and order and patrolling up to 48 miles from Monteleone, Nyra and New Alvar.

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

Division Commander - 2nd and 10th Div: Lady Field Marshal Dona Carnelia de Belcadiz y Fedorias (EM20, Mistress of Witchcraft)

Vice Commander - 2nd Div: Colonel General Emilia Pardo Bazán (EM15, 4th Circle Earth Master), 10th Div: Colonel General Richard Whitehall (T16)

Executive Officer - 2nd Div: Lieutenant General Gustav Staliniov (M13), 10th Div: Lieutenant General Henri LeClerc (M14)

Divisional Staff -

2nd Div: 1 O4 Führungsamt (Operations) Officer (Südosten Branch), 1 O4 Abwehr (Intelligence) Officer (Broken Lands), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Engineering), 1 O3 Verwaltungsabteilung (administrative) Officer (Records).

10th Div: : 1 O4 Führungsamt (Operations) Officer (Südosten Branch), 1 O3 Abwehr (Intelligence) Officer (Ethengar), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Medical), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 2nd Div: Rafael Montoya (M31), 10th Div: Federica Ortiz de Domínguez (M17, 4th Circle Black Dragon Master)

Knight- 2nd Div: Cristobal Narciso Mendoza Leonardo (EmL10 AL M), 10th Div: Angus McFlintock (F24)

Head Physician - 2nd Div: Surgeon General Teresa Garcia Ramirez de Arroyo (EmC8 of Valerias), 10th Div: Surgeon General Edoardo Perratin (M5)

A breakdown of Carnelia's Divisions -

Carnelia's 2nd Division

Carnelia's 2nd Division, formerly known simply as 'Carnelia's Division' in the pre-Great War Glantrian army, was re-designated as the 2nd Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The 2nd Division is about 25% mounted. About 70% of the soldiers are a mix of Belcadiz Humans and elves, a majority of the remainder of the division is drawn from the Fen population which has always had excellent relations with the Belcadiz. The 2nd Division is considered one of the best fighting divisions in the Grand Army of Glantri, behind only the 1st (Jaggar's) in the opinions of those in the GHC. The high regard of the GHC is due in no small part to its peerless record in battle during Thar's invasion. No Glantrian division, not even the 1st, earned more Mage's Crosses collectively than members of the 2nd Division in the Great War nor did any division rack up higher enemy kill counts than the 2nd Division.

Type of Unit: Light Infantry Division

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

MV: 9 miles a day (1st Banner can move up to 24 miles/day if alone), (3rd and 4th Banners can move up to 12 miles/day if alone, together, with the 1st Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury (yr) - 225,422.4 dc (71,366.4 dc for Deca/Privatees; 25,704 dc for NCO's; 62,496 dc for Banner officers; and 65,856 dc for Divisional Generals)

1st Banner (Els Orelluts): 60 Privates and 6 Deca elite mounted Light Infantry (EM5) scouts armed with bows and rapiers; 60 Privates and 6 Deca elite mounted Light Infantry (T5) with bows and short swords, 4 Senior Sergeants (2-EM7, 2-T7), 2 Lieutenants (EM8 2nd Circle Air Master, T8), Captain Francisco Javier Benet (EM10, 3rd Circle Air Master) all riding normal riding horses for maximum mobility.

Els Orelluts is a mixed (50-50) Belcadiz elf-Belcadiz Muman banner and is the scouting banner of the 2nd Division. Though based at Fort Monteleone it is rarely found there and is often on patrols the lands to the east of Fort Monteleone and Belcadiz out to Satolas looking for Ethengarian infiltrators, rogue humanoid raiding parties, and Shadowelf spies. Soldiers ranked Deca and above have a 33% chance (+33% per rank above Deca) of having one or more magical items and/or magical weapons.

2nd Banner (Los Boquerones): 180 Privates and 18 Deca Heavy Foot (F3); 120 Privates and 12 Deca elite Heavy Foot (F5) armed with long swords, daggers, shields and chain mail; 6 Sergeants (F5), 4 Senior Sergeants (F6); 2 Lieutenants (F8), Captain Bryon Norton (F10)

The Los Boquerones is drawn from human fighters from the principality of Belcadiz, and from the Fen lands around Belcadiz as well as Glantri City. Their primary mission is defense of Fort Monteleone. However on the attack they often serve as the reserve and support the Chicharreros. Soldiers ranked Deca and above have a 20% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.

3rd Banner (The Red Devils): 120 Privates and 12 Deca elite Archers (F4), 30 Privates and 3 Deca Archers (F2); with long bows, daggers, and leather armor; 5 Senior Sergeants (F6), 2 Lieutenants (F8), Captain Claudia Testoni (F10)

*The primary task of the Red Devils is battlefield suppression of enemy archers and especially enemy spellcaster when identified. The best archers in all Glantri are said to be found either in, or were once past members, of this predominately ethnic Fen banner. Current or past members of the Red Devils have won the annual archery contest on Army Day a staggering **17 years in a row**. All members have various archery related special skills. The 5th Platoon is the 'training' Platoon where new recruits, merely excellent archers, are trained to reach the extremely high standards of the experts of the rest of the banner. The Red Devils are a small but very potent banner which, due to their expertise and skill with the longbow, can outrange other archer units on the battlefield. Along with the Blitzkrieg, Aliana's Pride and the Flammenwerfer, the Red Devils are one of the most potent and famed of banners in the Glantrian army. Soldiers ranked Deca and above have a 33% chance (+33% per rank above Deca) of having one or more magical items and/or magical weapons.*

4th Banner (Los Chicharreros); 270 Privates and 27 Deca Light Infantry (EM3) with rapiers, daggers, and

leather; 9 Sergeants (EM5), 2 Lieutenants (EM7), Captain Julio Manuel Garcia (EM10)

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

Carnelia's 10th Division

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

Type of Unit: Fortress Division

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

MV: 9 miles a day (4th Banner can move up to 24 miles/day if alone), (2nd Banner can move up to 12 miles/day alone or with the 4th Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Total Cost to the Treasury (yr) - 121,705.6 dc (26,611.2 dc for Deca/Privatees; 8,198.4 dc for NCO's; 27,088 dc for Banner officers; and 59,808 dc for Divisional Generals)

1st Banner (Wolverine): 120 Privates and 12 Deca Heavy Archer (F2) armed with crossbow, dagger, and banded armor; 4 Sergeants (F4), 2 Lieutenants (F6), Captain Emilio Ferrar (F8)

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

2nd Banner (Lynx): 210 Privates and 12 Deca Archers (F2) armed with long bow, dagger, and leather; 7 Sergeants (F4), 2 Lieutenants (F6), Captain Ekaterina Makarova (F8)

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

3rd Banner (Lion): 300 Privates and 30 Deca Heavy Foot (F3) armed with pole arm, short sword, and dagger, wearing chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), Captain Antonio De Gaetano (F9)

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

4th Banner (Panther): 210 Privates and 21 Deca mounted Light Infantry (F2) armed with short bows, long swords, daggers, banded armor; 7 Sergeants (F4), 2 Lieutenants (F6), Captain Maximilian Scheer (F8) all riding normal horses

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

Jherek's 5th and 13th Divisions

Headquarters - Bramya Camp

Peacetime Deployment - Watching and protecting eastern border from Ethengarian intrusions, ranging from Estioniarsk in the north to Satolas in the south, as well as maintaining law and order and patrolling up to 48 miles from Bramya Camp and Braastar.

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

Division Commander - 5th and 13th Div: Prince Field Marshal Jherek Virayana IV (M36, Master of Illusions)

Vice Commander- 5th Div: Colonel General Subutai Otgonbayar (F24), 13th Div: Colonel General Doredhiel Anduerin (EM13, 3rd Circle Gold Dragon Master)

Executive Officer - 5th Div: Lieutenant General Fergus McBain (M12), 13th Div: Lieutenant General Chiara Cissorelli (F17)

Divisional Staff -

5th Div: 1 O4 Führungsamt (Operations) Officer (Südosten Branch), 1 O4 Abwehr (Intelligence) Officer (Ethengar), 3 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation), 1 O3 Verwaltungsabteilung (administrative) Officer (Records).

13th Div: : 1 O3 Führungsamt (Operations) Officer (Südosten Branch), 1 O3 Abwehr (Intelligence) Officer (Ethengar), 3 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Engineer), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 5th Div: Lan-Syn Virayana (M17, 4th Circle Illusionist), 13th Div: Christa Heinrichs (M19, 4th Circle Air Master)

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

Head Physician - 5th Div: Surgeon General Nergüi Ganbaatar (M4), 13th Div: Surgeon General Pavel Chekov (M2)

A breakdown of Jherek's Divisions -

Jherek's 5th Division

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

Type of Unit: Light Cavalry Division

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

MV: 24 miles a day

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1176

Cost to the Treasury (yr) - 209,899.2 dc (58,867.2 dc for Deca/Privatees; 27,720 dc for NCO's; 54,768 dc for Banner officers; and 68,544 dc for Divisional Generals)

1st Banner (White Lions): 90 Privates and 9 Deca Arcaner Cavalry (M3) and 90 Privates and 9 Deca elite Arcaner Cavalry (M5) armed with slings and staffs, 3 Sergeants (M5), 3 Senior Sergeants (M7, 2nd Circle Illusionist), 2 Lieutenants (M9, 2nd Circle Illusionist), Captain Qarachar Noyan (M11, 3rd Circle Illusionist) all mounted on superior riding horses.

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

2nd Banner (Black Lions): 180 Private and 18 Deca Brateks (T3) short bows, daggers, wearing Leather armor; 6 Sergeants (T5); 2 Lieutenants (T7), Captain Khutulun Lan Tsagaan (T9) all mounted on superior riding horses

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

3rd Banner(Blue Lions): 210 Privates and 21 Deca elite Light Cavalry (F4) with short bows, lance, banded armor; 8 Senior Sergeants (F6), 2 Lieutenants (F8), Captain Baiju Noyan (F10) all riding superior riding horses

4th Banner (Grey Lions): 210 Privates and 21 Deca elite Light Cavalry (F4) with short bows, lance, banded armor; 8 Senior Sergeants (F6), 2 Lieutenants (F8), Captain Qutlugh Khwaja (F11) all riding superior riding horses

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

Jherek's 13th Division

Jherek's 13th Division is a new division in the Glantrian army created in 1010 in the Glantrian Military

Reorganization Act of AC 1010. The division is about 25% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. Much like Carnelia's 10th Division the division has mixed ethnicities all being drawn from all over the Principalities. The primary tasking of the division is defending Skullhorn Pass in case of attack from the east and supporting the 5th Division east of the mountains once relieved at Skullhorn Pass by other forces from within Glantri.

Type of Unit: Fortress Division

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

MV: 9 miles a day (2nd Banner can move up to 24 miles/day if alone), (1st and 3rd Banners can move up to 12 miles/day if alone, together or with the 2nd Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1176

Cost to the Treasury (yr) - 151,872 dc (37,900.8 dc for Deca/Private; 10,483.2 dc for NCO's; 44,352 dc for Banner officers; and 59,136 dc for Divisional Generals)

1st Banner (Blues): 120 Privates and 12 Deca Arcaner Infantry (M3) armed with slings and staffs, 4 Sergeants (M5), 2 Lieutenants (M7), Captain Stoenoen (M9, 2nd Circle Air Master)

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

2nd Banner (Greens): 180 Privates and 18 Deca mounted Light Infantry (F2) armed with short bows, long swords, daggers, banded armor; 6 Sergeants (F4), 2 Lieutenants (F6), Captain Giorgi Tsulukidze (F8) all riding normal horses

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

3rd Banner (Blacks): 240 Privates and 24 Deca Archers (F2) armed with long bow, dagger, and leather; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain Archibald Allison (F8)

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

4th Banner (Reds): 300 Privates and 30 Deca Heavy Foot (F3) armed with hand axe, dagger, shield wearing chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), 1 Captain Marie Collonvillé (F9)

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

4th Corp:

Commander - Princess Field Marshal Carlolina Erewan

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

7th, 8th Divisions: Carlolina's divisions

Commanded in his absence by the respective Vice Commanders: Colonel General Firstiri (M21, 4th Circle Air Master, Brother 'Kuolema' of the Radiance), 8th Div: Lord Colonel General Qenildor Erewan (EwL10 Attack Rank D)

1st, 14th Divisions: Dolores's divisions (1014), Innocenti's divisions (1010-1014)

Commanded in her absence by the respective Vice Commanders: 1st Div: Colonel General Hans Grüber (M28. Brother 'Snape' of the Radiance), 14th Div: Colonel General Sergey Trofimenko (F15)

General peacetime deployments of the 3rd Corp.

2nd Division: 1st, 2nd, 3rd Banners- Ft. Monteleone

4th Banners - New Alvar

10th Division: 1st, 2nd, 3rd Banners - Ft. Monteleone

4th Banner - Nyra

5th Division - Bramya Camp

13th Division 1st, 3rd, 4th Banners - Skullhorn Pass Camp

2nd Banner - Braastar

7th, 8th Divisions - Carlolina's divisions

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

1010-1013 -General wartime deployments of the 4th Corp

1st and 14th Division - Huledain Camp

7th and 8th Division - Ellerovyn

1014 - General peacetime deployments of the 4th Corp.

7th Division: 2nd, 3rd, 4th Banners - Fort Huledain

1st Banner - Eriadna

8th Division: 1st, 2nd, 4th Banners - Ellerovyn

3rd Banner - Erendyl

1st Division: 1st, 2nd, 3rd Banners - Glantri City

4th Banner - Leenz

14th Division: 1st, 3rd, 4th Banner - Fort Huledain

2nd Banner - Lizzieni

Carlolina's 7th and 8th Divisions

Headquarters: Fort Huledain

Peacetime Deployment - The primary mission of the 7th and 8th Divisions is patrolling the border with New Kolland and the Borderlands Free Province (BFP) and intercepting rogue humanoid raiders as well as maintaining law and order and patrolling up to 48 miles from Eriadna and Lizzieni.

War deployment - The primary mission of Carlolina's divisions are the defenses of the southern border west of the Vesubian River. Even if there was no direct threat to the south the divisions would remain guarding the south unless a major invasion put Glantri itself into peril and would take over the areas covered by Dolores's divisions who would likely be sent to the area of Glantri under threat.

Division Commander - 7th and 8th Div: Princess Field Marshal Carlolina Erewan (EW20, High Mistress of Runes)

Vice Commander - 7th Div: Colonel General Firstiri (M21 4th Circle Air Master, Brother 'Kuolema' of the Radiance), 8th Div: Lord Colonel General Qenildor Erewan (EwL10 Attack Rank D)

Executive Officer - 7th Div: Lieutenant General Karl Stransky (F16), 8th Div: Lieutenant General Claudio Ferranti (F19)

Divisional Staff -

7th Div: 1 O4 Führungsamt (Operations) Officer (Südosten Branch), 1 O4 Abwehr (Intelligence) Officer (Foreign), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Engineer), 1 O3 Verwaltungsabteilung (administrative) Officer (Records).

8th Div: : 1 O4 Führungsamt (Operations) Officer (Südosten Branch), 1 O3 Abwehr (Intelligence) Officer (Broken Lands), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Medical), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 7th Div: Baron Borodin (M14, 3rd Circle Air Master), 8th Div: Lady Eleesa Erewan (EWC20 of Ilsundal 4th Circle Rune Master)

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

Head Physicians - 7th Div: Nikolay Ivanovich Pirogov (M5), 8th Division: Surgeon General Rûdhon

Miuverthon (EW9)

A breakdown of Carlolina's divisions -

Carlolina's 7th Division

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

Type of Unit: Infantry Division

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

MV: 9 miles a day (3rd Banner can move up to 24 miles/day if alone), (1st and 2nd Banners can move up to 12 miles/day if alone, together, with the 3rd Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury (yr) - 189,840 dc (46,771.2 dc for Deca/Private; 16,396.8 dc for NCO's; 50,400 dc for Banner officers; and 76,272 dc for Divisional Generals)

1st Banner (Pride of Volospin): 120 Privates and 12 Deca elite Arcaner Cavalry (M5) armed with slings and staves, 4 Senior Sergeants (M7, 2nd Circle Air Master), 2 Lieutenants (M9, 2nd Circle Air Master), Captain Paneri (M11 3rd Circle Air Master) all riding warhorses

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

2nd Banner (Sankari): 240 Privates and 24 Deca Archers (F2) armed with long bow, dagger, and leather; 8 Sergeants (F4), 2 Lieutenants (F6), Captain Forserin (F8)

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

3rd Banner (Nopea): 240 Privates and 24 Deca mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), Captain Charles Churchill (F8) all riding normal horses.

Nearly annihilated at the Battle of Huledain losing almost 70% of the banner dead or captured, the Nopea of the 3rd Banner was reconstituted after the Great War. Totally the Nopea are nearly 75% Averoignian. The Nopea serve as the long-range scouts, as well as flank projection and divisional skirmishers. In peace they log long patrols into the Southern Hills Free Province as well as occasional patrols into the Borderlands Free Province and often see action against hostile humanoids not aligned with Kol. Soldiers ranked Deca and above have a 15% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.

4th Banner (Sisu): 240 Privates and 24 Deca Heavy Foot (F3) with sword, shield, and chain armor; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Johann Strauss (F9)

The Sisu are the line infantry unit of the division. Also nearly annihilated at the Battle of Huledain in 1007 it is now longer an Alphatian Banner. Very few veteran privates remain in the unit. Most of the surviving privates from the Great War were promoted over time to fill the NCO and Officer positions of those that fell in battle and the Banner was rebuilt from men and women from all over Glantri. The Sisu spend most of their time at Fort Huledain in training learning tactics and tactical maneuver. In battle they would serve as the front line of defense or the first line of attack. Soldiers ranked Deca and above have a 20% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.

Carlolina's 8th Division

Carlolina's 8th Division, formerly known simply as 'Carlolina's Division' in the pre-Great War Glantrian army, was re-designated as the 8th Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The division is 100% mounted, with one banner on flying mounts. Carlolina's division is made up exclusively of Erewan elves and Forester humans of Erewan (see Dawn of the Emperors: Book Two Player's Guide to Thyatis. Class abbreviation: FO#). They are highly skilled and experienced as the result of years of continuous wars with the humanoids.

Type of Unit: Mobile Assault Division (Light)

BFR: 128 **Troop Class:** Elite **BR:** 258

MV: 12 miles a day (1st Banner can move up to 144 miles/day if alone)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury (yr) - 274,713.6 dc (104,025.6 dc for Deca/Private; 25,536 dc for NCO's; 89,712 dc for Banner officers; and 55,440 dc for Divisional Generals)

1st Banner (Aliana's Pride): 90 Privates and 9 Deca airborne Light Cavalry (E3) with long sword, shields, and chain mail, and 30 Privates and 3 Deca elite airborne Light Cavalry (E5) with long swords+1, shields and chain mails+1; 4 Senior Sergeants (2-EW7, 2-EM7), 2 Lieutenants (EM8), Captain Felaern (EM10, 3rd Circle Blue Dragon Master) all mounted on Griffon.

After Lady Aliana Nyraviel's death Princess Carlolina took over and became the sponsor of the 100% elven 'Nyraviel's Knights'. She intended to keep them as a private force of hers, but the events of the war changed that notion and she expanded the force and made them a regular part of her 8th Division, and thus a part of the Grand Army of Glantri. The Pride is a very elite and experienced combat veteran unit with years of combat experience. Along with the Blitzkrieg Battalion, Flammenwerfer, and the Red Devils, they are considered among the best combat banners in the Glantrian army. Soldiers ranked Deca and above have a 50% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons in addition to any listed.

2nd Banner (Red Arrowheads): 240 Privates and 24 Deca mounted Archers (E3, FO3) long bows, short swords, daggers, leather armor; 8 Sergeants (6-E4, 2-FO4), 2 Lieutenants (EW6,FO6), Captain Yralissa Anduerin (EW8) all mounted on elven warhorses.

The Red Arrowheads are a mixed elven and human (80% Elf-20% Forester) banner employed primarily as archers when the banners of the division are deployed together as a division. In addition to being highly skilled archers, the soldiers of 2nd banner can all cast spells and are adequately trained and skilled with sword to serve as Light Infantry or as a magical unit as needed. However, the value of the banner is with its talent and skill with the bow as only those elves and Foresters considered best with the bow are accepted into the Red Arrowheads. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.

3rd Banner ('Tree-huggers'): 240 Privates and 24 Deca Light Cavalries (E3, FO3) lances, long swords, daggers, shields, leather armor; 8 Sergeants (5-E4, 3-FO4), 2 Lieutenants (EW6), Captain Liselott Schridde (FO8) all mounted on elven warhorses

The Tree-huggers are a mixed elven and human (60%-40%) banner employed primarily as Light Cavalry when the banners of the division are deployed together as a division. While skilled equestrians and cavalymen all the soldiers of the 3rd Banner can cast spells and are adequately skilled with bow to serve as an archer or magical combat unit as the situation requires. The Tree-huggers specialize in rapid movement and scouting (all being excellent trackers and hunters) as well as horse mounted combat. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more

magical items and/or magical weapons.

4th Banner (Wild Bunch): 240 Privates and 24 Deca Heavy Foot (E3) long swords, daggers, shields and chain mail; 8 Sergeants (E4), 2 Lieutenants (EW7, EM7), Captain Mythanar Erewan (EM9) all mounted on elven warhorses

The Wild Bunch are a mixed elven and human (75%-25%) banner employed primarily as Heavy Foot when the banners of the division are deployed together as a division. Though trained as fighters the infantry of the 4th Banner can cast spells and can serve as a magical combat unit as needed. The Wild Bunch specialize in hacking humanoids into little bitty pieces in hand-to-hand combat and find the notion of feathering a orc with an arrow too easy, or bringing down a hobgoblin with a spell to be poor sport. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.

Dolores' 1st and 14th Divisions

Headquarters - Camp Huledain

Peacetime Deployment - The primary mission of the 14th Division is patrolling the border with New Kolland and the Borderlands Free Province (BFP) and intercepting rogue humanoid raiders as well as maintaining law and order and patrolling up to 48 miles from their places of deployment (Fort Huledain and Lizzieni). The 1st Division is charged with maintaining law and order and patrolling up to 48 miles from their places of deployment (Glantri City and Leenz)

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

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

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

Vice Commander - 1st Div: Colonel General Hans Grüber (M28, Brother 'Snape' of the Radiance), 14th Div: Colonel General Sergey Trofimenko (F15)

Executive Officer - 1st Div: Lieutenant General Anja Höppner (F21), 14th Div: Lieutenant General Peter Middelkoop (M11 3rd Circle Death Master)

Divisional Staff -

1st Div: 1 O4 Führungsamt (Operations) Officer (Südosten Branch), 1 O4 Abwehr (Intelligence) Officer (Foreign), 4 O4 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Engineer), 1 O4 Verwaltungsabteilung (administrative) Officer (Records).

14th Div: : 1 O3 Führungsamt (Operations) Officer (Südosten Branch), 1 O3 Abwehr (Intelligence) Officer (Broken Lands), 4 O3 Versorgungsabteilung (logistics and supplies) Officer (Procurement, Distribution, Transportation, Medical), 1 O3 Verwaltungsabteilung (administrative) Officer (Records)

Head Mage - 1st Div: Frau Hildegard Von Drachenfels (M36, High Mistress of Earth), 14th Div: Salvadius Rufus (M17, 4th Circle Earth Master)

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

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

A Breakdown of Dolores' Divisions -

Dolores' 1st Division

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

Type of Unit: Mobile Assault Division (Heavy)

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

MV: 12 miles a day (1st, 3rd and 4th Banners can move up to 24 miles/day if alone or together)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury (yr) - 259,405.6 dc (68,524 dc for Deca/Privatees; 28,593.6 dc for NCO's; 61,152 dc for Banner officers; and 101,138 dc for Divisional Generals)

1st Banner (Aufklärung): 120 mounted privates and 12 Deca of various classes, 4 Senior Sergeants, 2 Lieutenants (F9, M9 - Lord Rolf Lowenroth), Captain Caren Petzold (M11) all riding normal horses. The Aufklärung serve as the eyes and ears of the division and serves as a reconnaissance and scouting unit. Soldiers ranked Deca and above have a 30% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons. The Aufklärung break into Platoons as follows:

1st Platoon (Brandenburg): 30 Privates and 3 Deca elite mounted Light Infantry (F5) armed with short swords, daggers and leather armor+1; 1 Senior Sergeant (F7) all riding normal horses.

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

2nd Platoon (Gelandeerkundung) - 30 Privates and 3 Deca mounted elite Light Infantry (T4) armed with short swords, nets, daggers +1 and leather armor; 1 Senior Sergeant (T6) all riding normal horses.

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

3rd Platoon (Gefechtsaufklärung) - 30 Privates and 3 Deca elite mounted Arcaner Infantry (M5) armed with staffs and daggers, 1 Senior Sergeant (M7) all riding normal horses.

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

4th Platoon (Luftaufklärung) - 30 Privates and 3 Deca elite mounted Arcaner Infantry (M5) armed with staffs and daggers, 1 Senior Sergeant (M7) all riding small Roc's.

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

2nd Banner (Blitzkrieg): 120 Privates and 12 Deca elite Arcaner Cavalry (M5) armed with slings and staffs, 4 Senior Sergeants (M7); 180 Privates and 18 Deca elite Heavy Cavalry (F6) armed with lances, longswords, and full plate armor; 6 Senior Sergeants (F8), 2 Lieutenants (F9, M9), Captain Otto Kerchemer (M11, 3rd Circle Gold Dragon Master) all riding armored warhorses.

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

3rd Banner (Schwerpunkt): 210 Privates and 21 Deca mounted Heavy Foot (F3) with longswords, short swords, dagger, shield, and chain mail; 7 Sergeants (F5); 2 Lieutenants (F7), Captain Adolphus Müller (F10) riding normal horses for quick reaction on the battlefield and will dismount before fighting.

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

4th Banner (Bogenschütze): 210 Privates and 21 Deca mounted archers (F2) with long bows, daggers, and leather armor; 7 sergeants (F4); 2 Lieutenants (F6), Captain Catherine Geßler (F8) all riding normal horses.

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

Dolores' 14th Division

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

Type of Unit: Heavy Infantry Division

BFR: 111 **Troop Class:** Excellent **BR:** 166

MV: 9 miles a day (2nd Banner can move up to 24 miles/day if alone), (1st Banner can move up to 12 mile/day if alone or with 2nd Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury (yr) - 159,696.6 dc (46,368 dc for Deca/Private; 16,833.6 dc for NCO's; 45,696 dc for Banner officers; and 51,072 dc for Divisional Generals)

1st Banner (Lupo): 120 Privates and 12 Deca Arcaner Infantry (M3) armed with slings and staffs, 4 Sergeants (M5), 2 Lieutenants (M7), Captain Emanuela Bruni (M9)

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

2nd Banner (Cavallo): 210 Privates and 21 Deca Light Cavalry (F2) armed with short bow, spear, and leather; 7 Sergeants (F4), 2 Lieutenants (F6), Captain Franco Viola (F8) all riding normal horses

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

3rd Banner (Orso): 210 Privates and 21 Deca elite Heavy Foot (F5) armed with pole arm, short sword, and dagger, wearing chain mail; 7 Senior Sergeants (F7), 2 Lieutenants (F9), Captain Anna Maria Mozzoni (F10)

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

4th Banner (Tigre): 300 Privates and 30 Deca heavy foot (F3) armed with (2) throwing spears, swords, shield, wearing chain mail; 10 Sergeants (F5), 2 Lieutenants (F7), Captain Maria Francesca Cabrini (F9)

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

RESERVE FORCES

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

With the steady increase in the population of Glantri today, now five years after the Great War and Plague ended, the drain on the manpower and finances of Glantri as it affects the Grand Army of Glantri

are decreasing with each year. The estimated population this year (1014) is just over 700,000. The Grand Army of Glantri stands at just over 14,000-line soldiers and officers in 16 divisions. That represents a percentage of just over 2% of the total population which is much more in lines with the percentage of the other nations in the region and a vast improvement in our defensive capabilities in fielding a trained army over the size of the regular Grand Army prior to the declaration of war upon Glantri by Alphatia in which Glantri fielded only 8 divisions that represented less than 1% of its population.

In a recent series of wargames conducted by the GAHC in AC 1013, a simulated invasion of Glantri by a humanoid horde of some 75,000 attacking without warning out of the western wasteland, still shows however that while the 16 divisions are very powerful and quite capable, they alone would not be enough to defeat a full scale invasion of Glantri.

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

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

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

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

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

Case 4 would trigger the activations of one Army Group, and several Army command structures. All 16 regular divisions would be relieved by the ready-reserve divisions and local militia and be spread

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

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

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

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

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

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

Principality Ready Reserve/Militia armories

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

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

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

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

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

Bramya - population - 8000 **1 Division** (the 40th Reserve Division) *Like Belcadiz due the proximity to the Khanates of Ethengar and the threat of attack Bramya is able to fill a division otherwise well of out*

proportion to its relative population due the mandatory militias and general war readiness the population has had to adopt.

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

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

Klantyre: population - 26,000 1 Division (the 45th Reserve Division)

Krondahar: population - 23,000 1 Division (the 46th Reserve Division)

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

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

Type of Unit: Militia Infantry Division (17th - 52nd Divisions)

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

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

MV: 9 miles a day (4th Banner can move up to 24 miles/day if alone), (2nd Banner can move up to 12 miles/day if alone or with the 4th Banner)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury - 7,828.8 dc/month

1st Banner: 120 Privates and 12 Deca Heavy Foot (F2) with hand axe, dagger, shield, and chain armor; 4 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

2nd Banner: 240 Privates and 24 Deca Archers (F2) with long bows, daggers, leather armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

3rd Banner: 240 Privates and 24 Deca Light Infantry (F2) with spears, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8)

4th Banner: 240 Privates and 24 Deca mounted Light Infantry (F2) with short bows, long swords, daggers, banded armor; 8 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all mounted on normal riding horses

A catastrophic Case 5 situation would trigger the activation of multiple Army Group command structures along with many Army command structures. In addition to the regular and ready-reserve divisions which could be in the field within a week, a national emergency could be declared which would institute

mandatory draft and levies to bring the Grand Army of Glantri up to its full strength. As noted above the maximum the economy of Glantri can support without immediate severe destabilization is a mobilization of 16% of Glantri's population which translates to fielding an army of 125 divisions. The actual extent of the mobilization would vary per the specific nature of the threat as determined by the GAHC. However, unlike the ready -reserve divisions, such divisions would not be effectively combat capable until fully assembled, armed and equipped and at least given the basic rudiments of training. Based on the experiences of the emergency mobilization after the surrender of Thyatis in 1009 we believe the following to be an accurate timetable for the emergency utilization of such divisions.

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

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

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

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

Type of Unit: Draft Infantry Division (53th - 125th Divisions)

Commander: (O-4 Colonel) F11 (+2 mod bonus), Executive Officer: (OF-3 Major) F10

BFR: 31 **Troop Class:** Poor **BR:** 37

MV: 9 miles a day (1st Banner can move up to 12 miles/day if alone)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Cost to the Treasury - 6,613.6 dc/month

1st Banner: 210 Privates and 21 Deca Archers (F1) with long bows, daggers, leather armor; 7 Sergeants (F3), 2 Lieutenants (F5), 1 Captain (F7)

2nd Banner: 210 Privates and 21 Deca Light Infantry (F1) with spears, daggers, banded armor; 7 Sergeants (F3), 2 Lieutenants (F5), 1 Captain (F7)

3rd Banner: 210 Privates and 21 Deca Light Infantry (F1) with spears, daggers, banded armor; 7 Sergeants (F3), 2 Lieutenants (F5), 1 Captain (F7)

4th Banner: 210 Privates and 21 Deca Light Infantry (F2) with short bows, long swords, daggers, banded armor; 7 Sergeants (F4), 2 Lieutenants (F6), 1 Captain (F8) all mounted on normal riding horses

New Kolland???

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

Left the Broken Lands

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

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

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

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

Trolls - The Trolls of the Broken Lands scattered after the death of Haa'k Hordar in 1011 leaving the swampy area of the Broken Lands known as Trollhatten unoccupied. Many went to C'Kag in the Orclands, other become 'wandering monsters'. No appreciable organized numbers of Trolls remain in Western Broken Lands today.

Red Orcs and Gnolls - Both were chased out of their long-inhabited regions of the Broken Lands, Red Orcland and South Gnollistan, by the fighting between the Dwarves and Shadowelves. Both killed humanoids on sight as a matter of course in their conflict. Both groups moved to safety to the west into

the now abandoned OGREMOOR region of the Broken Lands. Just this year (1014) the vast majority of the Red Orcs, along with nearly all the Gnolls left the Broken Lands on the search for the Blue Knife.

Still Remaining in Broken Lands

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

Bugbears - remained in their lands, former Bugburbia, forced west by the fighting for Oenkmar, now a part of New Kolland occupying the fertile lands of Trollhatten.

Goblins - remained in their lands, High Goblity, until 1012 then forced west by the War for Oenkmar, now residing in the former OGREMOOR. Though not technically a part of New Kolland, the Goblin King DOTH submitted to Prince Kol and are considered subject to Kol, and like the Kobolds and Bugbears technically citizens of Glantri today.

After some reorganization of his command and unit structures it is thought that Kol has the following force available to him and, even though not directly under the command of the GAHC, could be available to Glantri in the case of a Class 5 catastrophic invasion.

Kol's Legion:

Headquarters – Camp Udghar

Peacetime Deployment - Training in Thyatian tactics and patrolling New Kolland and Borderlands Free Province. Watching for Shadow Elf incursions from the east.

War deployment - TBD.....

Kol's Legion is a standing military force the Prince of New Kolland, Prince Kol, keeps for protecting his Principality, and keeping a firm grip on leadership over the few remaining humanoids in the Western Broken Lands. The legion is also responsible for watching the Vesubian River for possible Shadow Elf or Dwarf incursions into the last remaining humanoid held part of the Broken Lands. The Legion is not officially a part of the Grand Army of Glantri or subject to orders by the Glantrian Army High Command. In effect it is a private force answered only to Prince Kol. However, the force is largely subsidized by the Council of Princes, in part so Kol can use them to maintain control over the humanoids and keep them from raiding Glantri. What should come as no surprise, considering how well Kol's Kobolds performed in battle during the battles of 1007-1009, is Kol's Legion is a very well trained and effective combat force.

A breakdown of Kol's Legion -

Type of Unit: Heavy Infantry Division

BFR: 82 **Troop Class:** Good **BR:** 100

MV: 12 miles a day

Combatants: 5,852 Soldiers and Officers

Legion Commander - Prince Constantine Diocletius Kol XIV (KO32/M11)

Vice Commander - Ludwig von Hendricks (F16, Plate +2, Shield +4, Long Sword +2)

Head Mage - Thurstol Cattaneo (M28)

Knight - Brudath (BU12), Chain +4 of spell turning, Shield +3, Mace +3)

Prima Cohort - commanded by Tribune Titus Titonius II (KO19/M7)

2nd Cohort - commanded by Tribune Adeodatus Donatius III (KO6)

3rd Cohort - commanded by Tribune Marius Vinicius (KO5)

4th Cohort - commanded by Tribune Desiderius Constantius IV (KO9)

5th Cohort - commanded by Tribune Quintus Florentius (KO5)

6th Cohort - commanded by Tribune Ignatious Pudentius (KO10)

7th Cohort - commanded by Tribune Ongah (GO10/C5 of Wogar)

8th Cohort - commanded by Tribune Gork (GO9)

9th Cohort - commanded by Tribune Rhunn (BU14/W6)

10th Cohort - commanded by Tribune Raorr (GO6)

Prima Cohort

4 Centuria of elite Kobold Infantry: 640 Kobold infantry (KO3), 80 Decanus (KO4), 1 Primus Pilus (KO6), 3 Primi Ordinis (KO5); all with shield and spear

2 Centuria of Kobold spellcasters: 180 Kobold spellcasters (KO3/W3), 20 Decanus (KO4/W4), 1 Primi Ordinis (KO5/W5); all with Gri-Gri and dagger

The Prima Cohort serves as Prince Kol's bodyguard when in New Kolland and is based at Lower Skoldar in the royal barracks close to Kol's Quarters and throne room.

2nd - 4th Cohorts

Each Cohort has 6 Centuria of veteran Kobold Infantry: 480 Kobold infantry (KO1), 60 Decanus (KO2), 6 Centurions (KO3); all with shield and spear

The 2nd, 3rd, and 4th Cohorts are based at Camp Sodhor and police the great cavern as well as sending patrols throughout the rest of the lower caverns of New Kolland.

5th - 6th Cohorts

Each Cohort has 6 Centuria of Kobold Infantry: 480 Kobold infantry (NM), 60 Decanus (KO1), 6 Centurions (KO2); all with shield and spear

The 5th Cohort is based at Camp Szaasz Kragarm which is on the banks of the Vesubian River in the northern most part of New Kolland and is responsible for patrolling the west banks of the Vesubian River as far south as the North Petronax and preventing any Dwarven or Shadow Elf from crossing the Vesubian River into New Kolland. Any others, such as non Glantrian humans are detailed until the Tribune can interrogate the intruder.

The 6th Cohort is based at Camp Parar Gijak which is 13 miles northeast of Upper Skoldar and is responsible for patrolling the Neutral Zone between New Kolland and Erewan and intercepting both raiders from Erewan and preventing humanoid adventurers or hothead from entering the zone and perhaps breaking the fragile truce with the elves of Erewan

7th Cohort

- 1 Centuria of elite Goblin Light Cavalry: 80 elite Goblin Dire Wolf Riders (GO2), 10 Decanus (GO3), 1 Centurions (GO4); armed with bows and hand axes, riding Dire Wolves.
- 1 Centuria of elite Goblin Light Mage Cavalry: 80 elite Goblin mage Dire Wolf Riders (GO2/W2), 10 Decanus GO3/W3), 1 Centurion (GO5/W5)
- 4 Centuria of veteran Goblin Light Cavalry: 320 veteran Goblin Light Infantry (GO1), 40 Decanus (GO2), 4 Centurions (GO3); armed with bows and hand axes, riding Dire Wolves.

The 6th Cohort is based at Camp Shapathi next to Lower Rattaya and patrols the southern caves and caverns and is tasked with supported the 8th Cohort in times of raids or attacks from across Lake Gum.

8th Cohort

- 5 Centuria of Goblin Archers: 400 Goblin Archers (NM), 50 Decanus (GO1), 5 Centurions (GO2); armed with bows, and spears
- 1 Centuria of Goblin Light Cavalry: 80 veteran Goblin Light Infantry (GO1), 10 Decanus (GO2), 1 Centurion (GO3); armed with bows, spears and riding Dire Wolves.

The 7th Cohort is based at Camp Vashawar on the banks of Lake Gum and is on constant alert for attacks from other humanoids, Dwarves or Shadowelves from the east.

9th Cohort

- 2 Centuria of veteran Bugbear Heavy Foot: 160 veteran Bugbear Heavy Foot (BU1), 20 Decanus (BU2), 2 Centurion (BU3) all with shields and longswords
- 4 Centuria of Bugbear Heavy Foot: 320 Bugbear Infantry (NM), 40 Decanus (BU1), 4 Centurions (BU2) all with shields and maces

The 8th Cohort is based at Camp Devrumkk in the woods and swamps west of the Vesubian River. The cohort is also on constant alert for attacks from other humanoids, monsters or Shadowelves from the east.

10th Cohort

4 Centuria of Lizard Men Light Infantry: 320 Lizard Men Light Infantry (NM), 40 Decanus (LM1), 4 Centurion (LM2); all with spears

2 Centuria of Troglodyte Heavy Foot: 160 Troglodyte Heavy Foot (NM), 20 Decanus (TD1), 2 Centurion (TD2); all with two handed axes

The 9th Cohort is based on the Isle of Hordar located in the center of Trollhattan lake. The cohort is tasked with clearing the former lower Trollhatten of monstrosities. Those creatures the Cohort's commander feels that are too dangerous to tackled by his troops are reported to the Prince who will arrange high level adventurers to travel to the lake and deal with the threat.