

# THE LEGION

The *Thardic* Republican Army, or Legion for short, is the standing army for the Republic. These articles detail Jonathan M. Davidson's Alternate Army as oppose to the Columbia Games Cannon articles. This article refers to *The HårnMaster Core* and the *Thardic Republican Module* regularly.

## MAKING A LEGIONNAIRE CHARACTER

Using the random birthplace generation tables in "*HårnWorld*", 1 in 10 characters are born in *Tharda*. Of those, 1 out of every 90 households has someone serving in the Army. Every free person in the *Thardic* Republic reports to their local legion outpost in their sixteenth year. Assuming the local *Milities Primus* deems them acceptable, they will become a legionnaire for the next four years of their lives. After the age of 21 they may opt to become reservists, serving 90 days each year, or remain full timers.

Generate Legionnaires characters with the following modifications to the *HårnMaster Core* rules.

## BIRTH ATTRIBUTES

**Species:** Any race, living free in the *Thardic* Republic may join the legion. The exception to the rule is *Gargun*.

**Sex, Birthdate, Sunsign:** Use *HårnMaster Core* rules.

**Birthplace:** Anywhere, but the person should be a resident of the *Thardic Republic*. The *Urbani* (*Milities Urbani* and *Compartes Urbani*) are drawn exclusively from the cities of *Coranan* and *Shiran*. Those living in manors or small towns are more likely to serve as *Milities Auxilliari* (yeomen).

**Culture:** Feudal-Imperial; their culture of birth may be different depending on their birthplace.

**Social Class:** Any but slave. Use *HårnMaster Core* rules and add 25 to the roll. Use the Social Class table (sidebar) to translate the results. Slaves may not serve in the legion as soldiers. Instead they work for the legion in a variety of support positions (cooking, cleaning, personal slaves, bath slaves, farmers, animal tenders, etc.).

## FAMILY DEVELOPMENT

**Sibling Rank:** Full-time legionnaires tend to come from large families. Add 1d6 to the number of siblings generated. *Milities Tala* tend to be from the equestrian class, who have no future of inheritance due to the situation of their birth (bastards), or their birth rank. Add 3 to their birth rank.

**Parent:** Use *HårnMaster Core* rules.

**Estrangement and Clanhead:** Use *HårnMaster Core* rules.

### LEGIONNAIRE TYPES

#### 01-79 Citizens and Freemen

001-121	<i>Milities Linari</i>
122-161	<i>Milities Primus</i>
162-201	<i>Milities Fabrica</i>
202-215	<i>Milities Urbani</i> (R)
216-217	<i>Comparte Urbani</i> (R)
218-554	<i>Milities Auxilliari</i> (R)
555-877	<i>Milities Linari</i> (R)
878-958	<i>Milities Primus</i> (R)
959-000	<i>Compartes</i>

#### 80-00 Equestrians (d1000)

000-096	<i>Sexton</i>
097-192	<i>Manus Primus</i>
193-213	<i>Manus Legatus</i>
214-304	<i>Triberties Linari</i>
305-310	<i>Triberties Primus</i>
311-316	<i>Legatus</i>
317-799	<i>Milities Tala</i> (R)
800-992	<i>Manus</i>
993-000	<i>Manus Legatus</i>

(R) denotes a reservist

### Social Class Translation

HMC	Thardic
UnGuilded	Freeman
Guilded	Citizen
Noble	Equestrian

### Mages in the Legion

There are members of the *Shek-P'var* in the legion. They are neither acknowledged, nor given special privileges. Often they server their four years as clerks and scribes rather than soldiers. A mage who becomes a full-time soldier may be called a *Milities Fabrica* by his fellow-soldiers. While he does not have any special *Milities Fabrica* training, his special skills are acknowledged by the title. This, of course, leads to the unofficial assumption that all *Milities Fabrica* are mages. Of course not all mages are *Milities Fabrica*, there's rumor that a few *Fyurians* are actually Physicians.

## APPEARANCE ATTRIBUTE

**Height, Frame, Weight:** Use *HårnMaster Core* rules.

**Comeliness:** Use *HårnMaster Core* rules. Legionnaires go clean shaven and well groomed whenever possible. If the legionnaire is not groomed, shaven or clean subtract 2 from this stat when dealing with other Thardians.

**Physical Attributes:** Use *HårnMaster Core* rules. It is recommended that Legionnaires have the following minimum stats: Strength and Dexterity 9, Endurance 12.

## PERSONALITY ATTRIBUTES

**Intelligence, Aura, and Will:** Use *HårnMaster Core* rules.

**Psyche:** Use *HårnMaster Core* rules, but with caution. Any extreme phobias may reduce the characters career in the legion. Cowardice, be it a phobia or relating from a phobia is a crime punishable by imprisonment and fines if not death.

**Morality:** Use *HårnMaster Core* rules. An average morality is preferred as the legion life is disciplined, and fines for disobedience are high.

**Deity:** The character may worship any deity, although followers of *Morgath* and *Naveh* are strongly discouraged. *Navehans* discovered within the legion tend to be persecuted by their fellow legionnaires. *Morgathians* fair only slightly better. *Peonians* are accepted openly but watched carefully. Any legionnaire refusing to fight will be punished for cowardice.

## ASSIGNMENT OF SKILLS

The final step in character generation is to assign skills. Please read Assignment of Skills in *HårnMaster* (CHARACTER 19) before proceeding.

### [1] Automatic Skills

These are the skills that every character has regardless of background or training. They do not cost any option points to open. Calculate and record the **SB** for each automatic skill. In *Tharda*, **Dagger** is an automatic skill. Choose the ritual skill(s) that best match the character's religion(s).

### [2] Occupation Skills

The occupations available are listed in the sidebar on the left-column of page 1 of this article. Generate (or choose) an occupation and open the skills listed at the **SB** indicated in the article dealing with the occupation.

## Worship in the Legion

*Peoni* and *Halea* are often both worshiped together by legionnaires. Other parings can include *Siem* or *Larani*. *Agrik* and *Halea* is another common paring.

## Religion in the Legion

There are no priests in the legion- instead they offer spiritual and healing advice from the sidelines. Paladins, *Terhani* and other knightly religious orders are welcome in the legion, so long as they can abide by the legion's laws and follow orders.

## Women in the Legion

Officially, women are treated identically to men in the legion. There are women *Triberties*, *Linari* and all ranks in between serving alongside, performing the same tasks and in the same barracks as the men.

Dating a woman in the same troop (*Tenacus*, *Tala* or *Comparus*) is considered the social equivalent of dating your sister. Dating someone in the same Maniple is acceptable only so long as both parties are discreet.

Those that have time to comment on the beauty of another legionnaire, regardless of the intent of the comment, obviously have too much time on their hands. This excess time is quickly put to work in doing the most onerous chores possible.



EIDEL LEGION

**Note:** any reservist has the same skills as a full-timer. The following list of skills assumes a beginning character.

Rank	Combat Skills										Craft/Lore Skills										Communications Skills									
	Initiative	Lance	Sword	Dagger	Shield	Javelin	Sickle	Bow	Axe	Sling	Pike	Riding	Unarmed	Foraging	Survival	Heraldry	Physician	Masonry	Woodworking	Craft	Engineering	Mathematics	Tactics	Law	Military Organization	Awareness	Intrigue	Script		
<i>Milities Linari</i>	6												3	3	2	1	1													
<i>Milities Fabrica</i> <sup>a</sup>	5	4	4	4	4	4	4	4						2	2	1	1	2	2	3	3	1			1					
<i>Milities Primus</i>	7		5	5	5	5	5	5		4			4	3	2	1	2						1		2	5		1		
<i>Milities Auxiliari (Skirmisher)</i> <sup>b</sup>	4		4			4			4	4				1	1	1	1								1	3				
<i>Milities Auxiliari (Archer)</i>	4			4	4		4	4	4					1	1	1	1								1	4				
<i>Compartes (Skirmisher)</i> <sup>c</sup>	4		5	5	5	5			5	4	4		4	3	2	1	2						2		3	4				
<i>Compartes (Archers)</i>	4		5	5	5	5			5	4	4		4	3	2	1	2						2		3	4				
<i>Milities Tala Sagitorium</i>	5		4	4	4			4			4		2	1	3	2							1		2	3	4	1		
<i>Milities Tala Gravis</i>	5	4	4	4	4			4			4		2	1	3	2							1		2	3	4	1		
<i>Manus</i>	4	4	4	4	4			4			4		2	1	3	2							2		3	4	4	1		
<i>Sexton Tala Sagitorium</i>	6		5	5	5			5	5			5		2	2	4	3						2		3	4	5	1		
<i>Sexton Tala Gravis</i>	6	5	5	5	5			5			5		2	2	4	3							2		3	4	5	1		
<i>Manus Primus</i>	7	5	5	5	5			5				5	2	1	3	2						1	3	1	3	4	5	1		
<i>Manus Legati</i>	7	4	4	4	4						4	5	2	1	3	2						1	3	1	4	4	4	1		
<i>Triberties</i>	6	5	5	5	5			5			5		2	1	4	2							1	4	2	5	4	5	1	
<i>Triberties Primus</i>	7	5	5	5	5			5			6		2	2	5	2							2	5	3	6	5	6	1	
<i>Triberties Legati</i>	8	5	5	5	5			5			6		2	1	6	2							2	5	3	6	4	6	1	

- a. The *Milities Fabrica* has a random craft skill at OML+3. They also have either Masonry or Woodworking, but not both.
- b. The *Milities Auxiliari Skirmisher* may have either a Javelin or sling and either a Shortsword or hatchet.
- c. The *Compartes (Skirmisher)* may have either a a J: Shortsword or hatchet.



**Optional Skills**

These are the skills a legionnaire character may optionally open at creation, or later in their career.

Optional Skills
Acrobatics/1, Dancing/2, Swimming/1, Musician/1, Script, Riding/1, Alternate Weapon(s) at OML, Agriculture/2, Animalcraft/1, Brewing/1, cookery/3, Engineering/1, Fishing/1, Fletching/1, Folklore/2, Herblore/1, Hideworking/1, Law (Thardic, or Legion)/1, Masonry/1, Mathematics/1, Tactics/1, Tracking/1, Weaponcraft/1, Weatherlore/2, Woodworking/1

**Skill Improvements**

Each month (30 days) of **training** assumes three days of rest. One training month provides the following number of improvement rolls for each character to spend:

Training Improvement Rolls	
Weapons	108
Group	81
Craft	27

Each month (30 days) of **career** assumes three days of rest. One career month provides the following number of Improvement Rolls

Career Improvement Rolls	
Weapons	3
Group	2
Craft	1

It takes 20 hours of training to earn one improvement roll, and 40 hours of work. Training is assumed to be a maximum of 4 hours a day, where as careers consist of 8 hours a day.

The above calculations do not include any days off from the legion, nor do they include the 3 free rolls a *HärnPlayer* receives each month.

## [3] Optional Skills

Legionnaire characters have five (5) Option Points (OPs) to open new skills and/or improve open skills. Each OP may be used to open one (1) new skill on the *Legionnaire Optional Skills* table (sidebar) at its noted OML. OPs can also be expended to improve an open skill by SB1, including any just opened. Skills can only be improved in this manner once.

## [4] Psionic Talents

Generate psionic talents normally, using the *HârnMaster Core* rules. The Legion ignores psionic talents, instead relying on the individual soldiers to convey the results of such things as clairvoyance, sensitivity or medium to their commanding officers.

## OCCUPATION POINTS

Different ranks in the legion assume a differing amount of experience and time spent in previous ranks. For example, to be a *Triberties Primus*, it is assumed that the character spent at least 1 year in training, 4 years as a *Manus Primus* and 4 years as a *Triberties* for a total of 9 years.

A tour of duty is four years. Each soldier and officer may serve as many full time tours as they wish. If they decide to become a reservist, they must still serve 9 ten-days a year, each year until they reach the age of 40. If the soldier or officer decides not to serve that year, they must pay scutage.

## EQUIPMENT

Each type of legionnaire begins with a different type of equipment. For more information, refer to the article on the specific occupation. The legion does not, itself make or provide equipment. Instead there is a standard pattern book (*Lex Equipmenta*) that has patterns and a list of minimum requirements for each item a legionnaire carries. The specification is very general for reservists, but exacting for full-time soldiers. Each quartermaster owns a copy of the *Lex Equipmenta* at each fortification.

If an item fails to meet the minimum requirements, due to either an error in its creation or poor maintenance the legionnaire owning the item will be fined and may even be charged with its replacement. Soldiers are charged at a rate of 1/36th of the cost of the equipment per ten-day in service. This allows full-time soldiers to pay off their debt within their four-year tour of duty. The debt is paid down each ten-day. If the debt is greater than the soldier's pay, they are expected to make up the difference out of private funds.

## STANDARD ARMS

All soldiers can purchase only the arms of their rank and position from the Legion quartermaster at a standard price.

## Weapon Skills are:

- Shortsword
- Javelin
- Sickle
- Dagger
- Unarmed

**Note:** The *Milities Linari* cannot use his training period to learn non-legion weapons.

## Group Skills are:

- Sickle
- Matchet
- Foraging
- Survival
- Heraldry
- Physician
- Awareness
- Military Organization/Legion
- Tactics
- Initiative

Craft Skills are those skills relating to crafts or guilds. This includes most of the optional skills available to legionnaires.



SHIRAN LEGION

## STANDARD ARMOUR

All soldiers and officers receive free 1 hooded cloak and a set of knee-high boots each year. To wear either the cloak or the boots, if one is not a legionnaire, is a capital offence.

### The KneeBoots

Legionnaires wear a special type of *Kneeboots* - it laces up the front with a thin leather strap, usually in trim color. Each legion has their own unique lacing pattern, and the number of knots at a certain height on the lacings identifies different *tenacus* members. In *Ramala* and *Taztos* many legionnaires risk their lives to mis-lace their boots; elsewhere they're just libel to get jumped by their fellows as an intruder.

The *kneeboots* have a leather flap that falls down over the lacings and is suppose to help keep rain out. Many legionnaires have an extra flap of leather sewn into the inside of the boot to help keep their feet dry.

While the legion offers new boots yearly, most legionnaires prefer to pocket the *bootmoney* (80d) and have their old boots repaired if possible.

### The Cloak

The legion cloak is a waxed, worsted, hooded cloak with a thin linen lining. Like the *KneeBoots*, the legion offers a new cloak yearly to each full time legionnaire. The cloak is darkly colored, with markings denoting the wearer's rank. The cloak price (50d) can also be pocketed, but usually the legionnaire needs the new cloak. Old cloaks are recycled into blankets and bandages.

## OTHER EQUIPMENT

All other equipment, weapons and armour must be supplied by the soldier or the officer. Those serving due to a land obligation traditionally receive their arms, equipment and armour from the land owner. Full timers may inherit their arms and armour from their parents, but most recommend new equipment be purchased for each legionnaire to assure it meets with the *Lex Equipmenta*.

## COLORS AND CLOTHING

The cloth, quilt and even sometimes bits of leather or *Kurbol* are dyed the colors of the legion in which the *Milities Linari* serve. Trim may be added to cloak edges, used as patches, belt and boot colors as the individual *Milities Linari* wishes and can afford. Occasionally, officers will have their metalwork painted the trim color of their legion. Trim colors along with legion heraldry appear on the tower shields, horse and legion issued blankets.

Individual units within a legion usually share the same coloring. If a commander orders his units to wear special coloration, often it is he or she that must pay for the modification.



KOM LEGION

## CPs by Rank

Each Legionnaire should have served a minimum number of years before being able to attain higher rank. The number of CPs here are average. Modify accordingly

LEGIONNAIRE TYPES		
Rank	Yrs*	CP
<b>Citizens or Freeman</b>		
<i>Milities Linari</i>	0	1d6
<i>Milities Primus</i>	4	1d6
<i>Milities Fabrica</i>	4	1d6
<i>Milities Urbani</i>	0	1d4
<i>Compartes Urbani (R)</i>	4	1d6
<i>Milities Auxilliari (R)</i>	0	1d4
<i>Milities Linari (R)</i>	4	1d4
<i>Milities Primus (R)</i>	4	1d4
<i>Compartes (R)</i>	4	1d4
<b>Equestrians</b>		
<i>Sexton</i>	5	1d6
<i>Manus Primus</i>	5	1d6
<i>Manus Legatus</i>	5	1d6
<i>Triberties Linari</i>	9	1d6
<i>Triberties Primus</i>	9	1d6
<i>Legatus</i>	0	4d6
<i>Milities Tala</i>	1	1d6
<i>Manus</i>	1	1d6
<i>Manus Legatus</i>	1	1d6

(R) denotes a reservists. Reservists receive XCP for every year in service while full timers receive Y CP per year.

\* Roll 1d40 (1d4-1+1d10-1) to determine the number of years in service. Add this to the number in the table. If the roll + the number from the table is greater than 40, the result is then 40, and the character is retiring this year.

## RECRUITMENT

Every freedman or citizen in the republic must, in their 16th year, report to the nearest legion outpost on the last *Lesser Sapelah* of the month of winter. Each candidate is tested for skill, intelligence and physical fitness.

The legion requires 200 to 232 draftees each year. It has just under 21,000 households to draw upon. Consequently, only about one person out of every 90 households per year is required. The legion thus has the pick of the most physically fit and the brightest of the youth of the nation. There are only three reasons for not choosing someone for military service.

1. **By Faith:** If the candidate is a cleric, he must show that his devotion to his gods is greater than to the Republic. This usually involves having a senior priest speak for you. Clerics are not welcomed among the rank and file, but may petition to join as physician-assistants, cooks, or even servants.
2. **Scutage:** Guild members may be excused service because their guilds pay the legion a fee. This fee is called scutage. It is suppose to be used to pay for the guildsman's replacement in the legion. scutage must be paid for each year the candidate wishes to avoid legion service between the ages of 16 and 20.
3. **Failure:** Each tester knows he must find a certain number of potential legionnaires. Some may be turned down just because the tester doesn't like the way the candidate looks, while others may have to wrestle, throw a javelin or clean the jacks before the tester can decide.

If the candidate fails the tests he must reapply each year from ages 17 to 19. At the age of 20 the candidate is permanently exempt from military service. If the republic goes to war those candidates that initially failed applicancy must apply again. The republic lowers its standards to assure they receive the number of soldiers they require for their new campaigns.

### Limitations

Other than the serious possibility that one could get killed, there are four reasons not to join the legion:

- **Guild Membership:** for those lucky enough to be a member of a guild, joining the legion means taking four years out of your apprenticeship to serve. Even though guild apprenticeship starts at 14, and in some cases 12, few serious future-guildsmen are willing to delay the end of their apprenticeship by 4 years or more. The guilds therefore offer to pay scutage to any member not wanting to perform their civic duty and risk returning unable to perform one's craft due to injuries.
- **Faith:** If you're a religious pacifist, or a cleric of any religion, it is unlikely the legion would want you in their numbers.
- **Organized, disciplined lifestyle:** The legion forces you to do things their way. If you're not appreciative of such an overbearing, organized and disciplined lifestyle - this can be a serious limitation.
- **Politics:** While the reasons for not joining the legion are the same for officers as they are for the soldiers, there is one other factor for officers to consider: politics. Officially the politics between the clans is not suppose to interfere with those of the legion. Unofficially it happens all the time. Equestrians may have a family history of avoiding legion service in their province, either because clan enemies would be their immediate officers, or because of some strange belief that their time would be better spent in political arenas.

## Legion Colors

Legion Name	Under Tunic	Trim
<i>Gerium</i> Legion	Yellow	Green
<i>Red Guard</i>	Yellow	Red
<i>Shiran</i> Legion	White	Blue
<i>Coranan</i> Legion	Yellow/ White	Purple
<i>Eidel</i> Legion	White	Black
<i>Kom</i> Legion	Yellow	Black
<i>Ramala</i> Legion	White	Red

## Scutage

A fine paid by a legionnaire currently not in service. The fine is suppose to pay for their replacement in the legion (wages, equipment, arms, armour, etc.). The exact amount differs according to the rank of the person to be replaced. Its minimum is the wages the soldier or officer would earn for the time missed.

## Reservists

Reservists are those *Milities Linari* who have already served their first four years and have opted to serve part time (9 ten-days in a calendar year), instead of full time. Usually reservists from the same region are called up together for a season of patrols and practices. Reservists must care for their own arms and armor when off duty. It is up to them to see to its care and replacement, or face fines upon returning to the legion for duty.

## Veterans

This is the polite term for any legionnaire who's reenlisted to serve again after his first four years. Anyone, even if they become a reservists, who gains the title of Veteran keeps it. While this can be confusing, it helps to remember this is an honorific and has no bearing on rank or salary.

## Entry Points

An aspiring legionnaire may join the legion in one of three ways:

- **Land Draft:** The senate considers that, in principle, it owns the rights to all land within the Thardic Republic. In return for letting the clans and others hold the land from the Senate, the Senate imposes an estate draft. This takes the form of a number of troops that must serve for nine ten-days a year, these are the republic's reservists. The sorts of troops and their number are determined by the size of the estate. This draft is applied to the land on an estate by estate basis, but in practice it is the landholders that are responsible for ensuring that the correct draft is returned. The penalties for failing to provide the draft are severe and, amongst other things, will lead to the land being confiscated.
- **Volunteer:** Volunteers are freemen who are not part of the land draft, but rather choose to serve in the legion of their own volition either with an eye on retiring as a citizen, or just as a means to make some money and increase their chances of getting a job at the age of twenty. Once a soldier reaches the age of twenty they may become reservists. Most do. However, some of the soldier will choose to re-enlist and the majority that do will be promoted to the rank of *Milites Primus*. Re-enlistment is always for a term of no more than four years.
- **Support Personnel:** Willing craftsmen may be bonded to the Legion. The bondage is a contract between the craftsman and the legion, providing the craftsman with a shop, tools, supplies and a wage. In return it gives the legion goods at a standard price.

## SOLDIERS & OFFICERS

In the legion there is supposed to be very little difference between recruiting a soldier and recruiting an officer. In truth, however the soldier has far more to gain.

### Soldier's Benefits

There are several reasons for freemen or citizens to join the legion:

- **Free Apprenticeship:** The legion provides a career for any able-bodied freeman. To apprentice in most guild-related professions would require the family to pay a fee. The legion allows its bonded craftsmen to take apprentices from the rank and file of the legion; but the bonded craftsman can neither charge the legionnaire for his apprenticeship nor pay the apprentice for his work. The legionnaire's lessons in the craft occur daily while serving in a fort or outpost. While the apprenticeship is longer than one served outside the legion, it is often enough to assure the legionnaire a job when he returns to civilian life.
- **More Money:** Non-guild-related professions pay far less than what a legionnaire could make if he obtains rank. Even without rank, the republican army pays its legionnaires every 10 days; offering to either keep the legionnaire's money safe (in a form of banking service), barter it directly into goods or pay it out in coin.
- **Land Grants and Citizenship:** As a freeman, there are only three ways to become a citizen and own land: (a) marriage to someone of higher status, (b) striking it rich and (c) serving in the legion for 24 years. Of all these, the later is considered the most likely, if also the most dangerous. In addition, receiving land and citizenship in this manner is the most socially acceptable.
- **Two Square Meals a Day:** Legionnaires are well fed and housed for a pittance. Most large freeman families see sending their children off to the Legion as a way of saving money while giving the child a free apprenticeship.

### Lifer

A lifer is someone who intends to serve a full 6 terms (24 years) to retire as a citizen with a land grant from the Senate. Lifers are rare and most consider them to be touched.

### Regulars

Regulars are those who are either serving their first four years (sometimes called Recruits) or any who serve full time. A lifer or a veteran may be a Regular, but a Reservist can not.

### Support Personnel

These can be people who have never served a day in the legion in their life, or they could be reservists who were injured or otherwise deemed "unfit" for duty.

### Dignitas in the Legion

*Dignitas*, as every *Thardan* knows, is your reputation. A combination of social standing, wealth and trust in this totally corrupt society. The richer (and the older) the legionnaire becomes, the greater his *dignitas*. Rank naturally adds to one's *dignitas* but so does not collecting demerits and serving long periods. *Dignitas* earned in the legion tends to be carried into civilian life in equal measure.

### Clan Politics

Clan politics are never supposed to intervene into Legion duties. Loyalty, for a serving legionnaire, is always to the Senate and the populace, not to their patrons. But old habits die hard. Soldiers from one political faction tend to be placed in the same unit for fear of clan politically-inspired reprisals. Personal heraldry is shunned when on duty in the legion for fear of being accused of preference. This crime bears no direct punishment, other than to be shunned by more of the rich and powerful - as well as opening the guilty to even more clan politics.

- **Traditional Pride:** Those who serve in the legion find getting a job once they've served their four years far easier than those who do not serve. It may be perfectly correct for an equestrian not to serve, but for the lower classes it insinuates there is something wrong with the person who avoids duty.
- **Social Standing:** As with armies everywhere, the legion is a perfect career opportunity for the sons and daughters who will not inherit and who do not like the idea of marrying wealth. The social status as a soldier is considered to be higher than that of a civilian with the exception of political ranking. In addition the social standing of a soldier can rise far more easily than that of a civilian.

## Officers Benefits

**Note:** In this article, while a Militias Tala is an equestrian by birth, he or she is not considered an officer.

There are several benefits for equestrians who wish to join the legion.

- **Social Status:** As with armies everywhere, the legion is a perfect career opportunity for the sons and daughters who will not inherit and who do not like the idea of marrying wealth. The social status of an officer is considered to be higher than that of an average equestrian with the exception of political ranking. In addition the social standing of an officer can rise far more easily than that of a civilian.
- **Money:** The life of an officer is expensive, but there are more chances for an officer to get rich in times of war and border disputes than there are business opportunities for inexperienced equestrians in day-to-day life. In addition to the officer's share in captured spoils, there are dozens of mini-contracts that can be made to protect caravans, have soldiers work fields and so on and so forth.

## THE LAND DRAFT

The draft assessment for the year 720TR is as follows:

- All estates larger than ten *Carucates* (approximately 1200 acres) must supply one *equestrian*.
- One *Milites Tala* must be provided for every six *Carucates*, one *Provate* and one *Bovate* within the estate (approximately 795 acres).
- One *Milites Linari / Primus* must be provided per two *Carucates* and two *Bovates* within the estate (approximately 270 acres).
- One *Milites Auxilliari* or *Compertes* must be provide for every two *Carucates* and three *Bovates* within the estate (approximately 285 acres).



GERIUM LEGION

## Legion Politics

Legion politics only resemble Clan politics to the uninitiated. Each legionnaire has his or her favorite *Triberties* or *Mani*, and will champion their favorite's decisions and come to their defense. While some of this is just idle speculation, those champions of *Triberties Linari Primus Kronas* worry the senate greatly, for they are his power base. Politics in the legion, be it legion based or clan based, is a dangerous subject, and best left alone.

## Order of Things

Many parts make a Legion. Those parts are:

- **Maniple:** 2 *Tenaci*, 1 *Manus*. If the *Maniple* is regular (i.e. the first *Maniple* in the *Cohort*) the officer will be a *Manus Primus*.
- **Tala:** 5 *Milites Tala* (equestrians, knights), 1 *Sexton* (staff sergeant). The tala may be a *Tala Sagitorium* (mounted archers) or *Tala Gravis* (medium heavy calvary).
- **Comparus:** is made up of 8 reservist soldiers (*Milites Auxilliari*) and their non-equestrian, reservist, officer (the *Compertes*). The *Comparus* may either be of archers or skirmishers.
- **Cohort:** is made up of 3 *Maniples*, 1 *Tala*, and 2 *Comparus*. It is led by a *Triberties Linari*. 58 men, 10 regular foot, 38 reserve foot, 7 reserve officers and 3 regular officers.
- **Legion:** All the cohorts in a province are known collectively as a legion. Tharda has 7 provinces, but 8 legions.



## NAMING<sup>1</sup>

A legion comprises all the military forces of a province. Each legion bares the name of the province in which it resides. There is only one legion per province, but there are eight legions in the Republic.

The legions of the Republic are:

- **Coranan Legion** : This is the second largest legion within the republic and some of its excess is transferred to the *Eidel legion*. The *Coranan Legion* consists of twenty-three cohorts in six districts. It is based in *Caer Telen*, the castle attached to the provincial capital, and is commanded by *Cobart of Nordaka*.
- **Eidel Legion** : This province was annex in 712TR following the *Kuseme Wars*. The province is under-populated and the legion is still consolidating its hold on the land and rebuilding the older forts. Though the legion is young, the cohorts that form it and the men that form them are veterans. They were transferred to *Kronas'* command when he under took the conquest of the province. Currently the legion is boosted by the resources of the *Coranan* province but as the province becomes more settled and the population grows it should become self sufficient. The *Eidel Legion* consists of twenty cohorts in two districts. It is based in *Caer Kuseme* which is on the opposite back of the *River Thard* to *Coranan*, and is commanded by *Kronas of Clan Elernin*.
- **Gerium Legion** : This is the largest within the republic, consisting of twenty five cohorts in four districts. It is based in *Fobin* keep, and is commanded by *Legatus Jithias Mariam* (who is based in *Caer Geshte*).
- **Kom Legion** : This is the second smallest within the republic, consisting of fourteen cohorts in three districts. It is based in *Caer Parnan*, and is commanded by *Legatus* and *Senator Xeldon Pesed*. The province is very much a border district and militarily it is dependant on neighboring *Shiran* province for support.
- **Ramala Legion** : The smallest within the republic, it consists of only eight cohorts. It is based in *Caer Moleryn*, and is commanded by *Legatus Parga Ostarde*. The province is very much a border district and militarily it is dependant on neighboring *Coranan* and to a lesser extent *Shiran* provinces for support. It is said that being posted to *Fort Taztos* is the most dangerous place to be.
- **Shiran Legion** : The *Shiran Legion* is the equal third largest within the republic, consisting of twenty cohorts and three *Compari Urbani*, divided in to five districts. It is based in *Caer Shiran*, and is commanded by *Legatus Quarlid Jeredosta*. The province is the second of the wealthiest and populous within the republic. Its excess resources are used to support the border legions based in *Kom* and *Ramala*.
- **The Red Guard** : The exception to the rule of 1 province, 1 legion, is the *Red Guard*. Considered a legion unto itself, it would be better called a cohort than a Legion. The *Red Guard* is formed from six *Cohorts* and seven *Compari Urbani*. A *Legatus* who is assisted by no less than nine *Mani Legati* commands them. The *Mani* are all appointed by the most important senators to protect their own personal interests. The *Red Guard* is charged with maintaining law and order within the city of *Coranan*, and the defence of the city in times of trouble. In fact, they mainly concern themselves with the security of the senate and the senatorial families.

## Reputation

**Coranan Legion:** Ever striving to distance themselves from the reputation of the Red Guard, the *Coranan Legion* is one of the most brutal in the land. Their discipline is the strictest and their punishments the most expensive. It has a good dignitas only to other legionnaires.

**Eidel Legion** : Newly formed, they are seen as lax but not lazy. Most legionnaires are envious for there are more chances to make money in *Eidel* than anywhere else in the country. The veterans of the recent war have more dignitas than other legionnaires of equal experience. They are called "lucky bastards" behind their backs and to their faces!

**Gerium Legion:** Most adventurers seem to come from this province. Money is good, the trade routes are comparatively safe and the people trustworthy. *Gerium* legion turns out good legionnaires without even trying. Some would even call them "trustworthy" by default.

**Kom Legion:** Largely unsettled, these legionnaires are commonly considered barbarians. To spite this reputation, *Kom* legion representatives tend to wear their hair long and grow beards and mustaches.

**Ramala Legion:** The legion is known to be corrupt and worthless. Any soldier sent into the *Ramala Legion* is deemed doomed. The most commonly asked question: My gods! What did you do to deserve that? For most it's just a matter of birth place.

**Shiran Legion:** The wealthiest province has the best equipped legion with the worst reputation. *Shiran Legion's* reputation is one of shame that they are still trying to buy...er...wear off.

**The Red Guard:** Lazy, corrupt, useless and untrustworthy - no legionnaire has anything good to say about a *Red Guard* official. The soldiers in the *Red Guard* are seen as almost being less lucky than those born to service in *Ramala*.

---

1. This section was taken from Jonathan M. Davidson's Alternate Army article. For more information regarding the individual legions, refer to the Overview.

## ORGANIZATION

The senior-most *Triberties* in the Province commands the provincial legion. The provincial marshal (the *legatus*) works with the *Triberties Primus* to give both military and legal reports to the senate on a yearly basis. The *Triberties Primus* can lose his appointment only by senatorial decree. If this should happen the next most senior *Triberties* in that province should take over as the *Triberties Primus*. Unfortunately politics tends to corrupt this somewhat and senatorial-favored *Triberties* are often transferred as unfavorable-*Triberties* are removed.

The republic is organized into both provinces and districts. There is no military structure at the district level, though sometimes all the troops within a district are referred to (confusingly) as a “*Cohort*”. However, each district does have a central fortification, normally a keep, where more than one cohort is based. This keep is located at, or near, the district capital. The most senior *Triberties* within the district will be assigned to the first cohort based in the district's keep. He is responsible with liaising with the district *Legar*.

The Senate can, upon reaching a consensus, call out all the reserves to contend with a major incident. To oversee the call out, they elect an *Imperitor*. This personage has enormous civil and military powers. He acts as the commander-in-chief of all the legions (except the Red Guard), and may give orders to any *Legatus*. He also acts with the full power of the Senate and may issue any decree, even enacting civil law or raising taxation. However, his power is limited in two ways, firstly his period in office is limited to a set time period, and secondly his actions must be justifiable in terms of his military objective. When the period of “*Imperitor*” is over the commander must surrender himself to the senate who will then hold a trial where he is assumed guilty of treason unless he can prove he acted properly. As yet, no *Imperitor* has tried to seize ultimate power; it is likely that he would be abandoned by his troop if he so tried. So ingrained in the patriarchal patronage system within the army that it would be unthinkable to owe allegiance to one man rather than to one's sponsoring clan and the Senate. The last *Imperitor* was *Kronas Elernin*, *Legatus of Ramala*, in 712TR.

## HISTORY

From whence the legions come is a much-debated topic. A few scholars believe they are a combination of the ancient *Corani Empire's* military logic and the tales and lore brought back from *Azeryani* by travellers and delegates. The Senate and most of the *Triberties*, however, consider the legion to be their own invention. The relation between it and the ancient *Corani Empire* is one of language more than structure or logic. In an attempt to give the legion credibility with its members, its creators used older words for the various ranks, groupings and titles.

The legion was formed originally from the *Autarch's Guard* in 673 with the creation of the Republic. It borrowed the *Autarch Guard's* ranking system and renaming a few of its levels of organization. The *Autarch's Guard*, intended in its founding to be a militia system, was quickly converted to a standing army that could provide the same level of protection to all of the Republic, instead of just a few senatorial holdings and border positions.



RED GUARD

## Latin Names and Nomenclature

The *Thardic Republic Legions* are loosely based on Earth's Roman empire. To give the setting a more Roman feel, Latin-like names are used.

Real Roman legions changed over the course of the centuries the Roman empire existed - where as the *Thardic Legions* have barely been around for 50 years.

The *Thardic Republican Legions* are a poor imitation of the Roman Empire's Legions, but their structure is similar.

In Latin, you do not add an “s” to pluralize a name. Instead, in words ending in “us” you drop the “us” and add an “i”.

**E.g.:** *Manus* is singular, *Mani* is plural.

As with English there are exceptions.

**E.g.:** *Compartus* is pluralized as *Compartes* not *Comparti*.

Words ending in a consonant are pluralized by dropping the last consonant and adding an “s”.

**E.g.:** *Cohort* is pluralized as *Cohors*.

For ease of our non-latin readers, *Maniple* is pluralized as *Maniples*, legion as legions, and *Militi* as *Milities*. Words ending in a vowel, like *Tala* and *Fabrica*, *Linari*, and *Auxiliari* are never pluralized.

This concludes our Latin lesson for today.

The land grant provides the minimum number of soldiers required each year, allowing for a healthy margin of corruption in regards to the census upon which the land grant is devised. Still, in order to entice volunteers a few benefits were worked out at the legion's founding. The largest, and most controversial, of these benefits is the land grant. Each soldier or officer, having served a lifetime in the legion (from ages 16 through 40) is eligible for a grant of land, and the necessary rise in social standing to own land.

Unfortunately, the benefit does not specify the exact amount of land to be given. The current opinion is that the land should be approximately 20 acres of borderland or 10 acres of cleared land. But everyone of importance seems to have a differing opinion on this. In 712TR *Kronas* declared that all of his soldiers would receive parcels of 20 acres each in *Eidel* region, or an equivalent amount of coinage - should they retire from the legion at age 40. He offered his officers 40 acres, upon the same condition. This infuriated the Senate, for only they can parcel out land. But if the Senate does not act on this before these legionnaires retire, chances are the decision will be taken out of their hands.

The history of the *Corani* Empire exists in tales, songs and legends as well as the occasional bill of lading. It is not surprising, therefore, that the legion can claim it as its ancestry without worrying about being contradicted. Comparing the legion to the forces of *Azeryani*, however, is ludicrous. Other than both having standing armies, and both calling them legions - there are few similarities. The *Thardic* Republics Legions are pale and simple when compared to the heavily armed and armored forces of *Azeryani*.

## DUTIES AND OBLIGATIONS

The legion protects the Republic. While Legionnaires take no oath promising obedience, they are made aware of the punishments for failure early in their training. The social contract between the legion and society promises social acceptance and improvement in return for obedience and sacrifice. The legion can be thought of as the military class of the Republic with its own rights and rituals. This is often cause for confusion among feudal societies because it separates the knights from the nobility/equestrians. And, unlike other social classes, it cares little for one's birth social class, only wealth and skill officially.

## TO THE REPUBLIC

The legion's fortifications act as a center for law and imprisonment. The legion's duty, in terms of peace, is to keep it. In times of war they must restore the peace. This duty is colloquially known as *Pax Tharda*.

Each member of the Republic is taught to see the legion as the police force while the *legatus* and his staff act as the law. It is the legion's duty to protect the populace and keep the peace. This includes patrolling settlements (towns, manors, villages), taking charge of prisoners and offering emergency help as needed. The legion also provides mass labourers and monies for large projects that would, otherwise, never be started, such as: paving roads, building bridges, building new fortifications and repairing existing structures. Since *Tharda* is chronically short of labour, the legion also provides the necessary labour to bring in the harvests of the legion's and surrounding lands.

PRO-Nounce-I-Ation		
Singular	plural	saying it
Auxiliari	Auxiliari	AUX-il-AR-ee
Cohort	Cohors	co-HORT / co-HORS
Comparus	Compari	com-PAR-us / com-PAR-ee
Compartus	Compartes	com-PAR-tees
Fabrica	Fabrica	FAB-ric-A
Linari	Linari	LIN-AR-ee
Maniple	Maniples	MAN-i-ple/MAN-i-ples
Manus	Mani	MAN-us/MAN-i
Militi	Milities	MILI-ties
Primus	Primi	PRIME-us/PRIME-i
Tala	Tala	TA-la
Tala Gravis	Tala Gravis	TA-la GRav-is
Tala Sagitorium	Tala Sagitorium	TA-la sag-i-TOR-ium
Tenacus	Tenaci	ten-ASS-us / ten-ASS-ee
Tribertus	Tribertes	Tri-BER-tus/tri-BER-tees

### OBEYING THE SENATE

The Legion is wielded by the Senate. The individual *Triberties Primus* and *Legatus* for each province are directly responsible to the Senate for their actions. Officially the Senate cannot use the Legion for solving political problems amongst its members or law-abiding members of the Republic. In return the Legion's members are suppose to be above clan politics and petty feuds. It is a shame nothing ever seems to work the way it's suppose to in *Tharda*.



CORANAN LEGION