

THE TENACUS

Four Militias Linari and one Militias Primus form a Tenacus (plural tenaci). It is the smallest unit of soldiers in the republican army. The name, tenacus, comes from the ancient Corani word for a five-man tent. Indeed, even today, a Tenacus sleeps in the same shelter together.

Two Tenaci and their commanding officer, a Manus, form a Maniple. There are two types of Tenacus units:

- The reservists (also called veterans) serve 9 ten-days each calendar year.
- The regulars serve at least four full consecutive years before they may opt to become reservists.

NAMING THE TENACUS

The legion names each tenacus according to its rank within the legion. Grouped in twos beneath a Manus, the older regulars are referred to as unit I and the younger are II. Only the first two Tenacus in a cohort are regulars. The rest are reservists.

A tenacus is listed as [Legion Name #]:[Manus]: [Tenacus] For example:

- **Fobin I:I:I** - these would be the oldest (and thus most experienced) Tenaci in the Fobin legion, first cohort.
- **Fobin I:I:II** - these would be the youngest - they would be serving their first four years of duty.
- **Fobin I:II:I, Fobin I:III:I** - these would be the older, more experienced reservists.
- **Fobin I:II:II, Fobin I:III:II** - these would be the younger reservists. They are used to fill in any gaps in the older reservists ranks.

CRIME & PUNISHMENT

Should a member of a tenacus commit a crime while on duty, chances are an investigation will rule that all of the tenacus is responsible. For they are not involved in the crime itself, they should have been aware of what their fellow member was doing and stopped it before the Legion had to get involved. The Legion assumes each tenacus will look after their own - providing care, assistance and even policing itself against transgressions. While this does provide more opportunity for even more transgressions, so long as the appearance is one of propriety, the Legion takes no immediate action. Since the tenacus is responsible to its members, and the Manus is responsible for his two tenacus, and so on and so forth - keeping illegal actions quiet can be very costly and difficult. This alone tends to limit the transgressions to minor actions.

Troublemakers, cowards and Morgathian Militias have much to worry about. While there is always an investigation, if the tenacus bands together - it is fairly easy to kill a member and claim it was an accident, or even an encounter with a brigand. If the tenacus is caught they will be tried and may be hung for murder; but the legion has a reputation for having its tenacus take care of their own problems.

What about the Militias Fabrica?

Militias Fabrica are rare. Only the most senior, full time tenacus have a Militias Fabrica among their order. Except for their specialization in craft skills, instead of combat skills - they are otherwise treated as Militias Linari.

The Senior Tenacus

The most experienced legionnaires serve in first tenacus of the first maniple in the cohort. They do not call themselves "Augusta" nor distinguish themselves any different from any other tenacus. They serve full time. Among their number there should be one Militias Fabrica.

The Junior Tenacus

The second tenacus of the first maniple in the cohort has the most junior soldiers. They are also the other full time unit in the cohort. The Junior Tenacus relies on the senior to see it through its first year.

Reserve Tenacus

Reservists train the same way as all the regulars. They serve four years in the legion as regulars before retiring to the reserves.

Tenaci Pay Rates

Pay	Rank
12	Militias Linari
15	Militias Fabrica
21	Militias Primi

Should my brother run away
To live and fight another day
T'will be my responsibility
To see him dead by my ability
Before the legion punishes us all
For the crimes committed by one
Legion Saying

ORGANIZATION

The tenacus organizes around its leader, the Milities Primus. The tenacus works as a group of equals, with the Milities Primus having final say. Each member of the tenacus should be able to voice opinions to each other (including the Milities Primus) regardless of the situation. Such freedom is never a breach of protocol or discipline. However, the tenacus is expected to always obey orders given by the Milities Primus without discussion. This seeming contradiction allows the tenacus to work by consensus in all things, while surviving combat. To add to the complexity, the Milities Fabrica is the master of repairs, road building and camp set-up. He replaces the Milities Primus in such duties as leader of the tenacus, in that it is his orders that are to be obeyed. Otherwise he is treated as just another member of the tenacus. His word counts as one vote towards any decision.

The leader is the one who has to take the group's decisions to the Manus, the commanding officer of the Maniple. Such decisions are always taken "under advisement", but a good Manus relies heavily on his tenacus for advice. Still, most units try to provide a unified front to their Manus, even if they do not all agree. It is considered unseemly to be seen arguing about the question after the decision's been passed along. Tenacus who cannot reach decisions amicably are often disbanded and their members are placed in with other tenaci. The rare Milities that cannot get along with his fellow Milities tends to lead a very short life.

HISTORY

Historians cite the ancient corani tribal custom of using warriors in groups of five, but more recent scholars claim it is actually an imported Azeryani-custom. According to the "Ars Res Militaris et Imperatoria" (the Arts of Tactics and Strategy), five is the smallest number of milities that can scout and patrol in safety. Any less than five and they become a target for brigands. Any more than five and they attract too much attention. Practice, however, has shown that four milities or six work just as well as five.

The Tenacus, as it now exists, was formed in 622TR, one year after the founding of the Coranan Republic. It was officially named the Familias Tenacus - but the name has been shortened over time. The idea was originally to form tenacus from family units - so that the father, or oldest, would be the Milities Primus, and his (or her) sons, cousins, etc. would be the other Milities. Surprisingly the legion found that strangers worked better than family members as functional tenacus.

The legion trained its tenacus with short sword and spear originally, but opted for the cheaper javelins in 648TR. The javelin's ability to foul opponents shields made it most popular in a line-to-line fight; although many Milities still carry spears just in case. The towershield became popular during the early days of the Thardic League (circa 634TR) when battling Arlun's horsemen. The towershield provided more cover and helped the legionnaires better position themselves for attacks and defense.

The armour has improved over the past 50 years, allowing for more versatility and better coverage. The tenacus is becoming more and more armoured over time. Originally they were armoured in leathers, often with chests bare. Now it seems most Milities feel dangerously unarmoured if skin can be seen.

Milities Linari, Fabrica and Primi

All three ranks use the same equipment and wear similar suits armour. The only difference is the cape colors and the fact that the Primi wears a bronze rondel (regular) or lozenge (reserve) on their breast plate. All three also wear white feathers in their caps.

Literacy in the Legion

Literacy is the latest craze amongst the tenacus. While the Thardic Republic has always been more literate (as a whole) when compared to its neighbors, the Milities cannot be promoted without being literate. In addition, letter writing is a popular hobby. Ink, pen and paper are expensive enough without having to pay someone to write the letter as well!

EQUIPMENT

The equipment carried by a Tenacus breaks into two types: the group ported and the Personal equipment.

GROUP PORTED EQUIPMENT

The ported equipment is carried on the Tenacus's mule. If the mule is not present or able to follow, the ported equipment must either be left behind, or divided among the Tenaci.

Item	Weight	Price	Description
Tripod	2	05d	This odd contraption is a set of three metal rods, each about 3' in length. The rods fit into a piece of circular metal that holds them in a triangular shape. They are designed to fit over a fire. The cooking pots can be hung from the top by a short chain or leather thong.
Tent	2	30d	This is a 5-man tent made of well-oiled cloth. It is grey, brown or beige in color, depending on when it was last washed.
Tinderbox	0	06d	Usually carried by the Primi or the Fabrica, this is the most important item in the Group-Ported Equipment
Mallet	2	06d	Carried in the center of the rolled-up tent. Designed to pound in the tent's pegs and to stop soldiers from using the butt of their sword, or dagger.
4 pegs	1	01d	Carried in the center of the rolled-up tent. Simple rough pieces of wood, tapered at one end. These are not spikes.
Hatchet	3	70d	A small axe used for collecting firewood.
10' of rope	2.5	10d	Carried in the center of the rolled-up tent. This is used to tie the tent (and its center poll) to the pegs. It comes in 2 lengths of 5' each.
Cooking Pot			These are leather boiling bags with reinforced bottoms. Often decorated in legion colors, they are expensive to replace. The bags each have a long leather thong, which can either be affixed with a metal hook, or tied to the top of the tripod. These fold tightly into the Legionnaire's backpack.

Each legionnaire is responsible for his own equipment as well as his share of the group-ported equipment. If, by chance, he is able to bribe the wagon master to carry some of his goods and the wagon is attacked and the goods stolen, he must personally repay the legion for their replacement. If the item becomes broken or damaged (including javelins) he must pay for its replacement or repair. Should a piece of equipment fail inspection, the soldier will be fined for being "Out of Uniform" and has until the next inspection to both pay off his fine and have the equipment repaired.

PERSONAL EQUIPMENT

A Militias purchases all his goods either directly from the legion, or from a legion-certified craftsman. If the equipment is not up to the qualifications specified in the Rex Equipmeta, the legionnaire must find a replacement at his own expense.

Legion "Donated" Equipment

A Militias Linari's is expected to have the following equipment:

Item	WT	Description	Price
BackPack	04.00	capacity: 50 lbs.	00d
Mess Kit	00.90	a spoon/fork combo, wooden bowl and cup	01d
Bed Roll	05.00	worsted blanket - rolled up	12d
1 Day Rations	01.26	1lb grain, 3 oz. cheese, 1 oz., meat, 0.25 oz. honey	00d
Ration Bag	01.00	Small sack (20lb capacity).	07d
Waterskin	00.50	weight when empty	10d
4' Stake	05.00	used to help build nightly fortifications	00d
Dry Underclothes		Clothes worn when sleeping/off duty/exercising	25d
Waterskin (small ale)	06.88	6.38lbs of small ale (3 pints)	00d
Waterskin (strong ale)	04.75	4.25lbs of strong ale (2 pints)	00d
Wicker Bucket	05.00	used to help move earth. Worn atop the backpack.	02d
Matchet	03.00	Combination Pick and Hatchet	10d
Total Weight	42.28	Total Price	67d

Items marked with a price of 00d are given by the legion to the legionnaire. All other items must be purchased from the legion, or from another crafts master who abides by the legion standard. Refer to "Other Equipment" in the Tenacus article for more equipment that a Militias Linari should carry.

Each man carries his own waterskin. One liter of water weighs 2.5 lbs. Each Legionnaire carries one liter and is expected to have half available at the end of the day for cooking supper.

Other Equipment

The following equipment is not provided by the legion, but should be carried by the Tenacus none the less.

- Rope, 25-50' hemp or flax.
- Candles or lanterns or torches.
- Sacks or backpacks.
- Tinderbox.
- Oil Flasks (for lanterns).
- soap and grooming equipment.
- Weapon and armor oils.
- Wax (for waterproofing cloth cloaks),
- Eating Implements.
- Food.
- Tea or other drinks.
- Additional Water flasks (for the ale, sib, or other liquids).
- Extra sets of underclothes.

Waterskins & Wineskins

A skin is a small bag with a tight stopper used to carry liquid. Whatever liquid the skin contains is suffixed to its name - so a waterskin carries water, a wineskin carries wine and a brandyskin is hard to come by. While not scientifically true, assume a full skin, regardless of its liquid contents, weighs 10lbs. Neither the small ale or the strong ale skins carried by the legionnaire are full.

Dry Underclothes

These include: a cotton shirt and leggings. They are in legion colors and each legionnaire gets one set for free when they join up. Additional sets cost 25d each.

The Wicker Bucket

The bucket is standard issue and used to move earth from trenches. Worn around the backpack, it provides extra padding (when the backpack is dropped to race into combat) but it adds no armor value.

The Machete

A pick/spade combination. The trenching tool, which the legionnaire carries, is a machete. This is a broad blade attached to a handle in much the same way as an axe, except the blade is at right angles to the haft. Seen from the side it would look like an L (less the little hook) and from the front like a T (also less the hooks. This enables a digger to cut deeply into the ground and pull the dirt into the wicker basket. It takes surprisingly little time to dig out a dry moat.

Standard Arms

These are the weapons every Militias Linari either brings to the legion, or purchases from them. They include:

- **The Short Sword** (wt: 2lbs, value: 90d): Designed with a narrow hilt, this short sword is best for thrusting, rather than slashing. Soldiers are taught to wield the sword in their right hand (regardless of handedness).
- **Dagger** (wt: 1lb, value: 24d): Every legionnaire has at least one dagger. While not a preferred combat weapon, Militias Linari learn how to throw the dagger with accuracy as well as to use it as an off-handed attack, if necessary.
- **Light Javelins** (wt: 3lbs ea. value: 48d ea.): These are the missile weapons of the Militias Linari. They usually carry at least two with them at all times. They are designed to penetrate enemy shield and partially break on impact to create a deterrent to mobility.
- **Tower Shield** (wt: 8lbs. value:96d): Carried by a strap on their left arm, the shield provides a hand grip just inside its rim. The front is decorated with maniple and cohort colors as well as the legion's design. Boss gores are not standard to the kit. Soldiers are taught to use the Tower Shield in their left hand (regardless of handedness).

Armor

The Militias Linari are the heavy foot of the Legion. Being footmen, they cannot wear plate. To deal with the total amount of armor worn, and the fatigue generated - the legionnaires regularly practice in their full kit and armor. The following four samples are considered heavy examples. Common modifications to these suits include:

- Removing the Quilt Gambeson and replacing it with bits of Kurbol or Leather.
- Adding leather gauntlets. (Coverage: Hands, WT: 0.8lbs, PR: 16)
- Adding a collar to the Brynie or Haulberk (Coverage: Neck, WT: 2.2lbs, PR: 115)
- Adding bits of Kurbol to cover the Elbows and forearms, knees and calves.
- Changing the Skull Cap to a Nasal helm. (Coverage: Skull, Nose, WT:3.6lbs, PR: 111)
- Wearing a leather skirt (coverage: Hips, Groin, Thighs, WT: 3.6lbs, PR:) or Breaks (coverage: Hips, Groin, Thighs and Knees, WT: 4.1lbs, PR:).
- Removing the Ring or Mail Brynie/Haulberk and replacing it with bits of Kurbol or Leather.

Ring is more common than mail, mostly because of its price. Reservists tend to wear ring while regular units wear mail when they can. Because of the regular danger they face, only the poorest of Militias Linari replace their ring or mail with bits of kurbol and/or leather. Most Militias Linari prefer to add layers rather than remove them.

Non Standard Arms

A Militias Linari may train and carry other weapons at his own expense. Popular alternates are: long bows, staves or spears and battle axes. Maces tend to be too Agrikan and Broadswords too Laranian for legionnaire tastes. These weapons do not have to match the specifications in the Rex Equipmeta, but any training or repairs required are completely left to the Militias Linari's spare time and money.

Replacing Javelins

This gets very expensive, especially after a battle. It is not uncommon for legionnaires to buy javelins from smiths in bulk, and store them in their common locker in the fort.

The Belt

Each legionnaire wears a leather belt that holds up to 12 bronze medallions, each of which is engraved with the year, and place that the legionnaire served, and any titles he gained there. For example, each belt is engraved with the date of joining, the name of the legionnaire's unit and designation (line or auxiliary.) After the six months of training, a second medallion is engraved with the date, and name of the new location at which the legionnaire is stationed. The engraving is often done by the Militias Fabrica.

Milities Linari/5	WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaws	Neck	Shoulder	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
Ring Brynie	17.6	357									R	R				R	R	R	R				
Cloth Leggings	04.4	102									C	C	C	C		C	C	C	C	C	C	C	C
Tunic (lg)	05.0	088																					
Quilt Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q			
Plate Skull Cap	03.2	100	P																				
Leather Kneeboots	03.8	176																			L	L	L
Belt	00.8																						
Total WT & PR	54.6	1087																					
Average APV	05		B	6							9	9	6	6		9	9	9	9	6	3	3	3
			E	10							10	10	4	4		10	10	10	10	4	5	5	5
			P	6							7	7	3	3		7	7	7	7	3	4	4	4
			F	2							8	8	5	5		8	8	8	8	5	4	4	4

The Cloth Clothes

While they do not add much protection, wearing cloth beneath the armor provides three benefits:

- If required to strip and perform labours (build walls, trenches, repairs, etc.) the Milities Linari is ready.
- Cleanliness is important in the Legion and it is easier to wash one's sweat from the cloth than from the armor and quilt padding.
- Coloration helps identify legion from legion. And cloth holds color better than metal.
- Comfort. Wearing mail without some padding beneath generates 1 point blunt damage to each body area per watch. Ouch!

Milities Linari/6	WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaws	Neck	Shoulder	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
Ring Haulberk	26.4	462									R	R	R	R		R	R	R	R				
Cloth Leggings	04.4	102									C	C	C	C		C	C	C	C	C	C	C	C
Tunic (lg)	05.0	088									C	C	C	C		C	C	C	C				
Quilt Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q			
Plate Skull Cap	03.2	100	P																				
Leather Kneeboots	03.8	176																			L	L	L
Belt	00.8																						
Total WT & PR	61.5	1192																					
Average APV	06		B	6							9	9	9	9		9	9	9	9	6	3	3	3
			E	10							10	10	10	10		10	10	10	10	4	5	5	5
			P	6							7	7	7	7		7	7	7	7	3	4	4	4
			F	2							8	8	8	8		8	8	8	8	5	4	4	4

Milities Linari/6	WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaws	Neck	Shoulder	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
Mail Brynie	22.0	660									M	M				M	M	M	M				
Cloth Leggings	04.4	102									C	C	C	C		C	C	C	C	C	C	C	C
Tunic (lg)	05.0	088									C	C	C	C		C	C	C	C				
Quilt Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q			
Plate Skull Cap	03.2	100	P																				
Leather Kneeboots	03.8	176																			L	L	L
Belt	00.8																						
Total WT & PR	59.0	1390																					
Average APV	06		B	6							8	8	6	6		8	8	8	8	6	3	3	3
			E	10							12	12	4	4		12	12	12	12	4	5	5	5
			P	6							8	8	3	3		8	8	8	8	3	4	4	4
			F	2							6	6	5	5		6	6	6	6	5	4	4	4

The Skull Cap

The Plate Skull cap (also called a half-helm) is standard issue in the legion. It covers the skull from the brow to the base of the hairline, leaving the ears exposed. Many Milities Linari have them lined with special linens or fur and decorated in their legion's colors. No Milities Linari may wear a face plate - which is why the Nasal helm has become popular as it provides almost double the protection of the skull cap.

Milities Linari/7	WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaws	Neck	Shoulder	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Mail Haulberk	33.0	990									M	M	M	M										
Cloth Leggings	04.4	102																		C	C	C	C	C
Tunic (lg)	05.0	088									C	C	C	C		C	C	C						
Quilt Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q				
Plate Skull Cap	03.2	100	P																					
Leather Kneeboots	03.8	176																				L	L	L
Belt	00.8																							
Total WT & PR	70.0	1720																						
Average APV	07	B	6								8	8	8	8		8	8	8	8	6	3	3	3	3
		E	10								12	12	12	12		12	12	12	12	4	5	5	5	5
		P	6								8	8	8	8		8	8	8	8	3	4	4	4	4
		F	2								6	6	6	6		6	6	6	6	5	4	4	4	4

TACTICS

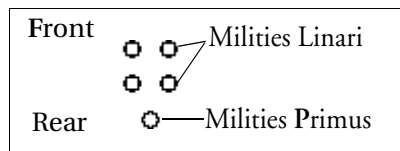
During war, the Milities who are on duty are expected to remain in full-battle kit for all their active watches. Repair duties are cancelled, and are replaced by weapons training. Those not currently serving receive notification by legionnaire dispatch who informs a town by crying his news at the public crossroads.

The legionnaires then have one full day to report to their place of duty. So long as the legionnaire is hale and hole, he or she will be accepted for duty. When a reserve hears that he has been called up, it is a capital offence not to attend. A call out applies to all reserve troops regardless of any commitment to serve at any other time, and regardless of whether or not they have already served in that year. They may only be forced to serve for a trimester from the issue of the callout.

The Imperiator with the specific agreement of the Senate (by open vote) can order the reservists to remain out longer. Most reservists will continue to serve if required, out of a sense of duty, the hope of glory and the possibility of war plunder. The army pays the reservists at their standard rates during all the time that they are called up.

TENACUS FORMATIONS

The basis of Cohort formation is for the Maniples to form up in a continuous battle line (or "Linari") rather like a phalanx. This line formation is how the Milities Linari gained their names. Each Tenaci forms a column of the line, with the Milities Primus at the rear.



Combat Formations

The "Ars Res Militaris et Imperatoria" has much to say on the subject of combat formations and the drill necessary to achieve them. The manual deals with small-scale formation used by a Cohort, and larger scale battlefield formations used by Legions and Vellexations.

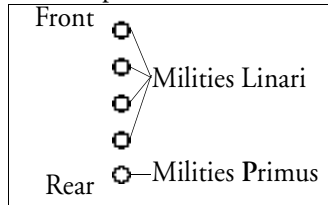
Note: While this document tries to relay information only about the tenacus, in times of war, the legion as a whole must be examined. The tenacus is a primary component of the legion, but even its tactics rely on the manpower of at least a maniple. These tactics can be performed by a solitary tenacus, but to a much lesser effect.

This Side Towards Enemy

All tenaci are suppose to face the enemy during an incursion. For simplicity's sake - this is called the "front". Away from the enemy is called the "rear".

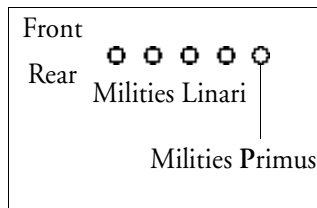
Battle Formation

Each Tenaci forms a column of troops with the Militias Primus in the rear-most position of each column. From here, he can see what is going on ahead of him, as well as being able to set his pike against a charge. The Tenaci are in pairs, the central two columns are formed from the 1st Maniple, the 2nd Maniple is to their right, and the 3rd Maniple is formed from the left-most pair of columns.



Skirmish Formation

In this formation, each Tenaci is formed as a cluster of five. The four Militias Linari/Fabrica form a square with the Militias Primus behind them. The order of the Tenaci and officers remains unchanged with each pair of Tenaci forming the 3rd, 1st and 2nd Maniples from left to right.



BATTLE TACTICS

The Tenaci never move at a rate quicker than a fast jog, their equipment, armor and the need to stay in formation limits their speed. When the Tenaci charge an enemy, they start off at a slow jog. When they are within about 75 yards of the enemy they will each throw one of their light javelins at the enemy, in an attempt to disorient them. Depending on their opponents action they may be halted by the Mani at this point, but mostly they will continue to close at a job and fire their second volley of javelins at about 40 yards from the enemy line. These javelins have a duel purpose, to inflict casualties, and to render their opponents shields useless. Lastly, when they are within 15 yards of the enemy they will draw their swords.

When they hit home, their first strike will be with their shields, using their momentum to try and knock the enemy backwards and off balance, they will then attack with their sword. If the Tenaci are counter-charged there may not be enough time to throw both javelins. In which case the javelins will be dropped by the first two ranks and their swords drawn instead. If possible the Tenaci will move forward another five yards so the javelins do not trip them up. The rear two ranks will throw their javelins into the enemy mass just before and just after contact to try and disrupt the enemies charge. If the Maniples are holding firm and they are charged by their opponents on foot, the front rank will draw their swords and face their shields against the charge (and if there is time pass their javelins to the man behind), while the rear ranks will shower the incoming force with javelins as they close.

When a tenaci is charged by horsemen, the tenaci form up on their Militias Primus - who plants his pike at a 45 degree angle (or less) in the ground before him and puts his foot atop it. The legionnaires then move two to each side and overlap their shields so that

Tactics

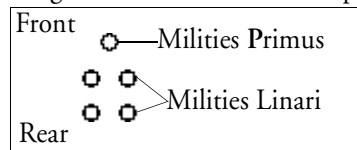
Tenacus tactics are no less involving than tactics for larger scale maneuvers. The only major difference is that the leader has less difficulty communicating his desires to his men.

Primi learn basic tactics - essentially how to get their men into the three basic formations, and why they are used. It also helps him understand what is being asked of him by his commanding officers.

Missile Protection

The standard formation for missile protection requires a Maniple. When alone, a Tenacus's best bet is to scatter or clump together. The decision to do which is up to the Militias Primus and his knowledge of tactics.

the horse must either charge the pike or be deflected down the sides. With swords at the ready, the legionnaires will swing or stab at the horse as he passes.



DUTIES AND OBLIGATIONS

The Tenacus has its own set of duties and obligations, things expected of it by the legion as well as the people of the Republic.

AT A FORTIFICATION

The Tenacus tends to spend its free time either in playing games, badgering for permission to leave the fortification, eating or performing chores. Their dress, their weaponry and the amount of armour worn is totally dependant on what they are doing. While performing calesthenics, for example, few sane Milities would be willing to be in full arms and armourment.

Duties within the fortification are many and varied. The Milities is expected to perform each task to its completion, unless ordered otherwise. Respect for senior officers and bonded craftsmen is always assumed. Slaves and lesser ranked soldiers, however, are not so lucky. Sexual conduct (from flirting to more serious affairs) is forbidden in public view. While few officers will try to stop a Milities from kissing a visitor, the Milities will probably be quickly assigned to cleaning the jacks with the rest of their Tenacus once the visitor departs.

The Tenacus is obligated to obey whatever commands given them by their commanding officers, of course. But they can be called to the walls, gates or general assembly by anyone on duty who calls for assistance. Any able-bodied Milities who does not reply to such a call is often given odorous duties to perform in their free hours rather than issued demerits. A false call for assistance, however, is considered a crime (Failing to Perform) and is treated accordingly.

Around the Fortification, assuming the Tenacus is on duty, they are assumed to be the law. It is their obligation to stop all physical fights, calm combatants down and bring offenders into the fortification where they can be jailed until such time as they receive a hearing (if necessary). They are expected to stop and catch thieves, foil assassins, stop and/or catch run-away and any myriad of other police-type actions.

When off-duty, they are still expected to carry themselves with a certain decorum. A Milities may not start a fight, and should they finish it with a weapon - the only acceptable excuse will be that it was in defense of their life or the life of someone else. A Milities may not thief. If caught they are immediately removed from service until such time as the theft is recompensed. This means they will not be paid during this time. The legion does not have to accept them back either, although most are accepted if they are deemed sufficiently sorry.

Outposts

Smaller than a fortification, an outpost is - at best - manned by a Maniple. Outpost duties, however, are quite similar to Fortification duties. Outposts appear more lax only because their danger is far greater. With less resources and little-or-no backup, the Outpost must be self-reliant.

ONE THE MOVE

A Tenacus on the move has goals to achieve, but they may not break Republican law in reaching said goals, nor may they move into Foreign Lands without previous permission. On the move they are permitted to rest as needed, but usually they have a schedule to keep. Missing a schedule is excusable, if gargun heads, or bandit/raider bodies are brought as proof - but otherwise a late Tenacus may face fines or extra duties. The legion has a list of approximate times it takes a tenacus to go from place to place. Even when the Tenacus travels off the roads, there is no excuse for taking longer than the Legion's expected time. Usually this is twice the time it would take to walk the distance as the legion expects the Tenacus to encounter trouble. As an incentive, any extra time resulting in the Tenacus arriving early is given to the Tenacus as free time, whenever possible.

To travel off road is dangerous, but often expected. When it occurs, the tenacus's schedule is marked in days rather than watches. When on the move any traveller may ask the tenacus for assistance. This is usually in the form of an escort, but occasionally it also includes helping replace a wheel, finding lost animals, or even helping with the harvest. Officially the Tenacus cannot ask for payment for such things. Unofficially the persons being helped must pay the Tenacus a gratuity of at least 1f per person. Those that do not offer such a gratuity quickly earn a reputation, and find it more and more difficult to get help from legionnaires.

Regardless of what they are asked to do, the Tenacus cannot be late. If they must, a tenacus is expected to send a runner to their destination with a general explanation of the delay and the expected time for completion. More often, however, the tenacus will continue on its journey, promising to send back help as soon as it can.

IN FOREIGN LANDS

A Tenacus in foreign lands is a rare thing indeed, short of a state of war. If they are guarding an emissary they are expected to behave and obey all local laws. For the Legion will not save them from another, perhaps more vengeful, force of Law should they get caught.

Normally Tenaci are forbidden from entering a foreign land, as the legion prefers such sallies to occur in invasion-force masses. So, unless they are forerunners of an invasion force, it should not happen often.

THE MILITIES FABRICA

The Militias Fabrica are the engineers of the legion. They train with the Militias Linari as members of a Tenacus. They can be either a Militias Linari who, after 4 years has become an engineer, or a recruit who proves membership in the Guild of Arcane Lore. The Militias Fabrica, also called 'Book', is able to read and write, and keeps the odds and the bets made by and against his Tenacus. He is also responsible for collecting the moneys owned to the after such events, as well as writing up any reports the Tenacus may have to present. Usually the other member's of Book's Tenaci will assist him in collecting debts.

NUMBERS

There is suppose to be at least one Militias Fabrica for every first and second Tenacus of every cohort. They are full time soldiers. In actuality, there are, at most, half the required number in 720TR.

TRAINING

All Militias Fabrica (regardless of their origins) serve with, and are trained like, the Militias Linari. What ever craft-related training the Militias Fabrica requires comes from either their free time, or from practice gained while performing Legion chores. They learn under the guidance of either a free journeyman, an older fabrica or a bonded crafts master when serving in a fortification.

BEFORE JOINING

The Militias Linari who is promoted to the rank of Militias Fabrica somehow gained a journeyman-ship in their craft, or an apprentice position with a bonded crafts master in the legion while they were still Militias Linari. This usually means they entered the legion with some skills already, and spent most all of their free time in practicing their craft skills under the tutelage of a bonded craftsman.

Members of the guild of Arcane Lore who join the legion are made Militias Fabrica in their first term. A few receive special training in engineering and mathematics and work as clerks and scribes for the legion. The majority, however, join and serve with the recruited Militias Linari.

The few literate men and women who join are immediately offered the post of Militias Fabrica, conditional that in their second trimester they are willing to become a clerk for at least eight years. There are surprisingly few willing candidates.

But...What about...

The Militias Fabrica gains all the training, equipment, armour and tactics mentioned in the Tenacus article. Only those things unique to this rank are mentioned here.

The Guild of Arcane Lore

This prestigious guild produces scribes, engineers (general - no specialties), cartographers, mathematicians, philosophers, scholars and mages. Although that last one is as much rumor as it is truth.

Calling a Militias...

When addressing a Militias Fabrica, civilians are suppose to use their full title, although many shorten it to "Militias". Neither clan names or guild ranks are suppose to be used by the Militias when introducing themselves, but many do.

Showing Rank

Ranks are denoted not only by the type of armorment worn, but by the colors on the cloak. Militias Fabrica have a black cloak with a red stripe down its center.



THE MILITIES FABRICA 2

BOOT CAMP

In the first trimester of training, a Militias Fabrica is expected to practice his crafts as much as possible. Unfortunately this greatly detracts from his other skills. A Militias Fabrica must learn how to build a temporary fortification, dig latrines (jacks), set up a camp kitchen and build a coral.

Rank	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
Militias Fabrica	5	4	4	4	4	4	4	4						2	2	1	1	2	2	3	3	1		1				

- a. The Militias Fabrica has a random craft skill at OML+3. They also have either Masonry or Woodworking, but not both.

THE SECOND TRIMESTER

In the second trimester of the full time Militias Fabrica's 6 month training period, the Militias Fabrica works with a bonded craftsmen as an apprentice, or journeyman. He becomes a part of the bonded craftsman's shop, but must still perform the duties of a legionnaire. Most Militias Fabrica try to cross train, learning scouting and tracking skills from reservists while trying to master their weapon skills with their fellow legionnaires.

Those that show skill or have good lineage, may spend the rest of the following year with a bonded master as a full time apprentice. Often those having served most of their apprenticeship (age 12-16) before joining the legion, will gain journeyman status during this time, or shortly thereafter. This, of course, assumes all goes well between the Militias Fabrica and the bonded master to which he is assigned. If it does not, the Militias Fabrica could find himself drafted into being a clerk (assuming he is literate), or sent to the edges of the republic to learn the skills of tracking and hunting. As a worst case, the Militias Fabrica can always be sent into a Tenacus as a Militias Linari.

For those who are literate, the second trimester allows them to find a near-permanent post among the legion bureaucracy. The legion is almost more desperate for competent clerks as they are for competent officers. Life as a clerk is safer and can be more profitable than life in the field.

The illiterate, and those uninterested in a life of clerking, are often taught the skills of hunting, trapping and tracking during their second trimester. Sent to outlying fortifications and outposts, they spend the remainder of the year with other huntsmen learning the trade.

Regardless of how it is spent, the second trimester determines the fabrica's career within the legion. While not impossible, it is very difficult and often very expensive to change a Militias Fabrica's career path once it has begun, especially if the Militias Fabrica chose to be a clerk.

Good Lineage

A slang term used throughout the legion to insinuate it was the person's birth, or wealth, rather than skill that earned them their benefits or rank.

Clerk Skills

If the Militias Fabrica becomes a clerk, he gains the following skills during the second trimester:

Skill	Bonus or OML
Lakeese	+10
Mathematics	/3
MO: Legion	+2 OML

Huntsman Skills

If the Militias Fabrica becomes a huntsman, he gains the following skills during the second trimester:

Skill	Bonus or OML
Hunting or Fishing	+1 OML
Tracking	+2 OML
Trapping	+1 OML

Fabrica Skills

If a Militias Fabrica chooses to serve with the Militias Linari, most will assume him to be a mage.

If they serve with a bonded craftsman, the legionnaires will call him journeyman - often before his guild gives him the title.

YEARLY

Each year training development rolls are determined based on experience, instruction and practice. The exact amounts differ greatly depending on their location, people with whom they are serving and their career path.

BEING PRIMUS

The Militias Fabrica has special rank within his tenacus. Whenever the duties involve a craft, he is in charge. These duties include, but are not limited to: road or outpost repair, building or tearing down a temporary encampment, and so on. The Militias Fabrica organizes the Tenacus as he sees fit for the tasks at hand.

ADDITIONAL TOURS

Most Militias Fabrica sign up for additional tours because of the benefits available to them at retirement. There are no reservist Militias Fabrica, and so those that leave before retirement must serve as a reservist Militias Linari until they officially retire. All Militias Linari are expected to serve their first four years and not be mustered out due to injury or misbehavior (crime, treason, murder, etc.). A Militias Fabrica must serve up to 4 tours, if they are a journeyman, before they may retire as a bonded craftsman to the legion.

A Militias Fabrica as a clerk must serve two tours before they may consider becoming a Militias Linari reservist. Clerks and huntsmen Militias Fabrica gain the same benefits as the Militias Linari after serving up to 6 tours before they retire.

To sign up for the next tour, the Militias need only talk to the paymaster. He is then issued new boots, a new cloak and welcomed back into the legion.

DUTIES AND OBLIGATIONS

The duties and obligations of a Militias Fabrica are identical, regardless of their career path. They must still obey the orders of their commanding officer, and to protect them, the legion is known to place special value on their very few Militias Fabrica. Only those specifically asking for dangerous assignments will receive them. Most tenaci learn quickly that the Militias Fabricas are given almost everything that they ask the legion for, within reason. Whether this is based on their special position, or their better knowledge of military organizations is anyone's guess.

WHEN ALONE

Fabrica are, officially, never off duty - even when out of uniform. Unlike other militias, the Fabrica's duty is not just to defend, but to support. If his tenacus requires an additional sword, or if the populace needs help repairing; the Fabrica can do both. The primary reason for this is the odd combination of loyalty both to the guild and the legion.

Daily Life

Life for a Militias Fabrica is no less strict or organized than that of the Militias Linari, but it does differ after their second trimester depending on their career path.

Clerks serve in the provincial legion district headquarters primarily, with only the senior-most serving in lesser fortifications, as needed. Their days are identical in their tasks as they try to track the amount of taxes paid to the legion, the amount of foods consumed and goods purchased.

Hunters serve wherever they are posted, but have a preference for serving in outlying areas. They are expected to help feed the legion, and act as trackers whenever necessary.

Militias Fabrica who serve with a Tenacus act as a Primus during the Militias Linari's Labours, and are expected to set a good example when they perform chores. When on Patrols, they choose the spot and both set up and tear down encampments.

The Militias Fabrica has the status of being trusted by his Tenacus and honored for this skills. The fact that most assume him to have magical abilities is both a blessing and a curse.

Being responsible for the Tenacus's monies means those with sticky fingers tend to have short lives. Fabricas with good cooking skills are highly profitable.

Most Militias Fabrica specialize in road building. A lazy Militias Fabrica is suppose to be a contradiction in terms.

IN FOREIGN LANDS

WHEN OFF DUTY

WINE, WOMEN AND SONG

FOOD

EQUIPMENT AND ARMOUR

EQUIPMENT

ARMOUR

OTHER EQUIPMENT OF NOTE

MUSTERING OUT

A Militia Fabric may, after several terms of service retire to a bonded craftsmen's contract with the legion. As a Bonded Crafts master - the Militia Fabrica must be a master craftsman in good standing with his guild.

The legion will provide the retired Militia Fabrica with a shop and basic equipment. He is then paid 10d every 10day regardless of what he produces. He may also use the site, and the tools, to make goods for private sale. He can bring in apprentices and use the legionaries stationed nearby as free labor.

In return he is expected to produce goods to the legion specification, within a reasonable number of days. If he fails to meet either his quotas or his deadlines, his pay is penalized. Repeated failures can result in his being fired by the legion, or having to pay heavy fines

PROMOTIONS & AWARDS

DEMOTIONS & PAYMENTS

RETIREMENT

Most bonded Crafts masters working in legion outposts and fortresses are retired Militia Fabrica. To their guild, and the common folk around them, they are craftsmen, but to the legion, and its legionnaires - they will always be legionnaires. Social privileges (like eating and drinking with the legionnaires) are granted freely to Bonded Craftsmen.

THE MILITIES LINARI

The Milities Linari are the standard freeman medium-footman in the Thardic Republican army. Comprised of field fife and volunteers, their ranks include both freedmen and citizens. Each Milities Linari is responsible for the purchase and care of his weapons, armor and equipment. Most volunteers can not afford to purchase the minimum required and thus go into debt.

All members who join from the ages of 16 to 21 who are freemen or citizens become Milities Linari for their first four years when they join the legion - either as part of the field fife or as volunteers.

NUMBERS

Landowners must provide the legion with a certain type of legionnaire, dependant on the amount of land they own. This soldier must be replaced should the one currently in service be killed, maimed or required for duty (like tending his own land) by the landowner.

The draft assessment for the year 720TR states that 1 Milities Linari / Primus must be provided per two Carucates and two Bovates within the estate (approximately 270 acres). The Thardic Republic should generate approximately 2456 Milities Linari due to field fife, only 2320 will be required. This does not include the 5-10% each year that volunteer for service.

TRAINING

The Milities Linari goes through three types of training before finally loosing the name "Recruit". Each training period is 3 months long.

BOOT CAMP

A Milities Linari gains the following skills upon their first week of Boot Camp:

Rank	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
Milities Linari	6	4	4	4	4	4	4	4					3	3	2	1	1								1			

In the first trimester of training the majority of the time is spent in one-on-one practice, with lectures and instruction given by veteran legionnaires. The drills are practiced until they become automatic. Basic tactics are taught without explanation of their use, or development. It is sufficient that the legionnaire know how to parry with sword or shield, to counter strike, to shield strike and to hit exposed areas with his short sword or javelin. The whys are taught through real-world experience later.

Boot Camp is difficult, with only about 3/4 of the applicants being injury free after the first three months, and able to continue. Most who fail, or wash out, may try again the following year, although few do. The camp is often the first time away from friends

But...What about...

The Milities Linari gains all the training, equipment, armour and tactics mentioned in the Tenacus article. Only those things unique to this rank are mentioned here.

Calling a Milities...

When addressing a Milities Linari, civilians are suppose to use their full title, although many shorten it to "Milities". Clan names are not suppose to be used by the Milities when introducing themselves, but many do.

Showing Rank

Ranks are denoted not only by the type of armor worn, but by the colors on the cloak. Milities Linari have a black cloak with a red stripe down its center.



and family for most. This plus the strain of rigorous duties, training and discipline forge a legionnaire. As an incentive often tenacious veterans are brought in to teach lessons and speak to the new legionnaires. These talks help the new legionnaires overcome fears and seem to make the training easier.

Boot Camps are located near, if not within, the provincial capital. Usually the trip to the Boot Camp is considered the first test of the metal of an aspiring Militias Linari. Since all applicants receive this three months of training, it has become standardized.

LEGION FORTIFICATION (2ND TRIMESTER)

In the second trimester the legionnaires work with experienced legionnaires, learning more on the job than in one-on-one practice. Their improvement is slower, but each legionnaire has a chance to learn real-life situations, as opposed to dry drill and practice. Their days are as regimented as bandits, raiders and other legion problems will allow. The legionnaire is exposed to punishment parades; where the guilty are brought before the assembly so that all can witness the punishment. This is supposed to harden the legionnaire against crime, but often it just sickens most of them.

Legionnaires are welcome to partake in any money-making scheme they can, so long as it does not break the law. Door duty, performing extra labours on their day off and adventuring all provide a small source of income. Smuggling goods and being tipped for good service are the two most common sources. Neither are considered evil, so long as one is not caught. Any monies made must be divided three ways. One part to each person who made the money, one part to their commanding officer and one part to the legion. The Commanding Officer receives this money or goods to assure his silence and so that he will give each group of legionnaires as much time as they need for their next adventure, within reason. The legion's part goes towards the widows and orphans fund. It is from this money that a dead legionnaire's debt is paid and his funeral is paid for.

In this phase of training, legionnaires are permitted to question their instructors as to why things are done the way they are. Tactics take on a less surreal nature when your life is on the line. Legionnaires fresh out of training are also given the worst jobs and the longest hours. Age does have its privileges after all.

LEGION OUTPOST (3RD TRIMESTER)

Each year after training development rolls are determined based on experience, instruction and practice. The exact amounts differ greatly from outpost to outpost - depending on the commanding officer, and how much he works his troops.

DUTIES AND OBLIGATIONS

The Duties and Obligations of a Militias Linari are limited only to whatever their commanding officer orders. To protect them from corrupt, sadistic or evil commanding officers the legion holds each man responsible for their own actions as well as the actions of those under their command. So, should a Militias Linari die due to an officer's incompetence, at least his relatives will have the satisfaction of seeing that officer punished.

Daily Life

Life for a Militias Linari revolves around a strict schedule interrupted only by the rare raid on their fortification or outpost. The traditional day breaks into three duties:

- **Labours:** These include repairing and building roads, fortifications, outposts, bridges as well as harvesting and planting.
- **Patrols:** These range from standing guard duty, to wandering through towns as the night watch to longer patrols taking up to 3 days.
- **Chores:** This includes care and maintenance of arms, armour and equipment as well as cleaning the fortification or outpost.

Additional Tours

Any Militias Linari may sign up for another tour. They must first serve four years and not be mustered out due to injury or misbehavior (crime, treason, murder, etc.). A legionnaire may serve up to 6 tours before they must retire. To sign up for the next tour, the Militias need only talk to the paymaster. He is then issued new boots, a new cloak and welcomed back into the legion.

WHEN ALONE

A Militias Linari is only a Legionnaire when he is dressed either in his linens or full kit. If he is dressed as a civilian, then he is treated as a civilian of his own birth rank and clan. A Militias Linari may only wear the uniform of the Legion when on official Legion business.

A Militias Linari is expected to help keep the peace at all costs when on duty. They may never start a fight, but are always expected to finish any around them. This allows them to question, torture and hold for indefinite periods of time any slave or freeman in the Republic. Equestrians and Citizens cannot be tortured, and Equestrians expect to be treated according to their rank.

IN FOREIGN LANDS

A Militias Linari in foreign lands and in full uniform is either lost, scouting or part of a legally dispatched delegation or invasion force. They are expected to be on their best behavior, and return home alive. Brooking no insults and other such feudal finery is a foreign concept lost on most practical Thardians.

WHEN OFF DUTY

A Militias Linari when off duty is out of uniform (no weapons other than a dagger, and not wearing the armour, cloak, belt or boots of a legionnaire). Any crime committed while off duty is committed as a republican of their natural birth rank. Officially no legion equipment, personnel or monies may be used by the Militias Linari when they are off duty.

MUSTERING OUT

A tour of duty is four years long. Each legionnaire receives one day off each calendar month whenever possible. Leave time, like pay, can be accumulated by the legion for up to three months before any trouble can, officially, begin. A Militias Linari takes his leave the same time as his tenacus. Individual leave is rare and offered only in the rarest of cases.

AWARDS AND ACHIEVEMENTS

There are several awards and achievements. The most popular are:

- **The Brass Crown:** This cloak pin has a crown engraved deeply on a circular piece of brass. In the center of the circle, the legion's unit number is marked in Runic. It is awarded for bravery. Most refer to this as "the coin" - and as with the saying, the reception of this achievement is most often posthumous.
- **The Sword:** This silver ring is worn on the left hand. It is an award for obedience and discipline. To gain the sword one must have never carried demerits over a pay day, nor committed a crime in the legion. Swords are given by the highest ranking officer to all eligible regulars after serving their tour of duty. A legionnaire rarely gains more than one or two swords in a lifetime.
- **The Mantle:** This is a leather cloak with special markings of rank and resilient trim colors. It is presented to Militias Linari who best represented the ideal legionnaire during their term. Only one mantle is presented to each Legion each year. The cloak is of superior quality (+2) and said to be very lucky to own.

Life in the Legion

It is very easy for a Militias Linari to live beyond their means. They are paid 12d each ten-day, but the cost of the arms, armour and other equipment can easily cost far more. Each Militias Linari has four years to crawl out of the debt that the legion imposes.

If the Militias can supply their own armour or weapons the legion will only charge the soldier for the repair and upkeep. Even with free room and board, life can get expensive. A night of drinking with friends or a few nights in an inn with...company... can easily wipe out most, if not all the pay.

Some Militias rely on the Peoni Express. This is the local slang to refer to the wandering Peonian priests. These priests are trusted with money and letters home. Usually, if money is being transported, the legion provides an escort, or at least a fast horse for the priest. For, while the priest may be respected and protected, the bandits on the road are willing to risk eternal damnation for the money the priest may be carrying.

For the frugal, each quartermaster is willing to keep the Militias money, making an account of all the money by soldier. So that, when the Militias returns home, he can "cash out" and take all his savings with him. There is no interest earned by the money but neither is there a charge for the service as it is part of the quartermaster's legion duty. Not many 16 year-olds are frugal.

The Militias Linari usually intend to become reservists after their first four years of service. Those who wish to become lifers are often considered to be touched. Regardless, the cloak, sword and boots of a Militias Linari provide a standing and respect within society that no other career can provide.

BECOMING A RESERVIST

Any Militias Linari, after a full tour of duty, may opt to become a reservist, serving 9 ten-days a year. To become a reservist, one only has to request it from the local legati or ones commanding officer. Exactly when the reserves are called up differs from fort to fort and outpost to outpost.

Any Militias Linari too injured to remain on duty can be temporarily placed on Reservist pay. This allows them to return home and recuperate until their unit is called. Usually they are called up after the longest amount of delay possible (9 months) and thus may end up serving with people from other manors and villages. This form of reservist service is temporary and after one reservist term of service, they are welcomed back as regular soldiers.

If the Militias Linari still cannot server, he is either mustered out, becomes part of the support personnel, or is forced to pay scutage. If he is popular, he is often transferred to a less-rigorous posting, if possible.

BECOMING A REGULAR AGAIN

While it is rare, occasionally, a Militias Linari Reservists will want to become a Regular. To do this he or she must petition the local Triberties and once again pass the entrance examination.

Unfortunately, the Militias Linari then has to serve a number of years equal to his time as a Reservist, beyond the age of 40, to gain the right to retire with a land grant and citizenship. This is only possible during times of war for, currently, all legionnaires at the age of 40 are forced into retirement.

PROMOTION

On the rare occasion that a Militias Linari is promoted, it is either to the position of a Militias Fabrica, or a Militias Primus. By tradition, on the night before accepting the honors of rank, a Militias Linari must treat his old Tenacus to a night of entertainment (drinks, girls/boys, games, etc.) at the legion's favorite tavern or any gathering place. Such parties cost around 100d on average.

RETIREMENT

A Militias Linari may retire at the age of 20. Retirees become reservists in the legion. Reservists serve 9 ten-days out of the year in an outpost, or fortification in the vicinity of their home. They are paid 9d for each 10day that they serve. Their pay can be fined in a similar fashion to that of the regular Militias Linari.

If a Militias Linari remains in the legion for a full 20 years (5 terms of four years each), he is eligible for Senatorial Dispensation. This includes an undisclosed parcel of land and a rise in social rank to that of citizen. Often the Militias Linari will receive his parcel of land on an officer's estate, or in some frontier manor.

Social Ranks and the Legion

Social Ranking (Freeman, Citizen, Equestrian) still has merit amongst the legionnaires. When a Militias Linari must bring in an Equestrian or a Citizen, the only rights that those ranks have is the right not to be tortured. Cautious Legionnaires will not even rough-up an Equestrian or a Citizen for fear of their litigants bringing up the charge of torture during their trial.

Arresting the wrong person, if that wrong person has powerful social contacts, is as dangerous to the legionnaire as a charge of treason. Fortunately there are very few with such contacts, and those few tend to be well known.

Treating an Equestrian...

When arrested, an equestrian expects to be treated according to their rank. This means the following:

- They are not tortured or beaten.
- They are placed in house arrest rather than in the dungeon.
- They may send a legion runner to fetch belongings, documentation proving their identity and/or a litigant of their choice.

Treating a Citizen...

When arrested, a citizen may ask to be treated according to their rank. This means:

- They cannot be tortured or beaten without senatorial dispensation.
- They are not housed with freemen or slaves (but still may be housed within a dungeon).
- They may send for a relative or litigant at their own expense.

A

Agrik
Autarch,
Autarch's Guard
Auxiliari
Azeryani, ,

B

Bootmoney
Bovate
Bovates,

C

Caer Kuseme
Caer Moleryn
Caer Parnan
Caer Shiran
Caer Telen
Carucates, , ,
Cobart of Nordaka
Cohors
Cohort, , ,
Comparte, , , ,
Comparte Urbani, , , ,
Compartes, , , , , , ,
Comparus, , , ,
Coranan, , , , ,
Coranan Legion,
Corani
Corani Empire,

D

Dignitas, , , ,

E

Eidel,
Eidel Legion
Eidel legion
equestrian

F

Fabrica
Fobin
Fort Taztos
Fyvrians

G

Gargun
Gerium
Gerium Legion

H

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