

Arch-Duchy of Canberry

Order of Battle:

National Forces – these are forces owing allegiance to the Arch-Duchy itself, though some few are funded by other than the royal treasury.

Notes: Ranks within the armies of Canberry:

Recruit		
Private		
Corporal	Squad	5 men
Sergeant	Platoon	10 men
Lieutenant	Company	20 men
Captain	Regiment	100 men
General	Legion	1000 men
Major General	Field Army	5000 men (+ aux.)
Field Marshall	Full force in field	
Colonel	Special commands - Royal guard for example	

Name of Force	Composition	Auxiliaries	Commander and Rating	Funding and Notes
1 st Federated Field Army: Heavy Foot – “The Unshakable”	5 legions ultra elite infantry (4 th level fighters, full plate, tower shields, javelins and long swords)	10 regiments of ultra elite heavy archers (4 th level fighters, breastplate; longbows of strength +4; short swords); 10 regiments of skirmishers (2 nd level warriors, leather armor, slings, short swords); 5 regiments of artillery (supports a total of 25 medium powerbows, 15 ballista and 10 catapults), 5 regiments of caravan, hospital and artillery guards (3 rd level fighters, chain mail; tower shield, pike, short sword); 10 squads of scouts (3 rd level rangers – equipped as desired); sutter’s train – 500 men, mostly armed and armored as they desire, and a hospital train of about 30 chirurgeons, and 120 support personnel including nurses, drivers, medics, etc. Banner Guard Company (6 th to 8 th level knights, full field plate, great shields, various weapons, often magical)	Major General “Lord” Gustav Felding, “the determined” (8 th level Monk of Glor’diadel, 8 th level Fighter) Ultra Elite	The National treasury of Canberry. Notes: <i>War Banner of the Unconquerable Sun</i> . Sheds divine radiance in a 500 yard radius inflicting 3 negative levels on any undead, and 1 negative level on any chaotic evil, neutral evil or darkness aligned individual within its aura. Light aligned individuals within 100 feet of the banner gain +2 to hit and damage, +2 to Will saves, +1 to Fortitude saves and +1 to Reflex saves. May, 5 times per battle cast a targeted (find name of light spell that does damage, insert here); may, once per battle cast a targeted fireball at the 10 th level with the following attributes: maximize, (enter attribute name that extends range), substitution (light) and empower; and, once per day may cast a <i>mass heal</i> on as many injured as can be crowded within 100 feet of it – as long as they are allied to Light.

<p>2nd Federated Field Army: Heavy Foot. "Crusade of Light"</p>	<p>5 legions ultra-elite infantry. (4th level Fighters, Full Plate, Tower shield, Guisarme, Broadsword)</p>	<p>20 regiments of heavy crossbowmen (4th level fighters with breastplate, wielding heavy crossbow and short sword); 5 regiments heavy lancers (4th level calvary in breastplate with lance, shield, and hand weapon of choice); 2 regiments of artillery (supports a total of 15 medium and 5 heavy powerbows); 3 regiments of caravan, hospital and artillery guards (3rd level fighters, chain mail; tower shield, pike, short sword); 5 squads of scouts (5th level rangers – equipped as desired); sutter's train – 200 men, mostly armed and armored as they desire, and a hospital train of about 30 chirurgeons, and 120 support personnel including nurses, drivers, medics, etc. Banner Guard Company (6th to 8th level knights, full field plate, great shields, various weapons, often magical)</p>	<p>Major General Tad Cooperson "the brilliant" (12th level Ranger, 6th level Warrior)</p> <p>Ultra Elite</p>	<p>The National Treasury of Canberry</p> <p>Notes: <i>Banner of the Sun's Wrath..</i> Sheds an aura of holy fire with a radius of 300 yards. All those within the banner's aura who are allied with the Light burst into a harmless (to them) flame which inflicts 1d2 points of extra damage with every hit with missile or melee weapons. Further, every foe who strikes an inflamed person with a melee weapon takes 1d2 points of burning damage the same round as their strike hits. Inflamed persons gain a +4 to all saves against flame based attacks, including such spells as <i>fireball</i>; and have all fire based damage reduced by 1 point per die, but suffer a -1 penalty to saves against cold damage, and have damage increased by 1 point per die.</p>
<p>3rd Federated Field Army: Heavy Foot. "Hope of the South"</p>	<p>2 legions ultra elite infantry (4th level Fighters, Full Plate, Tower shield, javelins, longsword); 3 legions elite infantry (3rd level Fighters, Full Plate, Tower shield, pikes, short sword)</p>	<p>10 regiments of ultra elite archers (4th level fighters with short strength bows +2 and short swords); 20 regiments of light horse (2nd level fighters in leather armor and barding with light horse lances and scimitars; Short sutter's train – 100 men, armed and armored as desired, a hospital train of about 40 chirurgeons and 200 support personnel including nurses, drivers, medics, etc.; and a Banner Guard Company (4th to 9th level knights, full field plate, great shields, various weapons, often magical).</p> <p>Special adjunct force: War Mage battle group (15 magi ranging from 5th to 10th level under the control of an archi-magi of the 20th level Throckmorton Daresworthy; accompanied by 2 companies of warders – fighters of the 4th to 6th level commanded by a 12th level paladin: Dame Christine of the Woody Thicket.)</p>	<p>Field Marshall Sir Derrick Brightspan (Third son of the Duke of Brightspan). (14th level Fighter, 2nd level Cleric of Glor'diadel)</p> <p>Despite all efforts that have been made, and despite the considerable leadership of the Field Marshall – the 3rd Federated cannot be tipped over to ultra-elite status. He needs a third of the legions to reach that vaunted state in order to have the army so designated. The Arch-Duchess has been loath to send the 3rd to truly dangerous areas however, as Derrick's death would enrage his father – which she would prefer to avoid.</p>	<p>The treasury of the Duchy of Brightspan.</p> <p>Notes: <i>War Banner of the Raging Jinn.</i> Sheds an aura of elemental air with a radius of 300 yards. All those within the radius who are allied with the banner's owner (in this case the Duke of Brightspan) are protected by the air itself. Torrents and whirlwinds of air constantly buffet those attacking, and knock aside missile weapons before they strike their targets. (those protected by the banner gain a +4 bonus vs. missile attacks and a +1 bonus vs. melee attacks; they also gain a +2 to saving throws against air based attacks, and a +1 bonus to saves vs. mind-affecting attacks such as <i>charm</i>). The banner can summon either an air mephit horde (50 air mephits) or 4 huge air elementals to do battle for its bearer, once per day.</p>

<p>4th Federated Field Army Heavy Foot "Sword of Peace"</p>	<p>1 legion ultra elite infantry (4th level Fighters, Full Plate, Tower shield, javelins, longsword); 4 legions elite infantry (3rd level Fighters, Full Plate, Tower shield, pikes, short sword)</p>	<p>20 regiments of veteran slingers (2nd level warriors, leather armor, slings and short swords); 2 regiments of artillery (supports a total of 15 medium powerbows and 5 trebuchets); 3 regiments of caravan, hospital and artillery guards (3rd level fighters, chain mail; tower shield, pike, short sword); short hospital train with 20 chirurgeons and 100 nurses; Banner guard company (20 paladins of the 5th - 9th level with full field plate of light fortification, heavy lances and greatswords) under the command of Sir Darius Bitwhittle, (Paladin 12, Sorcerer 7, bearer of the holy sword Nightbane)</p>	<p>Major General Lord Spartadorus Overfifer (Nephew and fosterling of the Hereditary Lady Mayor of Canberry City). (13th level Wizard/ 5th level Priest of Glor'diadel)</p> <p>Special Aide de Camp: Dame Ingrid Thistlebroc (Psionicist 9/Psychic Warrior 4/ Ranger 2)</p> <p>Elite</p>	<p>The treasury of Canberry City</p> <p>Notes: <i>War banner of Heavenly Wards</i>. Sheds a 400 yard radius aura of protection. Within that area, all allies of the banner's lawful owner enjoy the effects of light fortification and a +1 circumstance bonus to AC. Once per month the banner can summon a horde of quasi material servants who will remain for 8 hours – during which time they will raise earthen ramparts, plant stone backed wooden stockades and dig trenches, moats and other protections. The fortress thus created is 100 yards on a side and is permanent.</p>
<p>5th Federated Field Army Heavy Foot "Glory of the Veil"</p>	<p>3 legions elite infantry (3rd level Fighters; Full Plate, Tower shield, pikes, short sword); 2 legions veteran infantry (2nd level Fighters; Half Plate, Tower shield, javelins, short swords).</p>	<p>15 regiments of veteran archers (2nd level fighters chain mail, short bows of strength +2, short swords); 1 regiment of veteran artillery (supports 4 medium powerbows, 4 trebuchets and 2 catapults); hospital train with 200 chirurgeons and 400 nurses (2nd to 4th level nuns of the Order of the Silvery Veil); 1 regiment of hospital warders (Paladins 3rd to 5th level, guarding the nuns). Banner guard company of 20 Paladins of 5th to 9th level under the command of Knight Banneret Sir Victor Drover (Paladin 12)</p> <p>Special Adjunct Force: Clerical Battle Group "Voice of the Dawn" (20 clerics of levels 5 to 10 under the control of Monsignor Cecil Augurson - a Cleric 16/ Psychic Warrior 3. The group is accompanied by 10 paladin/ monks ranging from 5/2 to 8/8</p>	<p>His Eminence, the Venerable Reverend Hugo Rosenow, bishop without portfolio of the Archdiocese of Canberry and Father Superior of the Order of the Misty Dawn (Cleric 19/Hospitaler 5)</p> <p>Elite</p>	<p>The treasury of the Archdiocese of Canberry – Temple of Glor'diadel</p> <p>Notes: <i>The Banner of Holy Faith</i> casts an aura of holy light for a radius of 300 yards. This light damages undead on contact, operating as a continuous turn cast by an 8th level priest, and so disrupting the morale of those undead not turned that they suffer a -2 to hit and damage as long as they remain within the aura. Also, may 3/day cast <i>cure moderate wounds</i> as an 8th level priest on all allies within a radius of 300 yards. May 1/week cast <i>heroes feast</i> for as many people as are within 100 yards at the time of casting May 1/month cast <i>true resurrection</i> on up to 10 targets whose bodies have been brought within 10 yards of the banner.</p>

6 th Federated Field Army, Medium Foot "Steady Shield"	5 legions elite infantry (Full chain, great shields, javelins, short swords)	10 regiments of veteran archers (1 st level fighters, short bows of strength +1, studded leather armor, short swords); 2 regiments of artillery supporting 25 light powerbows; short sutter train and short hospital train sutter's train – 200 men, mostly armed and armored as they desire, and hospital train – about 30 chirugeons, and 120 support personnel including nurses, drivers, medics, etc	General Dame Lyssa Tussefield (Fighter 10; Cleric 4) Elite	The National Treasury of Canberry
7 th Federated Field Army, Medium Foot "Endless Fury"	5 legions veteran infantry (Full chain, great shields, pikes, short swords)	20 regiments of steady crossbowmen (1 st level fighters, chain shirts, light crossbows, short swords); 2 regiments of elite heavy calvary (3 rd and 4 th level fighters - full plate – heavy war horses – lance and war axe); support train – 100 beings including 20 field medics and drovers for a flying supply train.	General Lord Clarence Aufaugauthala'rim (son of Lord Davion – half Nolder – has determined to embrace his Nolder blood and so is immortal — Paladin of Glor'diadel 15, Psionacist 5, Sorcerer 10) Veteran	The Treasury of the City of Gateways 50% – the personal wealth of Lord Davion Aufaugauthala'rim 50%
8 th Federated Field Army, Medium Foot "Hammering Storm"	2 legions veteran infantry (Full chain, great shields, pikes, short swords) 3 legions green infantry (Full chain, great shields, pikes, short swords)	10 regiments of veteran short bowmen (2 nd level fighters, chain shirts, short bows, short swords) 15 regiments of veteran light calvary (2 nd and 3 rd level fighters - breastplate - light warhorse - lance and saber); 5 regiments of green light calvary (1 st level fighters and warriors, armed and armored as their veteran colleagues); support train includes 30 Sisters of the silvery veil in a hospital group, 10 ultra elite rangers (6 th level and above) and a battle group of magi – 15 in all, under the command of a 14 th level Adeptus Major, the Eminent Archibald.	General Lord Sir Donald Sheffield (son of Earl Richard Sheffield - the Ambassador of Canberry to Enclaves ¹) (Fighter 12, Psychic warrior 7) Steady	The National Treasury of Canberry.

¹The Sheffield family are hereditary carpet nobles. Unusual in the extreme, this situation came about when Earl Richard's Great, Great Grandfather saved the Archduchess, the wife of Lord Alistairs paternal Great Grandfather and the Mother of Amelia, from certain death. To do so however, he disobeyed direct orders from his commanding officer. Put in a position of either rewarding the young officer or punishing him – the Archduke decided to do both. He awarded him the hereditary title of Earl and a house near the Palace in Canberry City, but no estate. This left the young earl and his descendants scrambling to maintain the town house and keep up appearances. To everyone's surprise, they have remained intensely loyal to the royal family, and often enter the civil service in various forms. Earl Richard was a close companion of Alistair's family for many years before accepting the posting of ambassador, and both of his sons, Sir Donald and Allard, serve in different capacities – Donald in the military and Allard as a mage in the civil service..

<p>9th Federated Field Army, Medium Infantry, "the bloody legions"</p>	<p>2 legions veteran infantry (full chain, great shields, javelins (4 ea), short swords) 3 legions steady infantry (full chain, great shields, javelins (4 ea), short swords)</p>	<p>20 regiments of engineers (elite) 5 regiments of long bowmen [full chain, Longbows of strength +2, small swords, dirks) Support train including 40 battlefield medics, 10 Sisters of the Silvery Veil who specialize as surgeons, and 30 sutters with a train. A group of 10 Glor'diadelian clerics also travel with the train and an additional 200 fighting men guard this combined medical and supply train.</p> <p>Note: The engineers can build siege equipment on the field, using locally available materials. Catapults, Onagers, Ballista, Rams – all can be built. The engineers can also sap walls, and dam streams, and so forth.</p>	<p>General Dame Bethrildra Southworth (Paladin [of Glor'diadel] 8 / Shield of the Faithful 7</p> <p>Steady</p>	<p>50% the National Treasury of Canberry/ 50% the treasury of House of Southworth.</p> <p>Note: <i>War Banner of The Dawn's Determination</i>. Sheds an aura of soft light 200 yards in radius. Within the light, a continual turn undead effect, equivalent to a 2nd level cleric occurs. Any good clerics attempting to turn undead within the aura have 2 added to their effective level as well. Heal spells cast within the aura have an additional +1 per base die added. All wounded persons of good alignment within the banner's light regain 1 hp per 10 rounds, even if unconscious, and there is a 5% chance of any good being that dies within the light of the banner immediately suffering the effect of a full <i>resurrection</i> spell. Thrice per day the banner can cast <i>Sunburst</i> as a Cleric of 18th level.</p> <p>The Banner guard consists of 10 Paladins [of Glor'diadel] 8th to 10th level, in full field plate, lances, shields and greatswords, mounted on heavy warhorses with heavy barding.</p>
<p>10th Federated Field Army, Medium Infantry, "Flowing Wave"</p>	<p>5 legions steady infantry (half plate, small shields, spears, long swords)</p>	<p>10 regiments of heavy crossbowmen (veteran) (full chain, heavy crossbows, short swords, daggers) 10 regiments of light calvary (studded leather, lance, saber) 5 regiments of artillery (50 light powerbows) (studded leather, shortswords). Support train of 30 field medics, 5 surgeons and a Master level Redactor.</p>	<p>General Brandon Cornucopia (Ftr 12, Cl 5)</p> <p>Steady</p>	<p>The Treasury of the House of Brightspan</p>
<p>11th Federated Field Army, Medium Infantry, "Glorious Advance"</p>	<p>3 legions steady infantry (chain mail, small shields, spears, javelins, short swords), 2 legions steady archers (chain shirt, composite long bows, short swords)</p>	<p>5 regiments artillerymen, supporting 25 medium powerbows, 5 terebuchets, and two acid hurlers. (Chain shirts and short swords)</p>	<p>General Dame Gladis Torrance (Pal 10 - Holy Defender (PC) 2)</p> <p>Steady</p>	<p>The National Treasury of Canberry</p>

<p>12th Federated Field Army, Medium Infantry, "The Piss Red Legion"</p>	<p>1 legion elite infantry (half-plate, medium shields, javelins, great mace), 2 legions veteran infantry (half-plate, medium shields, javelins, long swords) 2 legions green infantry (half-plate, large shields, pikes, short swords)</p>	<p>5 regiments veteran archers (chain shirt, short composite bows, short swords) 4 regiments artillery supporting 10 heavy powerbows, 2 alchemist fire projectors and 10 light powerbows (chain shirts, short swords); small sutter's train (200 men) and 25 field clerics – all OMD</p>	<p>The Reverend Canon Zachery Biggleburg (Cl. 14, Mnk 2) Steady</p>	<p>The National Treasury of Canberry 75%/ The Treasury of the House of Biggleburg 25%</p>
<p>13th Federated Field Army, Medium Infantry, "Victory by Attrition"</p>	<p>2 legions steady infantry (chain shirt, small shields, javelins, long spears, long swords); 2 legions unsteady infantry (chain shirt, small shield, javelins, long spear, long swords); 1 legion green infantry (chain shirt, small shield, javelins, long spear, long swords)</p>	<p>4 legions unsteady archers (leather armor, short bows, short swords) 60 Clockwork automatons. (Ultra elite) Core of 10 clockwork mages, for maintenance</p>	<p>Archmage Francis Mountaintop (WarMage 10/Clockwork Mage 14/Sorcerer 4) Unsteady</p>	<p>The National Treasury of Canberry 60%/ The Treasury of the House of Mountaintop 40%</p> <p>War Banner of Gnomish Rage – (May each round fire a gout of alchemical fire with a range of 300 feet, covering an area 60' in diameter, effecting each victim in that area as a flask of alchemist's fire would – at the cost of 1 charge per gout; May, twice a day cause a wave front of mechanical chaos to ripple out from it to a distance of 300 feet in all directions, affecting only those inimical to its owner. The wave front causes all mechanical devices (anything other than held or hurled weapons or similar items) to have to save at DC 25, or shatter/break/ come apart - etc. – This effect costs 2 charges; lastly, the banner emanates an aura to a radius of 300 feet at a cost of 1 charge per day that encourages all of those allied to its owner, and all those of gnomish blood – giving them a +1 to missile fire, and a 1 column shift on morale results in the favorable direction. The banner has 10 charges when fully charged, and regains one charge per day that it is not used at all.) The banner belongs to the Archmage, who received it as a gift.</p>
<p>14th Federated Field Army, Medium Infantry, "Dawn's Rising"</p>	<p>1 legion veteran infantry (chain shirt, small shields, javelins, broadswords) 4 legions green infantry (chain shirt, small shields, javelins, broadswords)</p>	<p>2 regiments of veteran heavy calvary, under Colonel Alexander Vannan Caligshire (Pal 8/Cl 6/Rng 2 - Sacred Armor of the Light)</p>	<p>Sir Gabriel Furrows (Rng. 12/Ftr. 4) Green</p>	<p>The Treasury of the House of Furrows</p>

15 th Federated Field Army, Light Infantry, "Hope of Planting"	5 legions elite infantry (ring mail, small shields, javelins, shortswords)	1 legion steady light crossbowmen (leather, crossbows, dirks); 1 legion of sappers (leather, dirks), hospital train with 75 chirurgeons; sutter train of 50. 200 mounted infantry - medium, as guards for the chirurgeons and sutters.	Dame MaryAnne Rollinghills (Pal 17/MU 2) Elite	The treasury of the House of Rollinghills
16 th Federated Field Army, Light Infantry, "Assemblage of parts"	5 legions veteran infantry (ring mail, small shields, javelins, shortswords)	2 legions light horse (leather, light lance, saber), 120 chirurgeons – note – some seem to be low level clerics, but the temple denies any knowledge of such.	Lord Sir Charles Rollinghills (Pal 15/Ftr2/Rg1) Veteran	The National Treasury of Canberry 50%/ the Treasury of the House of Rollinghills 50%
17 th Federated Field Army, Light Infantry, "Never stops"	3 legions steady infantry (ring mail, small shields, light crossbows, shortswords); 2 legions green infantry (ring mail, small shields, light crossbows, ranseurs, dirks)	15 regiments of steady heavy archers (leather, long composite bows, dirks)	Sir Bruce Bigelow (Ftr 12/Psychic War 5) Steady	The Treasury of the House of Brightspan
18 th Federated Field Army, Irregulars	5 legions of ultra light infantry (padded with partial leather, small or medium shields, and various weapons. A few have chain mail)	2 legions of archers (varied armor and weapons – all have bows); 1 legion of irregular horse (various armor, some plate, mostly chain or leather, various weapons) 1 legion of artillery (20 light powerbows, 2 alchemist fire projectors)	Sir Damon Stottingham (Sorcerer 12/Werebear Beserker 10) House guard of 10 Werebears, ranging in level from Ftr 8 to Beserker 18), Irregular	The Treasury of the House of Rollinghills Note: Many of these troops are mercenary
19 th Federated Field Army, Heavy Calvary	5 legions of ultra elite chivalry (full field plate, large shields, lance, greatsword)	2 legions of heavy crossbowmen (half plate, heavy crossbows, longsword or axe); 1 legion of artillery (10 heavy powerbows, 10 trebuchets, 10 catapults, 2 alchemist fire projectors); 2 legions of pikemen (chainmail, tower shields, pikes); medical trian of 80 chirurgeons; Sutters train with 40 sutters.	Lord Sir Avaram Grimcliff (Pal 18/ Mnk 8) (bears the Holy WarAxe Darkcleaver – originally a gift to the Royal house some 20 generations ago from Leaves, now "lent" from the royal armory to the armory of Grimcliff for its unfailing loyalty. This is an artifact level weapon.)	The treasury of the House of Grimcliff 60%/ The National treasury of Canberry 40% Banner of the heated wave. Grants +2 to hit and damage to all allied within 400 feet at the time it is activated. Also offers an additional 1d6 charge damage to any lance charge by an ally regardless of distance for 100 rounds after activation. Banner guard is 20 knights levels 8-12 as either paladins, lyans, or Monks.
20 th Federated Field Army, Heavy Calvary	2 legions ultra elite heavy calvary (full field plate, large shield, lance, greatsword) 3 legions elite heavy calvary (full field plate, large shield, lance, greatsword)	12 regiments archers (chain mail, long composite bows, dirks) medical train with 40 chirurgeons, 20 sutters.	Sir Dervon Muttie (Pal 12/ Ftr 4)	The National Treasury of Canberry
21 st Federated Field Army, Medium Calvary	5 legions veteran calvary (half plate, large shield, light lance, longsword or great axe)	2 battelegroups of magi – each 10 magi levels 8 - 14 commanded by the Archi-magi Sir Rajai of Tarkenja (Mage 18)	Dame Velencia Bridgewater Rng 14/Druid 4	60% the Treasury of the House of Tusselfield/ 40% the National Treasury of Canberry

22 nd Federated Field Army, Light Cavalry	5 legions veteran calvary (chain, small shield, light lance, saber	4 legions of light crossbowmen (light crossbow, dirks)	Sir Alonzo the Bold	The treasury of the House of Brightspan.
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