

Shadows of Betrayal

Overview

Nomar is a feudal realm to the west of City-State. It is dominated by Ghinorians who worship the goddess Mitra. Their society is similar to that of Western Europe during the early Middle Ages, except that there are sharecroppers instead of serfs due to the influence of the Church of Mitra. The Ghinorian people consider themselves to be the chosen of Mitra.

Nomar is ruled by Prince Artos Pendar, age 46. He is married to Lady Gwenifer Pendar, age 38. They are currently childless, and because of Gwenifer's age, this is a major source of intrigue. Artos has reigned for nearly thirty years, since he was a boy of sixteen. He is advised by the wizard Merwyn, who has not been seen for the last six months. There are rumors that Artos is concerned and has knights searching for him.

Nomar has only been unified for the last fifty years due to the threat of the Skandian Vikings. There are two dukes, several counts, and more barons. The nobles have a history of conflict with one another. Artos is the Duke of Dorn in addition to being the Prince. The other duke is the Duke of Sykmet in the south of Nomar.

Count Alagon Graham of Guilding is Artos's closest ally and best friend. The Thornes of the County of Hel are known rivals of Artos. This is fueled by the fact that the Count of Hel is married to Artos's older half-sister. They have one son. Artos has another older sister who is married to the Baron of Seastrand in Modran. She has one son who is rumored to be the child of Alagon Graham.

Nomar's greatest enemies are the Skandian Vikings. They were once mercenaries employed by the nobles in their feuds. A hundred years ago, several warbands decided to stay and seized the coastal region of Nomar, establishing several jarldoms and kingdoms. The most powerful of these is the Kingdom of Ossary. This prompted the nobles to unite and crown Ambrose Pendar as Prince of Nomar. Since then, they have slowly conquered inland until they were stopped by Ambrose twenty years ago. Uthan Pendar, Ambrose's brother, became the next prince, followed by Artos, who is Uthan's son.

There is growing concern over the threat posed by the City-State of the Invincible Overlord. Twenty years ago, the conquest of Halkemenan (on Nomar's southern border) by City-State was greeted with relief, as the death cult of Hamakhis had dominated the small city-states of the region. But when the region was granted to Divolic, Myrmidon of Set, Mitra's traditional enemy, as the Duchy of Rhyl, the relief turned to alarm. However, the recent outbreak of civil war in City-State may provide a welcome distraction from Divolic's ambitions.

Mercenaries

Most mercenaries in the City-State region are organized into small units and have no liege. In practice, many mercenary troops are loyal to the culture or realm from which they recruit.

The smallest organization is the company, consisting of 20 men. A company is led by at least a lieutenant, who is assisted by two sergeants and two corporals. Five companies make up a throng of 100 men, led by a captain. The largest free companies typically reach this size. Above the throng are larger units such as the Vastthrong (500 infantry), Equithrong (500 cavalry), and the Legion (5,000 men). These larger units are generally organized only by realms.

In addition to combat troops, mercenary forces require support personnel to keep gear in repair, handle supplies, and manage clerical duties. When fully staffed, the number of support personnel equals the number of soldiers. These personnel are divided into four broad categories: administrative clerks, quartermaster supply, servants, and teamsters. The overall leader of the support staff is the Steward, who reports to the company commander.

For a company-sized unit (20 men), the support staff includes: 1 Steward, 2 clerks, 1 chief quartermaster, 2 quartermasters, 2 cooks, 2 servants, and 5 wagons with 2 teamsters each. If camp followers are permitted, the number of official support personnel can be halved. However, this results in supply costs increasing by 50% and a noticeable drop in quality. Discipline also tends to worsen.

Military service in the average free company is not particularly regimented. While all companies have varying rules of conduct, they generally boil down to a few core principles.

Be easily available for duty or let your commander know where you are going to be.
Don't brawl with your companions in the company.
Don't do anything to get the locals angry at the company.
Stand with your companions in battle.
Share all loot with the company.

Detailed costs are in the Mercenary rules.
Combat is resolved using GURPS Mass Combat.

Further Information

I have a write up on the major nobles of Nomar for anybody who is interested.

The Starting Situation

- The campaign will start out with the players' mercenary troop in the employ of the Count of Shodan.
- The characters are assigned to protect and patrol the Estoil Hills.
- The Estoil Hills lie along the southern border of Nomar and are considered a debatable land between Nomar and the Duchy of Rhyl.
- There are several known brigand groups roaming the hills, mostly consisting of Sarnic outlaws who fled from the conquest of Halkemenan. They prey on the Count's men and village attempting to settle in the hills.
- There are the occasional rumors of death cultists of Hamakhis having hidden strongholds in the hills.
- There are the patrols of the Duchy of Rhyl who contend that the hills belong to Duke Divolic.
- The chaos caused by the conquest of Halkemenan has allowed dangerous wildlife and even monsters to lair in the hills. A threat that both Nomar and Rhyl are finally able to deal with.

Characters

The players will need to decide how to organize their mercenary troop. It can include up to 20 men, plus associated support personnel. The points for this will be provided for free, including any rank up to 4 (Lieutenant) that the players decide their character should hold. Any rank above 4 must be purchased at a cost of 5 points per level.

This means the character is nominally qualified to lead larger units, regardless of their current position. The Strategy skill should reflect the increased rank. However, without the corresponding Status, a character may be qualified but is unlikely to be given the opportunity to lead, as higher-status individuals will be offered command first.

Military Rank (5/level, up to Rank 4 is free, needs to be divided among the party)

8	Overlord (Ruling Lord)
7	Lord Marshal (Legion)
6	Marshal (Vast Throng)
5	Captain (Throng)
4	Lieutenant (Company)
3	Sergeant
2	Corporal
1	Soldier

Nomar Status (5/level)

7	Prince
6	Duke
5	Count
4	Baron, Archmage
3	Landed Knight, Full Mage
2	Guildmaster, Mayor Unlanded Knight, Grandmaster Mage
1	Craftsmen, Merchant, Ship Captain, Captain, Squire, Master Mage
0	Land Owning Peasant, Townsman, Yeoman, Man-at-Arms, Hedge Knight, Mage Adept
-1	Sharecropper, Hedge Mage
-2	Beggar

Mercenary Rules

Every type of mercenary earns a wage and needs to be supported. This means there are two costs that need to be accounted for.

Per 10 men unit

Heavy Horse	5	Cv	2	Mtd	19,200d	2,880d	960d	3,840d
Medium Horse	3	Cv,F	2	Mtd	13,800d	1,920d	840d	2,760d
Light Horse	2	Cv, Rec	2	Mtd	8,400d	960d	720d	1,680d
Heavy Foot	4	-	1	Foot	5,400d	720d	360d	1,080d
Medium Foot	3	-	1	Foot	3,900d	480d	300d	780d
Light Foot	2	Rec	1	Foot	2,400d	240d	240d	480d
LongBow	3	F	1	Foot	5,400d	720d	360d	1,080d
Light Archer	2	F	1	Foot	3,900d	480d	300d	780d
Engineer (Mining)	(2)	Art	1	Foot	3,900d	480d	300d	780d
Engineer (Light)	(2)	Art	1	Foot	10,400d	640d	400d	1,040d
Engineer (Heavy)	(5)	Art	2	0	14,000d	900d	500d	1,400d
Supply	0							

Rules Source

Harn, GURPS Mass Combat 4th edition.