

The Artemisian Army Manual I

ARMY ORGANIZATION -

LANCE

The basic building block of the army for war and for training will be the Lance. A Lance shall be a group of heavy fighters numbering 7-10 ideally, but with as many as 14 members being acceptable. A Lance of 15 or more should be split into two separate lances.

All soldiers in the Artemisian Gryphons Host (hereinafter referred to as the Army) should be equipped either with War Shield (24"-30" wide by 36"-48" high) and Shorter Sword or Mace (24" - 30") with Stabbing tip, or with Gauntlets and Spear (9' or longer if allowable). If there are an odd number of fighters in the unit favor the Shield and Sword over the Spear.

The Artemisian Army shall strive to use a ratio of one spearman to one shield man in the Lances.

These Lances, appropriately armed and armored are the building block upon which the rest of the army is based. The Lances shall train and fight together in an orderly fashion.

UNIT

A Unit is a cohesive group of Lances (usually 2 or more) that train and fight together with regularity. Excellent examples of Artemisian Units are the Brotherhood, from Northern Artemisia and Rolling Thunder of Southern Artemisia. They have several lances (between two and three) of troops able to function cohesively together or in Lance sized groups.

BATTLE

A Battle is both a Military unit and Geographical region in the Army. The Army consists of Five Battles: A Northern Battle called "The Vanguard"; A Central Battle called "The Anvil"; a Southern Division called "The Ancients"; A mixed Battle of picked troops called "The Cavalry" shall serve as such; A Battle made up of all Archers and other missile troops called "Death from Above". These Battles are made up regionally as specified in the Artemisian Ordonnance of A.S. 36. Each Battle shall have a Banner which it may carry into battle.

ARMY

The Army (Gryphon Host) is the entirety of the Five Battles brought together on the field. The Army shall have a Banner, which will be carried by the Kings Banner Bearer on the field during War.

A NOTE ON WEAPON COMPOSITION OF THE ARMY

It is the goal of the Army to carry only the Sword and Shield and Spear as weapons. Greatswords and Glaives are at a disadvantage on most battlefields versus either Spears or Swords and Shields particularly if the two are used well together. Two hand weapon styles, such as Sword and Madu or Florentine are discouraged as being too vulnerable on the battlefield.

LEADERS-

CHAIN OF COMMAND

From top to bottom the Artemisian Chain of Command is as follows:

King – The King has many responsibilities and the loyalty of the Army and it's final disposition rest with him.

General – The duty of the General is to Administer the Army and to command it as the King wishes. The General will communicate plans and objectives to the Captains.

Captain – The duty of a Captain is to command one of Artemisia's five Battles: Vanguard, Anvil, Ancient, Cavalry and Death from Above. This will bring several Lance Commanders under the command of the Captain and it will be the Captains responsibility to keep these Lance Commanders informed regarding plan and objective of each Unit in the Division.

Unit Commander – A Lance Commander will control a unit that is made up of more than one Lance and will be referred to as "Unit Commander" and will be responsible for commanding the entire unit. His/Her Lance will be commanded by another or the Lance Sergeant. A Unit Commander is responsible for conveying the unit's purpose and objective for each battle to the Lance Commanders AND Sergeants.

Lance Commander – The Duty of a Lance Commander is to command and communicate with the troops in the Lance. This will include keeping all troops in the lance informed as to the Lances purpose and objective in each battle. Also providing tactical leadership during battle. Checking to be certain that all the members of the Lance have safe armor and are authorized to use the weapons they hold.

Sergeant – The duty of a Sergeant is to support the Lance Commander and to help lead and communicate with the troops at the Lance Commanders direction. The Sergeant is also expected to help be certain that all members of the Lance are safely armored and

trained. The Sergeant will also take over command of the Lance and the duties of the Lance Commander should the Lance Commander fall in battle or be forced to retire for some other reason.

COMMUNICATION

Primary rule. Let people know what they are expected to do. Give them direction and purpose and clear objectives. “Understand the plan”.

The plan and objectives should come from the General to the troops through line of command:

Good meetings should be held prior to battle. Make them SMALL. General meets with the Captains. Captains meet with their Unit Commanders. Unit Commanders meet with their Lance Commanders AND Sergeants.

Inter Unit Communication – make certain Lance Commanders and Sergeants convey their Lances purpose and objective to each member of their Lance.

During Battle communications should also follow the chain of Command: From General to Captains; to Unit commanders; to a specific Lance and from the Lance Commander or Sergeant to the rest of the unit.

This should facilitate quick and efficient communications. It may be as simple as “Let’s go” but all levels should be communicating effectively. If the General shouts “Let’s go to everyone then the Captains should repeat it to their Divisions, the Unit Commanders to their Lances and the Lance Commanders and/or Sergeants to the Lance. The cry should echo down and the Army should get going together.

The soldiers of the Lance should listen to direction from their Lance Commander or Sergeants only. If a chain of command is established, it must be followed from the bottom up as well as the top down. A General should not need to command an individual. Nor should any Commander until Lance Commanders, whose job it is to command the individual soldiers in their Lances.

COMMANDS –

STANDARD COMMANDS

A standardized set of commands that EVERY PERSON in the Army can memorize and understand is vital to simplifying communication and making the Army flexible and organized. The Commands that the Army will use are:

Step – the standard ‘step’ command which asks the fighter to take a step forward (Shield leg first) and swing or thrust at his opponent. Repeating this command should drive the army forward at a steady pace.

Back – This would be the opposite of ‘step’, this would be an organized easing back of the unit/army, giving ground up to the opponent slowly. Sort of a fighting retreat.

Stand – This is a command for stopping a movement of a unit or the army. “Stand! Stand! Stand!” should be a command for everyone in that unit to hold their ground.

Attack/Go! Go! Go! – This is a charge/assault command. This asks the fighters in the Lance or Unit to charge ahead full speed into contact with the enemy. This is different than the ‘step’ command in the speed involved and the intent. The intent of this command is to assault the enemy and break up his formations.

Left/Right – More of a modifier than a command, this gives direction to the unit/army when combined with another command, for example “Step Left” or “Attack Right!” Essentially an oblique command.

Note: Please DO NOT yell “HOLD” or any variation thereof to induce soldiers to stand fast. This will bring a battle to a screeching halt, confuses the combatants and the Marshals and is a hazard to safety of all. “HOLD!!” should be reserved ONLY for those situations in which combat must be stopped for a safety or injury issue.

DRILLS -

DRILL THE COMMANDS

Every soldier in every Lance should be familiar with the Standard Commands so that they could join ANY Lance in the Army and be able to perform with the others of that Lance as if they had always been part of it.

Drilling should become a standard part of fighter practices, perhaps the first half hour of each practice.

MANEUVER GAMES/DRILLS

Moving an army around takes practice. Practice it. Combat is easy, moving troops is hard.

1. Move the Lance from point A to point B without scattering. It sounds simple, but training troops to go at the same pace and in the same direction is very important and is not as easy as it sounds. So practice the straight line first.
2. Charges. Lance Commanders should practice getting the Lance from point A to point B at full speed without stringing the Lance out or losing members. Try and practice getting to point B all together and all at once. This may mean that some members of the Lance need to slow down and some to speed up.
3. Steps. This is a vital part of training, particularly since it asks Lances to move forward steadily into dangerous situations. This training can be particularly difficult

as it asks soldiers to do something completely together and usually over rough terrain (bodies). It is of VITAL importance, both for combat effectiveness and for morale boosts for the Artemisian Army and morale blows to the enemy that soldiers be unified in their stepping forward. One soldier stepping forward is a corpse. Seven soldiers stepping forward is a threat that cannot be ignored. This training is VITAL!!

4. Backing Drills. Like Step drills above, backing drills are equally difficult. They should also be practiced with regularity.
5. Maneuver Drills. Once the Soldiers can move from point A to point B with organization and regularity, then maneuver training should be begun. Imagination can be used here, but start simply. Have the Lance Commander try and move the Lance around a few bushes or to incline it towards a target spot. The most important thing to remember in drilling is that you are trying to get ALL the soldiers from one spot to another and that they are together and alive when they arrive.

BATTLEFIELD HINTS AND TIPS

Fall Forward onto the enemy rather than back onto your own troops. Practice this with 'dying drills'.

Teach soldiers how to die safely as well. Curl up under shields if they have them, keeping limbs in close. Try to minimize damage if stepped or fallen upon.

Teach shield men, particularly newer shield men how to block spears without getting killed and still be able to maneuver. This can be done by advancing them at spearmen slowly and having the spearmen take the occasional poke at them, slowly speeding up as weekly drilling goes by, until both sides are going at full speed. Drilling this way is for the SHIELD MEN, it is not a drill for Spearmen to practice spearing their brother soldiers so serious spear work is NOT required.

Lance Commanders should get their soldiers to stretch before the battle starts. A simple series of stretches will help to prevent many of the nagging injuries that the average person can acquire from infrequent physical exercise.

Teamwork is the SECOND most important thing to remember. If a Lance works in unison it can kill five times it's number of disorganized troops in a battle. Remember, Teamwork.

THE MOST IMPORTANT THING FOR A SOLDIER OR COMMANDER TO REMEMBER IS . . . SAFETY. Make certain your armor is safe and that you are a safe fighter. We are all responsible for the fun of others. Remember it.

Honor before Victory.

CvZ