

Home Guard

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Meta-org Summary

This meta-organization is the standing army of Calanda. They serve the King and no one else. The army is dispersed throughout Calanda and any city where Calanda has a trade envoy or diplomat for their personal protection. Although this standing army serves the King it comprises all races and classes of people.

This meta-org is unique as players may also serve in another organization (such as the Arcane Sanctum or Earth Weavers) as long as it is clear in times of war; their duties to the Home Guard supersede their other organization's charter. It will be clear in every other meta-organization if you are allowed to have a dual role in the Home Guard.

History of the Org

To say there is a long history is an understatement. The Home Guard can trace (and does) its beginnings all the way back to the age of Parson. Before his reign the army was assembled to combat the forces of the Great War. The original Army Name was simply "The Shield" as its duty was strictly to defend Calanda from its enemies (which was pretty much everyone). They were poorly equipped, malnourished and undertrained. How Calanda survived the war is anyone's guess.

Every King or Queen that has ruled Calanda has had a mighty force at their command. During the Great Wars nearly every able bodied man, woman and child were drafted into service. With the threats from all around them, most of them were happy to do their service for King and country. Being in the Shield meant that you were likely to have a fortified haven against the onslaught of the Dwarves and Elves. You were fed, clothed and even given weapons to defend yourself. Most Common Folk

can trace their family back as little as three generations to someone who served in the Shield.

During the Age of Parson, the King realized that a ragtag group of fighters and farmers were no longer enough deterrent to the outside forces of Calandonia. As part of the Peace Treaty, the dwarves, elves and Noble Houses helped to supply the fledgling army with equipment, weapons, armour and training. Many of the Dwarves and Elves stayed on long past their required duties. The army was renamed The Home Guard as a symbol that Calandonia is everyone's "Home" and the army would be used to help any nation that asked for it.

The King or Queen of Calanda is the "Supreme Commander" of this army and they do his/her bidding. Highest ranking officers, no matter their race, pledge their undying loyalty to the Supreme Commander and they will willingly lay their lives down rather than betray that oath. This is not to say that it has never happened, but the rarity of it is only whispered of and no one currently in service can remember a true incident of disloyalty.

Currently the Home Guard is stationed mainly in Calanda, but wherever the Hammer Outfitters has a trade house in another city, the Home Guard are stationed there. As well, if there is a diplomatic envoy, he/she will be escorted by the Home Guard. The members of the Home Guard are highly trained and well equipped. To attain a rank higher than the lowly Militiaman, a Guardsman has to dedicate a lot of time and skills to weapon training. The Home Guard also employs "Specialists" such as Mages and Healers as well as those that are required for more "delicate" tasks.

Introduction to the hierarchy

There are two "tiers" in the Home Guard. The enlisted soldiers and the officers. Specialists (such as Healer's and Mages) are given an officer's rank more out of courtesy than their military prowess. This allows them the freedom to conduct their specialties without an "uniformed" grunt giving counter-orders in the heat of a battle or war.



Rank One: Militiaman (MLM.)

A militiaman is the term given to a raw recruit. All members of the Home Guard must spend time as a Militiaman in order to understand their duties and learn the ropes. Many players will only ever attain the rank of Militiaman unless they truly dedicate themselves to the organization.

Qualifications: Any. There are no minimum qualifications to be a Militiaman. If you are breathing, that is usually good enough!

Benefits: There are no true benefits for being a militiaman. The benefits come with higher rank.

Burdens: You are the low person in the organization. You are ordered around by all the higher ranks. Life sucks until you qualify for higher ranks!

Advancement: You must serve at least 3 months as a Militiaman to begin to climb the ranks of the Home Guard.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ 2 “Weapon Skills” such as Archery, One Handed, Two Handed etc.
- ❖ Have proper Phys-Rep Armour (Leather, Chain, Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

Rank Two: Corporal (CPL.)

You have spent your time in the trenches. Fought some battle and begun to hone your skills in the fighting arts. You have proven yourself a valuable asset to the Home Guard and your deeds have granted you the rank of Corporal.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have all previous ranks Qualifications.
- ❖ 2 “Weapon Skills” such as Archery, One Handed, Two Handed etc.

- ❖ Have proper Phys-Rep Armour (Leather, Chain, Plate) and Shield (if using one). This means you have really worked on your own armour building it or modifying it etc. Attending Build Days is also important.

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may replace your weapon or armour (upgrading etc) with a 20% discount for the items. You MUST let PLOT know you are replacing your item or armour so they can reimburse the blacksmith their costs. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it “Shattered” in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.

Burdens: You begin to take on more duties such as leading patrols, duty rosters etc.

Advancement: You must serve as a Corporal for a minimum of 6 months from the date of your promotion (if a weekend event falls before this there will be some leeway given, talk to PLOT beforehand).

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ Style Master Skill in weapon of choice
- ❖ Critical Attack or Back Attack

Rank Three: Sergeant (Sgt.)

Sergeant is the highest non-officer status you can have. Your dedication to the Home Guard and protecting the Outpost is a paramount task. Training the lower ranks runs in your blood. Your skill with a single type of weapon has become common talk.

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is



imperative. Helping with Build Days and Combat training is important.

- ❖ Have all previous ranks Qualifications.
- ❖ Style Master Skill in weapon of choice
- ❖ Critical Attack or Back Attack

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may replace your weapon or armour (upgrading etc) with a 40% discount for the items. You MUST let PLOT know you are replacing your item or armour so they can reimburse the blacksmith their costs. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 5sp per weekend event for your service.

Burdens: You begin to take on more duties such as running military drills and leading patrols and the defence of the Outpost.

Advancement: You must serve as a Sergeant for a minimum of 6 months from the date of your promotion (if a weekend event falls before this there will be some leeway given, talk to PLOT beforehand). Some players are more comfortable remaining a Sergeant and that is perfectly fine!

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ Disarm
- ❖ Weapon Proficiency or Backstab
- ❖ Read/Write Skill

Officer Ranks

To become an officer you need to meet very strict requirement. Many players will have to wait a year or two of play time to gain the skills needed to become an officer.

From time to time, PLOT may award a player the rank of Lieutenant even if the player does not meet the required minimums. This will only be done based on player participation with the Home Guard and their dedication to the Calgary Alliance Chapter. The player will have to continuously work to improve his character to the minimum requirements of the rank.

Officers will be required to keep PLOT informed of the inner workings of the Home Guard and to help further the overall story arc of the Chapter.

Rank One: Lieutenant (Lt.)

A lieutenant in the Home Guard has shown a high dedication to organization and has worked to further the goals to the best of their abilities.

Specialists that work with the Home Guard in times of war or attack are granted the title of Lieutenant as an honorary title with all the benefits and burdens of the rank. Players of a lower rank will treat these specialists with the appropriate respect that they would a full ranking officer.

Specialists are given this rank to ensure that they may run their "aspect" without counter orders of lower ranks confusing the situation. As an example: An Earth Caster is running the triage area during the Saturday evening event will not have to worry about a Sergeant coming in and counter ordering their set up. Or a Scout is taking a group around for a flanking attack. Only a higher ranking officer can counter order the attack.

Specialists are still required to discuss their plans with the higher ranking officers to ensure that everyone is doing what is needed to win the overall scenario. (The aforementioned Scout could not just decide to take a group of Militiamen on a flanking manoeuvre without orders from the Commander)

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. Helping with Build Days and Combat training is important.
- ❖ Have all previous ranks Qualifications.



- ❖ Disarm
- ❖ Weapon Proficiency or Backstab
- ❖ Read/Write Skill

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may replace your weapon or armour (upgrading etc) with a 50% discount for the items. You MUST let PLOT know you are replacing your item or armour so they can reimburse the blacksmith their costs. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 1gp per weekend event for your service. Specialists receive this only if their services are required at the event.

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event.

Advancement: You must serve at least 6 months as a Lieutenant to begin to climb the ranks of the Home Guard.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Parry or Dodge Skills
- ❖ Assassinate or Slay Skills

Rank Two: Captain (Cpt.)

To attain Captain you have to show not only the physical skills, but the rational wisdom that is required. You have seen many battles and have trained yourself to remain calm in the face of overwhelming adversity. You are not pleased to send troops to their impending deaths, but realize that call may have to be made for the greater good. **There will never be more than four PCs with this rank**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Have all previous ranks Qualifications.
- ❖ Parry or Dodge Skills
- ❖ Assassinate or Slay Skills

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may replace your weapon or armour (upgrading etc) with a 75% discount for the items. You MUST let PLOT know you are replacing your item or armour so they can reimburse the blacksmith their costs. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 1gp 5sp per weekend event for your service.

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event.

Advancement: You must serve at least 6 months as a Captain to attain the highest ranks of the Home Guard.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Stun Limb Skill
- ❖ Eviscerate or Terminate Skills

Rank Three: Commander (Cmd.)

Commander is the second highest rank a Player may attain. This is akin to a Nobility title and as such there are strict requirements for a player to become a Commander. Your character will be assessed not only for Phys-reps, but also personality and real charisma. **There will never be more than two PCs with this rank**

Qualifications:



- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. You must be working with PLOT to advance the story of the Chapter. You will also be asked to work Build Days and Combat Training events.
- ❖ Have all previous ranks Qualifications.
- ❖ Stun Limb Skill
- ❖ Eviscerate or Terminate Skills

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may replace your weapon or armour (upgrading etc) with a 90% discount for the items. You MUST let PLOT know you are replacing your item or armour so they can reimburse the blacksmith their costs. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the commander of the Outpost.
- ❖ You receive a Stipend of 2gp per weekend event for your service.

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event, Build Days and Combat Training.

Advancement: You must serve at least 1 year as a Commander to attain the highest ranks of the Home Guard. PLOT will have the final determination if there is sufficient reason to reduce this time.

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative
- ❖ Reposte Skill
- ❖ Shatter Skill
- ❖ Slay or Assassinate Skills x2

Rank Four: Colonel (Col.)

Colonel is the highest rank a Player may attain. This is akin to a Nobility title and as such there are strict requirements for a player to become a

Colonel. Your character will be assessed not only for Phys-reps, but also personality and real charisma. **There will never be more than one PC with this rank.**

Qualifications:

- ❖ Show your duty to the Home Guard. Being active in the organization is imperative. You must be working with PLOT to advance the story of the Chapter. You will also be asked to work Build Days and Combat Training events.
- ❖ Have all previous ranks Qualifications.
- ❖ Reposte Skill
- ❖ Shatter Skill
- ❖ Slay or Assassinate Skills x2

Benefits:

- ❖ Your weapons and armour are to be in the best condition possible. You may replace your weapon or armour (upgrading etc) with a 100% discount for the items. You MUST let PLOT know you are replacing your item or armour so they can reimburse the blacksmith their costs. As well, replacement of equipment will be done on a case by case basis. If you lose your equipment due to neglect as opposed to having it "Shattered" in the line of duty, you may not receive the discount. Your PLOT contact will be the Chapter Owner or the HEAD of PLOT.
- ❖ You receive a Stipend of 4gp per weekend event for your service.

Burdens: You assume a lot of responsibility to PLOT and the Outpost. You will have to keep in regular communication with PLOT and strive to be at each weekend event, Build Days and Combat Training.

Advancement: There is no advancement past this rank. A posthumous award of General may be given at the time of a players final death if PLOT deems it appropriate.

Questions

This is a meta-game organization for the Calgary Alliance Chapter. You may contact PLOT with questions plot@alliancealberta.ca

