

The Legionnaire's Handbook

By:

Grandmaster Tiberius Eaghra

And

Grandmaster Szabo Erinach

Table of Contents

About the Legiones Alterrae	2
Getting Started.....	2
History of Alterra and Her Legions.....	2
Ideals of the Legiones Alterrae	3
The Legionnaire's Code.....	4
Signum Astri.....	4
The Legionnaire's Salute	5
Membership to Multiple Units	5
Uniforms, Equipment, and Gear	5
Standard Alterran Blade.....	6
Structure of the Legions.....	6
Military Ranks	6
Joining a Squad	7
Changing Squads.....	7
Individual Ranks	8
Legion Tabards.....	11
The Knight's Oath.....	11
Additional Honors and Awards	13
Orders of Achievement.....	13
Types of Legionnaires	14
Battle Formations	15
List of Common Commands.....	16
Path to Knighthood.....	17

Copyright © 2009 by James Ryan O'Haro and Cody Thomas Nichols
All rights reserved, except as specified below:

Members of the Legiones Alterrae or those interested in joining the Legiones Alterrae may reproduce this Handbook for their members and for recruiting purposes.

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

About the Legiones Alterrae

The Legiones Alterrae (alternatively called “the Legions of Alterra,” or simply “the Legions”) are the main fighting force of Alterra. The Legions are devoted to the protection of Alterra and its people and ideals. The Legions fight for glory, honor, and victory. The strength of the Legions is found in the dedication of its warriors and the way in which they fight together as a unified team. Unity is the key to victory. To obtain unity, there must be discipline and obedience. Legionnaires must be ready and willing to take orders and act upon them as quickly as possible, in order to gain a victory for their brethren.

The Legions are led by a Grandmaster. His word is law. If one is not ready to take commands and dedicate himself entirely toward the advancement of Alterra and its Legions, this is not the right place for him. The Legions is the place for the strong, the brave, and most importantly—the loyal.

Getting Started

So you've heard of the Legiones Alterrae, perhaps through a friend or online, and you're intrigued. What next? You should read through the Legionnaire's Handbook in order to get a better feel for the way the Legions operate. Then you should decide whether or not you think you would fit in the Legiones Alterrae. If you want to be a part of a powerful unit, and you like structure and organization, then the Legions will be a great place for you. However, if you prefer to run around and do your own thing or don't really care about winning, then perhaps you should consider joining another unit. By no means would it be impossible for you to fit in, though you may not enjoy the strict procedures of the Legions as much as others would. Nonetheless, if you feel that the life of a Legionnaire is the life for you, then great! We'd be glad to have you as a fellow soldier. All you need to do is contact one of us or the Commander in your area and tell them your intent to join the Legions. Then you will need to swear your allegiance to Alterra and her Legions and you will be an official Legionnaire. From there, other Legionnaires will help you along your path to grandeur.

May the Star illuminate thine path, thine blade, and thine glory.

-Grandmasters Szabo Erinach and Tiberius Eaghra

History of Alterra and Her Legions

Although the exact date is now forgotten, sometime in the early part of the 21st Century a terrible disaster known as the Twenty-Three Minute Decimation occurred. This sole event completely changed the route of history and destroyed a large chunk of the information in the world. As chaos unfolded, people began to refer to time as a displacement from that particular point in history. And as such, years were then marked as Post-Common Era (PCE for short). Below is a general timeline of the events since the Twenty-Three Minute Decimation. We cannot attest to the perfect validity of the facts listed below, as our information and/or memory of such events may be faulted. However, we believe it will be a useful tool for those who have less knowledge of the sad times that have recently transpired.

-Grandmasters Tiberius Eaghra and Szabo Erinach

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

1 PCE – The Twenty-Three Minute Decimation: A nuclear missile was fired from somewhere in the south Pacific and completely eradicated Beijing. Reacting immediately, China attempted to destroy the major cities of all its enemies. The United States shot down countless missiles as they flew over its borders, but through all its efforts it could not save Washington DC, New York City, and a number of other metropolises. An emergency meeting was called by the UN, where a disarmament treaty was signed by all the nations, which ended the attacks. However, the damage had already been done. And in their desperation, the leaders of the now crippled nations elected a single man to preside over them and regulate the actions of the world—for peace, of course. The UN slowly changed, grew, and increased in power. Eventually it was clad in white and red and emblazoned with the golden lettering of the New World Order.

2 PCE – As result of the millions of tons of soot released during the Three Minute Decimation, the temperature over large areas of North America and Eurasia, including most of the grain-growing regions, declined by a few degrees. Those few degrees were enough to drastically reduce the amount of grain produced, which cast much of the world into a famine with which the NWO could hardly combat.

4 PCE – Fearing any sort of rebellion, the president of the NWO passed a law requiring all firearms to be confiscated by the government. From that point on, it was illegal to own any sort of firearm or ammunition. This made a number of people unhappy, and many citizens and New World Order agents alike lost their lives in the NWO's struggle for complete control. This process took an estimated five years to complete, and by the end firearms were a magical item of the past.

Winter of 5 PCE – By this point, individual nations had all but ceased to exist. Their governmental infrastructure and their respective economies had dwindled into nothing—and had then been woven into the seemingly omnipresent web of the New World Order. Vast numbers of rules and regulations were passed by the nervous leaders of the NWO, fearing their grip on the world would soon slip. People forsook their technical jobs and instead began to work with their hands, growing only enough food to support their family. They banded together in small communities, helping one another. The second Dark Age of mankind had begun.

April 13th, 6 PCE – Szabo and Tiberius met and became fast friends, sharing their mutual dislike of the New World Order. Alterra was born and began to operate underground, in the slums of a dying city. They worked as a guerilla faction for a time, content with merely hindering the NWO and saving anyone they could. Alterra began to grow and soon became too large to hide in the city.

Ideals of the Legiones Alterrae

The key ideals of the Legions are these: Honor, Strength, Courage, and Loyalty.

- **Honor** is found both on the battlefield and off. On the battlefield, a Legionnaire should be ever mindful of the safety of those around him and he should be sure to take all hits he has received. Off the battlefield, a Legionnaire should be polite and helpful to everyone around him.
- **Strength** is obtained through both the individual fighting ability of the Legionnaire and more importantly through the unity of the Legions. In order to strengthen the Legiones Alterrae, a Legionnaire should constantly be practicing, honing his body and his mind for combat. In addition, he should be prepared to follow the quick commands of his officers.

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

- **Courage** is manifested in countless many ways. Courage is charging headfirst into a shield-wall to open a path for his fellow soldiers. Courage is jumping in front of an arrow to save a comrade. Courage is not showing fear. Courage is not backing down. Courage is being the last man defending the flag, though death is certain. Courage is doing anything outside the norm to help the Legions attain victory.

- **Loyalty** is the quintessential attribute found in every Legionnaire. A Legionnaire is loyal to Alterra. A Legionnaire is loyal to the Alterran people. A Legionnaire is loyal to the Legions. A Legionnaire is loyal to his officers. A Legionnaire is loyal to his Grandmaster.

The Legionnaire's Code

The Legionnaire's Code is a code of conduct that embodies the four ideals of the Legiones Alterrae. All Legionnaires should commit this code to heart and live it in their daily lives. Oftentimes, an officer will shout out the first line of a stanza and the second line will be chorused by his Legionnaires. This is an intimidating exercise that can instill fear into enemies when they see the unity of the Legions.

A Legionnaire is honorable:
A beacon of light in the chaotic darkness.

A Legionnaire is strong:
Body and mind sharpened through practice.

A Legionnaire is courageous:
Fear hampers not his swift actions.

A Legionnaire is loyal:
Alterran from beginning to end.

Signum Astri

The Signum Astri is the insignia of the Legions of Alterra. "Signum Astri" is a Latin phrase that means "the sign of the star." It is a five-pointed star colored black and green. It is typically portrayed with green light coming from the upper right-hand corner. Oftentimes, the Signum Astri will be bordered by the words "Ave Alterra" or "Legiones Alterrae". It is strongly encouraged that the Signum Astri be displayed on each Legionnaire's garb.

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

The five points of the Signum Astri each have significance. The lower four points represent the four ideals of the Legions: Honor, Strength, Courage, and Loyalty. The fifth point, at the top of the star, is unnamed, as it represents the unique quality that each individual brings to the Legions.

The Legionnaire's Salute

In the Legions, whenever a soldier is given a command by an officer he should salute the officer. In addition, a salute should always be made before speaking the last line of the Legionnaire's Code ("Alterran from beginning to end"). The Legionnaire's Salute is as follows: with the fist of the right hand, the Legionnaire should firmly strike his left breast. A small *thud* should be heard. After striking himself, the Legionnaire should make a slight bow. After bowing, the Legionnaire should straighten himself before dropping his arm to his side.

Membership to Multiple Units

Due to the fact that loyalty is the most important aspect of a Legionnaire, the Legions do not allow membership to multiple units. A Legionnaire shall not have split loyalties. A Legionnaire is loyal to the Legions and only to the Legions. However, a Legionnaire may be an "unofficial" member of another unit as long as it does not interfere with his duties to the Legions. The commanding officer will state before each battle whether or not it is alright for Legionnaires to fight with other units (typically, this will be decided prior to the event).

Uniforms, Equipment, and Gear

The primary colors of the Legions of Alterra are black and green. Both of these colors must be present in a Legionnaire's uniform. Secondary colors (that are not required to be on the uniform) include silver, white, and gold. Other colors may also be present as long as they do not detract from the overall appearance of the uniform. Garb may be designed to portray any historical or fantasy persona, as long as it is Dagorhir legal and follows the color restrictions previously stated. From a distance, black and green should be the most apparent colors.

A Legionnaire should own his own gear. At a minimum, he should have passing garb and an adequate weapon set (e.g. sword and shield, spear, red weapon, bow and arrows, etc). There are many different types of weapons and garb. It will be up to the Legionnaire's officers to position him wherever he will do best with the weapon set he is using. This is why a Legionnaire should be on good terms with his officers.

A Legionnaire should invest in camping gear, as most inter-realm events are held over a period of a few days. It is acceptable for Legionnaires to stay in nearby hotels rather than camp at the events, though camping is encouraged as it increases camaraderie among the Legions. In addition, if a Legionnaire does choose to camp at an event, he *must* camp with the Legions, not with a different unit. It is not necessary for each Legionnaire to own his own camping gear, as some can be shared, though it is generally a good idea.

Standard Alterran Blade

The Standard Alterran Blade is a good starting sword to use and learn with. It is very fast and very versatile and can be used effectively in almost any situation. It is a good size to use when dual-wielding or to pair with a shield. It is suggested, though not necessary, that all Legionnaires start off with a Standard Alterran Blade to learn the basics of sword-fighting.

Materials:

- 30" Fiberglass Core (3/8" or 1/2" diameter)
- Roll of Blue Camping Foam (Ozark Trails Brand from Wal-Mart)
- Can of DAP Contact Cement
- Roll of 16g steel rebars tying wire
- Roll of Cloth/Athletic Tape
- Roll of Duct Tape
- 1/2 yard of Black, Grey, Green, or Silver Fabric for Cover

Tools:

- Hack Saw (to cut core)
- Sandpaper (to sand core)
- Pallet Knife or sponge-paintbrush (to spread DAP)
- Box Cutter (to cut foam)
- Needle and Thread or Sewing Machine (to sew cover)

Suggested Dimensions:

- Blade: 24"
- Hilt: 6"
- Pommel: 2.5"

Structure of the Legions

In order to further increase the fighting potential of the Legiones Alterrae, they are divided into different fighting groups. These groups altogether form the Legiones Alterrae. A Legionnaire should familiarize himself with the names and structures contained herein so that he may further understand the workings of the Legions.

Squad

A Squad is the smallest group of Alterrans within a legion, consisting of a varying number of Alterrans. A single squad is led by a Captain, who is appointed by the Commander and approved by the Grandmaster. Squads are the base fighting force of the Legions, as they are composed of a tightly-knit group of Legionnaires who know each other and their fighting styles very well. Squads should practice regularly, so that their members learn to cooperate perfectly one with another. When Legionnaires die in battle, they should attempt to rejoin their squad as soon as possible—either by waiting at the resurrection point for their brethren or by resurrecting quickly and running to rejoin them in battle. Squads are named with Greek letters preceding the number of their legion, though they may also have a nickname (i.e. the Epsilon squad of the Eighth Legion would be Epsilon VIII, but might have the nickname of Dragon Squad).

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

Legion

A legion consists of all the Squads in its geographic area. A legion is led by a Commander, who is appointed by the Grandmaster. Legions are autonomous one from another, but should be capable of fighting together at inter-realm events. When the Legions are amassed for battle, they are collectively commanded by the Grandmaster. Legions are named with Roman Numerals (i.e. the Fourth Legion is written as Legion IV).

Military Ranks

Military ranks are an important aspect of the Legions. They allow orders to be quickly distributed amongst the Legions in order for Alterra to act swiftly in battle. Military ranks are not a measure of a Legionnaire's fighting ability, they are more so a measure of his leadership capabilities. Nonetheless, officers are generally good fighters as well as good leaders, for it is required of an Alterran to be a Knight before he can be made an officer. The ranks in the Legions go as follows: Recruit, Legionnaire, Captain, Commander, and Grandmaster. Captains and Commanders are collectively known as "officers".

Recruit – A Recruit is a potential member of the Legiones Alterrae. Usually he has recently joined Alterra and is looking for a unit, though occasionally it is a member from a different unit who has recently left. Recruits should be treated with respect and encouraged to make the proper decision regarding joining the Legions, as it is certainly not the best fit for everyone. Anyone may become a recruit by simply indicating interest in joining the Legions to an officer. Recruits are not required to own any gear, nor are they required to meet the garb requirements. However, Recruits are welcome to fight alongside the Legiones Alterrae in order to get a better feel for it. Recruits are not allowed to attend any closed meetings, nor are they allowed to vote in any Legion matters. Recruits do not have an individual rank.

Legionnaire – A Legionnaire is a loyal member of the Legiones Alterrae that meets the minimum requirements to join. All members of the Legiones Alterrae other than the Grandmaster are considered Legionnaires. In order to become a Legionnaire, a Recruit must:

1. Have passing garb that meets Legion standards.
2. Have at least one adequate weapon-set.
3. Fought alongside the Legiones Alterrae in at least one battle.
4. Have read the Legionnaire's Handbook and completed a verbal review with an officer.
5. Swear fealty to Alterra, the Legions, and the Grandmaster by reciting the Legionnaire's Code.

Captain – A Captain is the leader of a squad. He is chosen by the Commander of his legion. He is responsible for everything regarding his squad—from recruiting, to helping obtain gear, to holding practices, to resolving conflict. His orders should be followed by those Legionnaires in his squad, but his influence does not extend outside that sphere.

Lt. Commander – A Lieutenant Commander is the second in command of a legion. He is chosen by his Commander. Like the Commander, he may not be a member of a squad. He is responsible for any of the Commander's duties when the Commander is away.

Commander – A Commander is the leader of a legion. He is chosen by the Grandmaster. A commander is not a member of any squad, so that he may remain impartial to them all. However, any recruits

fighting with the Legions will act as though they are a member of his “squad”, unless he chooses to place them elsewhere. He is responsible for everything regarding his legion, just as a Captain is responsible for his squad. He should command his Captains, who will then individually command their squads. However, his orders should be followed by anyone within his legion.

Grandmaster – A Grandmaster is the leader of the Legiones Alterrae. His word is law. He is chosen by the last Grandmaster. In the event that a Grandmaster does not choose a successor, the next Grandmaster is elected by plurality vote of all members of the Legiones Alterrae.

Joining a Squad

When a Recruit joins the Legions and becomes a Legionnaire, he will then need to join a squad. His legion will generally be determined geographically (as he will be placed in whatever legion is nearest him, unless the Grandmaster allows him to found a new legion). A Legionnaire should take care in selecting his squad, as the members of the squad will be his closest allies. He should spend the most time practicing and training with them, so that the squad may function well as a group. If there are no squads near him, or he does not fit well with any of them, a Commander may allow him to begin a new squad. There is no minimum or maximum number of Legionnaires to compose a squad, and they should always be looking to recruit new members. A squad should never try to recruit members from another existing squad.

Changing Squads

Squads should be permanent, or semi-permanent at the least. Legionnaires should only change squads when absolutely necessary—either because of geographical relocation or extreme internal strife. Mild dissensions should be dealt with amiably before resorting to changing squads. However, in the event that a Legionnaire believes he must change squads, he must gain the approval of all officers directly involved in the change.

For example, Marcus is a member of Beta IV. He is good friends with the other members of his squad, but he has recently moved to the other side of town and is having trouble making it to their squad practices. Gamma IV is located near his new location and is willing to let him join. Marcus would need to notify and obtain permission from his Captain of Beta IV and the Captain of Gamma IV. However, if Marcus wanted to change to a squad of a different legion, he would need to obtain permission from his Captain, his Commander, the Captain of the squad he wanted to join, and the Commander of that squad's legion. Nonetheless, even if permission is obtained by all proper officers, a Commander may veto any changes in the organization of his legion.

It is generally a good idea for officers to allow squad changes when the reasons are based on geography. However, squad changes based on dissention should be last-resort only. The longer a Squad stays together, the better its members know each other, and the more powerful that squad becomes. Thus it is valuable for the Legions to have as many long-standing squads as possible.

Individual Ranks

Individual ranks are a measurement of a Legionnaire's individual fighting prowess. A Legionnaire's individual rank does not give him the ability to issue commands; only Military ranks give this power. Individual ranks are a useful tool that officers use to organize the Legions and send men where needed in battle. It is important that Legionnaires continually strive to advance in their individual rank, so that it accurately represents their fighting abilities. While individual ranks do not give a Legionnaire the right to issue commands, those of higher individual ranks should be given respect for their accomplishments. In addition, only those of Knight rank or above may become officers within the Legions. Recruits may not obtain individual ranks. Individual ranks go as follows: Page, Squire, Knight, Knight of the Oak, Knight of the Raven, and Knight of the Star.

Page

Once a Recruit has become a Legionnaire, he is automatically assigned the individual rank of Page. While he is a page he may become an apprentice to a Knight. If he chooses this path, he will be required to practice regularly with his master. In addition, he will be required to help him in putting on his armor and other such tasks. If a Page chooses not to become an apprentice, however, he can practice on his own time until he is ready to take the test for Squireship.

Squire

A Squire is a Legionnaire of mediocre fighting ability. The requirements to becoming a Squire are as follows:

1. Defeat a Squire in a one-on-one duel. Both combatants shall be armed with a single blue sword of similar length. These weapons may be borrowed weapons.
2. Read the Dagorhir Manual of Arms and pass a verbal review with an officer.

Once a Page has passed these requirements, he is granted the rank of Squire. Alternatively, if the Page chose to become an apprentice to a Knight, the Knight may vouch for the Page rather than having him complete the tests. In either case, the Page is granted the rank of Squire.

Knight

A Knight is a fully-trained warrior of Alterra who has been courageous in battle and has been fair and honorable. To attain this rank, a Legionnaire must pass the following requirements, even if he is still apprenticed to a knight:

1. The Squire must win three separate Simultaneous Duels against a single Knight. A different Knight must be chosen by the Squire for each Duel. The Knights and equipment must be approved by the Grandmaster or Commander. Only one duel may be conducted per day. No armor is allowed in these duels. The equipment used by the Squire must be owned by the Squire, but the equipment used by the Knight may be borrowed.
2. The Squire must donate one Standard Alterran Blade or two tabards to his Legion. The tabards must either be black with green trim and a green star (for new members) or yellow (for heralds). The Squire must ask his Commander which is needed more. In addition, the Squire is responsible for upkeep of the donated item(s). Note: the Squire can donate something different with the consent of his Commander.
3. The Squire must show that he has a very good understanding of the Manual of Arms by taking a verbal test with a Grandmaster or Commander.
4. The Squire must possess good garb that adequately reflects the Legions. The Squire must own at least one Legion Tabard. This garb must be approved by his Commander.

5. The Squire must be reviewed by an Honor Council consisting of all Knights in the Squire's Legion. This council will review the behavior of the Legionnaire and determine if he has been upholding the Ideals of the Legiones Alterrae as well as the Knights' Code. The Honor Council will then submit their suggestion to the Grandmaster, who will have the final say in the matter. In the event that the Squire is turned down, he is given a certain set of tasks to work on in order to improve his Honor. He is also given a timeframe to do so. When this timeframe is up, he is reviewed once more. This process is repeated indefinitely until the Legionnaire passes. This requirement must be completed last.

When a Squire achieves knighthood, he shall swear the Knights' Code to the Grandmaster at the next opportunity (usually a feast or event). A Knight should henceforth be referred to with the title of Sir, Lord, or Lady.

Orders of Knighthood

Once a Legionnaire reaches knighthood, he can then advance through the Orders of Knighthood. There are three orders: The Order of the Oak, the Order of the Raven, and the Order of the Star. To attain a new order, the Knight must pass the tests and requirements; if he or she fails a test, the Knight cannot attempt the test until at least two weeks have passed. All equipment used by a Legionnaire attempting to rank must be owned by the Legionnaire. Other combatants are allowed to borrow equipment. Armor may be worn in all duels for Orders of Knighthood. All duels must be approved by the Grandmaster or Commander. The test for each order is different; the Order of the Oak, being the first, is the easiest of the three to attain. The Order of the Star is the last and hardest Order of Knighthood.

The Order of the Oak

A Knight of the Oak is a Legionnaire who is above average in his fighting capability. He is capable of defeating two competent opponents in a battle.

1. The Knight must have been a Knight for at least three weeks before he can attempt the duels to become a Knight of the Oak.
2. The Knight must fight and win against two other Knights at the same time. The duel will be conducted in the Simultaneous Duel fashion. Armor may be worn.
3. The Knight must defeat, in two separate Simultaneous Duels, two different Knights of the Oak. Armor may be worn.
4. The Knight must present one piece of armor that he owns and passes the requirements listed in the Manual of Arms to a Grandmaster or Commander.
5. The Knight must show proficiency and fairness in battle and uphold the Knights' Code. This will be reviewed by the Honor Council and determined by the Grandmaster. This is the final requirement to the Order of the Oak.

When these terms have been achieved, the Knight is awarded with the Order of the Oak, and is referred to as (name), Knight of the Oak. (Only applies in formal activities, such as feasts; otherwise, they are still entitled as a Knight.)

The Order of the Raven

A Raven Knight is a Knight who is cunning and powerful, though he is never dishonorable in his tactics. He or she uses his intelligence combined with his fighting prowess to defeat his enemy. To show this, the Knight of the Oak must pass these tests:

1. He must fight and win against two other Knights of the Oak at the same time in a Simultaneous Duel.
2. The Knight of the Oak must defeat three Raven Knights in three separate Simultaneous Duels.

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

3. The Knight of the Oak must present one piece of armor that he or she owns and passes the requirements listed in the Manual of Arms to the Grandmaster or Commander. This armor cannot have been used to complete the requirement for Knight of the Oak and must protect a different strike zone than the armor used in that requirement.
4. The Knight of the Oak must show proficiency and fairness in battle and uphold the Knights' Code. This will be reviewed by the Honor Council and determined by the Grandmaster. This is the final requirement to the Order of the Raven.

A Knight who has obtained this order is referred to as (name), Raven-Knight of Alterra, or (name), Knight of the Raven. (Only applies to formal activities, such as feasts; in other activities, such as practices, they are titled as "Sir".)

The Order of the Star

The Order of the Star is the final order of knighthood. A Knight of the Star should be one of the most powerful warriors on the battlefield, a legend in and of himself. The obtainment of this rank is among the highest honors a Legionnaire can obtain. As such, it is also comprised of the hardest tests. In addition, all combat requirements must be performed in the presence of the Grandmaster (or, if the Grandmaster wishes, the test can be videotaped and sent to the Grandmaster for review).

1. The Raven Knight must duel and defeat four Knights at once in a Simultaneous Duel.
2. The Raven Knight must duel and defeat three Knights of the Oak at once in a Simultaneous Duel.
3. The Raven Knight must duel and defeat two Raven Knights at once in a Simultaneous Duel.
4. The Raven Knight must duel and defeat a Knight, a Knight of the Oak, and a Raven-Knight at once in a Simultaneous Duel.
5. The Raven Knight must duel and defeat an Alterran Knight of the Star in a duel where both fighters are equally equipped.
6. The Raven Knight must duel and defeat a different Knight of the Star in a Simultaneous Duel.
7. The Raven Knight must present one piece of armor that he or she owns and passes the requirements listed in the MoA to the Grandmaster. This armor cannot have been used to complete a requirement for the Order of the Oak or the Order of the Raven, and it must cover a different strike zone.
8. The Raven Knight must have outstanding garb that perfectly reflects the colors and insignias of Alterra. This garb must be approved by the Grandmaster.
9. When all of these tests have been passed, the Raven Knight will be brought before the Grandmaster, where he will recite the Knights' Code. The Grandmaster will review the Raven-Knight's behavior throughout his time in Alterra and determine whether or not he has upheld the Knight's Code, shown proficiency in battle, and is the very essence of a true warrior of Alterra. If the Grandmaster decides in favor of the knight, he is awarded the Order of the Star.

An Alterran Knight of the Star will thenceforth be referred to as: (name), Knight of the Star (this only applies to formal activities, such as feasts; in other activities, such as practices, they are entitled as a Knight.) In addition, any warrior who has obtained the Order of the Star will be given an official title by the Grandmaster as reward for their outstanding honor and valor (e.g. "the Rising Star" or "the Evenstar" are both titles).

Simultaneous Duel

In a Simultaneous Duel, there are two heralds—one for each team—and one High Herald. Each team is assigned a herald whose duty it is to both watch for hits and to retrieve weaponry. At the beginning of the battle, the High Herald calls for each other herald to inquire of their warrior what weapon they wish to use. When the herald has been told, he raises his hand. When all heralds have given the ready signal,

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

they simultaneously retrieve the weapons and give them to the combatants. Between each round of every duel, a combatant can call for a change in armaments and the process is started from the beginning. At the conclusion of each round, the three heralds should discuss what occurred to make sure there was no cheating. Whether or not the duel is voided or restarted is entirely up to the High Herald, the other heralds are simply there to counsel.

Legion Tabards

Legion Tabards are the standard piece of garb required of all Legionnaires. Not only is the Legion Tabard standardized to create a sense of unity within the Legions, it is also the place where Legionnaires may display their ranks and squad. A Legion Tabard is of about knee length and comes to a point at its base; the shoulders also stick out slightly more than the rest of the tabard. A description of the various Legion Tabards can be found below:

Legionnaire's Tabard – A Legionnaire's Legion Tabard is black, has green trim and a green Signum Astri upon the chest.

Weaponmaster's Tabard – The Weaponmaster's Legion Tabard is black, has silver trim and a silver Signum Astri upon the chest.

Ace of Swords' Tabard – The Ace of Swords' Legion Tabard is black, has silver trim and a silver Signum Astri upon the chest. It also has two silver swords crossed behind the star.

Champion's Tabard – A Grandmaster's Champion's Legion Tabard is green, has black trim and a black Signum Astri upon the chest.

Grandmaster's Tabard – A Grandmaster's Legion Tabard is green, has silver trim and a silver Signum Astri upon the chest.

Individual Rank – Individual rank is displayed by silver star patches on the right shoulder. Knight = 1 star, Knight of the Oak = 2 stars, Knight of the Raven = 3 stars, Knight of the Star = 4 stars.

Military Rank – Military rank is displayed by silver star patches on the left shoulder. Captain = 1 star, Lt. Commander = 2 stars, Commander = 3 stars, Grandmaster = 4 stars.

Squad Name – Squad names are displayed on the back of the tabard. The squad's official name must be displayed, their nickname is optional.

The Knight's Oath

I am a Knight of Alterra,
I swear this through word to both blood and bone.

I honor this oath,

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

From birthday to gravestone.

I defend those weaker,
If it be praised or if it be unknown.

I honor others,
From king to old crone.

I fight for my honor,
Until others atone.

I follow my orders,
Without whimper or moan.

I strive for courage,
With others and alone.

I do what is right,
Though wrong is what others condone.

I observe my word,
Though whipped by leather and beaten by stone.

I love my nation,
Even if it is outshone.

I keep open my door,
To both patrons and those with loan.

I am civilized,
And barbarians disown.

I am open to others,
Even if new ways I am shown.

I respect my enemy,
Though he is weak and his voice does drone.

I try to be wise,
And wise men enthrone.

I keep constant,
For I must serve as a cornerstone.

I am meek,
Like the hidden gemstone.

I am a Knight of Altora, I swear this through Word to both Blood and Bone.

I am I Knight of Alterra,
I swear this through word to both blood and bone.

Additional Honors and Awards

In addition to military and individual ranks, Legionnaires may be given other honors and awards by the Grandmaster for various achievements. Some of these awards are listed below:

Weaponmaster – The Weaponmaster of Alterra is considered to be the greatest fighter in the Legiones Alterrae. In order to receive this title, a Legionnaire must compete in and win the Weaponmaster Tournament held each year at Ragnarok.

Ace of Swords – The Ace of Swords is considered to be one of the greatest fighters in the Legiones Alterrae and in all of Dagorhir. In order to receive this title, a Legionnaire must compete in and win the War God Tournament held each year at Ragnarok.

Grandmaster's Champion – The Grandmaster's Champion is a Legionnaire chosen by the Grandmaster himself. The Grandmaster's Champion should exemplify a perfect Legionnaire in his actions and appearances. The Grandmaster's Champion's sole duty is to protect the Grandmaster at all costs. There is only one Grandmaster's Champion at a time, and the Grandmaster may choose a different Champion whenever he wishes.

Orders of Achievement

An Order of Achievement is an award given to a Legionnaire who has been outstanding in various aspects of the Legions. There are three tiers of achievement: 3rd Class, 2nd Class, and 1st Class, with 1st Class being the most prestigious. In order to obtain an Order of Achievement 3rd Class, a Legionnaire must be nominated by one officer and seconded by another. In order to obtain an Order of Achievement 2nd Class, a Legionnaire must be nominated by one officer and seconded by two others. In order to obtain an Order of Achievement 1st Class, a Legionnaire must be nominated by one officer and seconded by three others. In all cases, it must be approved by the Grandmaster. In addition, a Grandmaster may grant an Order of Achievement to any Legionnaire he wishes, regardless of other requirements. The four Orders represent the four ideals of the Legions, and their suggested items for merit are listed below:

Order of the Eagle – This Order is granted to a Legionnaire who embodies great honor.

- 3rd Class: Show great honor on the battlefield and actively volunteer to help improve the Legions, or recruit at least 5 new members to the Legions.
- 2nd Class: Show excellent honor on the battlefield and actively volunteer to help improve the Legions, or recruit at least 10 new members to the Legions.

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

- 1st Class: Show impeccable honor on the battlefield and actively volunteer to help improve the Legions, or recruit at least 20 new members to the Legions.

Order of the Bear – This Order is granted to a Legionnaire who exhibits great strength.

- 3rd Class: Fight with the Legions during at least 5 inter-realm campout events.
- 2nd Class: Fight ferociously with the Legions during at least 15 inter-realm campout events.
- 1st Class: Fight for the Legions during at least 30 inter-realm campout events.

Order of the Lion – This Order is granted to a Legionnaire who possesses great courage.

- 3rd Class: Fight courageously and inspirationally for the Legions at battles and events, never backing down from an objective.
- 2nd Class: Fight courageously and inspirationally for the Legions at numerous battles and events, never backing down from an objective and performing game-winning deeds.
- 1st Class: Fight so courageously and inspirationally that you create a legend of the Legions, unforgettable to any who observed.

Order of the Wolf – This Order is granted to a Legionnaire who has shown unwavering loyalty.

- 3rd Class: Be a member of the Legions for at least 2 years, without having taken any extended breaks.
- 2nd Class: Be a member of the Legions for at least 5 years, without having taken any extended breaks.
- 1st Class: Be a member of the Legions for at least 10 years, without having taken any extended breaks and having never left the Legions.

Types of Legionnaires

For ease of command, Legionnaires are classified by different types based on their equipment and abilities. These types are simply a general way of evaluating a group of Legionnaires so that they can be commanded properly. Before any important battle, a Captain should submit a sheet detailing the types of his Legionnaires to his Commander. These shall then be passed up and combined until they reach the commanding officer (typically the Grandmaster). Not all Legionnaires will perfectly fit a type; in this case, a Captain should simply choose the best fit. The types of Legionnaires are as follows:

Skirmisher (S) – A skirmisher is generally equipped with two blue weapons or a small or medium sized shield and a blue weapon. Skirmishers are generally fairly quick and agile, and usually do not wear much armor. If they do wear armor, it is almost always leather. A skirmisher's duty is both to flank the opponent and to protect the flank of the Legions' shield wall. Other fighters are generally too slow to perform this task.

Tower (T) – A tower is always equipped with a medium to large sized shield and a blue weapon. Towers are usually larger Legionnaires who are capable of giving and receiving powerful shield-bashes. They make up the bulk of a shield wall. They often wear armor for added protection. They are usually not

very agile. A tower's duty is to form and hold an impenetrable shield wall to protect his allies and objectives.

Spear (P) – A spear is always equipped with a spear of 8-10' length (occasionally longer, but rarely shorter). Oftentimes, a spear will carry a secondary blue weapon with them. A spear can wear armor or not, it doesn't really matter. Spears are generally medium in speed and agility. A spear's duty is to fight behind a shield wall and kill as many people as possible.

Breaker (B) – A breaker is always equipped with a red weapon of some sort (typically a long sword or glaive). A breaker may or may not have armor. Breakers are generally medium in speed and agility. A breaker's duty is to destroy the shields of an enemy's shield wall so that the spears may kill them more easily. Breakers do not tend to live very long, but are composed of the hardest and bravest of Legionnaires.

Archer (A) – An archer is always equipped with a bow and arrows, though they often have a secondary melee weapon on hand. Archers generally do not wear armor, though occasionally they wear leather. Archers also occasionally wear a very small shield on their arm. Archers tend to be fairly quick and agile, though often not as fast as skirmishers. Archers have two important duties: to snipe important enemies and to distract armies with volleys of arrows.

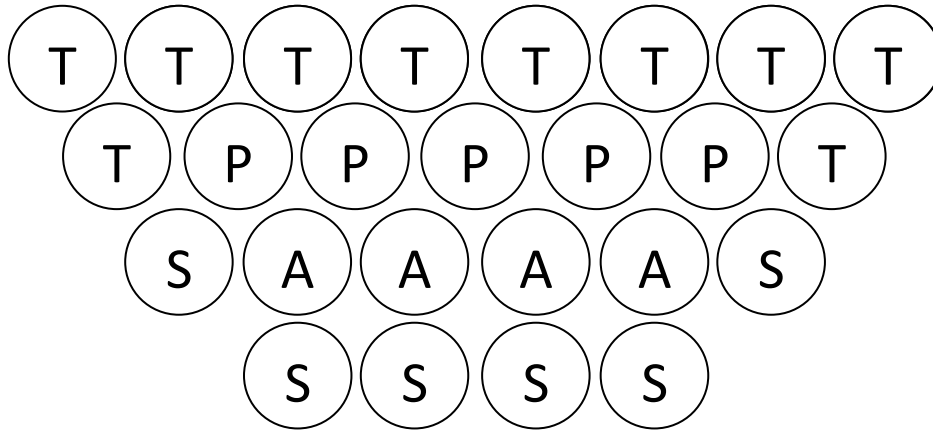
Battle Formations

Battle formations are a very important part to the strength of the Legions. In order for them to work properly, however, the formations must be practiced. As such, all Legionnaires should be familiar with these basic formations in addition to any other formations their Commander wishes.

The formations shown here are displayed with 25 men. This is because formations do not really become effective until a group has numbers of around that size. Typically any group of Legionnaires will not have the exact specifications to make any particular formation. Thus, on-the-spot adaptations must be made.

Basic Formation

The Basic Formation is what is typically used to start off most battles. It is a very versatile formation that has a strong front and defensible sides. The Towers on the sides of the formation can be substituted by Skirmishers, if there are not enough Towers. Additionally, Archers can be interchangeable with Skirmishers and Spears.



List of Common Commands

In addition to knowing battle formations, a Legionnaire needs to understand the commands being issued from his superior officers. A list of common commands is found below:

Rally on [Target] – This command means that all Legionnaires under the officer's command should group together at [Target] location.

[Formation] on [Target] – This command means that all Legionnaires under the officer's command should make the specified [Formation] at [Target] location.

Steady Advance – This command means that all Legionnaires in a certain formation should advance at a medium pace. The formation should not be broken by this advance.

Halt – This command means that all Legionnaires in a certain formation should halt their advance immediately.

Full Offense – This command means that all Legionnaires under the officer's command should disregard any defensive objectives and apply themselves solely to the attainment of an offensive objective (such as capturing a flag).

Full Defense – This command means that all Legionnaires under the officer's command should disregard any offensive objectives and apply themselves solely to the attainment of a defensive objective (such as defending a king).

Charge – This command means that all Legionnaires under the officer's command should charge all-out at the enemy, disregarding any previous formation they may have been in.

Stand Your Ground – This command means that all Legionnaires in a certain formation should not move forward nor backward, no matter the consequences. They should not allow the enemy to obtain even an inch of ground.

Wheel Right – This command means that the formation should turn in a clockwise direction.

Wheel Left – This command means that the formation should turn in a counterclockwise direction.

Shadow Strike [Left/Right] – This command means that a small group of skirmishers should flank the enemy on the [left/right] side.

Path to Knighthood

This section contains a quick-reference guide for the different requirements in attaining individual ranks. Whenever you complete a requirement, you should fill out the details and have it signed and dated by your Commander and the High Herald (if applicable).

Page

	Requirement	Detail/Opponents	Initial and Date
1	Join the Legiones Alterrae.		

Squire

	Requirement	Detail/Opponents	Initial and Date
1	Defeat a Squire in a one-on-one duel. Both combatants shall be armed with a single blue sword of similar length. These weapons may be borrowed weapons.		
2	Read the Dagorhir Manual of Arms and pass a verbal test with a Herald.		

Knight

	Requirement	Detail/Opponents	Initial and Date
1a	Defeat a Knight in a Simultaneous Duel. Armor may not be worn.		
1b	Defeat a Knight in a Simultaneous Duel. Armor may not be worn.		
1c	Defeat a Knight in a Simultaneous Duel. Armor may not be worn.		
2	Donate one Standard Alterran Blade or two tabards to the Legion.		
3	Pass a verbal test of the Manual of Arms with the Grandmaster or Commander.		

I am a Knight of Alterra, I swear this through Word to both Blood and Bone.

4	Have garb approved by the Grandmaster or Commander.		
5	Review by the Honor Council and the Grandmaster.		

Order of the Oak

	Requirement	Detail/Opponents	Initial and Date
1	Be an active member of the Legiones Alterrae for at least three weeks as a Knight.		
2	Defeat two Knights at once in a Simultaneous Duel. Armor may be worn.		
3a	Defeat a Knight of the Oak in a Simultaneous Duel. Armor may be worn.		
3b	Defeat a Knight of the Oak in a Simultaneous Duel. Armor may be worn.		
4	Present one piece of armor owned that passes the requirements listed in the Manual of Arms to a Grandmaster or Commander.		
5	Review by the Honor Council and the Grandmaster.		

Order of the Raven

	Requirement	Detail/Opponents	Initial and Date
1	Defeat two Knights of the Oak at once in a Simultaneous Duel. Armor may be worn.		
2a	Defeat a Raven-Knight in a Simultaneous Duel. Armor may be worn.		
2b	Defeat a Raven-Knight in a Simultaneous Duel. Armor may be worn.		
2c	Defeat a Raven-Knight in a Simultaneous Duel. Armor may be worn.		

3	Present one piece of armor owned that passes the requirements listed in the Manual of Arms to a Grandmaster or Commander.		
4	Review by the Honor Council and the Grandmaster.		

Order of the Star

	Requirement	Detail/Opponents	Initial and Date
1	Defeat four Knights at once in a Simultaneous Duel. Armor may be worn.		
2	Defeat three Knights of the Oak at once in a Simultaneous Duel. Armor may be worn.		
3	Defeat two Raven-Knights at once in a Simultaneous Duel. Armor may be worn.		
4	Defeat a Knight, a Knight of the Oak, and a Raven-Knight at once in a Simultaneous Duel. Armor may be worn.		
5	Defeat a Knight of the Star in a duel where both fighters are equally equipped.		
6	Defeat a Knight of the Star in a Simultaneous Duel. Armor may be worn.		
7	Present one piece of armor owned that passes the requirements listed in the Manual of Arms to a Grandmaster or Commander.		
8	Have outstanding garb that perfectly reflects the colors and insignias of Alterra. This garb must be approved by the Grandmaster.		
9	Recite the Knights' Code and be reviewed by the Grandmaster.		