

# Alesia Overview

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## Area:

22 square miles (city centre 8 square miles)

## Features (see attached sheet for area descriptions):

20' wide, 50' high stone wall surrounding outer city

- Multiple breaches and collapsed sections
- 15 fortified towers, 8 of which are operable
- East, north and south gate destroyed

2' wide, 15' high wall surrounding inner city

- 4 blockhouses

Temple of Volund

Cerdic's Hall

Wulfgar's Hall

Market Street Bazaar

Connachtkeep

Mausoleum of Clovis

4 Imperial Granaries (in operational condition)

# Population

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## 1606 total:

1123 citizens (500 of which are men, 623 of which are women)

483 thrall (168 men, 315 women)

## Men:

Fit for labor/military service: 650 (332 housemen, 40 thegns/eorls, 113 fyrd, 150 thrall)

Housemen are armed with chainmail, medium shields, spears, bearded axes, broadswords, throwing axes, darts, javelins

Thegns/eorls are armed with chainmail/scalemail, medium shields, lances, broadswords, maces, flails, javelins, warhorses, half of which have chain barding)

Fyrd/thrall are armed with short swords, spears, bows, darts and javelins

Infirm or too young for service: 34 (15 citizens, 18 thrall)

### Women:

Fit for labor: 535 (535 citizens, 305 thrall)

Unfit for labor: 88 (78 citizens, 10 thrall)

## Military

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### Organization:

- The supreme commander is the king
- 40 mounted nobles serve as the officer corp and as the professional body guards of the king
  - o 37 thegns “thanes” (“chieftans,” landed men who each command a band of 10-40 men) lieutenants
  - o 3 eorls “earls” (“earls,” these are wealthy and influential vassals of the king ) captains
    - Aethelwulf commands the knights, the retainers of the king, a position known as “master of horse” and also “marshal of alesia”
    - Thingfrith commands the shield wall, the infantry.
    - Wiglaf the Halfblind commands the fyrd, the skirmishers.
    - When not levied, the eorls are able to mobilize their own personal armies which constitute roughly one fifth of the manpower each.
- Minor officers:
  - o Sergeants are senior housemen within a band that are the nominal band leaders during combat
    - Approximately 10% of the manpower is comprised of sergeants
  - o Sergeant at Arms is the most senior non-noble houseman, responsible for ensuring the wellbeing of the troops and reporting on the army’s current status and battle readiness.
    - Currently vacant, KIA.
  - o The Quartermaster General is a senior houseman responsible for provisioning the army and for informing the king of the logistical situation.
    - Penda Forestheart fills this position.

- Skalds serve as ambassadors and also hold the rank of sergeant. They are tasked with delivering important dispatches, meeting and arranging parleys and inspiring and entertaining the army with epic poetry.
  - Approximately one skald per 50 men.

#### Transport and Provisioning:

- Fleet, moored at dockhouses:
  - 1 drakkar/dragon ship "The Black Wolf"
    - Painted completely black, even the sails, with a blackened bronze wolf's head at the bow
    - 100' in length, 60-80 man standard crew, up to an additional 160 for raiding.
    - Not particularly sea worthy, with little room for provisions.
  - 2 small longships
    - 60' in length, standard crew of 30 sailors, capacity of 75-100. 30 ton cargo capacity.
  - 2 longships
    - 75', 25 oars, 50 man crew, 50 ton cargo capacity. Room for an additional 120-150 men in times of war.
- Land Transport, housed at Connachtkeep:
  - 5 wagons
    - Small variety, only useful where there are roads or firm ground
    - Propelled by an ox
    - 500 lb capacity
  - 20 sleighs
    - Man powered
    - Can haul up to 300 lbs each
  - 200 pairs of skis/snowshoes
    - Halves the penalty for overland travel during the winter FROM TERRAIN ONLY
- Supply consumption:
  - The army, if fully mobilized, consumes 1.5 lbs of protein and grain per day, per man.
  - 25% movement speed bonus for each additional type of foodstuff offered per pound, per day, up to a maximum of 200%.
  - -25% movement speed penalty for each type of foodstuff removed, to a minimum of 50%.
  - The army will begin to desert and take casualties after a week of not eating, and will disband after 3-4 weeks.
  - If the season was bountiful, the granaries typically have two months of supplies on hand (assumed for full mobilization).

Special equipment:

- 2 onagers (Imperial-design catapults)

Army specialists:

- The following men may accompany the army while on campaign
  - Engineer
    - Sigeberht normally supervises siege operations, both inside and outside. He is responsible for mining castle walls, filling or draining moats, repairing damage, constructing siege engines, and building bridges.
    - He may be hired for 150 gold/month.
  - Priests of Volund
    - Cenwalh of Volund and several of his priests may accompany an expedition to serve as exceptional blacksmiths, metal workers, jewelers and healers.
    - Cenwalh requires a donation of 500 gold/month.
  - Clerk
    - A scribe who can assist the quartermaster keep records, improving supply consumption. Can also be used to write dispatches and other functions.
    - 8 gold/month.
  - Carpenter
    - 5 gold/month.
  - Huntsman
    - 10 gold/month.
  - Architect
    - 200 gold/month.