

Sample Ranks

Rank	Chivalric Army	Barbarian Horde	Tyrannical Army
Private (0)	Foot Soldier	Warrior	Shield
Corporal (1)	Knight of the Lance	Brave	Whip
Sergeant (2)	Knight of the Trumpet	Warmaster	Master of Chains
Lieutenant (3)	Lord of the Charge	Warchief	Battle Commander
Captain (4)	Horselord	Battle Chieftain	Fealty Commander
Major (5)	Brigadier Lord	Clan Chieftain	Regiment Commander
Colonel (6)	Battle Commander	Tribal Chieftain	Division Commander
General (7)	Sovereign Lord	Horde King	Army Commander

Rank	Elf Army	Mystical Army
0	Ache ("Warrior")	Warrior Acolyte
1	Theniak ("Watcher")	Weaponmaster
2	Sauliak ("Guardian")	Ordermaster
3	Artuliak ("Sustainer")	Prayermaster
4	Gutheliak ("Implementer")	Warrior-Priest
5	Shanduriak ("Choice-Maker")	Battle-Brother/Sister
6	Alanethiak ("Discerning Judge")	Master of Blades
7	Shausekeliak ("Purest Soul")	High Master of the Crusade

Above from *Heroes of Battle*.

Medals/Awards:

Medal	Awarded for:
Medal of Honor	extreme Heroism by a member of the armed services.
Legion of Merit	extreme Heroism by a civilian.
Freedom Award	extremely valuable contribution made by the civilian.
Legion of Strength	strong heroism by a military member.
Legion of Lilis	strong heroism by a civilian.
Cross of Service	great heroism by a military member.
Silver Star	great heroism by a military member.
Distinguished Armed Forces Service	heroism or performing an act with distinction by a member of the military.
Purple Heart	given to soldiers wounded in combat.
Distinguished Service	heroism or performing an act with distinction by a civilian.
Superior Service	heroism or an act of distinction that is lesser than a Distinguished Service award, for the military.
"Military" (Army, Navy, Calvary or other service is named) Service Ribbon	an act of distinction that is lesser than other awards for the military.
"Military" (Army, Navy, Calvary or other service is named) Achievement	an act of distinction that is lesser than other awards for the military.
Reserve Component Award	given to those who have served in the military or military reserve, can be worn with civvies.
Good Conduct	given to a soldier/sailor who served 4 years without a disciplinary case made against them.
Commander's Emblem	for someone who held command on a mission outside of Lilis.

Elite Service	service in the Cavalry or Hippogriff Guard (special forces).
Loyal Service	service in the Navy or Army.
Humanitarian Service Award	for helping in disaster relief, or support for refugees, or other civilian support activity award.
Campaign Medal	given for military participation in a specific war or campaign. Often a heroically fought campaign.

Battlefield Awards

(Used as an idea for how to get experience points.)

Objective	EXP	Recognition/Victory Points
Assist friendly troops	1 per 10 allies	---
Attack enemy siege engines	---	10-60
Attack enemy troops	---	---
Attack Enemy Fortification	---	5-40
Defeat Enemy Units	by CR	+ EL if Notable
Disrupt Enemy Command	by CR	---
Disrupt Enemy	---	EL x 2 or 20-50 for Groups
Disrupt Enemy Supply Chain	by CR	10-50
Protect Defensive Point	by CR	10-80
Protect Intrinsic (Important) Point	by CR	10-80
Protect Maneuver Point	by CR	10-80
Protect Offensive Point	by CR	10-70
Provide Intelligence	by CR	10-30
Seize Defensive Point	by CR	20-100
Seize Intrinsic (Important) Point	by CR	10-90
Capture Enemy Standard	by CR	10-70
Defeat Notable Unit	by CR	+ EL of Enemy Unit
Fight in Famous Battle	---	+ 3-5
Fight in a famous Campaign	---	+ 5-10
Plant Standard	---	+3 +El of enemy repulsed
Rally Demoralized Unit	---	+ EL of friendly troops
Receive Elite Training	---	+ 3-5
Replace Fallen Leader	---	+2 x commander rating of fallen leader
Rescue Endangered Unit	---	+2 x EL of surviving friendly troop
Survive Overwhelming Odds	---	+5 x (EL of unit average PC level)
Above from <i>Heroes of Battle</i> .	---	

Objective

Assist friendly troops
Attack enemy siege engines

Attack enemy troops
Attack Enemy Fortification

Defeat Enemy Units
Disrupt Enemy Command

Disrupt Enemy

Disrupt Enemy Supply Chain

Protect Defensive Point
Protect Intrinsic (Important) Point
Protect Maneuver Point
Protect Offensive Point

Provide Intelligence

Seize Defensive Point
Seize Intrinsic (Important) Point
Capture Enemy Standard
Defeat Notable Unit
Fight in Famous Battle
Fight in a famous Campaign
Plant Standard

Rally Demoralized Unit
Receive Elite Training
Replace Fallen Leader
Rescue Endangered Unit

Survive Overwhelming Odds
Above from *Heroes of Battle*.

Adjustments

more if the aid is magical.

more if engines captured and used against the opponent

more if magic is used.

2x if the Fortification is breeched, 3x if the Fortification is taken.

more if Calvary, spellcasters or other elite units used.

less if a subordinate successfully takes over, more if a leader is captured alive.

more if the disruption is lengthy, more if the enemy receives false information or communication.

more if supplies are destroyed, even more if they are taken for allies use.

more if improved, less if damage.

less if damaged

more if improved, less if damaged.

more if improved, less offensive potential diverted, less if the point is easy to defend.

more if about cavalry, elite or spellcasters; even more if enemy doesn't know.

less if direction or damaged.

less if only important to one side, less if damaged.

reduce by 1/2 if unit regroups.

allows service decoration (battle).

allows service decoration (campaign).

less if standard disrupted, negative if standard is taken or falls.

individual award.

individual award.

individual award.
