Section I: Infrastructure

Subsection I: Yellow highlight means allied to KoR

Subsection II: Red highlight means allied to Regiment

Main: The Reuss Kingdom (Kingdom of Reuss) (KoR)

Policing: The Reuss Vanguard

Defense: Reuss Defense Committee

Army Command I: (title of commander’s last name) Regiment

Army I: (title of commander’s last name) Infantry

Army II: (title of commander’s last name) Infantry II

Army III: (title of commander’s last name) Infantry III

Army IV: (title of commander’s last name) Infantry IV

Section II: Social Infrastructure

Subsection I: All of the below are ideas, not to be implemented unless wanted.

* Bank: Uses slaves, constructs a large farm to fund uniforms for officers, building of member bodies, or headquarters
* Headquarters: Guildhouses or houses equipped with meeting room, training ground, news board, etc
* Transport system: Clears bridges and offers free rides to places
* Policing system: Defend people from racial and sexist slurs, and more
* Research and Development: IT teams, from intelligence sorting to unkingdom related tasks.
* Commercial: Pubs, markets, office buildings, restaurants and clubs.
* Educational: School, college, universities x2, library and theater
* Government: City hall, police stations, post offices, courts
* Military: Armory, castle, walls, fortifications and towers
* Transit: Convoys, quick and fast routes to places, “roads”
* Sports: Soccer teams, sparring teams,

Section III: Potential Social Jobs

Subsection I: All the below are ideas, not to be implemented unless wanted.

* Artist: Making graphics, painting pictures of famous battles and commanding figures
* Musicians: Writing and making songs for the Kingdom, anthems and poems
* Grandmasters: Excellent fighters, train others and take them under their wing
* Teachers and Professors: Teaches the Kingdom
* Scribes: Write stories and recount battles or events within the Kingdom

Section IV: Ranks

Subsection I: No particular order, just titles of cool ranks maybe we could implement.

Subsection II: Starred ranks mean I prefer them.

* Recruit
* Warrior
* Knight\*
* Lord\*
* Commander
* Quartermaster\*
* Vanguard\*
* Kingsmen\*
* Crusader
* Yeoman
* Lancepesade
* Landskecht
* Sergeant\*
* Companion At Arms
* Man At Arms
* Prior
* Captain
* Grand Captain
* Paladin
* King\*
* Queen\*
* Thane\* (MP)
* Jusiscar (MP)
* Chancellor\*
* Ministers\*
* Bombarde
* Disruptore
* Prince/Princess\*
* Duke/Duchess\*
* Foot Soldier
* Marshal
* Flag bearer
* Defender
* Elite
* Elite Knight
* Champion

Section V: Guild names

* Celethor
* Reuss
* Ruess
* Saxon
* Holstein
* Crowoode
* Lubeck

Kevlar’s Notes:

Court of <King’sLastName> (Flagship)

<Lord’sLastName> Castle (Regional Lordships)

<Lord’sLastName> Guard/Knight (Infantry units)

Also can contemplate calling infantry units

“<Commander’slastname> Banner”

in reference to the Banner Armies of

Saxon England.

Maybe for “<Lord’sLastName> Castle”, there can be levels to the guild name to represent expansion. When first granted power by the King, Lord Ewing would name his guild, Ewing Village or Ewing Township. After some expansion the king would approve Ewing Keep, or Fort Ewing. And finally, at peak, it'd become Ewing Castle.

[Potential Ranks & Authorities]

King: Supreme Leader

Prince/Princess: Secondary Leader, heir. Can be trusted to keep stability in potential inactivity periods of the King.

Lord/Lady: Executive commander of their regional lordship. Responsible for expansion and oversight of region(s)/land(s) granted to them by the king in return for an oath of loyalty.

\*\*\*Crown Knight: A knight who’s loyalty and service is pledged directly to the Crown (King).

Commander: Leader of a unit. Pledges loyalty to their lord.

Knight: Greatly experienced combatants. Leads small groups of footmen, and is responsible to take on a squire as well. Pledges loyalty to a lord.

Squire: Trainee to a Knight. Holds no authority withing chain of command, but is recognized as a soon-to-be knight.

Footmen: Regular soldier.

Steward: Lord/lady’s right hand. Responsible for affairs of a lordship.

Master of Arms: Skilled Combatant, could oversee combat training within a lordship

Champion: Strongest Knight in a lordship, chosen by the Lord/Lady to represent them in battles and games

[Loyalty Chain]

Footmen swear loyalty to Knights, who in turn swear loyalty to their Lord/Lady, who in turn swears loyalty to the Crown.

In this sense, all serve the Crown. However, certain footmen, may not be obligated to follow a specific Knight. Or a Lord may disagree with another Lord, and their Knights might not co-operate.

As long as loyalty to the crown is maintained, Lords/ladies are free to operate their region independently.

***/Caen’s Hierarchy Idea/***

**Enlisted Troops (Keeps)**

* **Footman:** The footman is the lowest rank within the keeps, given to new recruits deemed worthy of achieving a rank. A footman is trained in basic fighting, formations, military knowledge, training and discipline, they compose the majority of the forces.
* **Yeoman:** An advanced footman, ranked up due to showing extreme loyalty, expertise in fighting and military knowledge as well as discipline.
* **Lancepesade:** The highest of all enlisted troops, they are revered footmen who have been promoted due to exquisite behaviour, discipline and doctrine within their keep. They are mentors to lower enlisted ranks, and can help train or lead a small group of enlistees. They are the veteran foot soldiers.
* **Squire:** Regarded by the same status as a Yeoman until dubbed a knight, the squire is a knight in training, who serves as a Knight’s helping hand, in turn they are trained by a knight until they are deemed worthy of becoming one themselves.

**NCOS - Non Pledged Officers (Keeps)**

* **Sergeant:**
* **Man at Arms:**
* **Companion at Arms:**

**Pledged Officers (Keeps)**

* **Master at Arms:** Leader of arms men, excellent trainer and combatant, leads and trains lesser soldiers in the art of spar and battle formations.
* **Knight:** Pledges loyalty to the local lord, but is allocated to a Keep, can be allocated to a castle, directly as a lord’s knight.
* **Viscount:** Second in command of the Keep, runs things while the Count is not available, carries the banner of the keep.
* **Count:** Leader of a Keep.

**Soldiers (Castle)**

* **Guard:** Common soldier and enforcement unit, often a Yeoman or Lancepesade tasked with protecting a lord.
* **High Guard:** Promoted Elite Guard, usually a Companion at Arms or higher in rank.
* **Knight:** Same as a Keep Knight, however they are the common soldiers of a Lord/Ladies private army.
* **Commander:** Commander of the Lord’s Knights and Guard, a high ranking tactician and fighter.

**Services (Castle) [THESE RANKS ARE NOT NEEDED AND ARE OPTIONAL]**

* **Scribe:** Writes down things such as quotes by their lord, recounts of battles or feats, and documents happenings within the castle and it's keeps, they are the record writers of the castle.
* **Professor:** Teaches the castle of history within the guild and also outside the guild, recalls of past events and recites epics about lords and ladies.
* **Priest/Priestess:** The religious figure within the guild, preaches the castle religion and converts others to it. Can hold sermons and recite the holy book of the religion.
* **Jester:** Entertainer.

**Authority and Leadership (Castle)**

* **Steward:** The right hand man of the Count, does what he needs done and acts as the count's voice when they are away. Also the counts advisor.
* **Count/Countess:** Regional commander, leader of a Castle.