

ARDEN

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Players should note that the summary tables relating to the maps are in terms of Chivalry & Sorcery and relate directly to the types of troops and population present in typical fiefs as described within the C & S rules. The maritime dimension, the final five pages of this book, relate to both seaborne trade and naval forces. This section should be fully employed by those using Bireme & Galley (the C & S naval expansion) or the maritime rules from the C & S books. Tables are provided to figure simple income from naval trade in terms of customs duties so that even those not using naval aspects of a campaign can make use of this additional source of income for the major Lords or the King.

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INTRODUCTION

Welcome to Arden! Arden is one of the nations in the Archæron campaign of the designers of Chivalry & Sorcery. It encompasses some 136,000 square miles, roughly equal to the area of the British Isles or about sixty percent of the area of France. Arden's total population is about 3.5 million, but only 2,909,110 have been counted by the census conducted every ten years. The population density is about 1/22 that of modern Britain, which means that there are large expanses of trackless wilderness between the settled regions.

Only the bare outlines of Arden are presented here. Players have the basic geography in a set of 24 maps in a scale of 1"=12 miles (1cm=7.6km) depicting the major towns, castles, and Knight's fees, mountains, hills, rivers, and lakes — in short, the general physical environment. The major feudal holdings are delineated with respect to such factors as their military strength, populations, and economics. A number of aspects of the society, history, and political situation are also presented. However, it is the 'World Master' (the game referee) who must breathe life into the region by providing the local color.

Arden should not be regarded as a scenario booklet or a 'dungeon module.' Rather, it is a 'World' environment, a campaign guide which a World Master can use to introduce his own scenarios. Arden is the 'stage' on which all of the adventures of the player-characters are enacted. It is an environment designed to facilitate role-playing on many levels.

Many of the features of Arden are based upon the systems evolved in Chivalry & Sorcery and its attendant expansions (C & S Sourcebook and Swords & Sorcerers.) These rule books will also provide helpful explanations and gaming systems but are not essential to the use of Arden as a campaign environment. Indeed, Arden is designed to be used with any FRP gaming system.

THE MAPS

Arden contains a set of 24 maps which are numbered so that they may be laid out in four rows of six maps to depict the entire nation. This format was chosen instead of the usual 17 by 22 or larger maps to permit a tighter scale and to eliminate the nuisance of unfolding large maps all over the table already covered by notes, rule books, dice, figures, coffee cups, pop bottles, and the like. Storage can be easily effected with a three-ring binder. Single sheets can be taken out for easy reference.

Each map is printed in 8½ x 11 size and represents a region of Arden approximately 90 miles by 126 miles (145km by 203km.) The scale is 1"=12 miles. A scale of one inch equalling three miles was originally contemplated, but this would have required a much greater number of map sections which would have forced a correspondingly higher price to the gamer, so this was rejected.

A clear plastic hex overlay is included to make computation of movement, distances, etc. easier. Each hex is three miles (1 league or 4.8 km.) across, about the distance a man can walk in one hour on a road or path. The area of each hex can be assumed to be about nine square miles.

When laying out the maps or attempting to visualize the position of a particular map with reference to the others, use the following guide chart:

TREGARON MARCHES	THE NORTH COAST	THE NORTH COAST	THE CHANNEL ISLANDS	THE CHANNEL ISLANDS	THE CHANNEL ISLANDS
1	2	3	4	5	6
THE LAKE COUNTRY	FALWORTH-SHIRE	THE WOLF HILLS	VALDOR-SHIRE	ANDOVER-SHIRE	THORIEN MARCHES
7	8	9	10	11	12
SOUTH-TREGARON MARCHES	RICHMOND-SHIRE	BERKLEY-SHIRE	PENBROOKE-SHIRE	WARWICK-SHIRE	ARDENSHIRE (VIAE OF ARDEN)
13	14	15	16	17	18
RADNOR	POWYS	EAST POWYS	WARSHIRE	SOUTH-MARCH	EAST-MARCH
19	20	21	22	23	24



It should be noted that towns are not drawn exactly to scale. In actuality, not town would begin to fill even a single hex. 'Towns' drawn on the map represent the general area around the walls or built up region which is under control of the town. The location of the town itself is at the approximate center of the map symbol.

Castles are indicated by black triangles. Named castles represent major fortresses, the seats of the Bannerettes, Barons, and great Lords of the realm. Smaller, unnamed triangles represent strong shell keeps and tower keeps of strongly fortified manors. These are held by Knights or Royal Constables.

Knights' fees (the small holdings of individual knights) are represented by rectangular areas which remind one of the lots on a city map. These regions average 6-10 square miles in area. A small black square or dot represents the manor house and its village.

Roads are represented by solid black lines (metalled, all-weather roads) or as double lines (fair-weather, dirt roads.) These are the major highways. It should be assumed that there are many paths, lanes, and the like which are not drawn on the map.

Streams, rivers, lakes and the ocean are the blacked in areas or heavy lines. Bridges are discernable across streams and rivers. Where no bridges are visible, assume a moderately shallow ford or a ferry that provides for a crossing. As in the case of the roads, the water features represented are the most prominent ones. Many small streams, ponds, etc. are not drawn on the map.

Forested regions represent areas of moderate to dense woodland. Clear areas should be regarded as having occasional small copses and groves of trees.

Clear areas tend to be fairly settled and will have secondary roads. Forested regions have trails (either man-made or game trails,) but these are vastly inferior routes when compared to the highways.

MOVEMENT

Standard travelling pace on foot is about 3 miles or one hex per hour. After fifteen miles, the average man will find a journey quite wearing, and 25 miles is about the maximum distance most travellers would attempt in a day. On roads (ie. in forests, hill country, or mountains,) speeds will be reduced to one or two miles per hour, depending upon local conditions.

Standard travelling pace on horseback is about six miles or two hexes per hour. After thirty miles, the average rider or horse will find the journey wearing. A hard day's ride would take one 50-55 miles. The pace in forests, hill country, or mountains when off roads is comparable to the speeds for foot (see above.)

For fairly realistic simulation of rapid movement or pursuits, see the C & S Sourcebook, 'Overland Movement.'

Movement of armies can be computed by referring to the C & S Sourcebook, 'Feudal Mobilization and Logistics.' Armies should be moved according to the rules outlined in that article with the following modifications: reduce speed by 5% per 1000 infantry for infantry or combined infantry/cavalry forces, with the speed being computed on the basis of the slowest. In the case of all cavalry forces, reduce cavalry speeds by 5% per 1000 cavalry, with the speed being computed on the basis of the slowest cavalry. Speeds will never drop below 50% due to numbers alone, but rains or snow can bring any movement to ½ of what it would be in dry conditions after 24 hours of precipitation except on all-weather roads. Swamps reduce speeds to 25%, and any other factors need not be considered.

The army movement systems in the Sourcebook may also be applied to individual travel, especially in cases of 'forced marches.'

ARDEN: THE HISTORICAL BACKGROUND

The Empire of Archæron is the most powerful nation in the campaign. It is ruled by the Dark Lords, thirteen mighty warlocks and Necromancers. Even as the Empire reached its height in the late 10th century A.E., it was torn asunder by a titanic power struggle between the warlock Lord Telashaar and the necromancer Lord Morgaathis. As the civil war intensified, the frontier legions charged with securing the provinces of the Empire were increasingly deprived of their usual reinforcements from the interior of the Empire. Indeed, troops were withdrawn from the provinces to join in the civil war raging in Archæron itself, and revolts occurred among the oppressed peoples of the Imperial Provinces. In this way, Arden, Artegon, Thorien, Kargaad, Argos, and the Eastern Marches all won their independence in the period between 1003 and 1058 A.E.

993: Lords Telashaar and Morgaathis vie for the Black Throne. The thirteen Archæons divide into two camps and civil war breaks out in the Empire.

995: Lord Thaaris, the Military Governor of the Northern Marches (present Arden) murders the Lords of Warwick, Arden, and Pembroke when they refuse to send troops to the armies of Lord Telashaar, declares their lands forfeit to the Empire, and sends in occupation troops. Richard, the son of the murdered Duke of Arden, raises the banner of revolt and is joined by the sons of Earl Warwick and Earl Pembroke.

996: Imperial Legions under Lord Thaaris defeat Richard at the Battle of Shepperton, and the young Duke retreats into neighboring Warwickshire. Thaaris summons the barons and lords of the province to destroy the rebels. The two rebel Lords are forced to retreat into the lands of Pembroke after a series of running battles.

997: Lord Thaaris orders the general destruction of Pembroke as an 'object lesson' and descends upon the region with four of his six crack legions and over 90,000 feudal levies. A third of the total population of the shire is put to the sword. The remnants of the hard-pressed rebel army withdraws into the wilderland of the Richmond Forest.

998-1004: The Wilderlands Campaign: Lord Thaaris finds that the rebels will not stand before him in battle; they simply melt into the forest whenever Imperial forces seem to have them trapped. The rebels are joined by the stalwart yeomanry of Richmond, whose clothyard arrows and powerful longbows quickly prove that even Imperial armor is not defense. Imperial casualties grow to frightful levels as the campaign grinds on, and baron after baron finds some excuse to withdraw from the conflict or to withhold reinforcements. Meanwhile, the civil war in Archæron has reached such intensity that Lord Telashaar is unable to send any reinforcements to Thaaris. Indeed, the Imperial XII Legion is recalled. By 1103, Falworthshire, the Lake Country, and the South Tregaron Marches have joined the revolt. Thaaris attempts to withdraw into Berkleyshire, still somewhat loyal to the Empire, but the legions are caught in column of march and the Imperial XXV and XVI Legions are destroyed in ambush along the wilderland road leading east to Shrewsbury. Following behind with his two remaining legions and about 15,000 feudal levies, Thaaris finds that his retreat is cut off by a strong rebel army and he is forced to march south into the Black Mountains. At that point, Prince Owain ap Rhys, the fiercely independent War Chief of the mountain clans of Powys, denies passage to the Imperial forces. Caught between two powerful armies, the Imperials are annihilated.

1005-1009: With three field armies totalling over 100,000 men, Richard systematically reduces the remaining Imperial garrisons and baronies still loyal to the Empire, liberates Pembroke, Warwickshire, and Arden, and, in 1009, lays siege to the last stronghold of Imperial power at Warminster. The XVII and XIX Legions, rushed north to relieve the siege, are denied passage across the Argath River by a strong force commanded by Prince Owain, and Warminster falls after a five month siege.

1010-1029: Richard I: At the age of 29, Richard is proclaimed King, and for the next 19 years he consolidates his rule over the southern shires. The northern shires still remain fiercely independent, now that the Imperials have been cast out, and do not acknowledge the King. For his great accomplishments, Richard I is remembered as 'Richard the Great.'

1030-1051: William I: Following in his father's footsteps, William strengthens royal power in Arden and, by a series of lightning campaigns, reduces the northern lords and barons to vassalage by 1048. During his reign, no serious threats appear from Archæron for the adversaries in the civil war cannot spare the effort.

1052-1076: William II: With the victory of Lord Morgaathis over his rival, Imperial attention is turned toward the lost provinces in 1055. A savage attack is launched against the Five Kingdoms of Thorien by eight legions of the Imperial Army, an invasion force of more than 160,000 legionaries and auxiliaries. Despite savage counterattacks through the eastern shires of Arden by William, the Imperials win several stunning victories and obtain the surrender of the Five Kings at the Battle of Silver Springs in 1058. Turning westward, the legions are repulsed by the chivalry of Arden at Tarnston in 1059. For the next five years, Imperial fortunes wane in the north once more as William carries the war back into Thorien and liberates the Five Kingdoms. The fury of Lord Morgaathis cannot be described, but he is powerless to react as he is now embroiled in a bloody campaign with Kargaad and cannot spare the troops for a new offensive. The last year of William's reign is spent in peace.

1077-1132: Robert I ('The Unready): Succeeding to the throne at the age of 14, Robert proves to be weak-minded and is easily manipulated by the barons who surround him. Royal authority is seriously eroded, and the nation becomes fragmented into semi-autonomous baronies which admit only nominal allegiance to the Crown. In 1083, the Sea Wolves begin a series of annual raids against the North Coast from Tregaron to Andovershire, and the weakness of the Kingdom favors their penetrations deep into the interior along the wide navigable rivers. By 1092 the Sea Wolves are in control of the Channel Islands, and the invasion of Valdorshire and the Wolf Hills Country is progressing. Resistance by the local barons is disunified, with each lord seeing to his own demesne and ignoring the fate of his neighbors. Finally, in 1095, a powerful fleet of longships rows up the River Arden to threaten the capital at Arden Town itself. Robert offers lands in Valdorshire and the Wolf Hills and tribute of 400,000 gold crowns, about 4000 pounds of gold. Rolf Redbeard, leader of the Northmen, accepts and becomes Duke of the Wolves' Coast. His daughter, Astrid the Fair, is married to William, the eldest son of Robert I, to seal the bargain. However, with the death of Rolf in 1109, the northmen repudiate all allegiance to the crown and renew their depredations. In 1132 Robert dies as ignominiously as he lived, choking to death on a cherry pit.

1133-1155: William II ('The Hammer'): Succeeding to the throne at the age of 54, the son of Robert the Unready provides a shock to the barons and the Northmen alike; for the mild-mannered, scholarly King casts aside his meek ways to show his true mettle. Supported by the ever loyal earls of Warwick and Pembroke, William conducts a series of campaigns that crush the Sea Wolves and expell them from Valdorshire and the Wolf Hills, then turns his attention to the arrogantly independent barons who defy Royal Authority. By the end of his reign, the realm is well on the way to becoming strongly unified by a powerful central government.

1156-1179: William I: After the death of the seemingly eternal Lord Morgaathis in 1141, Arden is left in comparative peace by the Empire. Then, in 1158, another campaign is launched by the Dark Lord Klee to reconquer Arden. William organizes the Knights of the Silver Cross (a crusading Order of Chivalry to be placed under the direct command of the Archbishop of Warminster, the Primate of the Realm) to defend Eastmarch, the most exposed of all the outlying shires of Arden. The entire reign is spent defending the southern borders against steady Imperial pressure. Archaeron makes few inroads, except for the capture of several baronies in Southmarch.

1180-1191: Richard II: Richard's reign proves disastrous. His obsessive preoccupation with the Imperial threat leads him to ignore the internal affairs of the realm as he wars constantly against the Imperial troops who have a foothold in Southmarch. Royal authority is eroded as the barons assert claims for their 'traditional rights' in return for troops and monies required by Richard to continue his crusade. Despite all of his efforts, Richard dies without achieving a victory against the Empire.

1191-1196: The Succession Crisis: Dying without a male heir, Richard II leaves Arden with a major political crisis. Two claimants to the Throne emerge: Richard III, son of Richard II's daughter, Alicia, and the Duke of Albion, Thomas; and Edward, Earl of Falworth, the great, great grandson of William I and the closest male heir who can trace his descent through a patrilineal line to the throne (inheritance in Arden is through the father, not through the mother.)

THE CURRENT POLITICAL SITUATION

Arden is a state torn by internal division and political factions. Thus, the nation is in the throes of one form of civil disturbance or another, often encouraged by Archaeron to the south. Civil war looms large as the supporters of Richard III and the 'Pretender' Edward of Falworth gather to decide the issue of the succession. Richard has been crowned King, but more than two thirds of the lords and barons have not given homage and fealty to the new monarch.

Those players desiring a 'total' campaign should organize Arden on political/military lines. Battles and campaigns may be fought with either miniatures (table-top battles) or with the strategic warfare system (paper and pencil battles) as outlined in *Swords & Sorcery*. The membership of the various factions in the designer's own campaign is given below. However, Game Masters may prefer to organize their own factions and are encouraged to do so.

The Royalists: These staunch supporters of Richard III have accepted the idea of strong central government. Royal policy is essentially that of William I (curtailment of baronial power and privilege, abolition of the 'right to a private war,' restriction of Church authority to strictly spiritual matters, establishment of a system of Royal Justice throughout the realm to replace the Baronial courts, and institution of a tax to provide for a standing army to defend the realm against invasion. The members are:

Royal Demesne: lands held directly by H.R.H. Richard III.

Earl Huntingdon (Map 8)

Earl Andover (Map 11)

Earl Blackmoor (Map 11)

Duke of Albion (Map 12) Earl Stonebury (Map 10)

Earl Pembroke (Map 16)

Baron Storm (Map 16)

Earl Morgan (Map 21)

The symbol of the Royalist Party is a Red Lion on a Gold Field, the arms of the Order of the Companions of the Golden Spear, The King's own order of Chivalry (see *Chivalry & Sorcery* for details.)

The Loyalists: Refusing to accept the suzerainty of Richard III, the Loyalists support the claim of the Earl of Falworth to the Throne. That claim is not entirely unfounded, as inheritance is patrilineal and Edward of Falworth is the closest male heir to the Throne, while Richard's claim is based upon inheritance through Princess Alicia, the daughter of Richard II and wife of Earl Blackmoor. Technically, it can be well argued that Richard could not inherit, but Edward's claim is four generations removed. In any event, the real issue is one concerning who is in positions of influence in the Royal Government, and Edward's supporters tend to be Marcher Barons and Lords closed out of political office. The members are:

Earl Falworth (Map 8) the 'Pretender'

Baron Aberayton (Map 1)

Earl Roxburgh (Map 2)

Earl Richmond (Map 14)

Baron Bristol (Map 9)

Baron Ponsenby (Map 9)

Baron Ripon (Map 9)

Baron Tanworth (Map 9)

Baron Romley (Map 9)

Baron Hambleton (Map 9)

Baron Timbridge (Map 9)

Earl Hull (Map 3)

Baron Aycliffe (Map 10)

Baron Afton (Map 13)

Baron Rockingham (Map 13)

Baron Durham (Map 13)

Edward's policies do not differ significantly from those of Richard. Thus, the only issue which faces the non-alligned Barons and Lords is the question of who has the best claim to the Throne. The symbol of the Loyalists is the Black Eagle of Falworth on a Red Field.

The Baronial Party: Opposed to strong central government by the King, the Baronial Party is the (not always loyal) opposition. The Barons are determined to resist erosion of their traditional rights and regard the King as nothing more nor less than the 'highest noble in the realm.' However, with two claimants to the throne, the Barons are undecided as to which one to back and it is likely that they will split into factions over the issue when the time comes to commit to one side or the other. To complicate matters, Earl Warwick also has a claim to the Throne only slightly weaker than that of Edward of Falworth, and it is not clear whether Earl Geoffrey will press his own claim or whether he will obtain a large following among his fellow Barons. The members are:

Earl of Warwick (Map 17) leader of the Baronial Party
 Baron Bude (Map 1)
 Earl Attenborough (Map 1)
 Baron Milton (Map 2)
 Baron Kettering (Map 2)
 Earl Wendover (Map 7)
 Baron Antrim (Map 7)
 Earl Berkley (Map 15)

Baron Delburne (Map 15)
 Baron Royston (Map 15)
 Baron Hillbro (Map 15)
 Baron Hawarden (Map 17)
 Earl Arundel (Map 18)
 Baron Alderson (Map 18)

The Baronial Party is symbolized by the Iron Gauntlet — quite fittingly, for it is a symbol of defiance and challenge to be flung at the feet of those who oppress one or who deny one's rights.

The Crusaders: The Crusaders are those Lords and Barons in the south of Arden who have sworn to carry fire and sword to the 'foul spawn of Archaeon.' They are fanatically devoted to the cause and spare no effort to embroil the entire nation in their unceasing war against the 'Devil Worshipers' and 'Witchlords' whose very presence under the same skies seems to inflame the Crusaders to uncontrollable fury. The members are:

Duke of Warminster (Map 22)
 Earl Hawkston (Map 23)

Baron Lion (Map 24)
 Knights of the Silver Cross (Map 24)

The leader of the Crusaders is Archbishop Paul of Warminster, a warrior Primate of the Realm who sees a crusade against Archaeon as a means of both striking down the Godless and, at the same time, averting the civil war which surely will come in the near future. A civil war would fracture Arden to the core and destroy its military strength in senseless fratricidal warfare.

The Lords of the Black Mountains: These fiercely independent 'Celtic' Lords (modelled closely upon the Welsh) are nominally vassals of the King of Arden (whoever he may be) through the oaths sworn by the Prince of Rhys. However, they feel little or no personal loyalty to the Crown and tolerate the situation only because their prince, Llewellyn ap Rhys, continues to do so. The 'Fellowship' is marred by serious internal squabbles, but the men of Powys and Radnor are quick to bury their differences whenever the land is threatened by invasion. Rhys is generally regarded by the people as THEIR Prince, and the King of Arden is seen as a foreign Prince. The Lords are:

Glamorgan (Map 19)
 Radnor (Map 19)
 Pendragon (Map 19)

Rhys (Map 20)
 Talgarth (Map 21)

The men of Powys and Radnor are woefully short of Chivalry, but their infantry is superb and their longbowmen without parallel outside of Richmondshire. Earl Morgan, the neighbor of Earl Talgarth, is regarded as a 'turncoat' and a base 'hound at the feet of the Foreign Prince' because he repudiated his oath to Rhys and swore fealty and homage to Richard II and his successors. The symbol of the Mountain Lords is St. David's Cross, a diagonal White Cross on a Blue Field.

The Sea Wolves: The Barons of the Channel Isles and their vassals are descendants of the raiders who came from the Northlands beyond the Sea of Storms in the early 11th Century A.E. In addition to the regular inhabitants of the Isles, anywhere from 10 to 30 longships and their piratical Nordic crews may be found in the region, for the raiders have a most congenial relationship with their 'cousins' and use the Isles as bases from which to prey upon shipping and to raid the North Coast regions of Arden.

The Barons of the Isles have formed a loose alliance under Baron Hyde, and their naval strength has been combined to form a powerful fleet to defend the islands from attack by Arden's naval squadrons. Members of the Brotherhood of the Coast are:

Baron Hyde Map 3)
 Baron Alton (Map 4)

Baron Grace Map 4)
 Baron Medway (Map 4)

The early raiders settled in the Isles and intermarried with the local inhabitants, adopting, in time, many of the customs of the region. However, many still bear their Nordic names and exhibit the berserker ferocity of their ancestors, and the 'civilization' is only skin deep. They still maintain close ties with those of Nordic blood who settled in the Wolf Hills region and remained there; this has led to faint leanings toward the cause of Edward of Falworth, for the men of the Wolf Hills support his claim to the throne of Arden.

The Dwarves of the Black Mountains: A powerful nation of Dwarves inhabits the mountains of Powys. King Arn Hammerhand is the mortal enemy of the Celtic mountainmen, who have repeatedly oppressed his people, and woe betide the man of Powys who falls into the hands of the Dwarves. Politically, he is neutral, except for Celts and Archaerones legionaries. Symbol of the Dwarves of the Black Mountains is a Mailed Fist clutching a Warhammer of a Black Field.

The Elves of Tregaron: The proud Elves of the Wilderland of Tregaron number some 2500 fighters. They have resisted Archaeron since it first extended the tendrils of its power into the north in the 6th Century A.E. The Elf Lords have maintained an easy truce with the men of the Western Marches and, on occasion, have combined with them to make war on the tribes of Goblins that abound in the hills of the Wilderland (off maps) and raid the lands of the Elves and the Marches. They have little interest in the affairs of men and do not intervene in the affairs of the 'mortals.' Their King, Erelinor, enjoys a personal friendship with the Earl of Falworth, who spent much time in the Tregaron Wilderland campaigning against the Goblins and Trolls when he was a squire under his uncle, Baron Aberayton.

ADMINISTERING A POLITICAL/MILITARY CAMPAIGN

First, the World Master should not feel under any constraint to use the political situation outlined here, and the memberships of the various factions can readily be altered. One can easily make up new factions to replace those given. The intent here is only to provide a useful model which might be used for a campaign.

Secondly, the World Master should not feel that he alone is responsible for operating all of the baronies. Players can be assigned to the various regions and will act as the 'Lords' or those regions for the purpose of conducting the political/military campaign. They need not have actual characters in positions of leadership, but rather may administer NPCs (non-player characters.) If they do receive noble characters who are born into a particular title (see C & S for inheriting sons,) those characters will be assumed to be of level 6 automatically and a minimum of 18 years of age. Characters born into noble families will have to wait for father to die (10% chance per year plus 2% per experience level) to succeed to the title.

When a player is put in charge of a region, his chivalric and noble characters should all be born in that region to prevent 'conflict of interest.' The political/military campaign is an adversary style of play, with each player or group of players attempting to outmaneuver the others. Emphasis is clearly placed on 'winning.' The object is to defeat one's enemies in battle, to woo barons away from their factions and to increase one's feudal holdings by outright conquest. This function may conflict with straight adventuring and should, therefore, be divorced from it with regard to those noble characters and those chivalric characters who will be under a feudal obligation to take sides.

The membership of factions can change. Whenever an NPC member of a faction suffers a campaign defeat in a given year (the conditions for this can vary, but usually it means being crushed in several battles or else losing significant holdings,) the NPC Lord will seriously consider withdrawing from the fray. At the end of the campaign season (usually October) the NPC Lord will waver in his loyalties to the 'cause.' Roll 1d100 with 1-25 signifying that the NPC Lord becomes neutral; 26-100 signifies that he will fight on but another campaign defeat will increase the chance of neutrality by 25%. (In four years of losses, he will thus withdraw from the factions.) In the beginning of the next campaign season (April) 1d100 will be rolled for the neutral NPC Lord to see if he is prepared to accept the blandishments of the various factions vying for his support. If 1-25 turns up, he is receptive. Each player then rolls 1d6 to see who has won the support of the receptive NPC Lord. The highest roll wins. However, if 26-100 turns up on the 1d100 roll, the NPC Lord remains neutral for the next campaign season, and +25% is added to his chances of becoming receptive in the following Spring.

This system is optional only, and the World Master and his players can adopt any other system they choose to decide the variable membership of factions. See also the 'Making Alliances' procedures in Chivalry & Sorcery (under 'Influence') for further ideas.

Battles can be fought with miniatures and/or with the pencil-and-paper system given in Swords & Sorcerers, which makes provision for the prowess of individual characters as well as the outcome of entire battles. Thus, warfare can be used by characters as a means of personal advancement.

If adventuring is also being carried on, which is most likely, the political/military campaign should not be allowed to dominate too much time at the expense of the individual role-play. Ideally, the grand events should be used as a backdrop for individual characters' adventures. Many scenarios can be generated at the local level. For example, a Knight character and his fiends (other player-characters) might have to defend the manor against raids by foragers from an invading army; messengers might have to be carried great distances to allies, with numerous possibilities for dangerous encounters during the journey; or 'freebooters' might join one army or another as mercenaries, with expectation of plenty of fighting, loot, and possible honors and promotion. Defeated characters might be forced to hide out in the forests in traditional Robin Hood style, waging guerilla war on the occupiers of their lands and the oppressors of their people.

THE MILITARY FORCES OF ARDEN

Summaries of the numbers and types of troops available to each baron are provided in the data tables which follow later in this

booklet. Players would do well to consult the mass-action and strategic warfare rules in Chivalry & Sorcery and the Swords & Sorcerers expansion book for details not presented here.

Each holding will have troops in the following proportions and with the following characteristics, where applicable:

Troop Type	Composition	Morale	Class	Strategic Points	Casualty Points
Pure Chivalry	50% Kts./50% Sqrs.	A	SHAC	50	50
Chivalric 'Spear'	25% Kts./25% Sqrs./50% Sgts. or P. Sgts.	A	HAC	40	40
Scratch Cavalry	80% Sgts. or P. Sgt. plus Kts. and Sqrs.	B	AC	35	37
Sergeantry	90%+ Sgts. or P. Sgts. plus Kts. and Sqrs.	B	AC	30	32
Pure Sergeantry	95%+ Sgts. or P. Sgts. plus Kts. and Sqrs.	B	AC	25	32
Scout Cavalry	Sgt. or P. Sgts.	B	HC	20	27
Men-at-Arms (1) in most of Arden	Pike/Halberd Infantry (50% of total)	A	HI	10	25
	Heavy Crossbowmen (25% of total)	A	HI	13	25
	Light Crossbowmen (25% of total)	B	HI	9	22
Men-at-Arms (1) in Richmond, S. Tregaron, & Celtic Regions.	Halberd Infantry (25% of total)	A	HI	10	25
	Longbowmen (25% of total)	A	HI	13	25
	Longbowmen (50% of total)	B	HI	10	22
Yeomanry in most of Arden	Light Crossbowmen (25% of total)	B	MI	8	22
	Infantry (25% of total)	B	MI	7	22
	Infantry (50% of total)	C	MI	5	20
Yeomanry (1) in Richmond, S. Tregaron, & Celtic Regions.	Longbowmen (10% of total)	A	MI	13	25
	Longbowmen (30% of total)	B	MI	10	22
	Infantry (10% of total)	B	MI	7	22
	Infantry (50% of total)	C	MI	5	20
Militia	Pike Infantry (25% of total)	A	HI	10	25
	Light Crossbowmen (25% of total)	B	HI	9	22
	Pike Infantry (25% of total)	B	HI	8	22
	Pike Infantry (25% of total)	C	HI	5	20
Peasantry	Infantry (100% of total)	D	LI	2	20
Nordic Raiders (2)	Berserker Infantry (10% of total)	A	HAI(MI)	25	30
	Infantry (40% of unit)	A	HI	13	25
	Infantry (50% of unit)	B	HI	11	22
Mercenaries	Pike/Halberd Infantry (50% of total)	B	HI	10	22
	Light Crossbowmen (50% of total)	B	HI	11	22
Regular Free Company (3)	Cavalry (20% of company)	B	AC	30	32
	Military Artificers (10% of company)	B	HI	14	22
	Mounted Pike Infantry (40% of company)	B	HI	14	22
	Mounted Heavy Crossbowmen (30%)	B	HI	15	22
	+Assorted Siege Engines & Equipment				
Elite Free Company (3)	Cavalry (30% of company)	A	HAC	40	40
	Military Artificers (10% of company)	A	HI	16	25
	Mounted Pike Infantry (30% of company)	A	HAI	16	30
	Mounted Heavy Crossbowmen (30%)	A	HI	17	25
Dwarves (4)	Elite Infantry (30% of total)	A	HAI	18	35
	Regular Infantry (60% of total)	B	HAI	16	32
	Military Artificers (10% of total)	A	HAI	22	35
Elves (5)	Elite (Noble) Infantry (10% of total)	A	HAI	28	30
	Heavy Infantry (20% of total)	A	HI	23	25
	'Light' Infantry (70% of total)	B	MI(LI)	16	22

Strategic Points: per man in small armies; per ten men in large armies.

Casualty Points: per man in small armies; per figure (20 men) in large armies.

1. Missile troops will function as shock troops in addition to usual skirmishing or missile firing duties. Add +6 to initial attacks from ambush when operating in woodlands or hill/mountain country in the case of Men-at-Arms and Yeomanry from Richmond, S. Tregaron, and Celtic regions if the territory is familiar to the commanders, as these troops are specialists in such styles of warfare.

2. Nordic raiders have 1/3 archery (short bow) and 2/3 short-range fire with spears and axes.

3. Mercenary Free Companies are 100% mounted, with infantry and artificers dismounting to do battle (they have no cavalry training to speak of, but may be rated as 'B' class HC, like Scout Cavalry, in battles of maneuver requiring fast movement over considerable distances. Artificers and missile troops will function as shock troops in addition to their usual duties, if required.

4. Dwarves are Nordic in character, and thus have 1/3 archery (heavy crossbow) and 2/3 short-range archery fire with spears and axes built into every unit.

5. All Elves are armed with Elvish Long Bows and every unit has 100% missile fire. Movement of heavy troops is at Medium Infantry speeds, and woods do not slow them down. Light troops move at 150% Light Infantry speeds on the march. Elite and heavy infantry units are sometimes mounted for distance marches, but dismount for battle.

THE IMPERIAL LEGIONS OF ARCHAERON

While Archaeron itself is off the maps (Empire of Archaeron will be published as a separate fantasy nation,) it is highly conceivable that clashes will occur between Imperial troops and the armies of Arden. For the moment, assume that only 6 Imperial Legions are available for operations against the southern frontier of Arden.

Legion XX: Frontier Duty. Elements of this unit may be found in the frontier fortresses from Map 22 to 24. The numbers of troops in each fortification are not given in the tables to represent variable garrisoning, but from 1-5 cohorts may be placed in any fortress.

Legion XXI: Frontier Duty. Elements of this unit are based in a line of fortresses to the south of Map 19 to 21.

Legions XXII and XXV are on strategic reserve to the south of the mapped region, an average of 6 days' march from any point on the southern edge of the map.

Legions XXIII and XIV are presently quartered in the captured town of Castlebridge (map 23) to cover the Imperial bridgehead over the River Argath.

The Imperial Legions are remarkably similar in general organization, tactics, discipline, and equipment to the forces found in the late Roman Empire, and especially in the Byzantium of Belisarius. They are trained to fight in units (unlike Knights, who tend to fight as undisciplined and unmanageable individuals, as do most feudal troops.) Each 10,000 man legion is divided into twenty cohorts of 500 men each. Five cohorts are the cavalry force of the legion, although each infantry cohort contains twenty cavalry for scouting and screening purposes.

Troop Type	Composition	Morale	Class	Strategic Points	Casualty Points
Cataphract	Super Heavy Armored Cavalry	A	SHAC	50	50
	Heavily Armored Cavalry	A	HAC	45	40
	Heavily Armored Cavalry	B	HAC	40	37
'Heavy Cavalry'	Armored Cavalry	A	AC	40	35
	Armored Cavalry	B	AC	35	32
	Armored Cavalry	C	AC	30	30
'Medium' Cavalry	Heavy Cavalry	B	HC	30	27
	Heavy Cavalry	C	HC	25	25
'Light' Cavalry	Medium Horse Archers	B	MC	25	27
	Medium Horse Archers	C	MC	20	25
Sagitarii	Light Horse Archers	B	LC	22	27
	Light Horse Archers	C	LC	18	25
Legionary	Heavy Infantry (Pike or javelin-armed)	A	HI	16	25

Troop Type	Composition	Morale	Class	Strategic Points	Casualty Points
Legionary (cont.)	Heavy Infantry (Pike or javelin-armed)	B	HI	13	22
	Heavy Infantry (Pike or javelin armed)	C	HI	9	20
Auxiliary	Medium Infantry (javelin armed)	B	MI	10	22
	Medium Infantry (Javelin-armed)	C	MI	8	20
Auxiliary Archer	Medium Archer (composite bow)	A	MI	13	25
	Medium Archer (composite bow)	B	MI	11	22
	Medium Archer (composite bow)	C	MI	7	20
Combat Artificer	Heavily Armored Infantry (mounted)	A	HAI	20	30
	Heavily Armored Infantry (Mounted)	B	HAI	16	27

A typical Imperial Legion would have the following composition:

Cohort Type	Composition	Number per Legion
Cataphract	500 SHAC or HAC	3
Heavy Cavalry	300 AC 100 HC 100 MC/Horse Archers	1
Scout Cavalry	100 HC 200 MC/Horse Archers 200 LC Sagitarii	1
Legion Cohort	500 HI 20 HC,MC, or LC (Scout Cavalry)	7
Auxiliary Cohort	200 MI 300 MI (Archers)	7
Assault Cohort	500 HAI/Combat Artificers	1
Total	10,200 men	20 cohorts

The chances of a crack Imperial Legion being stationed on such an unimportant border as the Arden Frontier is rather small. A typical Legion would be about 25% class A, 50% class B, and 25% class C. The World Master can, of course, choose whatever composition he wants for the Imperials. In our campaign, the Legion XXIII is 40% class A and 60% class B, a truly effective unit. Legion XXV is a 100% class A unit, with two extra cohorts of Cataphracts attached — the 'Fire Brigade' of the Northern Front. Legions XX, XXI and XIV are standard as given above. Legion XXII is a 'green' unit with 10% class A, 30% class B and 70% class C.

The Imperial Legions should be regarded as 'professionals' who will not charge unless ordered to do so. They engage in combat and check morale like mercenaries, and when 'broken' a Legion will either form square or cut its way through anyone who opposes its exit from the battlefield.

THE 'ENGLISH' CHARACTER OF ARDEN

Arden was conceived as a fantasy analogue of 'Merrie Olde England,' as one might readily conclude from just the place names. This was done to assist players in making an easy transition into a fantasy world which was somewhat familiar and so eliminating some of the problems which arise in role-play because of a player's total unfamiliarity with the manner in which a fantasy world works on a day-to-day basis. Other nations to be published in this series will have marked differences to the 'English' quality of Arden and thus, will provide useful contrasts for role-play activities.

All characters born in Arden will be assumed to know the customs, laws, etc. of the nation. World Masters should instruct players on their interpretations of Arden's society and customs when the question arises to avoid the silly confusions and mistakes that occur when players act in ignorance of what is accepted or frowned upon. All this need not be done at once, but World Masters should remember that characters live in the fantasy world and are not ignorant of many of its features. Arden should be seen as 'English' in quality; this gives players a good idea of what is proper or improper.

RELIGION IN ARDEN

The Archaeron campaign has no religious denominations comparable to Christianity, but in Arden the organization of the clerical institutions is similar to that of the Christian Church. Thus, the titles used in Chivalry & Sorcery are also used in Arden.

There are a number of Deities:

Artal: The 'Great God,' Lord of the Universe and chief of all the deities. Only servants of Artal are 'ordained' as priests in the full sense of the word. Priests of Artal are devoted to learning, and some become Monks and retire to the Abbeys to pursue knowledge and learning. Many become community priests, however, and are permitted to marry. Priests of Artal go unarmed and do not believe in shedding the blood of any living thing. (Their sole weapon is the Staff of Artal, an iron-shod quarterstaff which delivers 1½ points of damage per WDF, has a 50% chance of rendering a 'victim' of roughly man-size unconscious upon scoring a critical hit, is targeted as a scimitar for hit and critical hit determination, and which can be 'sanctified' to +5 by the priest. The Archpriest of Warminster (Archbishop) is the head of the 'Church' of Arden, but his authority is moral and spiritual. Bishops may be found in each of the fortified towns in the nation. Symbol: Five-Pointed Star of silver on a black field. Clothing: priestly robes of brown, black, or red.

Mara: The 'All-Mother,' wife of Artal and the Goddess of Women. The Cult of Mara is very popular among the womenfolk of Arden for She represents all of the womanly virtues. She is the Mother of All, and therefore, her priestesses will take no part in any matters involving violence. Priestesses of Mara are permitted to marry (usually choosing Priests of Artal or Priests of Torval,) and work in the general community to reduce suffering and to aid the poor and unfortunate. They perform miracles, but are also accomplished physicians. Symbol: A Circle of Gold subtended by a Cross (universal symbol of femininity) on an azure field. is a modest gown of azure blue.

Torval: The God of War and Judge of Princes. All fighting men are devoted to Torval the Wolf, for from him comes all strength and courage in battle. In Arden, trial by combat is the only judgement accepted by accused Knights, over which Torval presides. War is merely the extension of the trial by combat to determining a wide variety of issues under dispute. Priests of Torval are all fighting men who have taken holy vows to serve the God of War. They can perform no miracles except to turn Undead, and all become surgeons. Priests of Torval wear full armor, are accorded Chivalric rank, and often fight in war. Their function is to act as advisors of their Lords and the Princes, to enforce the Code of Lawful War and the Laws of Chivalric Trial by Combat, and to provide the medical aid required by all those stricken on the field of battle. They have a remarkable effect on animals, and usually can be seen with a dog, cat, or other such creature in attendance. One group of the servants of Torval has formed a Holy Fighting Order, the Knights of the Silver Cross, composed largely of lay Knights and officered by Priests of Torval. The Order is opposed to the 'barbaric' religion of Archaeron and might be regarded as a crusading Order. Symbol: A Grey Wolf on a red field. (Fighting Order: a Silver Cross with the head of the Grey Wolf in the center.) Clothing: Chivalric, usually with a white or red surcoat emblazoned with the Wolf of Torval.

Faral: The God of Gambling and Fortune. Faral has no priests but numerous followers.

Lysistris: The fickle Goddess of Weather. Lysistris has no priests, but sailors and soldiers devote much attention to exhorting her to 'improve' conditions.

Thavia: The Goddess of Harvests and daughter of Artal and Mara. Thavia is married to Torval, and is the goddess most prayed to by farmers. She has no organized priesthood.

Val: The God of Thieves. Val has no priesthood but is venerated by all those devoted to increasing their fortunes in less than legal ways.

Morgaath: The God of Evil. Morgaath has a very few adherents in Arden, for he is the patron god of the arch-enemy, Archaeron. Thus, Morgaath has been converted by the people of Arden into a 'Devil,' along with the many other deities believed in by the Archaeronese. His only adherents might be the occasional Hex-Master or Covenist. Symbol: The Pentagram of silver on a black field.

In general, religion is practiced with tolerance in Arden. Only the followers of Morgaath run the risk of burning at the stake for their beliefs.

SUMMARY OF MAJOR LORDS AND BARONS OF THE REALM

The following tables summarize the essential features of the great holdings of Arden; the entries are as follows:

Lord: The noble holding the particular demesne.

Rank: The feudal rank of the lord or Baron.

Lvl.: The experience level of the current Lord or Baron. (These can change as they die and are replaced by their heirs.)

BIF: The Basic Influence Factor of the Lord or Baron who has the demesne. (See C & S for details.) The BIF not only reflects the birth and title of the noble, but also the number of men he commands (1 BIF per 1000 men in his demesne eligible for military service.)

TIF: The Total Influence Factor of the Lord or Baron (see C & S for details.) The TIF is a representation of the over-all influence the Lord possesses. It is a combination of the BIF, twice the CL, and the 'honours' won by the Lord, as well as his experience level. The TIF can be seen as a measure of the status of a lord in the eyes of his peers. It does not measure approval, merely the power of the lord as others see him.

CL: The command level of the Lord or Baron, used in C & S mass-actions with miniatures or with the strategic battle system. It is a measure of leadership in the field.

Kts. & Total Fighters: The number of knights and fighters in the demesne.

Yearly Levy: The number of fighters owed by the Lord or Baron to his overlord (usually the King.) These may not be called for by the King, and they may not necessarily be provided in any case — depending on the Lord's current relationship to the King. A Lord may count on 50 + ½d100% service by his own vassals.

Scutage: The amount owing in GP/Fighter not provided as requested by the King. Again, a Lord might prefer to send money to the King rather than troops in a given year, or might cut down on the number of troops requested in a given year. The money is supposed to pay for replacements. In some instances, where a Lord is on bad terms with the King, neither money nor troops might be sent.

Political Office: The office (if any) held by the Lord or Baron in the Royal Government. In most cases, holding high office indicates the loyalty of the Lord to the Crown and/or the trust placed in him by the King.

Lord	Rank	Map	Lvl.	BIF	TIF	CL	Total Kts.	Total Fighters	Total Levy	Yearly Scutage	Income	Political Office
Royal Demesne	King	8	-	-	-	-	17	1614	50/800	5	9240	-
Royal Demesne	King	10	-	-	-	-	60	4647	40/1860	5	68496	-
Royal Demesne	King	12	-	-	-	-	10	4860	50/2430	5	37440	-
Royal Demesne	King	15	-	-	-	-	46	5577	40/2230	5	31800	-
Royal Demesne	King	16	-	-	-	-	60	4455	50/2225	5	22320	-
Royal Demesne	King	17	-	-	-	-	81	6214	50/3105	5	33408	-
Royal Demesne	King	18	-	-	-	-	206	26570	50/13285	5	235776	-
Royal Demesne	King	22	-	-	-	-	73	6870	50/3435	5	78240	-
Royal Demesne	King	23	-	-	-	-	56	4632	50/2180	5	39300	-
Royal Demesne	King	24	-	-	-	-	60	6620	50/3310	5	62580	-
All Royal Holdings	King	-	10	147	167	4	669	72059	48/34860	-	618600	King
Attenborough	Earl	1	17	54	83	5	84	6622	20/1300	3	23280	-
Bude	Baron	1	22	32	63	3	36	2753	10/275	3	11748	-
Aberayton	Baron	1	16	38	78	6	15	8325	10/830	3	46176	Admiral of Tregaron Coast
Roxburgh	Earl	2	16	58	95	3	108	10929	10/1090	5	46956	Admiral of the North Coast
Milton	Baron	2	11	34	57	4	60	4325	05/215	5	24444	-
Kettering	Baron	2	19	34	74	5	60	4612	05/230	5	18720	-
Hull	Earl	3	9	56	91	5	52	8093	05/400	5	50880	Admiral of the Two Ports
Hyde	Baron	3	21	44	96	6	36	4047	-	-	17580	(Admiral of the Isles)
Alton	Baron	4	12	47	70	3	36	7440	-	-	33924	-
Grace	Baron	4	15	43	78	5	15	3465	-	-	21072	-
Medway	Baron	4-5	8	43	62	4	21	3972	-	-	11340	-
Wendover	Earl	7	7	73	82	3	160	13009	05/650	5	38940	-
Antrim	Baron	7	14	36	68	5	76	6162	05/310	5	19272	-
Falworth	Earl	8	10	76	112	6	166	16920	05/846	5	61956	Pretender
Huntingdon	Earl	8	19	54	104	5	85	6892	05/340	5	27300	Privy Council
Bristol	Baron	9	14	32	56	5	30	2665	-	-	15420	-

Lord	Rank	Map	Lvl.	BIF	TIF	CL	Kts.	Total Fighters	Yearly Levy	Scutage	Yearly Income	Political Office
Ponsenby	Baron	9	12	26	43	2	14	1168	-	-	7200	-
Ripon	Baron	9	18	26	52	3	15	1275	-	-	7740	-
Tamworth	Baron	9	12	25	41	2	7	886	-	-	5640	-
Romley	Baron	9	7	26	37	3	24	1832	-	-	10332	-
Hambleton	Baron	9	10	26	42	3	7	1806	-	-	16260	-
Timbridge	Baron	10	17	26	52	3	15	1225	-	-	7716	-
Stonebury	Earl	10	23	55	97	4	99	7590	-	-	27768	-
Aycliffe	Baron	10	12	33	59	4	39	3333	-	-	11496	-
Andover	Earl	11	12	61	100	4	181	13426	20/2685	5	40752	Privy Council
Blackmoor	Earl	11	15	62	121	5	147	14555	10/1455	5	67167	Lord Admiral of Arden
Albion	Duke	12	28	76	159	4	227	16998	10/1700	5	48228	Chancellor of the Realm
Afton	Baron	13	9	32	55	3	36	2635	05/130	8	10356	-
Rockingham	Baron	13	13	35	58	3	53	5166	05/260	8	24756	-
Durham	Baron	13	11	33	57	5	56	3953	05/200	5	17004	-
Richmond	Earl	14	8	56	79	6	94	8843	-	-	36036	-
Berkley	Earl	15	10	65	89	5	201	17451	05/870	5	65652	-
Delburne	Baron	15	13	32	65	3	37	2649	-	-	14520	-
Moyston	Baron	15	11	33	51	2	49	3573	05/180	5	17580	-
Hillbro	Baron	15	8	31	50	4	15	1237	-	-	6960	-
Pembroke	Earl	16	20	71	149	6	302	23526	40/9400	5	75564	Earl Marshal of the Realm
Blatchford	Baron	16	10	32	47	2	37	2769	05/140	5	12240	-
Storm	Baron	16	14	32	84	4	27	2164	05/110	5	12504	Keeper of the Privy Seal
Warwick	Earl	17	20	70	143	6	259	22812	05/1140	7	51048	-
Hawarden	Baron	17	11	35	52	3	70	5165	05/260	5	21960	-
Alderson	Baron	18	16	50	76	3	75	5475	05/275	5	25920	-
Arundel	Earl	18	10	60	99	4	153	12000	05/600	7	31980	-
Glamorgan	Baron	19	15	33	78	4	42	3634	(50/1820)	(4)	32400	-
Radnor	Earl	19	11	56	87	4	64	8356	(50/4180)	(4)	49176	-
Pendragon	Earl	19	18	56	116	5	30	8075	(50/4040)	(3)	50460	-
Rhys	Prince	20	16	90	153	5	149	37733	10/2100	5	196020	Prince of the South
Talgarth	Earl	21	10	53	86	4	49	5275	(30/1580)	(4)	45720	-
Morgan	Earl	21	14	58	121	5	77	10630	10/1060	5	101880	Chancellor of Exchequer
Warminster	Duke	22	10	84	134	309	24880		10/2500	7	135900	-
Hawkston	Earl	23	12	62	85	3	158	14492	10/1450	7	81792	-
Lion	Baron	24	8	33	47	3	36	3872	-	-	38340	-
Kts. of Silver Cross	Senes.	24	20	79	140	5	606	19592	-	-	123840	-

THE MAP SUMMARY TABLES

The following tables summarize the most important aspects of each of the holdings of the major lords and barons and their chief vassals. The entries are as follows:

Demesne/Town: The name of the holding (and the title by which the Lord/Baron/Bannerette is known.) Towns marked with an asterisk (*) or listed as Free Towns are under Royal Charter and enjoy their own government. When listed under the Demesne of a Lord, a free town has given its allegiance to that Lord but retains internal autonomy.

Lord: The Lord or Baron who controls the named demesne. It should be noted that subinfeudated demesnes have solid lines

Total Yearly Yearly

drawn part way across the page to separate subinfeudated lands whose lords owe allegiance and service as vassals to the Lord of the broad demesne. Also, the following abbreviations are used: Bn. = Baron; Bt. = Bannerette; Kt. = Knight (of superior rank.)

Overlord: The Lord of the demesne to which a particular holder owes allegiance as a vassal.

Type: The class of the major fortifications in the demesne. C1, C2, etc., refers to Castle Type 1, Castle Type 2, etc. as described in C & S. SK = strong shell keep. Town = unwallled settlement. F. Town = strongly fortified settlement with walls at least 25 feet tall and five feet thick. Many of the walled towns are almost as well fortified as strong castles, especially the frontier towns.

Kt., Sqr., Sgt., Men, P.Sgt., Yeomen, Serfs, Militia, Mercen.: A listing of all the various classes of troops and their numbers which will be available from a particular demesne. These are summarized at the bottom of each Great Lord's section.

Households: The number of households or families in the region.

Total Pop.: The total population of the region; generally households x 10.

Fief Revenue: The revenues accruing to a particular Lord from his demesne (essentially the result of crop sales, etc.) after his household and personal troops have been taken care of.

Tax/Rents: The amount received by a Lord and by his Overlord from other sources of income besides his personal holdings. These are usually feudal fees and the like paid by vassal to Lord. Note: both the Lord and his Overlord obtain a like amount; the vassal does not simply pass the monies to his superior. In the case of the King, he can expect to receive monies of this type only from his Royal Demesne. Arden men all hate paying taxes and avoid them with an eagerness that should be applauded. Thus, the Royal taxes amount to only 10% of the taxes indicated in those areas solidly loyal to the King.

MAP 1 THE TREGARON MARCHES

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeoman	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
EARL of ATTENBOROUGH																
Attenborough Castle	Earl	H.R.H.	C5	40	40	120	400	120	600	1200	-	200	1470	14700	735	368
Market Rasen		Attenbro.	F.Town	-	-	-	-	-	-	-	215	-	160	1600	160	-
Cromer		Attenbro.	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Saffron Walden		Attenbro.	F.Town	-	-	-	-	-	-	-	190	-	140	1400	140	-
Belton Castle	Bt.	Attenbro.	C2	12	12	36	120	36	180	360	-	-	441	4410	221	110
Belton		Belton	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Rotheringham Castle	Bt.	Attenbro.	C3	20	20	60	200	60	300	600	-	100	735	7350	368	184
Knotty Green		Roth.	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Penn Castle	Kt.	Attenbro.	C1	7	7	21	70	21	105	210	-	-	257	2570	129	65
Penn		Penn	town	-	-	-	-	-	-	-	80	-	60	600	30	15
Beaconsfield Castle	Kt.	Attenbro.	C1	5	5	15	50	15	75	150	-	-	172	1720	86	43
Beaconsfield		Beacon.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Totals				84	84	252	840	252	1260	2520	1030	300	3845	38450	2279	785
BARON BUDE																
Bude Castle	Bn.	H.R.H.	C4	26	26	78	260	78	390	780	-	80	956	9560	478	239
Bude		Bude	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Nark		Bude	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Nantes Castle	Bt.	Bude	C1	10	10	30	100	30	150	300	-	20	368	3680	184	92
King's Hill*		Bude	F.Town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Totals				36	36	108	360	108	540	1080	385	100	1614	16140	952	331
BARON ABERAYTON																
White Castle	Bn.	H.R.H.	C4	31	31	93	310	93	465	930	-	100	1139	11390	570	285
Tewksbury		Aberayton	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Folkstone		Aberayton	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Aberayton (Port)*	Bn.	H.R.H.	F.Town	-	-	-	-	-	-	-	2700	250	2000	20000	2000	-
St. Austell's Castle	Bn.	H.R.H.	C1	7	7	21	70	21	105	210	-	-	257	2570	129	65
Rosebury (Port)		Aberayton	town	-	-	-	-	-	-	-	225	-	170	1700	170	-
Porthcawl (Port)		Aberayton	town	-	-	-	-	-	-	-	215	-	160	1600	160	-
Auldford Castle	Kt.	Aberayton	C1	8	8	24	80	24	120	240	-	-	294	2940	147	74
Wisbech		Auldford	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Girvan Castle	Bt.	Aberayton	C2	12	12	36	120	36	180	360	-	-	441	4410	221	110
Girvan		Girvan	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Alderson Castle	Kt.	Aberayton	C1	7	7	21	70	21	105	210	-	-	257	2570	129	65
Alderson		Alderson	town	-	-	-	-	-	-	-	135	-	100	1000	100	-
Totals				65	65	195	650	195	975	1950	3880	350	5268	52680	4076	599

MAP 2: THE NORTH COAST

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
EARL of ROXBURGH		H.R.H.														
Roxburgh Castle	Earl	H.R.H.	C6	40	40	120	400	120	600	1200	-	120	1470	14700	735	368
Roxburgh		Roxburgh	town	-	-	-	-	-	-	-	215	-	160	1600	160	-
Bywater		Roxburgh	town	-	-	-	-	-	-	-	110	-	80	800	80	-
Ashbourne		Roxburgh	town	-	-	-	-	-	-	-	190	-	140	1400	140	-
Princeton*		Roxburgh	F.Town	-	-	-	-	-	-	-	1300	130	1000	10000	1000	-
Romsey Castle	Bt.	Roxburgh	C2	15	15	45	120	45	225	450	-	-	550	5500	275	140
Romsey		Romsey	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Rye (Port)		Romsey	town	-	-	-	-	-	-	-	140	-	100	1000	100	-
Maldon Castle	Bt.	Roxburgh	C3	20	20	60	160	60	300	600	-	60	735	7350	370	185
Missenden (Port)		Maldon	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Holmer Castle	Kt.	Roxburgh	C1	5	5	15	40	15	75	150	-	-	180	1800	90	45
Holmer Green		Holmer	town	-	-	-	-	-	-	-	110	-	80	800	80	-
Port Talbot*	Earl	H.R.H.	F.Town	-	-	-	-	-	-	-	1300	200	1000	10000	1000	-
Talbot Citadel	Earl	H.R.H.	C5	15	15	60	200	-	-	-	-	-	-	-	-	-
Andover Castle	Kt.	Roxburgh	C1	8	8	24	64	24	120	250	-	-	402	4020	201	100
Woburn Green		Andover	town	-	-	-	-	-	-	-	90	-	70	700	70	-
Aylesbury	Duke	H.R.H.	F.Town	-	-	-	-	-	-	-	1100	100	800	8000	800	-
Totals				108	108	324	984	324	1320	2640	4835	610	6977	69770	5311	798
BARON MILTON																
Milton Hall	Bn.	H.R.H.	C5	44	44	132	355	132	660	1320	-	150	2156	21560	1078	539
Watton		Milton	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Tetbury		Milton	town	-	-	-	-	-	-	-	190	-	140	1400	140	-
Reading Castle	Bt.	Milton	C2	16	16	48	130	48	240	500	-	-	600	6000	300	150
Brixton Green		Reading	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Reading		Reading	town	-	-	-	-	-	-	-	225	-	170	1700	170	-
Totals				60	60	180	485	180	900	1820	670	150	3256	32560	1878	689
BARON KETTERING		H.R.H.														
Kettering Castle	Bn.	H.R.H.	C4	33	33	100	265	100	500	1000	-	100	1225	12250	613	307
Ketterington		Ketter.	town	-	-	-	-	-	-	-	215	-	160	1600	160	-
Wrexham Castle	Kt.	Ketter.	C1	8	8	24	64	24	120	250	-	-	402	4020	201	100
Wrexham		Wrexham	town	-	-	-	-	-	-	-	200	-	150	1500	150	-
Tavistock Castle	Kt.	Ketter.	C2	14	14	45	115	45	210	420	-	-	516	5160	258	129
Creston		Tavis.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Rushton Abbey	Abbot	Ketter.	C1	5	5	15	50	15	50	200	-	-	200	2000	100	50
Rushton		Abbey	town	-	-	-	-	-	-	-	135	-	100	1000	100	-
Totals				60	60	184	494	184	880	1880	770	100	2753	27530	1672	586

MAP 3: THE NORTH COAST

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop	Fief Revenue	Tax/Rents
EARL of HULL		H.R.H.														
Whitley Castle	Earl	H.R.H.	C4	27	27	81	216	81	400	800	-	100	980	9800	490	245
Whitley		Hull	town	-	-	-	-	-	-	-	130	-	130	1300	130	-
Hampden		Hull	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Faulness Castle		Hull	SK	3	3	10	30	10	15	50	-	-	60	600	30	15
Faulness (Port)		Hull	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Iffly		Hull	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Cope Shroves (Port)*		Hull	F.Town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Stonehaven Castle	Bt.	Hull	C2	16	16	48	130	48	240	500	-	-	600	6000	300	150
Stonehaven (Port)		Stonehvn.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Sark (Port)		Stonehvn.	town	-	-	-	-	-	-	-	110	-	80	800	80	-
Roxly		Stonehvn.	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Dunton Castle		Hull	SK	3	3	10	30	10	15	50	-	-	60	600	30	15
Barton Tower		Hull	SK	3	3	10	30	10	15	50	-	-	60	600	30	15
Dunton		Hull	town	-	-	-	-	-	-	-	250	-	190	1900	190	-
Hull (Port)*		Hull	F.Town	-	-	-	-	-	-	-	1900	200	1400	14000	1400	-
Totals				52	52	159	436	159	685	1450	4650	450	5260	52600	4380	440
BARON HYDE (Isle of Hyde)																
Hyde Castle	Bn.	-	C3	18	18	60	160	60	500	1000	-	100	1185	11850	593	297
Hyde		Hyde	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Whitby (Port)		Hyde	town	-	-	-	-	-	-	-	105	100	80	800	80	-
Witton		Hyde	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Wye (Port)		Hyde	town	-	-	-	-	-	-	-	105	100	80	800	80	-
Marr Castle		Hyde	SK	3	3	10	30	10	15	50	-	-	60	600	30	15
Gram Tower		Hyde	SK	6	6	20	60	10	15	50	-	-	63	630	30	15
Gram (Port)		Hyde	town	-	-	-	-	-	-	-	95	100	70	700	70	-
Montfort Castle	Kt.	Hyde	SK	3	3	10	50	10	75	75	-	-	125	1250	65	35
Montfort (Port)		Montfft.	town	-	-	-	-	-	-	-	105	100	80	800	80	-
Dark Tower	Kt.	Hyde	SK	6	6	20	60	10	200	50	-	-	200	2000	100	50
Darkpool (Port)		Dark.	town	-	-	-	-	-	-	-	130	100	100	1000	100	-
Totals				36	36	120	360	100	805	1225	765	600	2213	22130	1390	412

MAPS 4-6: THE CHANNEL ISLANDS

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
BARON ALTON (Isle of Alton)																
Alton Castle	Bn.	—	C3	13	13	40	110	40	250	400	-	100	527	5270	264	132
Del (Port)		Alton	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Bel (Port)		Alton	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Mindee (Port)		Alton	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
St. Helier (Port)		Alton	F.Town	-	-	-	-	-	-	-	1300	500	970	9700	970	-
Sand (Port)		Alton	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Marlinton (Port)		Alton	F.Town	-	-	-	-	-	-	-	1000	500	720	7200	720	-
Malt		Alton	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Marsden Tower	Kt.	Alton	SK	8	8	24	80	24	160	250	-	-	331	3310	166	83
Marsden		Marsden	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Black Tower	Kt.	Alton	SK	8	8	24	80	24	160	250	-	-	330	3300	165	83
Torney (Port)		Black	town	-	-	-	-	-	-	-	250	-	190	1900	190	-
Fogr (Port)		Black	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Kelt (Port)		Black	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Van (Port)		Black	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Or (Port)		Black	town	-	-	-	-	-	-	-	40	-	30	300	30	-
Bleakness Castle	Kt.	Alton	SK	7	7	21	70	21	105	210	-	-	260	2600	130	65
Bleakness (Port)		Bleakness	town	-	-	-	-	-	-	-	200	-	150	1500	150	-
Totals				36	36	109	340	109	775	1110	3825	1100	4138	41380	3565	363
BARON GRACE (Isle of Grace)																
Harbour Grace (Port)	Bn.	—	F.Town	-	-	-	-	-	-	-	1400	500	1040	10400	1040	-
Castle Grace		Grace	C3	15	15	50	250	50	225	500	-	100	593	5930	297	149
Sunk (Port)		Grace	town	-	-	-	-	-	-	-	55	-	40	400	40	-
Tiff Cove (Port)		Grace	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Black Cove (Port)		Grace	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Brack (Port)		Grace	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Isly (port)		Grace	town	-	-	-	-	-	-	-	55	-	40	500	40	-
Totals				15	15	50	250	50	225	500	1760	200	1903	19030	1607	149
BARON MEDWAY (Isles of Medway and Kirk)																
Medway Castle	Bn.	—	C4	16	16	60	250	50	300	650	-	200	765	7650	383	192
Sinton (port)		Medway	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Scoby (port)		Medway	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Dun (port)		Medway	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Ralston (Port)		Medway	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Middleport (port)	Kt.	Medway	F.Town	5	5	15	60	20	100	200	925	400	695	6950	695	-
Kirk (Port)		Middlept.	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Kettleby		Middlept.	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Seaton (Port)		Middlept.	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Totals				21	21	75	310	70	400	850	1625	600	1990	19900	1608	192

MAP 7: THE LAKE COUNTRY

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
EARL of WENDOVER		H.R.H.														
Wendover Castle	Earl	H.R.H.	C6	71	71	250	700	200	1100	2200	-	250	2678	26780	1339	670
Wendover		Wendover	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Lowestoft		Wendover	town	-	-	-	-	-	-	-	240	-	180	1800	180	-
Nickerson		Wendover	town	-	-	-	-	-	-	-	55	-	40	400	40	-
Canby		Wendover	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Alan Tower	Kt.	Wendover	SK	5	5	15	60	15	50	150	-	-	220	2200	110	55
Sudby		Alan	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Corin		Alan	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Wolverton Manor	Bt.	Wendover	C2	12	12	36	120	36	180	360	-	-	440	4400	220	110
Wolverton		Wolver.	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Sedgemor Castle	Bt.	Wendover	C4	25	25	75	200	75	400	1000	-	60	1125	11250	563	282
Olney		Sedge.	town	-	-	-	-	-	-	-	180	-	130	1300	130	-
Foxby		Sedge.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
New Hope		Sedge	F.Town	-	-	-	-	-	-	-	580	60	430	4300	430	-
Ellersby Manor	Bt.	Wendover	C2	14	14	45	115	45	210	420	-	-	516	5160	258	129
Ellersby		Ellersby	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Alton		Ellersby	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Brixton Manor	Kt.	Wendover	C1	7	7	21	70	21	105	210	-	-	260	2600	130	65
Brixly		Brixton	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Kilrae Castle	Bt.	Wendover	C3	26	26	80	210	80	400	800	-	60	980	9800	490	245
Lowe		Kilrae	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Kilrae		Kilrae	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Litle		Kilrae	town	-	-	-	-	-	-	-	65	60	50	500	50	-
Totals				160	160	522	1475	522	2440	5140	2095	490	7789	77890	4680	1556
BARON ANTRIM		H.R.H.														
Antrim Castle	Bn.	H.R.H.	C5	36	36	108	300	108	540	1100	-	150	1338	13380	669	335
Ternsby		Antrim	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Ambleside		Antrim	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
The Red Tower	Bt.	Antrim	C2	12	12	36	120	36	180	360	-	-	440	4400	220	110
Red Tower Town		Red Tower	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Talamore Castle	Bt.	Antrim	C3	16	16	60	250	50	300	650	-	60	765	7650	383	192
Marlowe		Talamore	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Ree		Talamore	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Flindon		Talamore	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Clarecastle	Bt.	Antrim	C1	12	12	36	120	36	180	360	-	-	440	4400	220	110
Clarecastle Town		Clarecas.	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Totals				76	76	240	790	240	1200	2470	860	210	3633	36330	2142	747

MAP 8: FALWORTHSHIRE

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
EARL of FALWORTH		H.R.H.														
Falworth Castle	Earl	H.R.H.	C6+	50	50	150	600	150	1000	1500	-	250	2025	20250	1013	507
Cambridge Town*		Falworth	F.Town	-	-	-	-	-	-	-	1300	100	975	9750	975	-
Leiston		Falworth	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Evesham		Falworth	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
St. Neots		Falworth	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Southby		Falworth	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Bexhill Tower	Kt.	Falworth	C1	7	7	21	70	40	150	300	-	-	375	3750	188	94
Bexhill		Bexhill	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Kinsal		Bexhill	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Hilton Manor	Kt.	Falworth	C1	9	9	27	80	27	180	300	-	-	387	3870	194	97
Hilton		Hilton	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Sherburne Castle	Bt.	Falworth	C1	17	17	51	140	51	260	525	-	80	640	6400	320	160
Tiverton		Sherbrne.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Ridgely		Sherbrne.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Wells Manor	Kt.	Falworth	SK	5	5	15	50	15	100	150	-	-	203	2030	102	51
Wells		Wells	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Buckdon Manor	Kt.	Falworth	C1	8	8	24	80	24	160	250	-	-	331	3310	166	83
Bolton Manor	Bt.	Falworth	C3	27	27	81	220	81	420	850	-	100	1025	10250	513	257
Bolton		Bolton	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Leekston		Bolton	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Kendall Castle	Duke	H.R.H.	C4	43	43	140	360	140	660	1300	-	250	1607	16070	804	402
Brill		Falworth	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Tinton		Falworth	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Hendon		Falworth	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Totals				166	166	509	1600	529	2930	5175	5065	780	8958	89580	5665	1651

MAP 8: FALWORTHSHIRE (CONT.)

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeo men	Serfs	Militia	Mercen	Households	Total Pop.	Fief Revenue	Tax/ Rents
EARL of HUNTINGDON			H.R.H.													
Huntingdon Castle	Earl	H.R.H.	C4	37	37	112	300	112	560	1110	-	150	1365	13650	683	342
Huntingdon		Hunting.	F.Town	-	-	-	-	-	-	-	200	-	150	1500	150	-
St. Ives		Hunting.	town	-	-	-	-	-	-	-	340	-	250	2500	250	-
Millend		Hunting.	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Foxham		Hunting.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Tengly Green		Hunting.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Moxly		Hunting.	town	-	-	-	-	-	-	-	55	-	40	400	40	-
Tifton Manor	Kt.	Hunting.	C1	8	8	24	80	24	120	240	-	-	294	2940	147	74
Tifton		Tifton	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Stratton Manor	Kt.	Hunting.	C1	10	10	30	80	30	150	300	-	-	368	3680	184	92
Stratton		Stratton	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Ramsey Manor	Kt.	Hunting.	C1	9	9	27	80	27	120	250	-	-	807	8070	404	202
Ramsey		Ramsey	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Bourne Manor	Kt.	Hunting.	C1	10	10	30	80	30	150	300	-	-	368	3680	184	92
Bourne		Bourne	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Corby Manor	Kt.	Hunting.	C1	11	11	33	90	33	350	300	-	-	520	5200	260	130
Corby Town		Corby	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Totals				85	85	256	710	256	1450	2500	1400	150	4772	47720	2912	932
ROYAL DEMESNE		H.R.H.														
Dunstable Castle	Cons.	H.R.H.	C3	17	17	60	140	60	260	500	-	60	625	6250	313	157
Dunstable*		H.R.H.	F.Town	-	-	-	-	-	-	-	400	100	300	3000	300	-

MAP 9: THE WOLF HILLS COUNTRY

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
BARON BRISTOL		H.R.H.														
Bristol Castle	Bn.	H.R.H.	C2	30	30	90	300	90	500	900	-	150	1140	11400	570	285
Larchmont		Bristol	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Buckleston		Bristol	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Lakeview Village		Bristol	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Village-Across-Lake		Bristol	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Tuck's Hamlet		Bristol	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Totals				30	30	90	300	90	500	900	575	150	1570	15700	1000	285
BARON PONSENBY		H.R.H.														
Ponsenby Hall	Bn.	H.R.H.	C2	14	14	45	115	45	300	420	-	-	585	5850	293	147
Ponsenby Town		Ponsenby	town	-	-	-	-	-	-	-	215	-	160	1600	160	-
Totals				14	14	45	115	45	300	420	215	-	745	7450	453	147
BARON RIPON		H.R.H.														
Ripon Castle	Bn.	H.R.H.	C2	15	15	45	120	45	400	475	-	-	701	7010	350	175
Ripon Town		Ripon	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Totals				15	15	45	120	45	400	475	160	-	821	8210	470	175
BARON TAMWORTH		H.R.H.														
Tamworth Castle	Bn.	H.R.H.	SK	7	7	21	70	21	400	210	-	-	480	4800	240	120
Woodvale Village		Tamworth	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Totals				7	7	21	70	21	400	210	150	-	590	5900	350	120
BARON ROMLEY		H.R.H.														
Romley Castle	Bn.	H.R.H.	C2	24	24	72	200	72	360	720	-	100	882	8820	441	220
Romley		Romley	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Malton		Romley	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Totals				24	24	72	200	72	360	720	260	100	1082	10820	641	220
BARON HAMBLETON		H.R.H.														
Hawk's Hold	Bn.	H.R.H.	SK	7	7	21	70	21	800	250	-	-	845	8450	423	222
Hambleton		Hambleton	Town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Mary's Port (Port)		Hambleton	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Smuggler's Point (Port)	Hambleton		town	-	-	-	-	-	-	-	80	-	30	300	300	-
Blackport (Port)		Hambleton	town	-	-	-	-	-	-	-	215	-	160	1600	160	-
Totals				7	7	21	70	21	800	250	630	-	1285	12850	1133	222

MAP 10: VALDORSHIRE

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
ROYAL DEMESNE	H.R.H.															
Valdor Castle	Cons.	H.R.H.	C6+	52	52	160	520	160	360	2080	-	200	1990	19900	995	498
Valdor Town (Port)	Sher.	H.R.H.	F.Town	-	-	-	-	-	-	-	4600	200	3450	34500	3450	-
Hemsley		H.R.H.	town	-	-	-	-	-	-	-	200	-	140	1400	140	-
Skipton Hall	Cons.	H.R.H.	C1	8	8	24	80	24	120	300	-	-	340	3400	170	85
Skipton		H.R.H.	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Blackport (Port)		H.R.H.	F.Town	-	-	-	-	-	-	-	320	-	240	2400	240	-
Totals				60	60	184	600	184	480	2380	5295	400	6290	62900	5125	583
BARON TIMBRIDGE		H.R.H.														
Timbridge Manor	Bn.	H.R.H.	C2	15	15	45	120	45	225	500	-	-	590	5900	295	148
Timbridge		Timbr.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Tipley		Timbr.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Totals				15	15	45	120	45	225	500	260	-	790	7900	495	148
EARL of STONEBURY		H.R.H.														
Stonebury Castle	Earl	H.R.H.	C4	15	15	45	120	45	225	500	-	100	580	5800	290	145
Scalby		Stone.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Pickering		Stone.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Rede Castle	Earl	H.R.H.	C4	21	21	70	170	70	150	630	-	100	650	6500	325	163
Belliston		Stone.	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Rosser		Stone.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Rothbury Castle	Bt.	Stone.	C1	15	15	45	120	45	225	500	-	-	590	5900	295	148
Rothbury		Rothbury	town	-	-	-	-	-	-	-	210	-	160	1600	160	-
Midgely		Rothbury	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Bridlington Manor	Bt.	Stone.	C1	12	12	36	120	36	180	360	-	-	441	4410	221	110
Bridlington		Bridling.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Belford		Bridling.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Tyne Castle	Earl	H.R.H.	C3	22	22	70	180	70	150	650	-	100	665	6650	333	167
Otterburn		Stone.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Foxcheap		Stone.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Thurston Manor	Bt.	Stone.	C1	14	14	45	120	45	225	450	-	-	570	5700	285	143
Thurston		Thurston	town	-	-	-	-	-	-	-	180	-	140	1400	140	-
Totals				99	99	311	830	311	1155	3090	1395	300	4556	45560	2809	876

MAP 10: VALDORSHIRE (CONT.)

Demesne/Town	Lord	Overlord	Type	Kts.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militai	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
BARON AYCLIFFE		H.R.H.														
Aycliffe Castle	Bn.	H.R.H.	C3	21	21	70	180	70	320	650	-	100	760	7600	380	190
Aycliffe		Aycliffe	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Eston (Port)		Aycliffe	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Blyth Tower	Bt.	Aycliffe	C2	18	18	60	150	60	270	500	-	-	630	6300	315	158
Morpeth		Blyth	town	-	-	-	-	-	-	-	230	-	170	1700	170	-
Amble (Port)		Blyth	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Hollyvale		Blyth	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Mosley		Blyth	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Totals				39	39	130	320	150	590	1150	815	100	2000	20000	1305	348

MAP 11: ANDOVERSHIRE

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	S.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
EARL of ANOVER		H.R.H.														
Andover Castle	Earl	H.R.H.	C6	66	66	200	540	200	1000	2000	-	200	2450	24500	1225	613
Andover Town		Andover	town	-	-	-	-	-	-	-	300	-	220	2200	220	-
Flackwell Heath		Andover	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Ayreton		Andover	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Tudwell		Andover	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Trent Castle	Kt.	Andover	C1	9	9	27	80	27	140	300	-	-	355	3550	178	89
Byton		Trent	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Wycombe Castle	Earl	Andover	C5	56	56	170	460	170	840	1700	-	160	2075	20750	1038	519
Dynchurch		Wycombe	town	-	-	-	-	-	-	-	310	-	230	2300	230	-
Blakeslee		Wycombe	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Hughenden Vale		Wycombe	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Ravenshold Castle	Bt.	Andover	C2	25	25	75	200	75	380	720	-	60	900	9000	450	225
Ravensbury		Ravens.	town	-	-	-	-	-	-	-	230	-	170	1700	170	-
Sutton		Ravens.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Cullen Castle	Bt.	Andover	C2	25	25	75	200	75	380	720	-	60	900	9000	450	225
Cullen Town		Cullen	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Totals				181	181	547	1480	547	2700	5440	1870	480	8080	80800	4741	1671

EARL of BLACKMOOR		H.R.H.														
Eastport Town (Port)*	Earl	H.R.H.	F.Town	-	-	-	-	-	-	-	3200	500	2375	23750	2375	-
Eastport Castle	Earl	H.R.H.	C4	41	41	130	340	130	620	1200	-	100	1490	14900	745	373
Blackmoor Castle	Earl	H.R.H.	C4	31	31	93	310	93	465	930	-	100	1139	11390	570	285
Lymington (Port)		Blackmoor	town	-	-	-	-	-	-	-	200	-	140	1400	140	-
Newport Castle	Earl	H'R'H'	SK	5	5	15	50	15	80	200	-	60	225	2250	113	57
Newport (Port)		Blackmoor	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Ryde Castle	Earl	H.R.H.	SK	5	5	15	50	15	80	200	-	-	225	2250	113	57
Ryde (Port)		Blackmoor	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Fleetwood Castle	Bt.	Blackmoor	C2	15	15	45	120	45	225	450	-	-	550	5500	275	138
Fleetwood Town		Fleetwood	town	-	-	-	-	-	-	-	280	-	200	2000	200	-
Chumley Manor	Bt.	Blackmoor	SK	15	15	45	120	45	225	450	-	-	550	5500	275	138
Chumton		Chumley	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Huntley		Chumley	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Rexton Manor	Kt.	Blackmoor	SK	7	7	21	70	21	105	210	-	-	257	2570	129	65
Rexton		Rexton	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Berwick Manor	Bt.	Blackmoor	C3	28	28	84	230	84	420	840	-	80	1030	10200	515	258
Berwick		Berwick	town	-	-	-	-	-	-	-	280	-	200	2000	200	-
Totals				147	147	448	1290	448	2220	4480	4535	840	8811	88110	6080	1371

MAP 12: THE THORIEN MARCHES

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Stg.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
DUKE of ALBION		H.R.H.														
Albion Castle	Duke	H.R.H.	C6+	80	80	240	640	240	1200	2500	-	300	3000	30000	1500	750
Brenham		Albion	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Cherry Hill		Albion	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Elmdale		Albion	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Edgemoor Castle	Bt.	Albion	C2	21	21	63	180	21	100	800	-	40	700	7000	350	175
Leesville		Edgemoor	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Ranson Castle	Bt.	Albion	C1	11	11	33	90	33	180	330	-	-	420	4200	210	105
Somerset Castle	Bt.	Albion	C1	13	13	40	105	40	200	400	-	-	490	4900	245	123
Cliffton		Somerset	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Brinton		Somerset	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Carleton Hall	Bt.	Albion	C1	11	11	33	90	33	180	330	-	-	420	4200	210	105
Edgewood		Carleton	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Auburn Castle	Bt.	Albion	C4	31	31	93	310	93	465	930	-	100	1490	14900	745	373
Brewton		Auburn	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Ravenscroft		Auburn	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Alford		Auburn	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Kenwood Castle	Bt.	Albion	C1	24	24	72	200	72	360	720	-	100	882	8820	441	220
Kenwood Town		Kenwood	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Fordwich		Kenwood	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Castle Rising	Bt.	Albion	C5	16	16	50	130	50	240	500	-	60	600	6000	300	150
Maybank		Rising	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Hampden		Rising	town	-	-	-	-	-	-	-	190	-	140	1400	140	-
Oak Hill		Rising	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Red Oaks		Rising	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Tennant Castle	Bt.	Albion	C1	12	12	36	100	36	200	400	-	-	480	4800	240	120
Sturgess Castle	Kt.	Albion	C1	8	8	24	64	24	130	260	-	-	315	3150	158	79
Arkham		Sturgess	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Wisford (Port)		Sturgess	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Totals				227	227	684	1909	641	3255	7170	2285	600	10517	105170	6119	2199
ROYAL DEMESNE		H.R.H'														
Tarnston	Sher.	H.R.H.	C1	10	10	40	100	-	-	-	4200	500	3120	31200	3120	-

MAP 13: SOUTH TREGARON MARCHES

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
BARON AFTON		H.R.H.														
Afton Castle	Bn.	H.R.H.	C2	20	20	60	160	60	400	300	-	100	580	5800	290	145
St. Alban's		Afton	F.Town	-	-	-	-	-	-	-	265	-	200	2000	200	-
Bloomfield		Afton	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Blain Castle	Bt.	Afton	C1	12	12	36	100	36	240	240	-	-	400	4000	200	100
Deer Run		Blain	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Lakeridge Manor	Kt.	Afton	SK	4	4	12	40	12	80	120	-	-	150	1500	75	38
Lakeridge		Lakeridge	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Totals				36	36	108	300	108	720	660	675	100	1640	16400	1075	283
BARON ROCKINGHAM		H.R.H.														
Rockingham Castle	Bn.	H.R.H.	C3	40	40	120	320	120	1000	1200	-	200	1770	17700	885	443
Philburgh		Rocking.	F.Town	-	-	-	-	-	-	-	460	60	340	3400	340	-
Westborough		Rocking.	F.Town	-	-	-	-	-	-	-	420	60	310	3100	310	-
Ashford Manor	Bt.	Rocking.	C1	13	13	40	110	40	260	240	-	-	340	3400	170	85
Keswick		Ashford	F.Town	-	-	-	-	-	-	-	400	-	290	2900	290	-
Totals				53	53	160	440	160	1260	1440	1280	320	3050	30500	1995	528
BARON DURHAM		H.R.H.														
Durham Castle	Bn.	H.R.H.	C4	34	34	105	275	105	700	700	-	160	1155	11550	578	289
Durham Town		Durham	F.Town	-	-	-	-	-	-	-	340	60	250	2500	250	-
Morefield Manor	Bt.	Durham	C1	14	14	42	115	42	280	300	-	-	477	4770	239	120
Amesbury Manor	Kt.	Durham	SK	8	8	24	64	24	200	200	-	-	320	3200	160	80
Amesbury		Amesbury	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Totals				56	56	171	454	171	1180	1200	445	220	2282	22820	1307	589

MAP 14: THE RICHMOND FOREST (RICHMONDSHIRE)

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
EARL of RICHMOND		H.R.H.														
Richmond Castle	Earl	H.R.H.	C6	40	40	120	320	120	1000	1200	-	250	2500	25000	1250	625
Rockston		Richmond	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Oakdale		Richmond	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Stafford Castle	Bn.	Richmond	C3	37	37	120	300	100	900	1200	-	200	1670	16700	835	418
Evensham		Stafford	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Yorkdale		Stafford	F.Town	-	-	-	-	-	-	-	240	-	180	1800	180	-
Kingston	Duke	H.R.H.	F.Town	-	-	-	-	-	-	-	440	80	330	3300	330	-
Lee Manor	Bt.	Richmond	C2	17	17	55	140	55	400	500	-	100	720	7200	180	180
Goldville		Lee	F.Town	-	-	-	-	-	-	-	150	100	110	1100	110	-
Rocheford		Lee	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Totals				94	94	295	760	295	2300	2900	1375	730	5920	50200	3295	1223

MAP 15: BERKLEYSHIRE

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
EARL of BERKLEY																
Berkley Castle	Earl	H.R.H.	C6+	100	100	400	1000	400	1500	3000	-	500	3750	37500	1875	938
Berkley Town*	Earl	H.R.H.	F.Town	-	-	-	-	-	-	-	2000	200	1475	14750	1475	-
Old Berkley		Berkley	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Rockhampton		Berkley	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Thomas' Tower	Bt.	Berkley	C2	14	14	42	120	42	210	420	-	-	510	5100	255	128
Nigelton		Thomas	F.Town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Trevorton Castle	Bn.	Berkley	C4	44	44	140	360	140	660	1320	-	160	1620	16200	810	405
Halesham		Trevor.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Trevorton		Trevor.	F.Town	-	-	-	-	-	-	-	220	-	160	1600	160	-
Risborough		Trevor.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Spinneymoor		Trevor.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Tipton		Trevor.	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Belston Manor	Bt.	Berkley	C1	13	13	40	120	40	200	400	-	-	485	4850	243	122
Belston		Belston	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Marston Castle	Bn.	Berkley	C2	30	30	100	240	100	460	1000	-	120	1190	11900	595	298
Marston		Marston	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Leyhill		Marston	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Mulbury		Marston	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Totals				201	201	722	1840	722	3030	6140	3615	980	10240	102400	6463	1891
BARON DELBURNE																
Delburne Castle	Bn.	H.R.H.	C3	37	37	120	300	120	560	1100	-	120	1360	13600	680	340
Shady Grove		Delburne	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Enderby		Delburne	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Totals				37	37	120	300	120	560	1100	255	120	1550	15500	870	340
ROAYAL DEMESNE																
Dunston Castle	Cons.	H.R.H.	C4	36	36	120	360	120	540	1200	-	100	1400	14000	700	350
Dunston	Sher.	H.R.H.	F.Town	-	-	-	-	-	-	-	1500	500	1125	11250	1125	-
Roxbro Castle	Cons.	H.R.H.	C1	10	10	30	80	30	170	300	-	80	380	3800	190	95
Deerbourne		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Wing		H.R.H.	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Totals				46	46	150	440	150	810	1500	1755	680	3095	30950	2205	445

MAP 15: BERKLEYSHIRE (CONT.)

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
BARON ROYSTON		H.R.H.														
Royston Castle	Bn.	H.R.H.	C3	32	32	100	260	100	480	960	-	100	1180	11800	590	295
Pine Grove		Royston	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Shrewsbury Manor	Bt.	Royston	C2	17	17	60	140	60	260	500	-	60	625	6250	313	157
Shrewsbury		Shrews.	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Foxton		Shrews.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Totals				49	49	160	400	160	740	1460	395	160	2085	20850	1193	452
BARON HILLSBRO		H.R.H.														
Hillsbro Manor	Bn.	H.R.H.	C2	16	16	50	130	50	240	500	-	60	600	6000	300	150
Hillsbro		Hillsbro	town	-	-	-	-	-	-	-	175	-	130	1300	130	-
Totals				16	16	50	130	50	240	500	175	60	730	7300	430	150

MAP 16: PEMBROOKSHIRE

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
EARL of PEMBROOKE		H.R.H.														
Pembrooke Castle	Earl	H.R.H.	C5	93	93	375	740	300	1400	2800	-	300	3200	32000	1600	800
Rixton		Pembrooke	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
North Ewing		Pembrooke	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Fairdale		Pembrooke	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Castleview		Pembrooke	town	-	-	-	-	-	-	-	190	-	140	1400	140	-
South Ewing		Pembrooke	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Wolverton Manor	Bt.	Pembrooke	C1	10	10	30	80	30	150	300	-	-	360	3600	180	90
Huxley		Wolver.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Stamford Manor	Kt.	Pembrooke	SK	6	6	20	35	20	90	200	-	-	220	2200	110	55
Stamford		Stamford	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Westridge Manor	Bt.	Pembrooke	SK	11	11	35	90	35	180	340	-	-	425	4250	213	107
Westridge		Westridge	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Battleford Manor	Bt.	Pembrooke	C3	16	16	50	130	50	240	500	-	-	600	6000	300	150
Battleford	Battlefd.		town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Bainbridge Manor	Bt.	Pembrooke	C2	14	14	45	115	45	220	440	-	-	540	5400	270	135
Bainbridge		Bainbdge.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Poltarth Manor	Bt.	Pembrooke	C1	11	11	35	90	35	180	340	-	-	425	4250	213	107
Stonybrook Manor	Bt.	Pembrooke	C2	12	12	36	100	36	180	360	-	-	435	4350	218	109
Stonybrook		Stonybrk.	F.Town	-	-	-	-	-	-	-	280	100	210	2100	210	-
Fairfax Manor	Bn.	Pembrooke	C2	27	27	90	220	80	400	800	-	100	975	9750	488	244
Exeter Castle	Bn.	Pembrooke	C1	25	25	80	200	80	380	800	-	100	960	9600	480	240
Oxbridge		Exeter	F.Town	-	-	-	-	-	-	-	240	-	170	1700	170	-
By-Water Castle	Earl	H'R.H.	C4	52	52	160	420	160	780	1600	-	300	2000	20000	1000	500
Waterfrod		Pembrooke	F.Town	-	-	-	-	-	-	-	320	100	240	2400	240	-
Scofield		Pembrooke	F.Town	-	-	-	-	-	-	-	220	60	160	1600	160	-
Banebridge		Pembrooke	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Bisham		Pembrooke	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Haven		Pembrooke	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Austerley Castle	Bn.	Pembrooke	C3	25	25	80	200	80	380	800	-	100	960	9600	480	240
Austerley		Austerley	F.Town	-	-	-	-	-	-	-	330	100	250	2500	250	-
Bridgeview		Austerley	F.Town	-	-	-	-	-	-	-	170	60	130	1300	130	-
Bayton		Austerley	town	-	-	-	-	-	-	-	170	-	130	1300	130	-
Ashby		Austerley	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Totals				302	302	1036	2220	1036	4500	9280	3450	1320	15840	158400	8132	2537

MAP 16: PEMBROOKSHIRE (CONT.)

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
BARON BLATCHFORD																
Blatchford Castle	Bn.	H.R.H.	C4	37	37	120	300	120	560	1100	-	120	1360	13600	680	340
Creve		Blatchfd.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Lakeview		Blatchfd.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Henley		Blatchfd.	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Totals				37	37	120	300	120	560	1100	375	120	1360	13600	680	340
BARON STORM																
Stormgate Castle	Bn.	H.R.H.	C2	27	27	90	220	80	400	800	-	100	975	9750	488	244
Stormgate Town		Storm	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Hambleton		Storm	F.Town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Loftsbourough		Storm	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Totals				27	27	90	220	80	400	800	420	100	1285	13150	798	244
ROYAL DEMESNE																
Severn Castle	Cons.	H.R.H.	C2	17	17	60	140	60	260	500	-	60	625	6250	313	157
Carbury		H.R.H.	F.Town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Minster		H.R.H.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Norcross Manor	Cons.	H.R.H.	C1	11	11	35	90	35	180	340	-	-	425	4250	213	107
Norcross		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Hellstrom Castle	Cons.	H.R.H.	C4	32	32	100	260	100	480	960	-	100	1180	11800	590	295
Colby		H.R.H.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Lenox		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Totals				60	60	195	490	195	920	1800	575	160	2660	26600	1546	559
FREE TOWNS																
Casterbridge*		H.R.H.	F.Town	-	-	-	-	-	-	-	2000	200	1240	12400	1240	620

MAP 17: WARWICKSHIRE

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
EARL of WARWICK		H.R.H.														
Warwick Castle	Earl	H.R.H.	C5	54	54	165	440	165	820	1640	-	200	2000	20000	1000	500
Warwick		Warwick	F.Town	-	-	-	-	-	-	-	1140	300	850	8500	850	-
Blackston		Warwick	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Flood Castle	Bt.	Warwick	C2	21	21	63	180	63	100	800	-	100	730	7300	365	183
Lane End		Flood	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Brewe		Flood	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Old Castle	Bt.	Warwick	C2	16	16	50	130	50	240	500	-	-	600	6000	300	150
Oldham		Oldcastle	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Cheapstowe		Oldcastle	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Chigley		Oldcastle	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Brecon Castle	Bn.	Warwick	C3	44	44	140	380	140	700	1400	-	200	1360	13600	680	340
Dram		Brecon	town	-	-	-	-	-	-	-	120	-	100	1000	100	-
Fulham		Brecon	town	-	-	-	-	-	-	-	120	-	100	1000	100	-
Putney		Brecon	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Buie		Brecon	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Dolbardan Castle	Bn.	Warwick	C3	26	26	90	220	80	400	800	-	100	975	9750	488	244
Alesbury		Dolbard.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Dolbardan		Dolbard.	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Camden		Dolbard.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Midtown		Dolbard.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Candleston Castle	Bt.	Warwick	C2	14	14	45	115	45	220	440	-	-	540	5400	270	135
Alesford		Candles.	town	-	-	-	-	-	-	-	240	-	170	1700	170	-
Flint Castle	Bn.	Warwick	C5	46	46	140	380	140	700	1400	-	200	1700	17000	850	425
Highgate		Flint	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Flint		Flint	F.Town	-	-	-	-	-	-	-	280	100	210	2100	210	-
Southwater		Flint	F.Town	-	-	-	-	-	-	-	350	100	260	2600	260	-
Finchley		Flint	town	-	-	-	-	-	-	-	190	-	140	1400	140	-
Camberwick Green		Flint	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Armdale Castle	Earl	H.R.H.	C3	18	18	52	150	54	270	540	-	100	660	6600	330	165
Armsdale		Warwick	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Hurley		Warwick	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Whitecastle	Bn.	Warwick	C3	20	20	60	200	60	300	600	-	100	725	7250	363	182
Whitecastle		Whitcas.	F.Town	-	-	-	-	-	-	-	220	100	160	1600	160	-
Bourne End		Whitcas.	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Naphill		Whitcas.	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Weston		Whitcas.	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Totals				259	259	807	2195	797	3750	8120	5025	1600	11580	115800	8916	2324

MAP 17: WARWICKSHIRE (CONT.)

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
BARON HAWARDEN																
Hawarden Castle	Bn.	H.R.H.	C4	46	46	140	380	140	700	1400	-	160	1700	17000	850	425
Norton		Hawarden	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Walthamstowe		Hawarden	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Uston		Hawarden	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Frome		Hawarden	town	-	-	-	-	-	-	-	65	-	50	500	50	-
Dunbar Manor	Bt.	Hawarden	C2	14	14	45	115	45	220	440	-	-	540	5400	270	135
Dunbar		Dunbar	town	-	-	-	-	-	-	-	80	-	60	600	60	-
Blair Manor	Bt.	Hawarden	C1	10	10	30	80	30	150	300	-	-	360	3600	180	90
Islington		Blair	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Totals				70	70	215	575	215	1070	2140	650	160	3090	30900	1790	650
ROYAL DEMESNE																
Dunraven Castle	Cons.	H.R.H.	C6+	36	36	120	300	120	540	1100	-	200	1350	13500	675	338
Dunraven Town		H.R.H.	F.Town	-	-	-	-	-	-	-	300	100	230	2300	230	-
King's Cross		H.R.H.	town	-	-	-	-	-	-	-	150	-	110	1100	110	-
Rye		H.R.H.	F.Town	-	-	-	-	-	-	-	200	-	150	1500	150	-
Bothwell Manor	Cons.	H.R.H.	C1	9	9	27	72	27	150	270	-	40	350	3500	175	88
Bothwell		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Norton Manor	Cons.	H.R.H.	C1	11	11	33	90	33	180	330	-	40	400	4000	200	100
Knighton Castle	Cons.	H.R.H.	C3	25	25	75	200	25	375	750	-	100	850	8500	425	213
Totals				81	81	255	662	205	1245	2450	755	480	3250	32500	2045	739
FREE TOWNS																
Knightsbridge*		H.R.H.	F.Town	-	-	-	-	-	-	-	3600	500	2675	26750	2675	1500
Edmonton*		H.R.H.	F.Town	-	-	-	-	-	-	-	1350	250	995	9950	995	500

MAP 18: ARDENSHIRE (VALE OF ARDEN)

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
Arden Town*		H.R.H.	F.Town	-	-	-	-	-	-	-	2640	400	1980	19800	1980	990
Arden Castle		H.R.H.	C5	72	72	220	600	220	1100	2200	-	500	2700	27000	1350	675
Moreton		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	40
Upper Wallop		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	40
Middle Wallop		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	40
Lyton		H.R.H.	town	-	-	-	-	-	-	-	80	-	60	600	60	30
Ipswich		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	40
Midgely		H.R.H.	town	-	-	-	-	-	-	-	70	-	50	500	50	25
Theakston		H.R.H.	town	-	-	-	-	-	-	-	200	-	150	1500	150	75
Pollaw		H.R.H.	town	-	-	-	-	-	-	-	80	-	60	600	60	30
Turville		H.R.H.	town	-	-	-	-	-	-	-	105	-	80	800	80	40
Long Shot		H.R.H.	town	-	-	-	-	-	-	-	70	-	50	500	50	25
Whitehall Village		H.R.H.	town	-	-	-	-	-	-	-	220	-	160	1600	160	80
Lower Wallop		H.R.H.	town	-	-	-	-	-	-	-	360	-	270	2700	270	135
Shepperton*		H.R.H.	F.Town	-	-	-	-	-	-	-	960	100	720	7200	720	360
Whitehall*		H.R.H.	F.Town	-	-	-	-	-	-	-	3700	400	2750	27500	2750	1375
Westminster*		H.R.H.	F.Town	-	-	-	-	-	-	-	800	100	680	6800	680	340
Winchmore Castle	Cons.	H.R.H.	C5	52	52	160	420	160	800	1600	-	200	1950	19500	975	488
Crick		H.R.H.	town	-	-	-	-	-	-	-	190	-	140	1400	140	70
North Drayton		H.R.H.	town	-	-	-	-	-	-	-	80	-	60	600	60	30
West Drayton		H.R.H.	town	-	-	-	-	-	-	-	150	-	110	1100	110	55
Winchmore Hill		H.R.H.	town	-	-	-	-	-	-	-	120	-	90	900	90	45
Uxbridge*		H.R.H.	F.Town	-	-	-	-	-	-	-	500	160	835	8350	835	420
Fox Castle	Cons.	H.R.H.	C2	11	11	33	90	33	180	330	-	60	400	4000	200	100
Olney		H.R.H.	town	-	-	-	-	-	-	-	130	-	100	1000	100	50
Grimsby Dale		H.R.H.	town	-	-	-	-	-	-	-	120	-	90	900	90	45
Dark Tower	Cons.	H.R.H.	SK	5	5	15	40	15	75	150	-	20	180	1800	90	45
Chilton Castle	Cons.	H.R.H.	C4	24	24	70	180	70	360	740	-	100	890	8900	445	223
Soho Town		H.R.H.	town	-	-	-	-	-	-	-	200	-	150	1500	150	75
Marlston Castle	Cons.	H.R.H.	C2	17	17	60	140	60	260	500	-	60	625	6250	313	157
Prestwood Manor	Cons.	H.R.H.	C1	8	8	24	64	24	120	240	-	20	290	2900	145	73
Prestwood		H.R.H.	town	-	-	-	-	-	-	-	150	-	110	1100	110	55
Hornsby Manor	Cons.	H.R.H.	C2	17	17	60	140	60	260	500	-	60	625	6250	313	157
Hornsbridge		H.R.H.	town	-	-	-	-	-	-	-	130	-	110	1100	110	55
Ringwood		H.R.H.	town	-	-	-	-	-	-	-	130	-	110	1100	110	55
Totals				206	206	642	1674	642	3150	6260	11605	2180	16895	168950	13066	6538

MAP 18: ARDENSHIRE (CONT.)

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
BARON ALDERSON		H.R.H.														
Alderson Castle	Bn.	H.R.H.	C5	65	65	200	600	200	1000	2000	-	200	2400	24000	1200	600
Aldershot		Alderson	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Bagshot		Alderson	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Wynne		Alderson	town	-	-	-	-	-	-	-	95	-	70	700	70	-
Leadbury Manor	Bt.	Alderson	C1	10	10	30	80	30	150	300	-	-	360	3600	180	90
Tye		Leadbury	town	-	-	-	-	-	-	-	70	-	50	500	50	-
Lewes		Leadbury	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Totals				75	75	230	680	230	1150	2300	535	200	3160	31600	1780	690
EARL of ARUNDEL		H.R.H.														
Arundel Castle	Earl	H.R.H.	C4	60	60	200	500	200	900	1800	-	200	1900	19000	950	475
Amersham		Arundel	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Buckston		Arundel	town	-	-	-	-	-	-	-	70	-	50	500	50	-
Billingsgate		Arundel	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Bushy		Arundel	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Greenstead Manor	Bn.	Arundel	C1	16	16	50	140	50	240	480	-	60	580	5800	290	145
Smithfield		Greenstd.	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Lands End		Greenstd.	town	-	-	-	-	-	-	-	70	-	50	500	50	-
Richmond Manor	Bt.	Arundel	C1	13	13	40	120	40	200	400	-	-	480	4800	240	120
Norbury		Richmond	town	-	-	-	-	-	-	-	160	-	120	1200	120	-
Richmond		Richmond	town	-	-	-	-	-	-	-	340	100	250	2500	250	-
Gillingham		Richmond	town	-	-	-	-	-	-	-	130	-	100	1000	100	-
Cross Manor	Bt.	Arundel	C1	12	12	36	100	36	180	360	-	-	440	4400	220	110
Alcester		Cross	town	-	-	-	-	-	-	-	105	-	80	800	80	-
Woolwich Manor	Bt.	Arundel	C1	12	12	36	100	36	180	360	105	-	440	4400	220	110
Woolwich		Woolwich	town	-	-	-	-	-	-	-	240	-	175	1750	175	-
Woolbury		Woolwich	town	-	-	-	-	-	-	-	120	-	90	900	90	-
Chesham Manor	Bt.	Arundel	C1	13	13	40	120	40	200	400	-	-	480	4800	2400	120
Thorien Gate	Bn.	Arundel	C3	27	27	85	220	85	600	820	-	100	1140	11400	570	285
Totals				153	153	487	1300	487	2500	4620	1840	460	6755	67550	4025	1365

MAP 19: RADNOR

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
'BARON' GLAMORGAN																
Glamorgan Castle	Bn.	Rhys	C6	42	42	130	420	-	1260	640	-	-	1200	12000	1200	600
Glamorgan		Glamorgan	F.Town	-	-	-	-	-	300	-	600	200	600	6000	600	300
Totals				42	42	130	420	-	1560	640	600	200	1800	18000	1800	900
'EARL' of RADNOR																
Radnor Castle	Earl	Rhys	C5	27	27	81	300	-	1200	400	-	-	980	9800	980	490
Radnor		Radnor	F.Town	-	-	-	-	-	440	-	1000	300	960	9600	960	480
Llandovery Castle	Bn.	Radnor	C4	16	16	48	160	-	480	240	-	-	440	4400	440	220
Llandovery		Llandovery	F.Town	-	-	-	-	-	110	-	220	100	220	2200	220	110
Talgarth Castle	Bn.	Radnor	C4	21	21	63	220	-	800	320	-	-	685	6850	685	343
Talgarth		Talgarth	F.Town	-	-	-	-	-	300	-	525	100	550	5500	550	275
Llanfair		Talgarth	F.Town	-	-	-	-	-	260	-	460	100	480	4800	480	240
Totals				64	64	193	680	-	3590	960	2205	600	4315	43150	4315	2158
'EARL' PENDRAGON																
Pendragon Castle	Earl	Rhys	C6	30	30	90	300	-	1800	600	-	-	1460	14600	1460	730
Garth		Pendragon	F.Town	-	-	-	-	-	600	-	975	200	1050	10500	1050	525
Totals				30	30	90	300	-	2400	600	975	200	2510	25100	2510	1255
MOUNTAIN CLANS																
Pendennis	Chief.	Pendragon	10	-	-	-	300	-	1500	-	-	-	500	7710	210	21
Glendower	Chief.	Pendragon	9	-	-	-	200	-	750	-	-	-	250	3810	105	10
Jones	Chief.	Pendragon	7	-	-	-	100	-	600	-	-	-	200	2890	85	9
Totals				-	-	-	600	-	2850	-	-	-	950	14400	400	40

MAP 20: POWYS

Demesne/Town	Lord	Overlord	Type	Kts.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
PRINCE RHYS		H.R.H.														
Rhuddlan Castle	Pr.	H.R.H.	C6	38	38	114	400	-	1750	700	-	200	1490	14900	1490	745
Rhuddlan		Rhys	F.Town	-	-	-	-	-	500	-	715	100	810	8100	810	405
Powys		Rhys	F.Town	-	-	-	-	-	500	-	745	100	830	8300	830	415
Powys Citadel		Rhys	C4	-	-	-	-	-	-	-	-	200	-	-	-	-
Conwy Castle		Rhys	C5	29	29	87	300	-	1450	580	-	200	1240	12400	1240	620
Conwy		Rhys	F.Town	-	-	-	-	-	500	-	640	100	760	7600	760	380
Denbigh Castle		Rhys	C6+	82	82	244	820	-	4100	1640	-	200	3500	35000	3500	1750
Denbigh		Rhys	F.Town	-	-	-	-	-	800	-	1140	200	1290	12900	1290	645
Ruthin		Rhys	F.Town	-	-	-	-	-	500	-	640	100	760	7600	760	380
Ruthin Citadel	Rhys	C3	-	-	-	-	-	-	-	-	-	200	-	-	-	-
Deganwy		Rhys	town	-	-	-	-	-	100	-	220	-	210	2100	210	105
Totals				149	149	445	1520	-	10200	2920	4100	1600	10890	108900	10890	5445
MOUNTAIN CLANS		Rhys														
Pendennis	Chief.	Rhys	10	-	-	-	300	-	1500	-	-	-	500	7710	210	21
Glendower	Chief.	Rhys	9	-	-	-	200	-	750	-	-	-	250	3810	105	10
Jones	Chief.	Rhys	10	-	-	-	300	-	1500	-	-	-	500	7710	210	21
Jonew	Chief.	Rhys	8	-	-	-	175	-	675	-	-	-	225	3365	95	10
Rhys (Devil's Gate)	Chief.	Rhys	10/C2	-	-	-	300	-	1500	-	-	-	500	7710	210	21
Rhys	Chief.	Rhys	9	-	-	-	200	-	750	-	-	-	250	3810	105	10
Rhys	Chief.	Rhys	8	-	-	-	175	-	675	-	-	-	225	3365	95	10
Rhys	Chief.	Rhys	7	-	-	-	100	-	600	-	-	-	200	2890	85	9
Totals				-	-	-	1750	-	7950	-	-	-	2650	40280	1115	112
DWARVES OF THE BLACK MOUNTAINS																
Black Mountain	D.King-		C6+	-	-	-	5000	-	-	-	-	-	1250	12500	12500	6250
Iron Ridge	D.King-		C6+	-	-	-	3000	-	-	-	-	-	750	7500	7500	3750
Totals				-	-	-	8000	-	-	-	-	-	2000	20000	20000	10000

MAP 21: EAST POWYS

Demesne/Town	Lord	Overlord	Type	Kts.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
'EARL' of TALGARTH																
Talgarth Castle	Earl	Rhys	C5	32	32	96	360	-	1000	640	-	200	1000	10000	1000	500
Abervale Castle	Earl	Rhys	C3	17	17	51	200	-	800	340	-	200	680	6800	680	340
Abervale	Earl	Rhys	F.Town	-	-	-	-	-	480	-	810	-	860	8600	430	430
Totals				49	49	147	560	-	2280	980	810	400	2540	25400	2540	1270
'EARL' MORGAN																
Morgan Castle	Earl	H.R.H.	C5	40	40	120	400	-	2000	1000	-	300	2060	20600	2060	1030
Morgan Town	Earl	H.R.H.	town	-	-	-	-	-	40	-	95	-	90	900	90	45
Abergele	Earl	H.R.H.	F.Town	-	-	-	-	-	400	-	755	300	770	7700	770	385
Aberdare Castle	Earl	H.R.H.	C3	37	37	111	370	-	1850	900	-	200	1670	16700	1670	835
Aberdare	Earl	H.R.H.	F.Town	-	-	-	-	-	600	-	1005	-	1070	10700	1070	535
Totals				77	77	231	770	-	4890	1900	1855	800	5660	56600	5660	2830
'BARON MAWR																
St. David's Castle	Bn.	Rhys	C2	16	16	48	160	-	600	320	-	100	560	5600	560	280
St. David's	Bn.	Rhys	F.Town	-	-	-	-	-	500	-	565	-	710	7100	710	355
Totals				16	16	48	160	-	1100	320	565	100	1270	12700	1270	635
MOUNTAIN CLANS																
West Morgans	Chief.	Rhys	10	-	-	-	300	-	1500	-	-	-	500	7710	210	21
South Morgans	Chief.	Rhys	9	-	-	-	200	-	750	-	-	-	250	3810	105	10
East Morgans	Chief.	Rhys	9	-	-	-	200	-	750	-	-	-	250	3810	105	10
Jonew	Chief.	Rhys	8	-	-	-	175	-	675	-	-	-	225	3365	95	10
Owens	Chief.	Rhys	10	-	-	-	300	-	1500	-	-	-	500	7710	210	21
Owens	Chief.	Rhys	6	-	-	-	75	-	525	-	-	-	175	2375	73	8
Totals				-	-	-	1250	-	5700	-	-	-	1900	28780	798	80

MAP 22: WARSHIRE

Demesne/Town	Lord	Overlord	Type	Kt.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
DUKE of WARMINSTER			H.R.H.													
Castle War	Duke	H.R.H.	C6+	167	167	670	1340	670	2500	5000	-	300	5400	54000	4050	2025
Warminster	Duke	H.R.H.	F.Town	-	-	-	-	-	-	-	700	200	460	4600	460	230
St. John's	Duke	H.R.H.	F.Town	-	-	-	-	-	-	-	600	100	390	3900	390	195
Axminster*	Duke	H.R.H.	F.Town	-	-	-	-	-	-	-	1300	500	850	8500	850	425
Harwell	Duke	H.R.H.	town	-	-	-	-	-	-	-	200	-	130	1300	130	65
Blackley Castle	Bn.	Warmin.	C5	40	40	160	320	160	600	1200	-	300	1300	13000	1300	650
Blackley		Blcakley	F.Town	-	-	-	-	-	-	-	620	200	410	4100	410	205
Iron Tower	Bt.	Warmin.	C2	16	16	64	140	64	320	480	-	60	570	5700	570	285
Westhall Castle	Bt.	Warmin.	C1	14	14	60	120	60	220	440	-	60	470	4700	470	235
Redding Castle	Bt.	Warmin.	C3	20	20	80	160	80	300	600	-	100	650	6500	650	325
Sevenoaks		Redding	town	-	-	-	-	-	-	-	160	-	110	1100	110	55
Richford Castle	Bt.	Warmin.	C3	13	13	52	110	52	200	400	-	60	430	4300	430	215
Greystoke Castle	Bn.	Warmin.	C6	20	20	80	120	60	220	440	-	60	470	4700	470	235
Barry Castle	Bn.	Greystoke	C4	19	19	80	120	60	400	440	-	60	600	6000	600	300
Totals				309	309	1246	2430	1246	4760	9000	3580	2000	12240	122400	10890	5445

ROYAL DEMESNE

		H.R.H.														
Wycombe Castle	Cons.	H.R.H.	C6+	30	30	120	240	120	450	900	-	200	975	9750	975	490
Wycombe*	Sher.	H.R.H.	F.Town	-	-	-	-	-	-	-	360	100	560	5600	560	280
Chiffe		H.R.H.	town	-	-	-	-	-	-	-	180	-	120	1200	120	60
Woodstock*		H.R.H.	F.Town	-	-	-	-	-	-	-	520	100	350	3500	350	175
Burnham Castle	Cons.	H.R.H.	C2	16	16	64	140	64	320	480	-	60	470	4700	470	235
Alton Castle	Cons.	H.R.H.	C1	11	11	44	100	44	160	300	-	60	330	3300	330	165
Alton		H.R.H.	town	-	-	-	-	-	-	-	200	-	130	1300	130	65
Royston Castle	Cons.	H.R.H.	C3	16	16	64	140	64	500	480	-	100	690	6900	690	345
Totals				73	73	312	620	312	1140	2160	1260	620	4705	47050	4705	1815

ARCHAERON BORDER FORTRESSES

Fortress	Type	Armored Cav.(HAC)	Heavy Cav.	Heavy Infantry	Medium Infantry	Infantry
Tal'Set	C1	60	60	220	100	
Tal'Morgaath	C4	120	120	440	200	
Totals		180	180	660	300	

MAP 23: SOUTHMARCH

Demesne/Town	Lord	Overlord	Type	Kts.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/Rents
EARL of HAWKSTON		H.R.H.														
Hawkston	Earl	H.R.H.	F.Town	-	-	-	-	-	-	-	1320	500	880	8800	880	440
Hawkston Castle	Earl	H.R.H.	C4	38	38	160	310	160	600	1140	-	200	1260	12600	1260	630
Hartwell Castle	Bn.	Hawkston	C2	40	40	160	320	160	660	1200	-	200	1340	13400	1340	670
Uppingham		Hartwell	town	-	-	-	-	-	-	-	200	60	235	2350	235	118
Castleguard	Bt.	Hawkston	C2	14	14	56	120	56	240	420	-	60	475	4750	475	238
Darnford Castle	Bt.	Hawkston	C2	19	19	80	160	80	300	600	-	100	650	6500	650	325
Durban		Darnford	town	-	-	-	-	-	-	-	200	60	130	1300	130	65
New Tower	Bn.	Hawkston	C3	29	29	120	240	120	600	870	-	160	1050	10500	1050	525
Austen Keep	Earl	H.R.H.	SK	18	18	72	160	72	540	540	-	160	760	7600	760	380
Norbury	Earl	H.R.H.	F.Town	-	-	-	-	-	-	-	540	100	350	3500	350	175
Totals				158	158	648	1310	648	2940	4770	2260	1600	7130	71300	7130	3566
ROYAL DEMESNE		H.R.H.														
Barham Castle	Cons.	H.R.H.	C4	46	46	200	400	200	1500	1380	-	500	2030	20300	2030	1015
Barham*		H.R.H.	F.Town	-	-	-	-	-	-	-	330	100	220	2200	220	110
Trent's Pass SK1		H.R.H.	SK	5	5	20	100	-	-	-	-	60	-	-	-	-
Trent's Pass SK2		H.R.H.	SK	5	5	20	100	-	-	-	-	60	-	-	-	-
Totals				56	56	240	600	200	1500	1380	330	720	2250	22500	2250	1025
REBEL BARONS		Archaeron														
High Tower Castle	Bt.	(H.R.H.)	C3	13	13	52	120	52	200	400	-	200	430	4300	430	215
East Tower	Bt.	(H.R.H.)	C2	11	11	44	100	44	160	330	-	200	350	3500	350	175
Castlebridge*		H.R.H.	F.Town	-	-	-	-	-	-	-	(1100)	1000	710	7100	710	355
Totals				24	24	96	220	96	360	730	(1100)	1400	1490	14900	1490	745
ARCHAERON BORDER FORTRESSES																
Fortress	Type		Armored Cavalry				Heavy Cavalry			Heav / Infantry		Medium Infantry				
Tal'Lis	C4		120				120			440		200				
Tal'Vaakar	C2		60				60			200		100				
Tal'Sondreth	C3		60				60			220		100				
Tal'Istha	C6		600				600			1100		500				
Totals			840				840			1980		900				

MAP 24: EASTMARCH

Demesne/Town	Lord	Overlord	Type	Kts.	Sqr.	Sgt.	Men	P.Sgt.	Yeomen	Serfs	Militia	Mercen.	Households	Total Pop.	Fief Revenue	Tax/ Rents
ROYAL DEMESNE		H.R.H.														
Hawkhurst Castle	Cons.	H.R.H.	C2	20	20	80	160	80	600	600	-	100	845	8450	845	425
Easton Castle	Cons.	H.R.H.	C1	15	15	60	120	60	450	450	-	60	630	6300	630	315
Easton		H.R.H.	town	-	-	-	-	-	-	-	200	-	130	1300	130	65
Mors		H.R.H.	town	-	-	-	-	-	-	-	180	-	120	1200	120	60
North Keep	Cons.	H.R.H.	C3	25	25	100	200	100	750	750	-	120	1040	10400	1040	520
Kingston *		H.R.H.	F.Town	-	-	-	-	-	-	-	900	200	590	5900	590	295
St. Martin's		H.R.H.	town	-	-	-	-	-	-	-	180	-	120	1200	120	60
Totals				60	60	240	480	240	1800	1800	1460	480	3475	34750	3475	1740

THE MOST HOLY ORDER OF THE KNIGHTS OF THE SILVER CROSS

Castlevale	Grand Master	Primate C6	100	-	400	300	-	-	-	-	-	-	-	800	-	-
			35	35	140	280	140	900	900	-	-	-	1280	12800	1280	640
Kingscastle	Knight Cmdr.	C1	50	-	200	150	-	-	-	-	-	-	-	400	-	-
			6	6	24	48	24	300	180	-	-	-	330	3300	330	165
Battle St. Leo's	Knight Cmdr.	F.Town	50	-	200	150	-	-	-	240	-	-	150	1500	150	75
St. Leo's Castle	Knight Cmdr.	C3	50	-	200	150	-	-	-	-	-	-	-	400	-	-
			18	18	72	150	72	720	540	-	-	-	870	8700	870	340
Griffin's Tower	Knight Cmdr.	C3	50	-	200	150	-	-	-	240	-	-	-	400	-	-
			20	20	80	160	80	400	600	-	-	-	715	7150	715	360
Knight's Tower	Knight Cmdr.	C4	50	-	200	150	-	-	-	-	-	-	-	400	-	-
			50	50	200	400	200	750	1500	-	-	-	1625	16250	1625	815
Burford		F.Town	-	-	-	-	-	-	-	700	300	-	470	4700	470	235
Dragon's Eyrie	Knight Cmdr.	C4	50	50	200	150	-	-	-	-	-	-	-	400	-	-
			27	27	120	220	120	1350	810	-	-	-	1500	15000	1500	750
Totals	Knights of the Order		400	50	1600	1200	-	-	-	-	-	-	-	3200	-	-
	Vassals		206	206	636	1258	636	4420	4530	1180	300	-	6940	69400	6940	3380

BARON LION

		H.R.H.														
Lion's Tower	Bn.	H.R.H.	C3	36	36	160	200	120	1800	1080	-	100	1970	19700	1970	985
High Cross		Lion	town	-	-	-	-	-	-	-	240	100	160	1600	160	80
Totals				36	36	160	200	120	1800	1080	240	200	2130	21300	2130	1065

ARCHAERON BORDER FORTRESSES

Fortress	Type	Armored Cav. (H.S.C.)	Heavy Cavalry	Heavy Infantry	Medium Infantry
Tal'Naarth	C1	60	60	220	100
Tal'Merkad	C4	120	120	440	200
Totals		180	180	660	300

TREGARON (Map 1) Maritime Dimension

1. Customs Duties: All cargoes into the region must be landed at Aberayton. Smuggling is punishable by up to five years in the galleys and confiscation of cargo and vessel or by severe fines. Baron Aberayton holds the right to collect customs duties in return for providing naval protection for the region. Duties: 3 GP/ton of cargo landed.

2. Capacity of Port Aberayton: 6000-15000 tons annually (roll 1d10 x 1000 + 5000) for an average annual customs revenue of thirty thousand GP. By royal decree, 75% of customs duties must be applied to naval defense.

3. Aberayton Naval Squadron (lord Aberayton):

Type	No.	ID	Quality	Cost/Ship	Seamen	Officers	Soldiers	Rowers	Annual Maintenance & Operation Cost/Ship	Cost of Laying Up 'in ordinary'
Galea Sotilla	5	31	elite	10500 GP	150/VE	45/V	1500/V	600/R	4125 GP	525 GP
Vachettes	5	34	elite	1200 GP	50/VE	15/V	45/E	100/R	845 GP	60 GP
Galea Sagitta	3	33	elite	2100 GP	100/VE	18/VE	50/V	300/R	1910 GP	105 GP
Coast Guard	7	26	regular	1000 GP	42/E	42/E	75/E	308/R	638 GP	50 GP

The cost of operating the entire fleet for a year is 37,590 GP. Often, a number of vessels are decommissioned, the crews are paid off, and the ships are laid up 'in ordinary' on the beach, thereby reducing costs. 'Recommissioning' a ship requires 20% of annual maintenance costs plus a period of 10-60 days (crews must be recruited and 'pressed'.) Rowers are generally convicts and slaves.

4. Merchant Ships Out of Aberayton:

Type	Tonnage	No.	ID	Cargo	Quality	Cost/Ship	Crew/Ship	Annual Maintenance & Operation Cost /Ship	Average Yearly Profit per Ship (based on cargo tonnage)
Large Cog	1000t	1	48	700t	elite	30,000 GP	100/VE	7500 GP	10500 GP (15 GP/Cargo ton)
Large Cog	750t	1	48	500t	elite	24,000 GP	85/VE	6300 GP	5000 GP (10 GP/Cargo ton)
Medium Cog	400t	5	47	300t	regular	8000 GP	50/R	1660 GP	2100 GP (7 GP/Cargo ton)
Small Cog	100t	14	46	60t	regular	2000 GP	30/R	960 GP	420 GP (7 GP/Cargo ton)
Small Cog	50t	20	46	30t	regular	1000 GP	15/R	428 GP	180 GP (6 GP/Cargo ton)
Fishing	10t	35	46	7t	regular	150 GP	5/R	136 GP	35 GP (5 GP/Cargo ton)

NORTH COAST (Map 2) Maritime Dimension

1. Customs Duties: All cargoes into the region must be landed at Port Talbot. Smuggling is punishable by up to five years in the galleys and confiscation of the cargo and vessel or by severe fines. The Earl of Roxburgh holds the right to collect customs duties in return for providing naval protection for the region. Duties: 3 GP/ton of cargo landed.

2. Capacity of Port Talbot: 4000-13000 tons annually (roll 1d10 x 1000 + 3000) for an average annual customs revenue of 30,000 GP annually. By royal decree, 75% of customs duties must be applied to naval defense.

3. Port Talbot Naval Squadron (Earl Roxburgh):

Type	No.	ID	Quality	Cost/Ship	Seamen	Officers	Soldiers	Rowers	Annual Maintenance & Operation Cost/Ship	Cost of Laying Up 'in ordinary'
Galea Sotilla	5	31	elite	10500 GP	150/VE	45/V	500/V	600/R	4125 GP	525 GP
Vachettes	5	34	elite	1200 GP	50/VE	15V	45/E	100/R	845 GP	60 GP
Galea Sagitta	3	33	elite	2100 GP	100/VE	18/V	150/V	300/R	1910 GP	105 GP
Coast Guard	3	26	regular	1000 GP	18/E	18/E	75/E	132/R	638 GP	50 GP

The cost of operating the entire fleet for a year is 32,494 GP. Ships may be decommissioned and laid up in ordinary as outlined for the Aberayton Naval Squadron.

4. Merchant Ships Out of Port Talbot:

Type	Tonnage	No.	ID	Cargo	Quality	Cost/Ship	Crew/Ship	Annual Maintenance & Operation Cost/Ship	Average Yearly Profit per Ship (based on cargo tonnage)
Large Cog	750t	2	48	500t	elite	24000 GP	85/VE	6300 GP	5500 GP (11 GP/Cargo ton)
Medium Cog	400t	6	47	300t	regular	8000 GP	50/R	1660 GP	2400 GP (8 GP/Cargo ton)
Medium Cog	250t	9	47	180t	regular	5000 GP	40/R	1390 GP	1260 GP (7 GP/Cargo ton)
Small Cog	100t	12	46	60t	regular	2000 GP	30/R	960 GP	420 GP (7 GP/Cargo ton)
Small Cog	50t	17	46	30t	regular	1000 GP	15/R	428 GP	180 GP (6 GP/Cargo ton)
Fishing	10t	30	46	7t	regular	150 GP	5/R	136 GP	35 GP (5 GP/Cargo ton)

NORTH COAST (Map 3) Maritime Dimension

1. Customs Duties: All cargoes into the region must be landed at Hull or Cope Shroves. Smuggling is punishable by up to five years in the galleys and confiscation of cargo and vessel or by severe fines. The Earl of Hull holds the right to collect customs duties in return for providing naval protection for the region. Duties: 4 GP/ton of cargo landed.

Capacity of Hull: 2000-7000 tons annually (roll 1d6 x 1000 + 1000) for an average annual customs revenue of 16000 GP.

Capacity of Cope Shroves: 1000-6000 tons annually (roll 1d6 x 1000) for an average annual customs revenue of 12000 GP.

By royal decree, 80% of customs revenues must be applied to naval defense.

3. Hull Naval Squadron (Earl of Hull):

Type	No.	ID	Quality	Cost/Ship	Seamen	Officers	Soldiers	Rowers	Annual Maintenance & Operation Cost/Ship	Cost of Laying Up 'in ordinary'
Galea Sotilla	4	31	elite	10500 GP	120/VE	36/V	400/V	480/R	4125 GP	525 GP
Vachettes	4	34	elite	1200 GP	40/VE	12/VE	36/V	80/R	845 GP	60 GP
Galea Sagitta	2	33	elite	2100 GP	66/VE	12/VE	100/V	200/R	1910 GP	105 GP
Coast Guard	2	26	regular	1000 GP	12/E	12/E	50/E	88/R	638 GP	50 GP

Cope Shroves Squadron (Earl of Hull):

Galea Sagitta	2	33	elite	2100 GP	66/VE	100/V	100/V	200/R	1910 GP	105 GP
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The cost of operating the entire fleet for a year is 28790 GP. Ships may be decommissioned and laid up in ordinary as outlined for the Aberayton Naval Squadron.

4. Merchant Ships Out of Hull and Cope Shroves:

Type	Tonnage	No.	ID	Cargo	Quality	Cost/Ship	Crew/Ship	Annual Maintenance & Operation Cost/Ship	Average Yearly Profit per Ship (based on cargo tonnage)
Medium Cog	400t	8	47	300t	regular	8000 GP	£0/R	1660 GP	2400 GP (8 GP/Cargo ton)
Medium Cog	250t	12	47	180t	regular	5000 GP	£0/R	1390 GP	1260 GP (7 GP/Cargo ton)
Small Cog	100t	16	46	60t	regular	2000 GP	40/R	960 GP	420 GP (7 GP/Cargo ton)
Small Cog	50t	22	46	30t	regular	1000 GP	20/R	428 GP	180 GP (6 GP/Cargo ton)
Fishing	10t	30	46	7t	regular	150 GP	15/R	136 GP	42 GP (6 GP/Cargo ton)

THE CHANNEL ISLANDS (Maps 3,4,5,6) Maritime Dimension

1. Customs Duties: These 'robber barons' charge non-subjects 5 GP/ton of cargo landed. Subjects can land cargo duty-free. Duty will be levied whether or not cargo is off-loaded; it is tribute, plain and simple.

2. Capacity of Darkpool: 300-800 tons annually (roll 1d6 x 100 + 200) for an annual 'customs' revenue of 3000 GP.
Capacity of Whitney: 600-1100 tons annually (roll 1d6 x 100 + 500) for an annual 'customs' revenue of 4500 GP.
Capacity of Harbor Grace: 400-900 tons annually (roll 1d6 x 100 + 300) for an annual 'customs' revenue of 3500 GP.
Capacity of St. Helier: 900-1400 tons annually (roll 1d6 x 100 + 800) for an annual 'customs' revenue of 6000 GP.
Capacity of Marlinton: 700-1200 tons annually (roll 1d6 x 100 + 600) for an annual 'customs' revenue of 5000 GP.
Capacity of Middleport: 400-900 tons annually (roll 1d6 x 100 + 300) for an annual 'customs' revenue of 3500 GP.
Capacity of Ralston: 200-700 tons annually (roll 1d6 x 100 + 100) for an annual customs revenue of 2500 GP.

In effect, the 'customs' duties charges against most vessels tend to arise when a ship takes shelter in an island harbor to escape the severe storms that sometimes sweep up the bay.

3. Channel Islands Naval Squadron (Grand Admiral Hyde)

The Barons of the Channel Islands have united to build a powerful naval squadron charged with the protection of all the independent baronies from invasion by the King of Arden, who bitterly resents their 'piratical' activities. Baron Alton is the 'Grand Admiral of the Channel Fleet,' and the squadron is based on Marlinton, a superb anchorage, centrally placed to provide rapid coverage of the Channel. All crewmen are fighters.

Type	No.	ID	Quality	Cost/Ship	Seamen	Officers	Soldiers	Rowers	Annual Maintenance & Operation Cost/Ship	Cost of Laying Up 'in ordinary'
Galea Sotilla	5	31	elite	10500 GP	150/VE	45/VE	500/VE	600/VE	3500 GP	525 GP
Vachettes	5	34	elite	1200 GP	50/VE	15/VE	45/VE	100/VE	750 GP	60 GP
Moneres (Galea)*	18	27	elite	2250 GP	108/VE	108/VE	540/VE	1080/VE	1600 GP	115 GP

*These shallow-draft vessels are used extensively inshore and in the shallow channels between some of the islands. With lateen rigs, they are capable of 1.5 knots higher speeds under sail than the speeds given in Bireme & Galley (plus elite bonuses.) The moneres are most often employed as 'privateers' operating under letters of marque issued by the barons. Cost of operating the entire fleet is 50050 GP per year. Note that this cost is somewhat lower than in most 'navies' because the crews share in prize money.

4. Merchant Ships Out of the Channel Islands:

Type	Tonnage	No.	ID	Cargo	Quality	Cost/Ship	Crew/Ship	Annual Maintenance & Operation Cost/Ship	Average Yearly Profit per Ship (based on cargo tonnage)
Caravel	100t	10	49	60t	regular	3000 GP	30/V	925 GP	2400 GP (40 GP/Cargo ton)
Caravel*	60t	20	49	36t	elite	1800 GP	15/VE	600 GP	1080 GP (30 GP/Cargo ton)
Fishing	10t	40	46	7t	regular	150 GP	5/R	136 GP	35 GP (5 GP/Cargo ton)
Medium Cog	400t	19	47	300t	regular	8000 GP	50/V	1660 GP	3600 GP (12 GP/Cargo ton)
Large Cog	750 t	8	47	500t	regular	18000 GP	85/V	5800 GP	6000 GP (12 GP/Cargo ton)

*Typical smuggler craft.

VALDORSHIRE/ANDOVERSHIRE (Maps 10 & 11) Maritime Dimension

1. Customs Duties: All cargoes into the region must be landed at Valdor Town or Eastport Town. Smuggling is punishable by life in the galleys with confiscation of cargo and ship (the King takes smuggling in his personal sphere of influence as highly offensive.) All customs revenues are collected by the King's officers to maintain the Royal Fleet. Duties are 5 GP/ton of cargo landed.

2. Capacity of Valdor Town: 16000-25000 tons annually (roll 1d10 + 15000) for an average annual customs revenue of 105,000 GP.

Capacity of Eastport Town: 11000-20000 tons annually (roll 1 d10 + 10000) for an average annual customs revenue of 80,000 GP.

3. Valdor Naval Squadron (Earl Blackmoor, Lord Admiral of Arden)

Type	No.	ID	Quality	Cost/Ship	Seamen	Officers	Soldiers	Rowers	Annual Maintenance & Operation Cost/Ship	Cost of Laying Up 'in ordinary'
Galea Sotilla	5	31	regular	7000 GP	150/R	75/R	500/R	600/R	3480 GP	350 GP
Vachettes	5	34	regular	800 GP	50/R	15/R	45/R	100/R	650 GP	40 GP
Galea Sagitta	6	33	regular	1400 GP	200/R	36/R	300/R	600/R	1700 GP	70 GP
Galea Sotilla*	5	31	reserve	6300 GP	150/res	75/R	500/res	600/R	1450 GP	315 GP
Vachettes*	5	34	reserve	700 GP	50/res	15/R	45/res	100/R	380 GP	35 GP
Galea Sotilla*	5	31	poor	5600 GP	150/res	75/res	500/res	600/R	1400 GP	280 GP
Vachettes*	5	31	poor	600 GP	50/res	45/res	45/res	600/R	120 GP	30 GP
Eastport Naval Squadron (Earl Blackmoor)										
Galea Sotilla	5	31	elite	10500 GP	150/VE	75/V	500/V	600/V	4175 GP	525 GP
Vachettes	5	31	regular	800 GP	50/R	15/R	45/R	100/R	650 GP	40 GP
Galea Sagitta	3	31	elite	2100 GP	100/VE	18/VE	150/V	300/V	1935 GP	105 GP
Galea Tarida (800t)	5	32	regular	20000 GP	150/R	75/V	300/V	750/R	3150 GP	1000 GP
Usciere (2000t)	3	38	regular	50000 GP	270/R	30/V	120/V		4500 GP	2500 GP

*Cost of operation is based on seven months. Usually, these ships are laid up in ordinary.

4. Merchant Galleys

Merchant Galleys	No.	ID	Quality	Tonnage	Cargo	Cost/Ship	Seamen	Officers	Soldiers	Rowers	Annual Maintenance & Operation Cost/Ship
Galee di Mercanzia	5	35	elite	800	500	36000 GP	200/VE	80/VE	150/VE	400/VE	16000 GP

Merchant galleys produce a profit of 30 GP + 1d20 GP/ton of cargo or an average annual profit of 32,000 GP. Cost of 'laying up' (which is done in the 'off season' for about six months) is 1800 GP. Typically, a squadron of galleys is dispatched as an escort for these valuable ships. In addition to the owner's profit, the Royal Monopoly brings 50% of the value of the profit to the King's treasury.

5. Merchant Ships out of Valdor and Eastport

Type	Tonnage	No.	ID	Cargo	Quality	Cost/Ship	Crew/Ship	Annual Maintenance & operation Cost/Ship	Average Yearly Profit per Ship (based on cargo tonnage)
Large Cog	1000t	3	48	700t	elite	30000 GP	100/VE	7500 GP	10500 GP (15 GP/Cargo ton)
Medium Cog	400t	10	47	300t	regular	8000 GP	50/R	1660 GP	3600 GP (12 GP/Cargo ton)
Small Cog	100t	20	47	60t	regular	2000 GP	30/R	960 GP	600 GP (10 GP/Cargo ton)
Small Cog	50t	40	47	30t	regular	1000 GP	15/R	428 GP	240 GP (8 GP/Cargo ton)
Fishing	10t	60	47	7t	regular	150 GP	5/R	136 GP	49 GP (7 GP/Cargo ton)