

The Imperial Guard



Vol. 1:
The Initiate's Primer

CREATED BY FOX

Who We Are

We are the Imperial Guard - one of the finest
communities in Dagorhir

On the field, we are brothers and sisters at arms
Off the field, we're close friends

We strive to be examples of the best
We all work on being our best
We encourage each other to be our best
We work together to make us the best

We are the Imperial Guard
We don't like to say we're better than everyone
else, but....

The Founding of the Imperial Guard

Rain. It had been coming down for days. Not the dribble, or the spitting, or even the pissing kind of rain. No, it was torrential and it hurt the skin, penetrated right through cloth and armor alike to sting and bite at any exposed portion of flesh. It was the angry rain that first brought the four fathers together. First Asashi Sunfire, followed closely by the one called Fayt. Orzhov was next, heavily tattooed and colored with the same purple and black hues that were to become the four fathers' adopted colors. The last to arrive was the goblin, Mograth Pixieslayer, his hulking humanoid form filling the mouth of the shallow cave that offered the only respite from nature's fury outside.

As each new individual arrived, the previous squatters took up arms. These were dangerous times and no one, no matter how drenched and innocent looking, could be trusted. Thoroughly interrogated, each one was allowed to stay on the premise that if any one of them were to try "funny business" the others would make sure the rain was the least of their worries! For hours they sat in silence, simply watching one another, eyes moving from one individual to the next with muscles at the ready for any conflict. It was Fayt who spoke first, "I am Fayt of Dugwaur. I will not take up arms against any of you if it is your intention to leave all ill-will at the mouth of this alcove." Silence for a moment, then a laugh, a booming laugh, from the direction of the one called Asashi. "Ill-will? My friend you have taken company with the very

likes of ill-will's master! I am Asashi Sunfire and I come from lands unknown to you, but it is my promise that those lands have given me power never before observed by your eyes nor the eyes of others in this cave!" "Shut your mouth, braggart." The hissing voice from the darkest corner of the cave was that of Orzhov. The sound of dagger blade on sharpening stone could be heard in conjunction with his heavy breathing. He leaned forward enough to make out the purple and black coloring on his face and garment. "I dare you to show your powers in here...if you think your powers are faster than my dagger that is." Nervous tension suddenly swelled in the cavern. After what seemed like eons, the silence was broken by a very wet sneeze. Three heads turned towards the source, and a still very wet goblin flashed a toothy grin followed by an exaggerated bow. "Me Mograth Pixie Slayer. No harm to pinkies I mean." With that awkward attempt at English, the three humans laughed in unison...

Who knows what brings strangers into curious partnerships. Perhaps it is nature's fury. Perhaps it is those who boast and the counters of those who disbelieve. Maybe it a jestingly bow and muddled attempt at speech. Whatever the cause, a brotherhood was formed the night the four sheltered under the protection of the cave. Over roaring fire provided by flint and Fayt's spear tip, stories were exchanged and common goals were formed. The four fathers, as they would later be called by those that followed, gave a life oath to one another; that as individuals they would continue to have little, but as a clan they would have countless fortune. They did not swear allegiance to the Crusade. They did not swear allegiance to Mageamarth's

evil march. They only swore allegiance to each other. Both sides could be exploited for treasure, and the Imperial Guard would surly see to it that both sides were exploited time and time again...

The Story Continues...

The time of Mageamarth brought much wealth and strength to the Imperial Guard – we claimed a castle, we have dominance in land and sea, we have strength in numbers and a network unmatched.

But the time of Magemarth is over. The world has changed. Great powers have fallen, and new powers are on the rise. The world of magic is all but lost. While those around us fight for the direction the world will go, we still have the same goals in mind: to see to it that all sides are exploited, to our benefit, time and time again.

Code of Conduct

As a member of the Imperial Guard, when you wear our colors, you represent the unit as a whole. We have a reputation of being one of the best units in this game, and all it takes is one person to ruin it. Thus, we have a general code of conduct, to which all unit members adhere to.

Golden Rule: Don't be a jerk. No one likes jerks.

Rank Rule: If an Imperial Guard member of a higher rank asks you to do something within reason, do it.

Family Rule: We take care of each other. If you see an Imperial Guard member in need of help, try to help them the best you can.

Event Policy: Respect the event space. Everyone helps clean up our space before we leave, no matter what kind of event it is or who ran it.

Guest Policy: If you bring a guest or new comer to a practice or event, you are responsible for them and making sure they adhere to our code of conduct.

Rank

In the Imperial Guard, we have a ranking structure. Rank is our way of showing leadership and achievement. Those who have earned rank are people we feel are positive examples in the Guard, who contribute in ways that help us grow stronger as a unit.

Imperial Guard Rank Structure

Initiate: This is the trial rank in our unit. It is an opportunity to get to know people in the unit, learn how we function, and decide if the Imperial Guard is the unit for you. There is no penalty or hard feelings for leaving the unit at this rank. Initiates are identified with blank sashes.

Guardsmen: The first recognized rank in the Guard, identified with the shield on their sash. Guardsmen are the working force of our unit, helping out where and when they are needed.

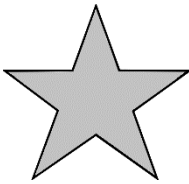
Honored Guardsman: The first pinned rank in the Imperial Guard, honored guardsman may be veteran members that take charge in making sure tasks get done quickly and properly.

High Guardsman: Members at this rank have proven themselves to be leaders in our unit. These members contribute to our unit in ways that help us grow and continue to make us stand out as a unit of the chapter.

Grand Guardsman: Grand Guardsmen are examples of excellence in our unit, having proven themselves to be true leaders both on and off the field. These are members who have helped build on to the greatness of our unit and continue to do so.

Elite Guardsman: The highest rank one can earn in our unit, Elite Guardsmen are the most valued members in our unit. They are the most reliable, and some of the longest standing members.

Founding Fathers: Asashi Sunfire, Fayt, Orzhov, and Mograth the Pixie Slayer



**Honored
Guardsman**



**High
Guardsman**



**Grand
Guardsman**



**Elite
Guardsman**

Tasks

Tasks are a reward system that allows members to display their proficiency on the field as well as their helpfulness off the field. Tasks are awarded with scales, which are displayed on the IG sash below the shield. Each category (except off field) has ten tasks associated with it, and you earn a scale for each two tasks completed within a category.

- Offensive Weapon & Shield Purple Scales
- Defensive Weapon & Shield Black Scales
- Single Blue Blue Scales
- Florentine Blue Scales
w/ two diagonal stripes
- Piercing Weapons Green Scales
- Great Weapons Red Scales
- Projectiles Yellow Scales
- Unit/Chapter Participation Silver Scales
- Healing Silver Scales
w/red cross
- Off Field Pink Scales
- Imperial Ludus Bronze Scales

Guilds

Guilds are intra-unit subgroups that share major storyline components. They serve as plot devices for the connection of personal storylines to the overarching theme of the unit. Official guilds originated as a privilege of rank, being led by a Founding Father, Elite, or Grand Guardsman. Some guilds are closed; meaning you must meet certain criteria before joining. Most guilds, however, are open to anyone joining and depend largely on one's preferred weapon combination.

Guilds Include:

The Assassins

The Defenders

The Tinkerers

The Shield Maidens

The Brute Squad

The Pikemen

Death Guard

The Cutthroats

Warmongers

The Order of the Crow

Kinships

Kinships are member-created, umbrella groups that are found within the unit. They are based on real-world geographical locations and exist as central hubs for practices and unit involvement. Their administrative purpose is the dissemination of information through a point of contact referred to as a Purveyor. Due to this structure, Kinships may contain members from multiple guilds.

Kinships Include:

The Frozen North
The Iron South
CCAD

Hel's Chosen
The Rising Storm

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PHEADRUS SUNFIRE