

# Military Organization of The Old World

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For the purposes of this document Nobles are helpfully divided into three broad categories:

- Low Nobles: Own minor estates, receive their titles from High Nobles. They are usually responsible for raising one or two units for their feudal levy and would be expected to capably lead a unit or several.. Typically, they own a single estate or title; usually at the Baron or Count level.
- High Nobles: Own major estates, their titles have been received from the Emperor (or Emperors past). Their estates are usually subdivided down to smaller estates/titles. In military matters, their own estates are expected to contribute several large units to the army, and the Noble in question would be expected to lead the army that they raise (their own troops and the troops of their vassals). High Nobles may (and usually do) own several estates and titles; usually at the Archduke, Duke, or Earl level.
- Elector Counts who hold entire provinces as fiefdoms hold the peerage rank of Archduke to separate them from other Elector Counts who do not necessarily hold such rank such as the Grand Theogonist and the Ar-Ulric.

Also, we need to distinguish between Title, Role, and Career. A character may have the career of Noble Lord but have the title of General and the role of Captain (discussed later). Broken down, they are roughly as follows:

- Career refers to a character's WFRP career.
- Title refers to a character's social/military/situational rank. Some specialized groups like Knightly Orders, Religious Orders, Naval Commands, and non-human units/armies may use specialized titles (Preceptor, Master, Grandmaster, Admiral, Commander, Mate, Thane, Sheriff, etc). I have tried to avoid getting into specifics to allow you, the reader, to come up with something appropriate for the feel of your game.
- Role refers to their specific function in the army. Some roles will share names with careers or titles but are separate from them such as Captain and Sergeant. Unless otherwise mentioned, the army breakdown section below refers to roles.

Organized State Forces in the Empire have two sources, the nobility via their feudal levies and the Empire's own standing army. A feudal levy generally may not operate (officially) outside of the pertinent Noble's lands without explicit permission from another noble whose lands they would be (otherwise) trespassing on. The Imperial Army may be sent anywhere, at the command of the Emperor (or Kurt Helborg, the Emperor's Champion and head of the military, and so on down the chain of command), while on such orders, they are supported by the Emperor's coffers. They may also be called up by the Emperor's command at the request of a vassal to supplement their own forces. In these cases, the requesting vassal is expected to pay for the support for the forces they request.

An army is a general term for an assemblage of troops for a task (defense of the realm, repelling a greenskin WAAAAGH, containing an outbreak of plague, recovering after a natural disaster, invading a neighboring country, etc). The leader of an army raised by a Low Noble (typically a Company or several) carries the title of Captain. The leader of an army raised by a High Noble (typically a Division or several) carries the title of General.

The foundational block of a military is a Unit.

- A Unit is the amount of soldiers that can be commanded by a single man, a Lieutenant.
- For simplicity's sake, any Noble is expected to be able to raise at least one Unit. Even Low Nobles can usually be expected to raise at least two or three (forming a Company).
- Units typically are equipped uniformly: IE a Unit of Halberdiers or a Unit of Greatswords.
- A Unit is the strength of men that can be expected to be given a single task. "Man that wall." "Reinforce that gate." "Defend the ford."
- Every unit has 3 command positions:
  - **The Lieutenant** is responsible for taking orders from the Company's Captain and making tactical decisions for the Unit.
  - **The Sergeant** is responsible for seeing to the material needs and disposition of the men of the Unit. If the Sergeant is killed, the role usually falls to the most experienced veteran of the Unit. The Sergeant is second in command of the unit.
  - **The Ensign**, aka the Bannerman, is the third in command of the unit.
  - Some specialist units (like artillery), may have all three positions consolidated into one person such as an Engineer.
  - **The Musician** is often found in non-warmachine units. His function is to relay orders from the Lieutenant to the rest of the unit over the noise and confusion of battle where shouting orders is difficult. While important, this is not seen as a command position, merely a position of respect.

A Company is made up of several Units.

- A Company is the largest strength of troops a Noble (Low or High) is expected to raise from a single estate. Only the most powerful of High Nobles would be expected to raise more than one Company from their own holdings.
- A Company is the number of units that can be coordinated by one man, a Captain.
- A Company is expected to be able to gain and maintain control of a single strategic feature and its immediate vicinity. IE a Hill, Fortress, Town, River, Field, etc.
- Companies introduce the idea of combined arms and supporting units allowing a Unit to defeat a superior enemy Unit.

A Regiment is made up of several Companies.

- A Regiment is commanded by a Major.
- A Regiment controls a position. A position is the land controlled by a feature.
- A Regiment serves as an administrative center for its Companies, coordinating Pay, Supply, Training, Field Hospitals, and Communication.
- Whereas a Company cannot move from one feature to a new feature without abandoning the old one, a Regiment can reinforce losses to its Companies without losing effectiveness and without ceding control of gained ground.
- Likewise, a Regiment is capable of reinforcing itself, covering gaps and maintaining combat effectiveness after engagement with the enemy.

Every Division is made up of several Regiments.

- A Division is the amount of troops the lowest High Noble would be expected to raise from their own estates combined with the troops contributed from their own vassals.
- Functionally, a single Division is an army unto itself in that it is comprised of many different troop types and is capable of dealing with a wide variety of threats and situations.
- A Division is expected to be capable of holding and managing a single military front.
- The noble leading a Division holds the title/rank of General. Sometimes, due to age, health, skill, or circumstance, a noble may not personally lead the troops raised from their estate or may lead the Division in name only, turning over all strategic matters to their military advisor.

Every army is led by a General and is comprised of one or more Divisions.

- The General is responsible for the strategic decisions of the army. He usually commands a personal bodyguard unit taking the role of the Lieutenant for that unit.
- At the Army level, the General's bodyguard tends to provide supplyline coordination functions and coordination of Divisions. Only taking direct combat actions when the front is smashed or the supplyline is ambushed.
- When a High Noble raises an army from multiple vassal High Nobles (usually the Emperor leading several Archdukes), it is referred to as a Grand Army. The person leading a Grand Army generally uses their noble title (Emperor, Archduke, etc) rather than 'General'.

Name	Function	Commander	What does headquarters look like?	WFB Points
Unit	Task execution	Lieutenant	A blanket without holes.	
Company	Feature control	Captain	A tent without holes.	500-750 points
Regiment	Sector management	Colonel	A small office	1000-1500 points
Division	Front control	Marshall	A large and busy office	1850-2000 points
Army	Multi-Front command	General (Brigadier)	Multiple offices.	3000+ points
Grand Army	Theater command	General	An elector count's mansion.	Campaign linked battles

#### Responsibilities:

A Unit executes a task.

A Company controls a feature. A Feature is either held or not held.

A Regiment controls a position. A Position is defined by presence.

Even when a feature is lost, a Regiment still influences all of the features in a position.

A Division manages a front. A front is defined as "broad contact with the enemy".

An Army can manage multiple fronts simultaneously.

A Grand Army controls a theater. Theaters are defined by logistics and politics.