

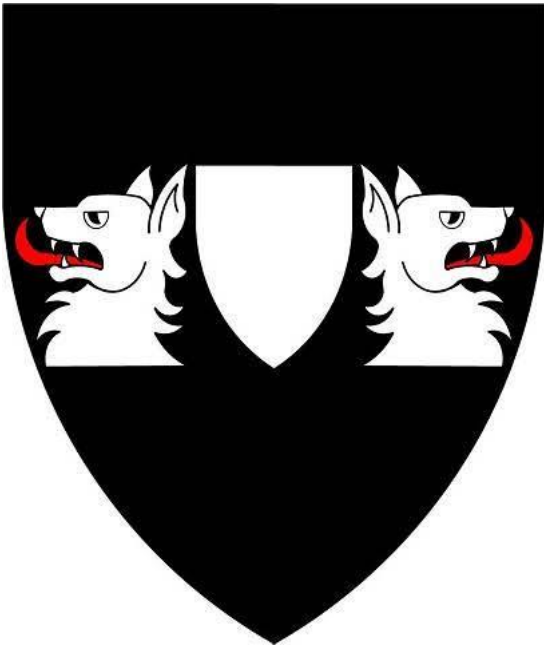
**Free Company of Marius**  
**London, Kentucky, United States of America**  
**Charter**

The Free Company of Marius is founded as a Militaristic group of mercenaries. In the mundane world it is based around the Mairus Combat Arts & Sword Fighting school. Our history is that of a mercenary house born of the need to protect our merchant convoys. We accept warriors from any culture and time period, with a background that matches in the best way possible. The purpose of the Free Company of Marius is to mold and grow fighters, we will not train or participate in other activities such as fencing, target archery, arts & sciences, or the usual various activities that most groups do. Instead we will support any other local groups that do those things. If there are strong local groups specializing in those activities then we will pledge our service to that (or those) group(s) and work together alongside them hand in hand. With the Free Company of Marius working on the arts martial and the other group working on all other aspects. This will allow for specialized marketing recruiting and organization that will be more specific and efficient.

***The purpose*** of the Free Company is to train and equip fighters. This is to be done in an organized, efficient, and disciplined way. The goal will be to join with other local groups and eventually form a Barony in which the Free Company of Marius will serve and protect.

**Time Period/Place**: The Free Company of Marius is based in Burgundian area in the 14th century (1330 to 1400) as a base frame of reference. But, given that in real world history the Principality of Burgundy was known for hiring mercenaries, we will accept any other fighters with a different period but our core will remain the same.

**Heraldry**: sable in dexter flank a wolf head argent in nombril a Shield argent in sinister flank a wolf head reversed argent



The Free Company of Marius is subject to Kingdom and Empire laws. Any changes to Kingdom law will supersede any and all rules set herein that are affected by the change in the law.

**Location:** The primary location of the Free Company of Marius will be **London Kentucky**

**Purpose:** To use traditional martial arts training, LARP/Boffer training, rattan, and armored combat to train fighters. To keep these fighters motivated, organized, and ***having fun***.

**Yearly Event:** Battle of Oaken Hill. To occur every year either as its own separate event or at a weekend event of an associated group.

**Article 1:** Free Company activities/training

- The free company will use the following activities, training for the advancement of its fighters
  - LARP/Boffer style combat. Not only in events but also in training
  - Empty hand training - not only in the style of traditional martial arts but also in the application of techniques

- Wood (and similar) weapons training - to help with learning/teaching proper techniques.
- EMP (and similar) style Rattan training and attending of events.
- The Free Company of Marius will not be training in, holding events in, or organizing anything related to Arts & Sciences (other than armor construction), Target Archery, Research, or other related things. We fight.

## **Article 2:** Free Company Structure

- The Free Company is organized in several ways.
  - **Triad** - A group of 2-4 fighters with a leader known as a “Tetrarch” (total of 3-6 fighters).
  - **Lance** - a group of 2-3 Tetrarchs with a leader known as a “Lance Leader”. Total of 10-11 fighters.
  - **Legion** - a group of 2-4 Lances. With a leader known as the “First Spear”.
    - First spear and legion is only a group/position that would be created if the Free Company of Marius grows large enough.
  - At any point if there are not enough fighters to constitute a greater unit then leadership can fall to the Lord Commander (for example, if there are only 3 fighters in the company then instead of a Tetrarch that leadership role will fall to the Lord Commander)
  - Lance Leaders, First Spears, and the Lord Commander will form a leadership council.

## **Article 3:** Responsibilities/descriptions of Leadership

- Tetrarch - a leader of 2-4 fighters. The job of the Tetrarch will be
  - communication of plans on the Field.
  - Letting fighters under their leadership know about events, training, and practices.
  - Helping fighters, if necessary, find transportation to events, training, and practices
  - Mentoring fighters under their leadership

- **Helping everyone have fun**
- Lance Leader - leader of 9-10 fighters. The job of the Lance Leader will be.
  - Communication of plans to Tetrarchs on the field (and other fighters if needed)
  - Evaluation of fighters
  - Direction of fighters on the field
  - Coordination of Triads for events.
  - To lead training and equip fighters.
  - General aide when needed.
  - Serving on the Leadership Council
  - Mentoring fighters and Tetrarchs under their leadership
  - **Helping everyone have fun**
- First Spear- 2 to 4 Lances The job of the First Spear will be.
  - To communicate plans on the field
  - To deal with any negative issues
  - Help train fighters.
  - General aide when needed
  - Serving on the Leadership Council
  - Mentoring Lance Leaders under their leadership
  - **Helping everyone have fun**
- Lord Commander - 2 or more legions. Would take the place of First Spear, Tetrarch, or Lance leader if the numbers are less. The job of the Lord Commander is
  - to take care of any negative issues
  - plan for events
  - plan for training
  - organize and host events.
  - Help equip fighters
  - originate communications and plans.
  - General aide to fighters
  - negotiations/communications with other groups or to appoint someone that will.
  - Schedule and organize meetings of the leadership council

- Serve others
- Mentoring lance leaders and/or first spear(s) under their leadership
- **Helping everyone have fun**
- In the case of lower numbers the Lord Commander will take the place of the First Spear.

#### **Article 4:** Choosing Leadership

- Each Triad will select its own Tetrarch or the position will fall to the most senior fighter or the fighter that is naturally or has already taken the lead
- For Lance Leaders and First Spear positions the council of leaders (consisted of other Lance Leaders, First Spears, and the Lord commander) will put for leaders for Lances and legions and then they will be voted on by those fighters.
- For the Lord Commander (aka Lord)
  - At the creation of the Free Company of Marius the position of Lord Commander will fall to Brannith Marius.
  - After the initial completion of the Free Company the Lance Leaders and First Spears may call for an election of a new Lord Commander. If none is called for then the Lord Commander will have a 2-year term.
  - Every 2 years the council of leaders can call for an election for a new Lord Commander.
  - If the Lord Commander is in active or not holding up their responsibilities the leadership council can call for an election for a new Lord Commander

#### **Article 5:** initial fulfillment of leadership positions

- When the branch becomes official the members will meet and may decide to fill all positions of leadership at that moment and then expand from there, or “start at the bottom” and fill the positions of leadership (with the exception of Lord Commander) as enough additional members come on board.

**Article 5:** Offices of the Free Company of Marius

- The Lord Commander will choose offices as needed
- All other responsibilities will fall to the Tetrarchs, Lance Leaders, and First Spears

**Article 6:** Finances of the Free Company of Marius

- Finances will be governed by the leadership council

**Article 7:** council of Leadership

- All fighters (aka members) can attend council leadership meetings but only Lance Leaders, First Spear, and the Lord Commander can vote on topics concerning events and training but all members can have input.
- All members can vote on general issues and issues of finance.

**Article 8:** Concerning the Lord Commander

- If the Lord Commander is inactive for 2 meetings in a row (for whatever reason) the other members of the leadership council may call a meeting to elect a new Lord Commander
  - If there is extenuating circumstances or the Lord Commander is aware that he/she will need to be away from the group for 2 meetings or more then he/she can appoint a First Spear or Lance Commander to take his/her place for a set amount of time but for not longer than 8 months
  - If the leadership council selects a new Lord commander, they will serve out the rest of the term until the next election for the next Lord Commander.

**Article 9:** Changes to the Charter

- Any changes to the Charter will be democratically voted upon during meetings, as long as a quorum is reached (2/3rds of the populace voting).

- All changes to the Charter will be submitted to the Crown for final approval. Any member who has suggestions of changes to be made or can think of new things we should incorporate within the Free Company of Marius should share this in written format with their Lord (the Lord Commander) who will add it to the agenda of the next leadership council meeting.
- Official meetings are held semiannually (in the winter and the summer)

**Article 10:** inclusion of traditional martial arts

- The Free company of Marius may have traditional martial arts training.
- These training could provide training in techniques that could potentially be applicable in EMP (and other armored combat) fighting organizations but are not required to.
- There could be, if needed or wanted by the members, a Triad, Lance, or Unit solely dedicated to traditional/eastern martial arts. This in no way required but could be created if interest there were.
  - If this does occur then all efforts would be created and maintained to help all members work together to further training, growth, and fun.

Article 11: The website

- The current website can be found at:  
<https://bryansteel.wixsite.com/website-1>