

THE SENATE AND PEOPLE OF ROME
LIVE ACTION BATTLE GAMING



THE MOS
MAIORUM



“For who is there so worthless and lazy that he would not wish to know how and under what kind of government the Romans have brought under their sole rule almost the whole of the inhabited world in less than fifty-three years; for nothing like this has ever happened before. Or who can be so devoted to any other subject of study that he would regard it as more important than the acquisition of this knowledge?”

-Polybius (I, I, 5-6)

MOS MAIORUM

Literal translation: "the ways of our ancestors". Rome's great empire was founded on the adherence to old traditions that originally ensured her rise to dominance over her neighbors. This catch-all phrase encompassed a great many things about ancient Roman culture. Rome's religions, martial traditions, government, law, etc. The *mos maiorum* was the way things were done in Rome, the sense of what a Roman perceived as fitting and proper. As such, it is the most fitting and proper title for our society's guidelines and structure. The *mos maiorum* transcends actual law. It represents and encompasses our traditions and policies. Our laws are included herein and are a part of the *mos maiorum*. The *mos maiorum* is anything written or unwritten, anything stated or implied about what Rome is. Rome's greatness is owed directly to our adherence to the *mos maiorum*.

DEDICATED TO THE SENATE AND PEOPLE OF ROME,
THEN AND NOW. . .

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IN THE CONSULSHIP OF URSUS AND ELVORIX

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INTRODUCTION

Do you want to BE a Roman Gladiator? Legionary? Centurion? General? Senator? We've been living your dream for years!

Roman might was made legendary by the valor of her glorious Legions. Sandaled feet marched to the clash of arms through a river of blood. The Legions carved out Rome's expanding dominion through battle and butchery, from Britain to Egypt. From a patchwork of conquests, the diverse nations and cultures of three continents were transformed into one world, one Empire!

Do you ever wish you could have made history, earning eternal glory in Rome's wars? Now's your chance! The Legions still expand the Empire's dominions every month. We share a fascination with history and get to enjoy it as a fast-paced, action packed sport! The United States' East Coast boasts a wide variety of medieval combat organizations, including [Warbands Battle Game](#) and the [Society for Creative Anachronism](#) (SCA). Rome has enjoyed participation in local medievalist combat circuits since 1987, and we welcome you to join our fun. If this sounds like your kind of fun, Rome wants you!

Historic Romans understood how to conquer and reign. Using the principles of war that established the Roman Empire as supreme, we have duplicated their success. We are always recruiting, building new Legions to share our peerless glory. We offer numerous advantages to people who share our interest. We will train you to use competitive combat techniques. We will help you construct armor and weapons that will help ensure your superiority on the fields of battle. You'll enjoy the exhilaration of experiencing a safe medieval combat simulation with a winning team. In return, Rome expects your regular participation as a combatant at our events, and your devoted adherence to our high standards of honor, sportsmanship, and loyalty.

Rome is about fun and teamwork, using organization to achieve success. We've achieved national fame and glory in the Warbands Battle Game, the Society for Creative Anachronism, and other organizations. Romans strive to be the best of friends, and the most challenging of opponents. We don't believe in having "enemies," being of the opinion that all "medievalists" share a common interest that should unite us. But friendly competition has its place on the battlefield, where glory is earned. Whether your interests lie in joining us as a citizen of Rome, fighting with us at Pennsic, or even fighting against us in the medievalist societies we recommend, please contact us. We welcome all who share our interest in the glory and majesty that was (and is) Rome.

Ave Legions of Rome!





GETTING STARTED: THE ROMAN ROAD

Becoming a Roman may seem overwhelming to the uninitiated. However, while nothing truly great is ever easy, it is not that hard to get started out on the Roman road. And as we all know, all roads lead to Rome.

Rome is first and foremost a military organization. We focus on medieval style, full-contact mock combat. An individual does not really need that much to get started. The minimum requirements are:

- A red tunic with a belt
- A short sword
- A desire to be a Roman
- Attendance at a Roman event (see the Schedule on the website for Roman events)

It may seem overwhelming to join us at a battle with 100 people on the field or a war with 3,000 people on the field. Practices are a great, low-key way to meet Rome and learn to do what Rome does best, fight!

Rome conducts practices each week, weather providing. Most of our membership range from Northern Virginia to Baltimore, so we are spread far enough to warrant multiple practices. A local practice will include people within a 30 minute driving distance.

Practices are usually in the evening, on a weeknight and last for 2-3 hours. Garb (costuming) and armor are not worn or used at practices. Loaner weapons are available for newcomers, and veterans will be there to train you and show you how to get equipped. Check the Roman website (www.romanempire.net) under Schedule for practice times and locations.

Starting out is easy, and we'll help you along the way. This rest of this document details what is expected from every Roman. We have all lived up to those expectations for years. Many of us strive to surpass them. That's what that sets us apart and makes us great. We act together for the dream of our great Roman State. Romans live the dream and we invite you to share that dream with us. There is truly nothing better.





ROMAN CITIZENSHIP

So, you want to be a Roman? While various requirements are detailed throughout this book, they are consolidated them here for easy reference.

A Roman Citizen will:

- I. Camp with Rome's Legions at events we attend when Rome establishes a camp (Castrum). Exceptions may be made based on individual circumstances;
- II. Read the Mos Maiorum and all subsequent updates;
- III. Receive emails, detailing Roman-related events and highlights, war registration information, and recognition of the efforts and contributions of citizens throughout the empire;
- IV. Receive reasonable assistance, guidance and/or reference materials constructing weapons, armor, and equipment, or in finding local medieval combat societies, Roman reenactment groups, and live-action role-playing games;
- V. Have their character identity and social status documented as a member of Rome, as a citizen of the Roman Empire.
- VI. Have the offer of citizenship extended to them by the Emperor of Rome. This supersedes all other requirements.

SOLDIERS (MILITARY CITIZEN)

To enlist in our glorious Roman Legions as a soldier, you must:

- I. Fight with Rome at any battles or Wars we attend;
- II. Fill out the Roman Citizen Data Sheet provided to you at your first event;
- III. Attend at least six months of battles as a Petitioning Auxiliary (see Auxiliary) or at least two full Wars;
- IV. Take and follow the military oath (see Sacramentum);
- V. Agree to and sign the Roman Contract of Citizenship;
- VI. Own and wear a red tunic (see Clothing);
- VII. Paint the Roman shield symbol on your shield if/when you have one;
- VIII. Understand and adhere to the laws set down by the Senate and People of Rome (see Lex Romana);
- IX. Find a Legion Commander willing to accept you into his Legion.

Roman military service is a long-term commitment. Rome has a lot to offer a new recruit. Rome is the best unit you will ever have the privilege to join. But understand that your wish to join must be more for Rome's greater glory than for your own. Referring to the first martial law of the Lex Romana: Rome will not be taken advantage of.



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CIVILIANS (CIVILIAN CITIZEN)

To become a private civilian of the Roman Empire, you must:

- I. Fill out the Roman Citizen Data Sheet provided to you at your first event;
- II. Understand and adhere to the civil laws set down by the Senate and People of Rome (see Lex Romana);
- III. Own a Roman costume and wear it at any events you attend in your non-combatant capacity;
- IV. Take and follow the military oath (see Sacramentum).
- V. Civilians are expected to contribute to Roman martial readiness at every day of battle they attend. Examples include helping people get into armor, water bearing, Heralding/Marshalling, toting a wagon from camp to the field and back, setting up a sun shade on the field, and taking some personal responsibility to help soldiers get on and off the field in a noticeable way at least once an event.



Speaking to the last responsibility, established opportunities exist. Citizens, including petitioning and prospective citizens, if they so choose, are authorized to provide a post-battle snack at Rome's wars. They will be allotted \$15 per battle day from the war chest. This transaction must be approved by the Camp Prefect.

Civilians have no need for, or access to, Roman military secrets. Neither are they bound by Roman martial laws. Our focus is obviously military, but civilians contribute significantly to Rome and will earn recognition for their contributions.

Civilians may not hold elected office, Rome is a military state. However, they may be appointed by a magistrate or serve on a committee.

ASSOCIATES

We've often met fighters with Roman personas and armor at Pennsic and other wars we attend. You are welcome to fight with us on a temporary basis. The more the merrier! We only require that you adhere to our standards of honor and sportsmanship while fighting in our ranks. We all want to be part of something greater, and what could be greater than Rome?



ON THE QUALITIES OF A GOOD ROMAN SOLDIER

We get asked quite often "What are the qualities that Rome looks for in a petitioning auxiliary?" This is understandable, given that Rome always boasts several new and petitioning citizens. Rome does not accept, or want, everyone. This is not to intimidate potential new citizens. It is designed to protect Rome by ensuring Roman superiority. The following pages should be helpful in defining those desirable characteristics.

Let me begin by explaining the process. You tell a Roman that you wish to petition for citizenship, that you want to join Rome. Generally this person will be a Legion commander or Dominus. Word of your intentions will be spread among all Officers, and you will be watched. This process is one we regard as sacred, though we deal with it very informally amongst ourselves. Each petitioner is a separate case. It is the responsibility of your Legion commander to screen you first. To some extent, you have passed their test by the fact of your presence. If you embarrass them on the field, chances are they won't even bring you back. After several events, I will ask each Officer his opinion on your merits, both good and bad. We have an expression among ourselves, that someone either is or is not "Roman material." Based on the Commanders' statements (which will have NO political basis) and Dominus' own opinions, a judgment will be made based on what is best for Rome. This no doubt will eventually infuriate someone who is trying to assemble a Legion. Numbers are beneficial if used well, but numbers alone mean nothing. Rome has defeated as much as four times our number. Your auxiliary status will last at least six months (or the duration of two wars depending on the judgment of the Imperator). This is not intended to discourage you. This allows Rome's Officers ample time to review and assess your worth. I shall go on to explain those characteristics that define Roman material.



First and foremost: Loyalty. Loyalty to Rome, loyalty to the Imperator, loyalty to your Legion Commander. The bottom line is can you be trusted? If not, we're wasting each other's time. Every good Roman understands that Roman greatness is based on sacrifice. The sacrifice of some free will for the betterment of the group as a whole. This is a major facet of the loyalty that is an ultimate prerequisite expected of every citizen, petitioning or otherwise.

Secondly: Dedication. You must ask of yourself, "Am I in this for the long haul?" I'll be asking it of you. Are you going to come out and fight regularly for at least a year or two? If not, you're a waste of time. We want you out at least once a month. There are lots of old Romans who, because of the many responsibilities that tend to weigh us down increasingly with age, are unable to attend more than a few times a year. This is all right. They've put in their time, and Rome has benefited greatly over the years because of their efforts. Rome expects the same participation from you, at least initially. There are a lot of rewards, granted, and as a citizen you're entitled to your full share of armor, training, experience, and glory. But you must be worth it. Along with dedication is your adaptability and willingness to go with the army. If Rome can only expect your support in a single organization, fight with us as a long-term auxiliary. Each medieval society at best represents one third of our campaigning. Don't be a peasant afraid of journeying too far from home. Lastly, understand this: your agreement to join Rome is a permanent one. Not for one year or two years, but forever. Every time you step on to a battlefield for the remainder of your life, you are a Roman. (It eludes me why anyone should wish to be otherwise.) The Roman Empire is not a fad or temporary phenomenon. In various forms it has existed since 1987. I always emphasize this with all the gravity I can muster: do NOT make this decision lightly.

Thirdly: Attitude. This is an abstract that is difficult to describe, but we all have a feeling for it and it is an important consideration. Do you fit in? Are you a natural fighter and conqueror, or a geek who just doesn't want to lose? Do

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you want to be a Roman? We want winners, not whiners. We are all sick of the people who want to be part of the best unit in medievalism, but don't want to follow any of the tenets we set down or integrate themselves as a Roman. "I don't wanna wear a red tunic", "You can't tell me what to do", "Dominus is a jerk", "I wanna fight Florentine", "I'm a skirmisher, I don't wanna fight on the line", "Harn doesn't like me." WHY are you even here? The answers to these questions are: "You will", "We can", "I'm not", "You can't", "You will", and "No, he probably doesn't." Do you think that Rome is great by accident? No, it is by calculated design that Rome is great. If you think you can do better I welcome you to try. If your presence among us weakens us, we don't want you. The only exceptions to this are raw, green recruits who have never fought. These are an investment in the future of the Roman Empire. In fact, their personal fighting ability is barely a consideration beyond what rank they will begin as when/if you are enfranchised as a citizen. It is your potential that concerns us. If you are not a good fighter when you enlist, you will be. Attitude is far more important. We want people who will contribute and not detract from the group. We want people who want to win, but will not break the rules in order to do so. We want people who will put Rome's best interests ahead of their own medievalist career. We want people who will preserve and protect our image, honor, reputation, and dignity by the way they deal with outsiders and present themselves internally and externally. We want people who will take the time and energy into bettering and equipping themselves; the Roman way. Why be an exception to the very things that make us great?



Fourthly, and this is tied directly to the third: Intent. I will ask you WHY you want to join. Perhaps I should not give this one away, but the biggest danger sign is when the response is, "For the armor?" "Let's see how you do over the next six months," will be my likeliest response. Rome's assistance, as stated in the sacred Lex Romana Martial Law number I, is not based on altruism. Your greatness makes Rome great. You should be joining as much for Rome as for yourself. If you don't want to follow ALL of Rome's laws and guidelines, fight with us as an auxiliary forever. That's fine. If you leave, or start your own country, there is no violation, no betrayal. We're still happy friends. If things don't work out, return at your leisure. You won't enjoy the benefits of citizenship, but there is nothing worse than being an ex-citizen. Status as a Roman auxiliary still puts you far ahead of the rabble, and you get to fight with Rome rather than against. It's a happy alternative. Think about it. If this is your choice, we'll completely respect your honesty and your decision.



It must be emphasized that your agreement to join Rome as a permanent citizen is between you and the Imperator, Senate, and People of Rome. Not your character, not your medieval persona, but YOU agree to join! The military oath, or Sacramentum, applies to you personally. Roman citizenship is bestowed along with Rome's trust in you. If you foreswear your oath or betray Rome's trust, you invite harsh penalties for your actions. Joining Rome is PERMANENT. We will welcome you, help you, include you, and give you many opportunities to prove yourself. But consider your decision carefully. Further, Rome does not recognize such fantasy organization conventions as multiple characters. Your rank and status are YOURS, regardless of the character you portray on a given day.

Rome is growing at a drastic rate. Being the best affords us the luxury of being able to pick and choose, and we must be careful if we are to ensure lasting Roman domination. But we do want you to be a Roman if it is what you truly want. To truly want it, and to adhere to the guidelines and standards we set, is what it really takes. Ask yourself honestly. Most people, if honest, would hesitate to enter into such a binding commitment. In fact I tend to distrust those who make the decision with alarming ease. Rome transcends friendship. Rome is

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peerless. Rome is eternal. Rome is a dream built on battle and butchery, on victories and triumphs. Being a Roman means learning to be a soldier rather than a mere warrior. Being a Roman means being a professional rather than an amateur. Being a Roman means tying your fate forever to Rome's. Many feel such "limitations" a heavy and inescapable burden. If you feel this way, you are not Roman material. But for the truly dedicated classical/medieval combat enthusiast, Rome is the best decision you will ever make.

-Allarius Xirinius Dominus, Imperator
Commentaries III, December 10, 1995
In the Consulship of Amroth Valerius Baculus and Tobias Deloricus Desponius



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CLOTHING



"The clothes make the man." This cliché is probably as old as Rome herself. However, in medieval combat it is all too true. People equate superior garb, or "kit," with veteran status. And not only does having a good kit make you appear more formidable, but it also makes the unit altogether more impressive. Nothing is more imposing than the truly awesome spectacle of several Legions maneuvering in unison, clad in red tunics and steel. This image itself goes a long way towards defeating our opponents psychologically. Anyone participating with Rome must have a costume by their third battle or they will not be allowed to fight with us.

The bare minimum garb required of a Roman is a red wool, linen, or cotton tunic (to be worn over any under-tunics). A Roman should wear a red tunic while representing Rome in any martial capacity, whether fighting, refereeing or standing guard. Wearing a red tunic helps ensure that your fellow Romans can recognize you by your apparel at a glance. Romans in combat tend to be inordinately paranoid. Many are our auxiliaries and raw recruits who have been slaughtered inadvertently for wearing a brown tunic within striking range of their fellows. A Roman in red is also far likelier to get assistance in dire need than some nobody in non-descript colors.

When you are not fighting or in uniform, you should still dress like a Roman. The easiest and most obvious way to do this is to wear a red tunic. On the Roman website links section, there are numerous links to sites with accurate depictions of

Roman military uniforms and civilian dress. This is exactly the kind of authenticity we like to see reflected in each Roman's accessories. An advantage of Rome is the extraordinary wealth of documentation and reference material available in books and online. For civilian dress, feel free to accessorize with the clothing of the many nationalities that composed the empire. However, we do consider it an expression of national pride to don Roman garb. Remember that the quality of your kit is an essential prerequisite for military rank.

There are a few restrictions we insist upon. Some garb requirements/restrictions are based on social status (see the Social Status section) or rank (See the Rank section). Unless you are a Patrician, Equestrian, Praetorian, or Legion Commander (see Nobles and Legion Commanders) you should have NO PURPLE in your costume at all. There are few costume limitations we insist upon. If you are among the above three mentioned, you should have a purple stripe of the appropriate width running down your tunic or cape regardless of your costume style or nationality. Another major restriction is the use of brass-like metals in your kit (See Centurion). Military uniform and dress requirements will be enforced regardless of status.

One crucial element in the Roman wardrobe is a toga or stola. We would definitely like every Roman to have a toga or stola. We have held annual toga parties and will continue to do so. There will be Senate meetings and other occasions where Roman formal wear is appropriate. A toga was the exclusive privilege of the Roman citizen.

For combatant footwear, we highly recommend combat or hiking boots. They are not by definition "period", but they do carry martial associations and Rome did have similar models. While many combatants use engineer boots or high-top moccasins, these lack both the traction and ankle support to function adequately in combat. The same is true of sandals, unfortunately. Nice apparel, but dangerous in combat. Sandals are best worn when you're not fighting.

Rome will be happy to assist and advise you with all your garb needs. You have only to ask.

TU RECEDERE... TO POPULUS, ROM... NATUS POPULI... CMANUS

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MOS MAIORVM

SACRAMENTUM – OUR ROMAN OATH

I, _____, swear to honor and defend the Mos Maiorum, to enthusiastically follow the commands of the Imperator and all those with lawful authority, uphold Rome's *dignitas*, never to desert, and not to shrink from death on behalf of the Roman State.





ROMAN MILITARY

BATTLE SCHEDULES AND ATTENDANCE

Rome's officially scheduled campaigns are published at the beginning of every year. Our schedule is available on

- The Roman website (www.romanempire.net),
- Our public Facebook page (www.facebook.com/SenatusPopulusqueRomanum)
- Our private Facebook Group
- The Roman Discord group, "S P Q R"

Official events include battles and even practices, of which there is typically one event per month. The Senate may also give certain events special recognition under Roman law, and these are typically the Wars.

Rome attends two major Wars every year: "Armistice" in June and the SCA's "Pennsic" in August. Both events are held in midwestern Pennsylvania. All citizens will receive the necessary registration information for these wars through Roman periodicals.

Every day of battle in which Rome participates at a War counts separately towards each soldier's annual attendance. That is, each soldier's day of battle at a War will be tallied with his/her annual total as if that day were a single event. A "full" War is defined as at least five days of attendance at the event and taking the field with Rome for at least four of those days. Attendees will receive double credit for every scheduled "battle day," at Armistice, Pennsic, and Teutoburg Forest. At Armistice, a Roman may earn double credit twice a day for attending both foam and rattan battles.

Another essential event is Floralia. This springtime practice includes drilling and rehearsing our maneuvers at the start of the campaign season. This annual event is held in midwestern Pennsylvania, and attendees will receive credit for attending three battle days for the year. Attendance ensures that Rome's full battlefield effectiveness for the year, as we rehearse new and old tactics and formations that emphasize teamwork to achieve victory.



Attendance is vital to Rome's continued greatness, and is a responsibility we all accept. It is our responsibility to each other, to our respective commanders, and to Rome. Each Officer rank requires a minimum attendance every year, and regular attendance is a consideration for citizenship and promotions.

While every Roman is expected to try and attend events, important battles and wars have increased emphasis and rewards. Non-battle events do not count towards attendance. Senators and Magistrates must attend Senate meetings and fight at the major events when Senate meetings are conducted, in order to maintain their positions on the Senatorial Rolls. Legion commanders must keep their Legions active, or disband. Regular battle attendance is important to Rome's preeminence. More detailed information on Rome's attendance expectations is provided in the pages that follow.

The *lex Arthola Claudia* states that refereeing may only count towards a citizen's attendance once every six months.

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WEAPONRY

Below are the weapon choices available:

- I. Sword, shield and javelin (gladius, scutum, et pilum)
- II. Spear or glaive (hasta or lancea)
- III. Bow and arrows (arcus et sagittae)
- IV. Polearm (securem)



Get used to this concept: the shield wall is everything. If you do not wish to be a shieldman, choose the other weapons that can most readily support the shield wall. Well placed spearmen and archers, with the wall's protection, can both fend off flanking attacks and decimate an attacking line's advance.

Rome takes a very pragmatic approach to warfare. We've been at it a long time and we like to win. There are no Romans even allowed to even use a two-handed sword. Why? Because that soldier has no defense and must expose himself physically to attack with his/her limited reach. The same is more true of those fantasy novel enthusiasts who dream romantically of fighting with two swords. They are easy pickings for spearmen and archers. Limited combat effectiveness among our people weakens the Legions as a whole. If you insist on weakening your group, please go fight with the rabble; we'll pick you off with javelins before we engage your shieldmen.

Does this sound harsh? A novice will get trounced without the teamwork we emphasize coupled with the most effective and high-tech weaponry available. If you get trounced, holes can be made in the shield wall that can spell death for your fellow Romans. In recruiting you, we accept this risk. But we insist that you weaken the group as little as possible.



Catia with sword and shield



Heraklides with a spear



Marius taking aim



CORDIALITY

Please be reminded that Rome's purpose lies in our ancient martial tradition of war! When Rome's Legions camp, it is a necessity brought about by our participation in a war. Everyone sharing space in Rome's camp is expected to contribute to the war effort, whether they are fighting or not. We recognize that your time is a vacation of sorts. But understand that anyone who is not helping the war effort is hindering it, and Rome's greatness is the culmination of our combined efforts on her behalf.

Since many of you will one day rise to a command position, this must be emphasized concerning the issuing of orders. When you are not in a battle situation, maintain cordiality with your fellow Romans. A good example is a campout. It is always better to say, "Help me do this" than it is to just say, "Do this." And say "Please." It's not usually in character. But while the game isn't real, the people are. We're all friends who are in this for fun, and dissension in the ranks is never good. However, in battle you should yell (or roar) your orders. And expect your leaders to roar orders at you. Battle commands are imperative and must be followed immediately. While mistakes can occur, cooperation on a group level reduces casualties and helps ensure decisive victories for Rome.

SALUTE

Before moving on to defining our structure, a mention must be made of our salute. Hailing your superiors is a prerequisite to all promotions. If you have no respect for higher ranks, you don't have the right to be among them. Always return a salute when it has been given to you. Among outsiders it will make us appear sharp and polished. To salute, place your right (or weapon hand) fist to your heart. Say "Ave!" (Pronounced AH-Vay).



LEGIONS

Our tactical units are called "Legions." Each Legion is composed of five Romans. Each Legion is commanded by a Tribune, Legate, Count or Duke. His second in command is called the "Primus Pilus." This office should be filled by either a Centurion or the highest ranking officer available. The remaining three are referred to generically as Legionaries. In a crack Legion, all three may be Centurions. However, for our purposes here they shall be termed Legionaries. It is the responsibility of these Legionaries to keep up with their commander. It is the Primus Pilus' responsibility to see to it that the Legionaries do remain with their commander. It is the Legion commander's responsibility to see to it that the Legion's task or military objective is accomplished. Whether this consists of building a fort wall, scouting, guarding, or leading a complex feint against an enemy flank, it is the commander's responsibility to see that it is accomplished.

One word to the wise: DO NOT PLAY HERO. Teamwork and concerted effort win battles, not martyrdom. Nothing is more ludicrous than a single man charging his enemies' line. If your Legion is decimated, get with another. A coordinated assault should always be successful. Obey orders from your commander. Commanders - NEVER run off on your own without orders or permission. A divided force is a weak force. Division is only good if you want to give an impression of weakness. So, commanders, see to it that if the Imperator dies you keep Rome's forces together in a group rather than splitting into rabble. Keep that group in motion so that it is not surrounded or picked off.

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CREATING A LEGION

A Roman citizen must first recruit four additional members to start their five-man Legion. This allows Romans the luxury of choosing their Legion commanders, and ensures they get to fight with their friends. It is the commander's responsibility to train their soldiers to be proficient with his/her weapon(s) of choice, equip and muster his Legion. A commander must train their Legion how to make weapons, garb, and armor. A commander must instruct their Legion in the basics of characterization. The Legion members are responsible for obeying their commander's orders and remaining by his or her side in battle

Romans do not play dirty with each other, so we've established a certain Legion building etiquette. For instance, it's considered proper form to fill your position before requesting a transfer from a Legion. Moreover, if a Senator is recruiting his friends into an existing Legion, he or she should request permission from his commander immediately if he intends to branch off into a Legion of his own. Expansion is good; we don't back-stab our countrymen. If you can recruit but feel too inexperienced for a command position, get with a Centurion and form a Legion under him. If you don't have the time or experience, you won't be effective. Make a deal with someone who does have the time and experience. Either command or be second-in-command of the Legion you have assembled. But if you do help someone else rise to command, don't bide your time until you feel inspired to displace them. Poor treatment of your commander dishonors Rome. If you are unhappy in a Legion, arrange (with your commander's permission) for a transfer. You may be able to arrange a trade between Legions that will satisfy both commanders. Lastly, Rome will NOT be a nice, comfortable place to assemble your own unit as a Legion before breaking off on your own. So make your decisions. This structure is designed to maintain Rome's strength and provide us a militaristic image to intimidate our opponents. Don't take advantage of it. That weakens Rome and incurs the displeasure of the Imperator.

In order for a Legion to be considered active, it must attend (with its Legion commander, its Eagle (Aquila) and at least three of its four other members) at least one of the following events in a given calendar year: Floralia, Armistice, Pennsic, or Teutoburg Forest. To count towards active Legion membership, each fighter must be a citizen, *Probatio*, or an auxiliary who owes no allegiance outside of Rome (i.e., allies from other units don't count) and is wearing a red tunic in battle. Should a Legion become inactive, its commander is no longer entitled to wear the cape of their office. They may wear the cape again as soon as their Legion becomes active. After five years of continuous inactivity, a Legion is considered retired and its number may be taken up by a new Legion. Until then, a Legion commander retains full rights to his Legion number. They may give permission for another Legion commander to take up their old Legion number. Also, all honors and awards will remain with the Legion in question.





RANK STRUCTURE

The following pages outline our military structure and requirements of rank. There are several reasons behind our rank structure, beyond the fact that it maintains field discipline. The first and foremost is to acknowledge and reward Romans who contribute time and effort to attending battles, improving their capabilities, and expanding the unit through recruitment. Secondly, it ensures that those with the most experience and ability are in undisputed command when leaders fall.

AUXILIARY (AUXILIA)

OR ALAE Non-citizens. This term will refer generically to:

- Probatio - Probationary recruits petitioning for Roman citizenship
- Those who owe allegiances or military obligations outside the Empire
- Mercenaries who fight for Rome
- All non-citizen teammates in general

To join us temporarily as an Auxiliary requires only our willingness to accept you on a temporary basis. This is generally dictated by the circumstances. For instance, if you are a well-equipped, veteran fighter we will almost always accept you. But if you have little experience or equipment, and Rome is fielding several raw recruits, we would generally prefer you join the other side unless we require sheer numbers. A powerful veteran who lends Rome military assistance may be awarded the title of "Friend and Ally of the Roman People." This honor renders the veteran a right to fight with Rome at any time.

Auxiliaries are protected under Roman Law, which they are expected to learn and follow. Auxiliaries receive loaner armor only after Roman citizens get first pick. While this appears inequitable, you enjoy the luxury of fighting with (rather than against) Rome. This means Rome reserves the right to make such decisions as which Legion you will be assigned to and where you will fight.

Auxiliaries should present as Roman. While acting with Rome they should wear an appropriate kit during battle, and conform to general Roman standards. Appropriate kits include any Roman contemporaries that were part of the Roman World (Egyptians, Greeks, Gauls, Scythians, etc.). Roman standards refers to the general expectations of a Roman, with regard to *dignitas* and responsibility..

Only *Probatio* (auxiliaries petitioning for citizenship) and citizens count toward the five soldiers required for an active Legion complement. All *Probatio* must own and wear a red tunic. Though you fight for Rome, you will not receive awards or promotions. A *Probatio* must fight as an auxiliary for at least six months and/or two full Wars before the Imperator offers citizenship. At this time the *Probatio* is required to make a decision as to his/her permanent allegiance to Rome. If he/she elects not to join Rome, they may still fight with us (depending on the circumstances listed above), but will not get the choice again. Why? Rome wants dedicated soldiers who believe in her, not the typical hangers-on who drift between popular and powerful units.

Historically, the alae were composed of barbaric allies from subject states who were used to soften up enemy lines and slow charges. An auxiliary owes us no long-term allegiance.

If/when citizenship is conferred upon a *Probatio*, he or she will be assigned a rank according to their experience, ability and equipment. Experienced recruits will generally be accorded the rank of Optio until they have demonstrated dedication, loyalty, and ability.

TU RECEN... SITO POPULUS, RO... NATUS POPULI... CMANUS

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LEGIONARY (LEGIONARIUS)

This is the lowest rank for a military citizen of Rome. It is held by those unable to make the higher attendance requirements. The Legionary was the original starting rank for any Roman citizen. This has changed for a number of reasons. No one gets enfranchised as a Roman citizen without spending a considerable time with us as a *Probatio*. A *Probatio* must prove him/herself worthy. By the time they have, they are usually a hardened veteran because they've spent at least six months attending battles/practices every month and/or two Wars. Most Legionaries these days are actually worthy fighters, Roman veterans of many campaigns who no longer have time to fight on a regular basis. There's no shame in being a Legionary. There is always room for a Roman in the Legions, and we always welcome our old veterans' participation, regardless of its frequency.

PROMOTIONS

If you feel that a promotion is overdue, speak with your commander. Occasionally, an individual may be overlooked, but this rarely occurs. You may be provided with suggestions or constructive criticism as to how to move up. Understand that we do want you to go up in rank. There is no such thing as top-heaviness in our rank structure. If our lowest ranking members are Centurions, we're invincible! No promotions will be based on favoritism or personal bias. All ranks and promotions will be handed out on a completely objective basis according to your performance and enthusiasm. Your length of service will of course be a consideration. Another serious consideration is how regularly you fight, and how often are you there for the important battles. If you don't know which battles are the most important, and then ask somebody.

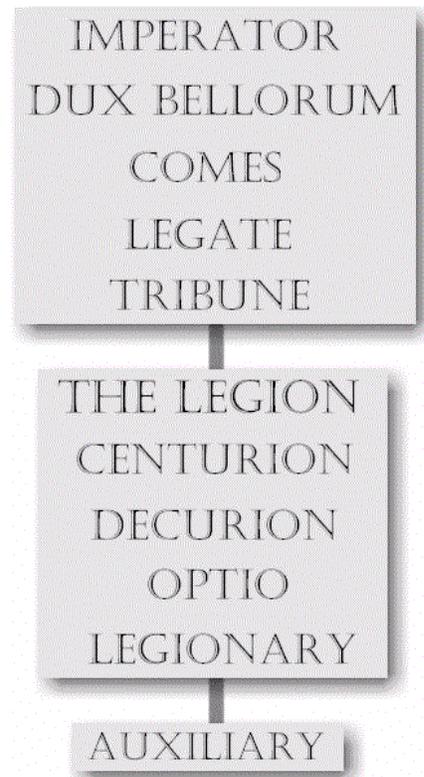
OFFICER RANKS

The Roman military machine depends upon training, discipline and strict adherence to the chain of command. All new soldiers must learn and follow this chain of command and recognize his or her place within it. The figure to the right illustrates the military chain of command.



While every Roman soldier is expected to follow orders of those above them in the chain of command, no Roman is expected to be subjected to inadequate leadership. The Command Structure ensures that the most experienced fighters call the shots on the battlefield. Each Legion commander has direct command over their personal Legion. They have indirect command over anyone beneath their own rank. Avoid calling orders to another Legion unless you are currently the highest ranking officer alive, or are repeating the orders of the Emperor or current commander.

Barring other considerations, seniority within a rank shall be determined by time active at that rank, whether consecutive or not. The Emperor may, at his discretion, choose to reassign seniority for Rome's benefit.



THE SENATE AND PEOPLE OF ROME MOS MAIORVM

OPTIO

- Must have learned to be a resourceful and self-sufficient fighter
- Must have an established character identity and background
- Must exhibit loyalty to the Emperor, Senate, and People of Rome
- Must possess his or her own weapons and costume
- Must exhibit decent characterization on the field
- Must earn credit for fighting at least 5 battle days per annum.

DECURION (DECURIO)

This level is basically a catch-all for those Optios who demonstrate excellence in one of the rank requirements, or who exhibit a gradual improvement in all of these characteristics. This rank also consists of those fighters who are completely worthy of Centurion rank, but are unable to attend the required number of events. All ranks Decurion and above must own and wear greaves. A Decurion must earn credit for fighting at least 9 battle days per annum. At least 3 of the battle days must be officially scheduled Roman events.

CENTURION (CENTURIO)

- You are not merely a competent soldier; you are an absolute bad-ass
- Behave in and promote believable characterization through actions and raiment
- You understand and can apply fundamental strategic and tactical concepts
- You must own and wear Roman body armor and helmet
- Own equipment and participate along with Rome's Legions in all organizations where Rome participates
- Must earn credit for fighting at least 13 battle days per annum. Of these, at least 2 battle days must be spent in rattan-based fighting organizations. At least 3 of the battle days must be at officially scheduled Roman events.

If your armor and costuming requirements are up to par, you may feel that you are qualified for Centurion rank. If so, try fighting some of our current Centurions. If you can manage to best a few of them two out of three in single combat, you are probably qualified.

Only Centurions and Commanders who hold Centurion status (see below) are permitted to add any visible brass-, bronze-, or copper-like armor. Minor fittings, such as rivets, hinges, buckles and minor ornamentation (lion's heads, trim, etc.) are not considered armor. If you lose your Centurion status, you may not add any aforementioned armor to your kits that you have not previously worn. As a symbol of respect, the Emperor has the exclusive right to wear a brass-like lorica musculata (muscle cuirass).

SENIOR CENTURION

- You have been a Legion commander in the past (see below)
- You qualify for Centurion rank, based on the criteria detailed above

This rank is essentially an honorific, earned by a Legion commander whose Legion has gone inactive for whatever reason. Aside from Legion commanders, a Senior Centurion is the highest ranking officer on the field. They should almost always be appointed Primus Pilus (see Legions) of whichever Legion they serve in, due to their experience and ability.



Damon Arthöl Douglas Aquilus
Prætorian Prefect



EVOCATI

A soldier who meets their full term of service of 16 years, while meeting the attendance requirements of Optio is eligible to have the Emperor grant the honorary title of *Evocati* (or *Evocati Augusti* if in the Praetorian Guard). Evocati retain their highest military rank up to Centurion in perpetuity. Rank seniority is accrued while meeting the normal requirements for the rank.



LEGION COMMANDERS

In order to assume these exalted ranks, a Roman must first recruit four additional members for their five-person Legion. A commander's rank is a measure of their political status and combat ability. A commander is responsible for seeing to it that their Legion meets the minimum requirements to maintain active status (see Creating a Legion).

Additionally, the commander must:

- Choose a name and number for your Legion (consult history books if authenticity is a concern)
- Create a Legionary Eagle (Aquila)
- Own and wear Roman body armor and helmet. (If not already a Centurion at the time they become a commander they have one year's grace period to meet this requirement)
- A Legion Commander may personally wear any color tunic, provided his costume is Roman in design and based on historical coloring. Save that of purple which is reserved for the Dux Bellorum.

A Legion Commander is allowed to create variations on what will be established as the unit's shield emblem. This will provide for quick, easy recognition on the field. All designs must incorporate wings, lightning bolts and horns. We prefer that SCA shields conform to the standard template for uniformity's sake. Not only does this look more impressive, but we are smaller proverbial fish in that larger ocean and there are other fighters there with Roman personas and gear. All designs must be submitted to the Emperor for approval prior to use.

Leadership is a service you provide to those under you, and that you are responsible to your soldiers and to Rome. A good commander must be responsible to both Rome and their Legion. Rome has a long tradition of zero tolerance for people who abuse or flout their authority, rather than using it to fulfill their responsibilities. Our involvement is mutually voluntary, based on having a good time together. No one should ruin that good time for anyone else.

Only Legion commanders are entitled to wear helmet crests. An exception is the Centurion's transverse crest.

MILITARY TRIBUNE (MILITUM TRIBUNUS)

A Tribune is a citizen who commands a Legion as recognized by the Emperor. A Tribune who is either a Centurion or Senator is a Tribune Maior and is senior to all Tribunes who are not. Some Tribunes should remember that a Centurion may have more field experience than them and should listen to the Centurions' advice. As a sign of rank, a Tribune must wear a red cape with purple borders as his regalia.

There are three types of Tribunes listed here. The latter two being Tribune Maior above that of Tribunus Rufulus. As a sign of rank, a Tribune must wear a red cape with purple borders as his regalia.

- Tribunus Rufulus is a citizen who commands a Legion as recognized by the Emperor.
- Tribuni Angusticlavii is a Centurion who has become a Tribune.
- Tribunus Laticlavius which is a Senatorial Tribune.

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LEGATE (LEGATUS)

A Legate must be both a Senator and a Centurion. A Legate is to be addressed as "Lord" or Legate on the battlefield. This is only a Roman rank, but it will be observed. He or she has earned the privilege. As a symbol of their rank, a Legate must wear white cape with purple borders.

COMES (ROMAN COUNT)

This is a military rank of nobility. A Count of Rome is a Legate who has served as a Consul of Rome. As with a Legate, they will be referred to as Lord or by their title. A Comes must wear a white cape with a border of gold on purple. (Pronounced CO-mace.)

DUX BELLORUM (WAR DUKE)

The Dux Bellorum, or Roman War Duke, is a military appointment by the Emperor, as Rome's second-in-command. Typically this post will be held by Rome's senior Comes. The War Duke must be addressed on the field as Duke or Lord. The War Duke must wear the cape of a Comes and a purple tunic.



Duke Tobias



ROMAN CORONAE



Corona
civica



Corona
obsidionalis



Corona
navalis



Corona
muralis



Corona
vallaris



MILITARY AWARDS (DONA MILITARIA)

There were a rather significant number of Roman military decorations. We do not currently have access to a forge, so large number of them will be impossible to reproduce with any accuracy. Awards are considerably difficult to obtain. For instance, the Corona Vallaris is awarded to the first Roman over a fort wall. This in itself is not difficult. Surviving is. Awards are not granted posthumously. Acts of extreme heroism and prowess will guarantee promotions in rank. Death is never final in medieval reenactment, but dead Romans get decent burials, not awards. The only exceptions to this are Hasta Pura, Armillae and Torques.

It is every Roman's duty to report any acts of valor to Dominus or their commander after a battle so that each Roman deserving an award is ensured his act was noticed and honored. (It is generally considered distasteful to report your own acts of valor.) Sometimes a promotion will go hand in hand with award distribution. In good weather, we will hold Awards Ceremonies after the battle. In severe weather, we can schedule ceremonies in a comfortable place at convenient times.

These awards are each soldier's right to wear be it for feast or parade. It is the Legions' right to display these awards on their standards. In descending order of importance, these awards for various acts of bravery are as follows. Historically Torques and Armillae are given in pairs and in case of Phalerae sets, we give them as individual awards. Except for Armillae, only Roman citizens are eligible to earn any these awards.

Triumph

The Triumphal Parade is awarded by the Senate to commanders who (with their Legion) are responsible for having won a decisive battle or campaign.

Corona Graminea (Grass Crown)

Made from the grass on the battlefield. Given for saving an entire Legion, or rarely, an entire army. This is the only award that may be conferred upon a soldier by the Legion or army in question.

Corona Civica (State Crown)

This crown of oak leaves was given for saving the life, or lives, of your fellow soldiers and holding that ground for the rest of the battle.

Corona Aurea (Gold Crown)

This Gold crown in shape of laurel leaves is given for personally winning a battle. Capturing the flag to win the scenario or last person standing would be examples of this.

Vexillum Obsidionalis (Siege Flag or Banner)

This simple banner of red fringed with gold is awarded to a Legion commander or a Primus. It is earned by defending and surviving siege of city or fort. This award is intended to be earned under the most extreme of conditions. An overwhelming force repelled and soundly defeated.

Corona Navalis (Naval Crown)

This gold crown in the shape of ships rostra (beaks) is awarded for first person to board an enemy ship and survive. Or acts of extreme valor in a navel conflict.

Corona Muralis (Mural Crown)

This gold crown in shape city walls and towers is awarded to the first person over the walls of an enemy city.

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Corona Vallaris (Rampart Crown)

This gold crown in shape of walls and towers awarded to the first person over the vallum (rampart) of an enemy camp or fort. Though similar to the Corona Muralis this crown is distinct in that it is square.

Hasta Pura (Ceremonial Spear)

These spears were made from a material that reflected the rank of the recipient. These are earned by showing extreme skill in use of either Hasta (spear) or Pilum (javelin). Not only do you have the ability to hit your target, but your skill has also changed course of the battle.

Torques (Neck Ring)

These neck rings were made of silver (citizen) and gold (*Probatio*). They were never awarded to those above the rank of Centurion. For purposes of this organization, these are earned by sheer volume of kills during but not limited to resurrection scenarios. Seeing an opening and showing the initiative to exploit it. Turning the tide of battle and inflicting more than your share of kills.

Armillae (Arm Bands or Bracelets)

These arm bands are either made of gold for those above Centurion or silver for lower ranks including *Probatio*. They are earned not only by your valor but sheer presence on the field of combat. You have ability to hold a clearly superior force at bay not only by skill of arms but awe. Example: Rome charges in and a group decides to come in behind us, however they stop dead in their tracks because you stand in their way. You were the embodiment of doubt in their minds.

Phalerae (Disks)

These disks vary both in material and design are presented to soldiers who exhibit extreme valor and heroism in battle. Phalerae are also awarded for full attendance at Wars. Traditionally they were riveted on a harness, but you may opt to wear them on a kidney belt. Harnesses could have up to nine Phalerae per side in rows of three across.





THE ROMAN CASTRA (or Camping with Rome)

When Rome establishes a camp (Castra), Citizens are required to camp within it. Exceptions may be made based on individual circumstances. This will primarily occur at events which Rome has given War status.

Within the Castra a Camp Prefect (Praefectus Castrorum) is appointed by the Imperator and has military authority in camp second only to his. The Camp Prefect is empowered to act as Land Agent and to secure Rome's camp. Their responsibilities include:

- Arranging camp infrastructure and outlining where campers can set up tents
- Securing supplies for camp
- Ensuring maintenance tasks are carried out in camp
- Setting up a Guard Duty rotation
- Appointing a Quartermaster to assist them

Prefects also collect camp dues for use at the event. Camp dues are set in perpetuity at \$40 for Pennsic for fighting age attendees. The Pennsic Camp Prefect is responsible for paying the Cooper's storage fee.

It is your responsibility as an attendee and or parent/guardian to read and follow both the site and event rules. Failure to comply with these rules will result in a warning from the Prefect. If you fail to comply with the Prefect a Praetor will be informed which may result in your removal from combat, the Castra, or the event accordingly.

Responsibilities will be shared in camp. It's smarter, simpler, and cheaper for us to eat and work together. So be prepared to volunteer. We realize that you're on a vacation of sorts, and no one expects you to work all event. But if you pitch in and do your share, you won't be assigned work.

Please be reminded that Rome's purpose lies in our ancient martial tradition of war! When Rome's Legions camp, it is a necessity brought about by our participation in a war. Everyone sharing space in Rome's camp is expected to contribute to the war effort, whether they are fighting or not. But understand that anyone who is not helping the war effort is hindering it, and Rome's greatness is the culmination of our combined efforts on her behalf.

Citizens, including petitioning and prospective citizens, if they so choose, are authorized to provide a post-battle snack at Rome's wars. They will be allotted \$20 per battle day from the war chest. This transaction must be approved by the Camp Prefect.

A Roman soldier may not leave camp without first demonstrating to the Camp Prefect's satisfaction the combat readiness of their armor and weapons. At their own discretion, the Camp Prefect may accept a verbal guarantee from a soldier.

PREREGISTERING FOR PENNSIC

Preregistering for Pennsic should be considered a priority for any individual who plans to attend that year. Preregistration directly determines how much land will be allotted to Rome camp and it is vital that each of us plan ahead so that we have the appropriate amount of space every year. Camping space availability within Rome's walls is not guaranteed to anyone who does not preregister.

Each preregistration allots 100 square feet for a tent, fly, and/or shade. Calculate the square footage of your tent and round up to determine how many preregistrations will be required for your set up. For example, if you have a 12'x14' tent at 168 square feet, you will need to preregister two people (adults or children). Always coordinate with the Camp Prefect.



AND NOW A WORD FROM THE IMPERATOR:

Those are the camp rules, consolidated above for ease of reference. Understand this. Rome is a military camp. If you are not supporting the war effort, you are hindering it. What follows is an outline of how you support that war effort effectively.

When we camp together, it's understood that we are all on vacation. We each have a responsibility to protect one another's enjoyment of that vacation. This is a sacred trust, as it ensures Rome's growth and longevity by ensuring everyone's happiness. We share a home for a week at a time. Let's avoid friction. Courtesy, first and always, no matter what your rank.

We set up camp together and take down camp together. Be present for this. It's hard work, but it goes very quickly when everyone pitches in. Always volunteer. You'll find that Romans are eager to take responsibility for camp duties, and that the highest-ranking officers assume the most laborious tasks. Take pride in keeping the camp clean. We're not tripping over bottles and trash, the way many camps do. Police the camp at all times. Police your bottles and cans.

The Roman camp represents a significant financial investment, both by Rome and by Romans. Most medievalists are decent people, but there are inevitable troublemakers in every crowd. And thieves. Never leave Rome's camp unguarded. Especially when the Eagles are on display. Be aware of who comes and goes. Be vigilant. If you see something, say something. Challenge strangers in our camp, albeit politely, i.e., "Can I help you?" "Are you looking for someone?" If you're the last person in camp, you're the guard. Stay awake and alert. Don't leave. Always keep your valuables and gear in your tent, especially at night. Legion Commanders should store their Eagles at midnight. Don't be a victim. Don't allow Rome to fall victim.

Before battles, we will assemble on the parade ground. Get suited up and be there on time. After battles, we have two meetings. A brief immediate meeting for Commanders and Centurions followed twenty minutes later by a general debrief. Use this time to get out of your armor and get comfortable. Don't be late to either meeting, as appropriate. After the debrief, the Camp Prefect will typically assign camp duties, like tidying up the camp and common areas, taking out the trash, and setting guard duty shifts until midnight.

Keep the kitchen area clean for the next person. Police your dishes and remember that there is no disposal in the sink. Food waste belongs in the trash.

If there's a battle the next day, keep quiet after midnight. That's "quiet time." Speak in hushed tones. Let tired Romans get their necessary sleep so they can be their best during the next day's great physical exertions.

Always look out for each other. Travel and attend parties together using the buddy system. Don't go out alone. If a Roman has too much to drink at a party, discreetly and quietly bring them home to camp. Also, Rome is not your dating service! Don't invite drama, and don't cause drama. Avoid pursuing romantic liaisons in camp; they are probably there with someone else. The medieval world outside camp is full of prospective partners. Practice good taste. Do not impugn Roman dignity by word or action. Never embarrass Rome or Romans. Always treat each other with respect, especially in front of non-Romans.

Finally, we don't just take care of each other. We take care of ourselves. Always hydrate. We camp in the summer when it's hottest. Fighting in armor is grueling. Pre-hydrate before battles. Avoid drinking too much alcohol. Especially if you have to fight the next day. Use sunscreen every day. Use deodorants but avoid antiperspirants; sweating helps your body stay cool. Use the bathrooms and porta-potties, not the ground. Shower once or twice a day (but please don't take long showers in camp). Wash your hands with soap frequently to avoid colds and poison ivy. Bring enough fresh tunics for the week. Finally, take care of your feet. Keep your feet and footwear clean and dry. Make sure your boots are already broken in before the war. Pack extra socks. Never go barefoot. Blisters and/or lacerated feet will ruin your entire week.

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Finally, if you're not having a good time, it's your responsibility to tell me. It's my responsibility to help you fix whatever is detracting from your perfect vacation, because your good time is my personal responsibility. Together, we'll figure out what the problem is and get you back on track.

Be ready to take the field every day for the glory of Rome and always be at your best. We look forward to sharing the best domestic vacation experience you can have.





ROMAN SOCIETY

ROMAN NAMES

Romans had lots of names. These reflected on the number of families they were related to, an often staggering number of lofty ancestors, or titles and alterations awarded as honors by the state.



Traditionally a man's name would consist of one's personal name, the family (house) name, and finally the family branch's name, were given in that order. Historic example: Gaius Julius Caesar. Gaius was his first name. His family was the Caesar branch of the Julian House. Frequently the father and son's names would alternate from one generation to the next for the firstborn. Women had only their family and house name in feminine form. Very frequently a woman's name was a man's made feminine by dropping the 'us' or 'ius' in favor of an 'ia' or an 'a'. Women did not adopt their husband's family name after marriage. They kept the feminine form of their father's name. Some examples are detailed at the bottom.

In the case of adoption, the adopted Roman changed his second and third names to that of his new family. His old family name was added to the end to reflect his lineage. A modification was added to reflect the adoption. The "...ius" suffix was replaced with "...anus". For instance: Octavius becomes Octavianus; Aurelius becomes Aurelianus.

Honors were bestowed in the form of alterations for great military achievements. Sometimes a name will be added for a successful campaign. For instance, in subduing the Carthaginians under Hannibal, Scipio was awarded the name/title of "Africanus". The Emperor Claudius' brother was given the title of "Germanicus" for his glorious German campaigns. So if your legion manages to route and destroy the whole Gwynedd unit some lucky day, you'll be given the title "Gwyneddicus" to add to the end of your name. Please do not begin your persona with these alterations. They will be awarded for outstanding and successful acts of valor for which you will all have an opportunity.

Although we have many diverse nationalities represented in our ranks, some of whom have pre-established personas from their existing medievalist careers, I encourage you to take on a Roman surname, if not a "battle name". Once you start or join a noble Household, you will adopt a surname to go with your existing name, and we'll do our best to refer to you that way as often as possible. This helps promote unit identity, and helps outsiders to readily identify you as a citizen of the Empire. Below are some Roman personal names that you may feel free to choose from. For the sake of diction, please remember that accents tend to fall on the second syllable, and all C's are hard (i.e., pronounced like cat, not center) and all G's are hard (sounds like get, not general).



See Appendix II -- Sample List of Roman Names

THE SENATE AND PEOPLE OF ROME MOS MAJORVM

SOCIAL STATUS



Roman society was based on a variety of social levels. These levels tended to overlap and lose definition as Roman culture evolved from the Age of Kings through the Republican Period. Our structure loosely reflects the social hierarchy of the Late Republic through Early Imperial periods. You may ask, "We are essentially a fighting group - what is the value of social status?" There are several answers. First: it is a legitimate way to acknowledge, recognize, and reward those citizens who have dedicated time and effort towards building Rome into the great nation we have become. Secondly: Rome is the fantasy most of us enjoy living (if you don't, why be a Roman?). By emulating Roman cultural standards we can realize our fantasies at a number of levels; we can't be the Senate and People of Rome if we don't have a Senate. Thirdly: it gives new citizens goals to achieve. In ancient Rome, it was possible for even a mere freedman of great energy and merit to rise high above his common status. Fourthly, and last: this structure ensures that Rome's hard-core members who have proven their worth and dedication (i.e., the Senators) direct how and where the Empire is going.

Almost all Romans fell into the class known as the Plebeians. Since all new members (with very few exceptions) will begin here, so shall this explanation of Roman social structure.

PLEBEIANS

A Plebeian is the standard Roman citizen. This will be the starting social status for almost every citizen of Rome. There may be occasional exceptions for veterans, but almost every new recruit will be a Plebeian. You are the foundation of Rome, the basis of the entire unit. You are the people in the expression "Senate and People of Rome". You are not a lowly peasant. You are a citizen of Rome, and you must never bend a knee in supplication to either lords or gods.

A non-Senatorial Plebeian may increase their social status to Equestrian in any of three ways:

- Seek election as Tribune of the Plebs (see Roman Officials)
- Adoption (see Roman Family) into a Household. Adoption does not automatically provide the adopted Roman a seat in the Senate. The adopted Equestrian or Patrician must still become a Senator through political office
- Achieving any three of the highest military awards (see awards), the *Coronae Graminea*, *Civica*, or *Aurea*



Plebeians enjoy Senate representation through the Tribunes of the Plebs. While the Tribunes may not vote, they have considerable power. The Plebeian Tribunes' abilities are detailed under Roman Politics and Officials.



NOBLES

"It is indeed a desirable thing to be well-descended, but the glory belongs to our ancestors."

- Plutarch (46-120AD), Greek essayist, biographer. *Moralia*, "On the Training of Children" (c. 100 A.D.).

The following two classes compose the actual Roman nobility. They are the Equestrian Order and the Patrician class. They are essentially equal. The primary difference is that the Patrician Houses are older and date back to Roman antiquity. The Equestrian Order is newer, Plebeian noble Houses. If you reach Senatorial status independently of an existing House, your surname becomes the name of your noble household. Both Patrician and Equestrian Houses retain their noble status regardless of whether a member of the family maintains a seat in the Senate.

EQUESTRIANS

The Equestrian Order is the Plebeian aristocracy. These are Plebeians who have permanently ennobled themselves and their families by earning a seat in Rome's Senate. Also referred to as the Equites, or Knights; in Roman antiquity, these began as the wealthy, landed Plebeian merchant class granted a "Public Horse" by the State so they could act as the Republic's cavalry. Purple is reserved for Rome's nobility. Equestrians wear the *angusticlavus*, a tunic with one or two thin purple stripes (up to an inch and quarter) running down the side(s) near the neckline from front to back, to signify their noble status. If you choose to wear only one stripe, it needs to be placed on the right side your tunic where a toga wouldn't conceal it. Anyone below Equestrian status should not have any purple in their kits at all, except Military Tribunes (see Legion Commanders), as purple stripes are required on their capes. Optionally, Equestrians may wear a plain gold ring, which was another historical requisite of their status. By the time you reach the status of Equestrian, if not before, you should have a toga for formal occasions.

PATRICIANS

The Patrician Class is Rome's elite aristocracy, the Founding Families of Rome. For centuries Patricians governed Rome exclusively. To be a Patrician is to view the Senate (indeed, the Consulship) as your birthright. Your bloodline can be traced to the Senate of Romulus himself, and is steeped in honors, culture, and tradition. Your ancestors have held high office, commanded great armies, and installed the known world beneath the Roman boot. In reality, the Patrician Class is Rome's old guard, a particular distinction for those who originally helped build Rome into the great empire of which you are a part. This title is just a formal acknowledgement of their tenure in Rome. Patricians wear the *laticlavus*, similar to the *angusticlavus*, but with broader stripes (at least two and half to four inches wide) to signify their status. Historically, Patricians also wore an iron ring, and shoes of red leather (*calcei patricii*).

The current Patrician families are as follows: House Arthol, House Gracchus, House Deloricus, House Ickorus, House Severus, House Tempest, House Valerius, House Vrykolacus, and House Xirinius. Any member whose tenure with Rome predates July 2, 1995 may establish a Patrician House upon their entrance into the Senate provided they are not already a member of an existing House.

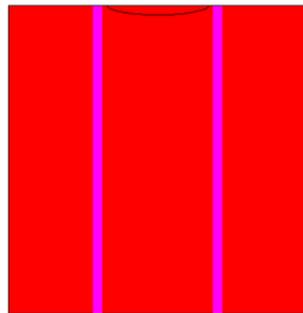


Do not feel intimidated or threatened to approach any of the nobility. This is only a game, your association with us is entirely voluntary, and we all want you to enjoy yourselves to the utmost. If you are not having fun, tell us how we can help. Rome is growing fast! Organization enhances our own enjoyment and sets us apart from the usual mobs that comprise other units. As a free citizen of Rome, you must never grovel before your nobility, but you should be respectful towards those of higher noble rank. After all, your votes help decide who is elevated to these lofty ranks.

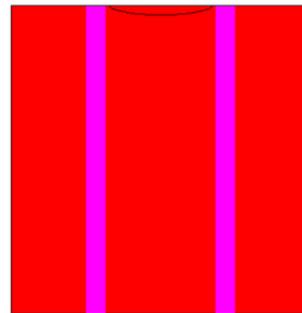
TU RECEDERE SITO POPULUS, ROMANUS
THE SENATE AND PEOPLE OF ROME
MOS MAIORVM
NATUS POPULI ROMANI
COMANUS

A final note on Roman nobility. We've seen a lot of groups where younger or new members are regularly mistreated, ordered around, and generally treated as servants. This is not the intent behind our social hierarchy, nor will it be abused in this manner. If you feel mistreated within Rome, tell someone in the unit about your problem. We'll do our best to set things right.

TYPICAL 1ST CENTURY TUNIC

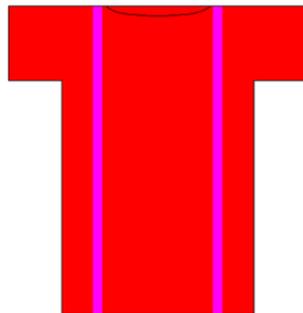


ANGUSTICLAVUS

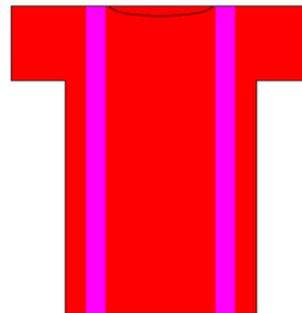


LATICLAVUS

TYPICAL LATE 2ND-3RD CENTURY TUNIC



ANGUSTICLAVUS



LATICLAVUS



ROMAN FAMILY

The concept of family was a vital mainstay in Roman culture, although more complex than we are used to. Adoption was quite common, making the new family member just as much a part of the family as any blood relative. Also, servants and slaves who served a family for generations became thought of as just as much a part of the family as anyone else. Further, children never moved out. They would remain with their spouses and children in the parents' ancestral House. Detailed below are methods of expanding families and Houses within the scope of our Roman society.



ESTABLISHING A NOBLE HOUSE

A Patrician or Equestrian who achieved noble status by election to public office has the right to start a new House. By joining a pre-existing Patrician or Equestrian House through adoption, persona creation, marriage or birthright, the new noble rescinds the right to start a new Patrician or Equestrian Household.

PERSONA CREATION

Real life family members may base their personas on existing noble Houses. Example: Aristodemus, chose (with permission) to establish his persona as the brother of his real life brother, Tobias Deloricus Desponius. This endowed him with the Patrician status of House Deloricus.

ADOPTION

Our characters may become interrelated after character creation. Example: if the Patrician Gurrundi Delambar Valerius were to have a Roman friend of other social status he was particularly fond of, he might offer them adoption into his family to uphold and sustain House Valerius. Henceforth, that individual would have the surname Valerius added to their current name, and be given the Patrician status of the House Valerius.

BIRTHRIGHT

Nobles' natural children may wear the appropriate clavii for their Pater/Mater Familias' social status until their 16th birthday. At 16, they may decide to join Rome and petition for citizenship. Upon enfranchisement, they may permanently assume the status of their House lineage.

MARRIAGE

If a couple within the group (who are of different social status) elect to "marry" their personas, the individual of lower status will move up to the social status of the other. If both families in question are of already noble stock, the marriage usually constitutes only an alliance between their respective Houses.





ROMAN GOVERNMENT

A unit, or nation, is only an idea that everyone agrees to. Like it or not, all groups have their politics. Ancient Rome was the rule rather than the exception. On this subject, there are a few things to say. We believe that empires should be built to last. This political structure ensures that our glorious nation represents the views of its citizens. Rome has NO time for dirty little games that prove detrimental to us as a group. Our elections and Senate shall serve as the only forum for our politics. On the battlefield, there is never time for voting.

JOINING THE ROMAN SENATE

Membership in a noble House does not automatically confer the rank of Senator on the individual. An Equestrian must still achieve Senatorial status through election as a Tribune of the Plebs, Quaestor, or Aedile. A Plebeian may only attain Senatorial status through election as Tribune of the Plebs. A Patrician may only become a Senator by election as Quaestor or Curule Aedile.

THE SENATE

The Senate is Rome's governing body, composed of those Romans who have distinguished themselves politically by serving as elected officials. The Senate's duty is to ensure that Rome thrives in all her non-military aspects, and to act as Rome's administrative body. Rome's Senate controls the Treasury, votes on new legislation, and establishes policy. This structure helps assure that Rome is governed by the general consensus her responsible membership.

The Roman Empire has been misconstrued as a democracy. Rome is not a democracy. Only the Senators vote. A non-Senator gets no vote in the Senate beyond the Tribunes' powers or that which friends and family may lobby for on their behalf. If a label must be applied to Rome, we are a Republican Oligarchic Dictatorship. After all, we are the Roman Empire. Our system has worked exceedingly well for decades.

The *leges Veridia Rutilia* state that there shall be four regularly scheduled Senate meetings during each Consulship. The first shall be held at Floralia. The second shall be during June, the third shall be held during Pennsic War, and the fourth shall be convened within Rome proper (the Washington, DC area) between November and March, on a date announced at least a month in advance.

A sitting Magistrate may miss no more than one of these meetings per Consulship and retain their position. A Senator may not miss more than two of these meetings during a Consulship and retain their seat. A Proconsul is immune to this requirement. (This consideration does not extend to those with prorogued proconsular *imperium* granted by the Roman Senate.) On any of these meetings that coincide with a battle or war, attendance at the meeting also requires fighting in that battle or war.

The *lex Xirinia Delorica* states that a Senator who becomes inactive (i.e., does not participate in the required Senate meetings and events) forfeits their Senatorial status and must go through regular procedures to reinstate themselves. An inactive Roman is unfamiliar with current internal and external conditions, and he or she should not be voting blindly on Roman policy. This rule ensures that Rome is protected from ignorant or uninformed Senators.

The *lex Xirinia Arthola* further states that any Roman elevated to the Senate by election to a Magistracy must fulfill the duties of their office during their term or forfeit their Senatorial status.

THE SENATE AND PEOPLE OF ROME MOS MAJORVM

SENATE MEETINGS

Rome's senior Magistrates, the Consuls, will call for meetings of the Senate. A minimal Senatorial quorum shall be defined as such: one Consul, a Praetor, the Imperator, and two Senators (other than the Magistrates already listed) must be physically present, although times of Emergency allow for remote meetings. The Tribunes of the Plebs need not be present. However, all proposed legislation must still be ratified by the Tribunes of the Plebs. All proposed legislation must be put in writing prior to a division. At the discretion of the Consuls, there will be meetings where all Romans may attend. However, when the "Senate is in Session", be it in a back room, a tent or around a side campfire, citizens are expected NOT to interrupt their discussions and must try to ensure that the Senate is not bothered by outsiders or trivial questions. Your cooperation in this matter will be greatly appreciated.



ORDER IN THE HOUSE

The Senate is presided over by the Consuls, who enter into office at Floralia. At the beginning of the meeting, auspices should be held by the Pontifex Maximus or the ranking Augur (see Roman Religious Colleges) to determine the approval of the Gods. The Consuls may then call the meeting to order. The Consuls shall introduce each topic. Only the Tribunes of the Plebs may interrupt the Consuls (with a Veto). The proper order for the Consuls to call on other speakers is as follows: the Imperator, the Praetors, the Aedile, the Quaestor, followed by consulars and then other Senators in order of their abundance of military awards. This is the appropriate progression. Non-Senators may be called upon to speak in open sessions, but have no actual right to speak. Of course, the Consuls may opt not to allow anyone to speak on a given topic: they operate the Senate and that is their right. A Consul, for instance, may propose a law and call for an immediate division of the Senate. ONLY Senators may vote on an issue, even in an open session.

Only a 50 percent majority is required for a vote to pass. It's important to note, however, that no contentious vote has ever been allowed to pass with a bare majority. Rome is about consensus and mutual understanding. Tribunes who veto proposals, for instance, often want to see a point better clarified, or have some improvement to add. We are not a politically divisive unit, or we wouldn't have enjoyed more than four decades of continued success.

NO foreign kings may attend a Senate meeting (even as an ambassadorial representative), according to ancient tradition. Only a king's ambassador may appear before the Senate. Kings were only allowed inside Rome when chained to the back of a triumphing general's chariot. Roman politics have their place in the elections and Senate.



ROMAN OFFICIALS & MAGISTRATES

The Roman Republic had a magnificent constitution with its own checks and balances. This structure permits Plebeians to move up the social ladder according to their ability and standing.

TRIBUNES OF THE PLEBS

- This appointment is ONLY available to Plebeians and Equestrians
- Only Plebeians and Equestrians may vote in the Tribunes' election
- There will always be two Tribunes
- The Tribunes are the only Plebeians allowed to sit in on ALL Senate meetings as the People's representatives
- The Tribunes are empowered with the VETO, allowing them to reject literally any Senate legislation or function
- Following the one-year term, the Tribunes automatically become members of the Senate and Equestrian Order (if not already)

QUAESTOR

- This appointment is only open to Equestrians and Patricians. Because of the fiscal nature of this appointment, the candidate must be gainfully employed and at least eighteen years of age, unless unanimously approved by the Senate
- The Quaestor acts as a Treasurer for Rome, and is accountable to the Senate for any funds collected
- The Quaestor serves as procurer, and shall oversee any purchases made collectively by Rome. This includes any funding granted to the Aedile for their event
- The Quaestor is immediately elevated to the Senate (if he/she is not already a Senator)

ÆDILE

- Aedile candidates must present their ideas for events when announcing their candidacy. This event must be pre-approved by the Consuls and Tribunes of the Plebs. The Consuls and Tribunes may disapprove an event, not a candidate, for this reason (*lex Valeria Junia*)
- The candidacy for each Aedile is separate. The ballot must include a brief description of the events that each Aedile wishes to hold (*lex Valeria Junia*)
- The Aediles are immediately elevated to the Senate (if he/she is not already a Senators)
- Events that have become a normal part of the Roman year such as but not limited to the New Year's Eve Toga party may not be counted as one the Aediles events. However, they may be called upon to help if not run so said events
- Each Aedile is responsible for submitting a report to the Senate for the war in which their half of the year they are assigned. These reports are regarding the state of the Roman walls, exterior structures, water lines, showers, and the kitchen if these items where used. In these reports they may make suggestions for cleaning, repairing and improvements on so said items listed for the senate to consider

Curule Aedile

- This appointment is only open to Equestrians and Patricians
- Must sponsor and preside over at least two events in Rome's name, i.e., battle, games, races, feast, quest, or a sacred hunt. One of these events shall be exclusively for Romans and themed accordingly and take place in the period of August-December



Plebeian Aedile

- This appointment is only open to Equestrians.
- Only the Plebeians and the Equestrians may vote on this candidacy.
- Unlike the Curule Aedile, they must host at least one event. This event falls in the period of January-June and must be Roman in nature if not themed.

PRAETORS

- A Praetor is responsible to the Senate and People to ensure that ALL Rome's laws are obeyed under the terms detailed in the Lex Romana
- A Praetor will serve as a Consul *suffectus* if a Consul is unable to keep participating
- These appointments are only open to Senators
- Candidates for Praetor also must have been active and fought in a scheduled Roman war in past six months prior to election.

Praetor Urbanus (Urban Praetor)

- The candidate with the most votes will become the Praetor Urbanus provided they meet the qualifications.
- Shall act as mediator in disputes between citizens, whether personal or organizational.
- Must live within 100 miles of Arlington VA
- Shall be responsible for maintaining the Roman Book of Law
- This appointment is only open to Senators
- Shall be responsible for the Roman Book of Law

Praetor Peregrinus (Foreign Praetor)

- Shall act as mediator in disputes between citizens and non-citizens whether personal or organizational
- Shall be responsible for accurately relaying legislation to the Praetor Urbanus in the event that they are unable to attend a Senate meeting.
- This position is only open to current or previous Senators.

CONSULS

- These appointments are only open to Senators who have been Praetor or Consul.
- There will always be two Consuls
- The Consuls are responsible for calling and presiding over all meetings of the Senate
- Only the Consuls may introduce new Roman laws (The Imperator may introduce only martial laws)
- Only the Consuls may call for a division of the Senate (a vote)
- Only the Consuls may call for elections
- No Consul may be removed from office before the end of his/her term
- All proposed legislation must be put into writing prior to a division of the Senate
- After their term, a Consul secures the title and status of "Consular," allowing them two Senatorial votes (this is not accumulative)



CENSORS

A Roman Censor is a Senator who has served the state for a minimum of four terms as Consul and has partially or fully retired from active military service. As Censor they retain one vote as long as they have paid dues for the year and are otherwise up to date. Regardless of attendance they retain the right to run for the positions of Quaestor, Curule Aedile and Pontifex Maximus.

THE SENATE AND PEOPLE OF ROME MOS MAIORVM

IMPERATOR

This is not an elected position. I, Dominus, reserve this title for myself, along with the endowment of dictatorial powers and imperium. I am Rome's founder and have been a unit commander since 1982. I am both qualified and worthy. In accordance with the Augustan constitution I shall act with the advice of the Senate. My authority and responsibilities are as follows:

- Command armies in the field
- Approve Seconds-in-Command (i.e., Legion Commanders)
- Distribution of military promotions and awards
- Distribution and revocations of citizenship
- Determine punishments when the Senate's laws are violated
- Submit martial laws to the Senate for ratification
- Call for a "State of Emergency" (in times of threat against Rome)



Dominus

While I implicitly trust everyone currently in Rome, problems have occurred in the past when certain opportunists have sought to ruin our good thing. I will say for the record now: Rome is my unit. It's yours too, but I started it. My position is not an elected one. I cannot be voted out of office, replaced, displaced, usurped, impeached, killed, or kicked out. This is a game, not ancient Rome. If you want to play power games, don't join. I am a genuinely nice guy, and I sincerely want you to have fun and enjoy the tremendous benefits of Roman citizenship. Our entire structure is designed and balanced to allow for lots of egos. My position and title are not an exercise of personal ego. I will ensure Rome's survival at all costs. I will not entrust Rome's survival to anyone else.

More should be written here. The text above is years old, written in the militaristic tone of Rome's original Handbook. I am a longstanding Roman tradition. The wording above has gone respectfully untouched for years in our Mos Maiorum.

If you think of Rome in terms of a football team, I am Rome's head coach. I am also privileged to be a star quarterback among several star quarterbacks (No, I'm not a football fan - I'd much rather be sword fighting. ;-). What I am not is a "king." I don't lord about or put on airs. I never give "orders" off the battlefield. I don't like "yes men," and I detest bowing and scraping. I don't require anyone to address me by my title. Rome is a team, and we do this to have a good time. My most important responsibility is to make sure that Romans are having a good time. It's a responsibility I take very seriously. Having fun also means winning lots of battles. Or occasionally going out gloriously against overwhelming odds!

Authority in Rome only exists to fulfill responsibilities to the organization. New people notice quickly that people in leadership roles do the most work, on and off the battlefield. My authority includes the privilege of honoring and acknowledging those who do hard work for Rome, like recruiting, equipping, and running a Legion. I also get to reward and recognize experienced "soldiers" who contribute to Rome's military success.

I take Rome seriously, and always consider what's best for the group. We all do. That's the reason for our many years of consistent success. Many of our membership have been doing this for years, we have a lot invested. It's a fun crowd of great people, who know how to leave personal issues at the door for the sake of the group. We have no patience for troublemakers.

I take a great deal of pride in our level of commitment and integrity, our achievements, our lasting reputation, and the many dedicated friends and Romans who support the team's preeminence. I welcome anyone else to join, to share and support our vision of Roman greatness.

THE SENATE AND PEOPLE OF ROME MOS MAJORVM

PRAETORIAN GUARD

The Emperor's own Legion, Legion I Praetoria, is more generally called the Praetorian Guard. The Primus Pilus the Praetorian Prefect is afforded the command rank equivalent to that of a Senatorial Tribune with all the its rights and responsibilities. The reasoning for this is that the Emperor can rarely move with or directly lead this elite unit, who are charged defending his life while acting as an elite reserve unit. The Praetorian Prefect also has higher chance to be awarded decorations and honors for both his personal and Legion's regalia.

On November 25, 1995, the Senate formally granted the Emperor the right to reform Legion I into the Praetorian Guard. Praetorians act as personal bodyguard to Emperor or highest ranking officer during Roman-attended events.

This primary function gives each Praetorian higher odds of winning a Corona Civica. A non-Senatorial Praetorian must be confirmed by the Roman Senate prior to appointment. Praetorians will have no additional command functions save that of liaisons and military police. Let it be stated for the record that your rank is still your rank regardless of membership in the Praetorians.

To become a Praetorian, an individual must be of at least Decurion rank at the point in which they inquire to join. As a courtesy those wanting to become a Praetorian should notify their current commander as to their intent before approaching the Praetorian Prefect or the Emperor.

The Praetorian uniform includes a navy subarmalis with thin purple edging. A Praetorian's kit should reflect their status. Though not required it's strongly suggested a certain degree of excellence. You reflect what people perceive as a Roman and as such should strive to exemplify this. In this spirit a Praetorian is expected to attend more battles per annum than is required for their rank.

As the Emperor's Legion, the Praetorian Guard are exempt from keeping a Legion's required status to remain active. Legion I may never be retired and thus remain with the Emperor.





ELECTIONS

Every year we hold elections at Floralia for the Magistrate and Official positions detailed above. Candidates for Tribune and Magisterial positions must publicly announce their candidacies and notify the Emperor by email by Lupercalia (February 15) prior that election in order to have their name printed on the ballot (see below). If no one runs for a position, someone will be appointed. No individual may hold the same office two terms in a row. An elected Roman Magistrate or Official who fails to meet their attendance requirements during their term must resign from office, and the Consuls (who are exempt from this) must announce elections for the vacant position. All Romans must sign the Roman Contract of Citizenship prior to announcing their candidacy. It is generally regarded as impossible for a candidate to run *in absentia*, that is, in his/her absence.

Generally an agreement has been made by Consular running mates as to who will hold the Senior and Junior positions. It therefore bodes well for Rome when two consular candidates declare a joint candidacy. It shows that they will work together rather than trying to eclipse each other. The elections are not intended as a popularity contest. It is the responsibility of the Senate and People of Rome to elect the best candidate for each position. If you do not win at first, do not allow it to dishearten you or weaken your resolve. Next year you may announce your candidacy and run again. Spend more time canvassing Romans with the clout to support your candidacy and your political career.

VOTING PROCEDURE

A Praetor and the Quaestor shall preside, splitting the Patricians apart from the Equestrians and Plebeians. Providing two pens and ballot boxes for the vote, the Praetor and Quaestor shall distribute the ballots. Only the Plebeian/ Equestrian group may vote for Tribunes of the Plebs.

When all votes have been cast, the Praetor and Quaestor shall sufficiently stir and open the ballot boxes. The votes will be tallied secretly. In the case of a draw, some alternate method of deciding may be selected.

There shall be two Consuls, one Senior Consul (with the majority of votes) and the other Junior Consul. The winners shall be announced and the Pontifex Maximus shall administer the Oaths of Office to the new Magistrates and Tribunes.

ADDITIONAL OFFICIAL FUNCTIONS

A Roman Official or Magistrate may be called upon by the Senate or Emperor to act as a representative of Rome. Roman Officials were historically notorious for sticking their unwanted noses into the business of foreign nations and dignitaries. The Official's function may be diplomatic, investigative, to serve a summons, or to represent Rome's interests on a medieval society's council. In any case, the Official carries the full weight of Roman authority. Upon completion of the task, the Official shall report the results to the Senate.

With the exception of the Tribunes, the Roman Magistrates are entitled to the wear the *Toga Praetexta* (purple bordered toga) from the time of their appointment into perpetuity.

Following a term in political elected office, the Magistrate's title is altered by adding the prefix "pro" for the following Consulship. For instance, an ex-Praetor becomes the Propraetor, the ex-Consul becomes the Proconsul, etc. This is strictly an honorary title and accords no powers to the individual. Historically the Proconsuls and Propraetors would be given a province to govern (bleed dry) and would not be seen in Rome for at least a year.

The Senatorial Scribe (*Scribus Senatus*) is appointed by the Senate. The duty of the Scribus Senatus consists of the collection, organization and distribution of all public Roman data at least annually. The Scribus Senatus is also responsible for recording attendance at Senate meetings.

IMPERIUM



Imperium is best defined as what kings have: total power. When Rome ran her Kings out of town, they took all the imperium possessed by the Kings and divided it among the higher, or "curule" Magistracies. A Dictator, the Consuls, Praetors, and Curule Aedile all possess imperium, as do Proconsuls and Propraeors during their stints as governor. Each man possessing imperium was proceeded everywhere he went by lictors who carried the bundled rods ("fasces") as symbols of authority. Outside of Rome, the Proconsuls and Propraeors had axe blades fixed in the bundles, demonstrating the governors' total authority over life and death. What's more, a Pro-magistrate governor could not enter the city of Rome without losing all of their imperium. Consuls and Proconsuls had twelve lictors each, and the Praetors and Propraeors had six, but the Aedile only four. Dictators also had twelve lictors until Lucius Cornelius Sulla, who maintained twenty-four. The concept of imperium, and division thereof, was a Roman form of checks and balances. Even in the early Imperial period of Rome, the "Emperor" (or Princeps) enjoyed only Proconsular imperium (albeit within the walls of Rome) and Tribunician inviolability. But his imperium was still shared with the elected Magistrates. As a final note, foreign kings are not thought of as having imperium. Imperium is the civilized, distributed, Roman version of what a foreign king would have, were he good enough to be a Roman.

For Rome's purposes, imperium is possessed by our Magistrates and Pro-magistrates listed above. Imperium imbues these officials with the authority to speak for Rome and to act independently as an official in Rome's best interests. He or she may do this under the auspices of their imperium, without having to seek Senatorial approval first. Any act by them requires Senatorial sanction afterwards to be official. For instance, a Roman Propraeor attends a distant battle in the Midwest. Impressed with a foreign nation's honor and military strength, the Propraeor deems it in Rome's best interests to pursue a Treaty of Friendship and Alliance with this foreign nation. The treaty is not official until the Senate approves it, but the Propraeor has not overstepped his or her authority in pursuing it. Or in representing Rome by speaking on that Midwestern organization's "war council" or similar organization.

This is not to say that a Roman citizen can't step up to someone trash talking Rome or their fellow Romans, provided they do so responsibly and in a way that does not reflect poorly on us or enflame the situation. Nor does this imply you can't or shouldn't express your opinions. Being a Roman is about freedom, it's about not having a King! Just be clear that that your actions or statements do not represent the Senate and People. Nor do they carry the weight and authority of a Roman Magistrate imbued with the power of life and death under Roman Law.



Weary Legions marching back to camp after achieving glorious victories on the castle ramparts at Pennsic 45.



ROMAN RELIGION

The basis of most of the Roman state religion can be traced to Rome's second king, Numa Pompilius (reign 715–673 BC). He founded most of Rome's religious colleges, created the position of the Pontifex Maximus, established the Vestals and much more. The traditions we celebrate are his legacy. Though each of these colleges has their own regalia or sacred items, these were only seen during the course of their rites.

As a culture the Romans were an extremely superstitious people. However, they possessed an extremely businesslike approach to their beliefs. For instance, if a Roman required a thing, he would consult a priest or priestess of the appropriate god to determine a suitable sacrifice and prayer. When the Roman had accomplished the priest's ordained procedure, he could rest easy, secure in the knowledge that the deity would fulfill his/her part of the bargain.

Under the *lex Ogulnia*, priesthoods are open to Plebeians save where tradition dictates it expressively demands a Patrician. The four Senate meetings established under the *leges Veridia Rutilia* are required to take place inside a temple (*templum*). This area shall be established with presence of a statue of a Roman deity and sanctification by the Pontifex Maximus or highest-ranking priest present. While Rome is at war (Pennisic) and its standards are present they shall be stored inside a tent established and purified called the Sacellum, along with any other sacred items. However, its each Legion's sacred responsibly to see its standards are stored in a place of its own choosing.

ROMAN RELIGIOUS COLLEGES



The following positions are religious or spiritual in nature rather than political. The Romans created colleges (Romans referred to any guild or union as a "college") to preside over all matters of a supernatural nature.

Both the colleges of Augurs and of Pontifices shall number up to nine members each. The collected members of the colleges act as a *Concilium* to advise the Pontifex Maximus. To become a priest/priestess of one the colleges you must show that you bring both a solemn interest and honor to Rome's faith. Your level of commitment should be enough to ensure that you can carry the approval of three quarters of *Concilium*. Once this is done the Pontifex Maximus has the final right to approve or deny your entry. Unless otherwise stated your membership will fade with three years of inactivity. The *Concilium* shall advise the Pontifex Maximus on any modifications or creation of any public state religious ceremonies which they may disallow.

The College of Augurs (*Collegium Augurum*) were priests whose duties were concerned with divination rather than prognostication. Augurs did not predict the future or pursue auguries at their personal whim. They inspected the proper objects and signs to ascertain whether an undertaking had the approval of the gods, be the undertaking, a meeting, a war, a proposed law, or any other state business. There was virtually a manual of interpretations, so an Augur did not have to pretend to be psychic. In fact, the Roman State typically mistrusted anyone claiming psychic powers. Augurs carried a *Lituus* (wand) to create a sacred space both to stand in and to view the auspices, as well as a badge of their office. The most senior Augur who is the leader of the college is called



the *Magister Collegi* and he had the right wear a tunic of vertical crimson and purple stripes along with a toga befitting his social standing. This tunic follows the guide lines in the noble's section save that its striped completely.

The following are types of auguries.

Ex Caelo • The most important of the types of auguries, that of thunder and lightning.

Ex Tripudiis • Auspices taken from the feeding of sacred chickens.

Ex Avibus • Auspices taken from the flight and song of certain birds like ravens, crows, owls, hens, and vultures. Chief among these types of auguries were the eagles, sacred to Jupiter.

The College of Pontifices (*Collegium Pontificum*)

This College was responsible for administering to all of Rome's religious needs. The pontifices shall swear in new Magistrates, conduct ceremonies, worship, and sacrifices, and ensure that Rome remains the favorite of the gods. The college shall advise the senate and people of Rome in matters of religion both public and private. They also determine the dates for festivals for each preceding month

Rex Sacrorum (King of the Sacred Rites) • With the expulsion of the kings this position was created to carry on their religious duties. Appointed for life by the Pontifex Maximus from a list of Patricians proposed by the colleges, their duties include the announcement of dates for religious festivals being celebrated each month. Also, when the portents appeared to reflect the Gods' displeasure, their authority was consulted to placate the Gods. The Rex Sacrorum carried a bronze axe as their badge of office.

Flamens (High Priests) • Three major (Jupiter, Mars and Quirinus) and twelve minor (Carmentis, Ceres, Falacer, Flora, Furrina, Palatua, Pomona, Portunus, Vulcan and Voltumnus). Their duties included oversight of the holidays for which their respective deities were celebrated. Due to the restrictive nature of these positions, we will not institute them but assume for our purposes their duties are fulfilled. Their profound significance to the Roman state religion was so vital that they warrant mention here. When needed for a specific purpose one of the other members of the college or the Pontifex Maximus will fulfill their obligations.

Vestals (Vestal Virgins) • Six priestesses dedicated to Vesta, whose duty was to tend her flame and keep watch over Rome's sacred objects. They were chosen by the Pontifex Maximus from Patrician girls ages 6-10. These priestesses would serve for 30 years at which point they could stay on or retire. They could also marry after their term of service and the Pontifex Maximus would act as the father of the bride. The most senior among them was known as Vestalium Maxima.

SODALITIES

Rome's third religious college is formed from a loose association of specialty priesthoods dedicated to specific festivals or functions. These include but are not limited to the following.

Fetiales • These were priests of Jupiter Feretrius. Their duties were to be present at all notations between Rome and other countries. Chief among them was the Pater Patratus, whose function was to throw the spear into the territory of Rome's enemies when war was declared. Due to distance a section of earth outside the temple of Bellona was later declared "enemy territory" and so the tradition was carried out there.

The Luperci • There are two sets of priests, the Quintilii and the Fabii founded by Romulus and Remus respectfully. With their wolf headdresses perhaps associated with Atia the Etruscan god of the underworld, they

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carry out the rites of the Lupercalia. This festival, whose true origin was lost to the romans was often attributed to the god Faunus.

Salii • During the reign of Numa Pompilius an *ancilia* (shield) fell from the heavens signaling the end of a great drought and showing the favor of the gods. Numa commissioned the smith Mamurius Veturius to make eleven identical copies and formed twelve priests of Mars Gradivus to their care. The Salii (Mars) headquarters was the Curia Saliorum on the Palatine Hill. The ancile was stored along with sacred spears of Mars in Sacraium Martis in the Regia to form Rome's sacred armory. In the reign of Tullus Hostilius, after a great victory, he also formed another group of twelve Salii in honor of Mars Quirinus. This second group was called the Salii Collini and the former to be called Salii Palatini.

The Salii danced in their rhythmic three beat dance while chanting their song the *Carmen Saliare*. They stopped at each of Rome's major temples to purify and bless them. Done on Martius (March) 1, this signaled the beginning of the campaign season and again on the *Armilustrum* October 19 its closing. The head of these orders was called the Praesul.

Fratres Arvales • This priesthood, consisting of up to twelve members, was founded by Romulus. These priests worshiped Dea Dia, who is of Sabine origin, and often seen as an aspect of Ceres. Their duties were to make sacrifices and offerings to ensure the fertility of the fields within the Ager Romanus. In our practice, fertility refers to the vitality of Rome itself. The brotherhood concerns itself more with Rome's spiritual and numerical growth more than crop yields. Their main holiday was held as part of a three-day festival in the month of Maius (May). During this festival, which took place at various locations during each day, they would perform a three-step ritual dance and sing there hymn the *Carmen Arvale*. The hymn would invoke Mars Pater and Mater Larum to protect the grains and the fields. These priests wore a white ribbon woven with sheaths of wheat as a mark of office, the head of the order was called Magister.

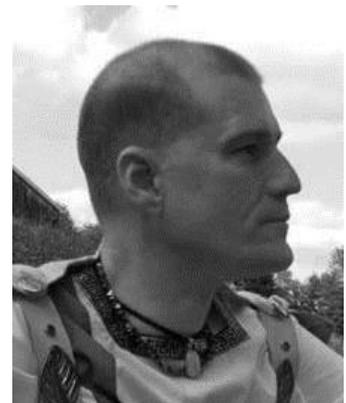
PONTIFEX MAXIMUS

"The Senate hereby bestows the Office of Pontifex Maximus on Gurrundi Delambar Valerius in recognition of his service to the Roman State and to her Gods."

-lex *Xirinia Delorica*, passed unanimously February 19, 2005.

The head of the Colleges is the Pontifex Maximus. The Pontifex Maximus must preserve the *Pax Deorum* (peace of the gods) between Rome and her immortal deities. The Pontifex Maximus reigns over all aspects of the state religion. Unlike other Magistrate positions, the Pontifex Maximus may hold consecutive terms and may also run for a political office simultaneously. The Pontifex Maximus carries a sacred *Secespita* (knife) as symbol of his office. They also wear a *toga trabea* of crimson and purple vertical stripes.

- This magistracy is open to Equestrians and Patricians who are already members of Rome's religious colleges.
- Have sufficient characterization to lead Rome (and the Colleges) in solemn religious ceremonies and conduct sacrifices
- Upon election, the Pontifex Maximus gains a seat in the Senate. For the duration of their term in office, the Pontifex Maximus may add their title to the end of their name as a token of Rome's high esteem



Gurrundi Pontifex Maximus



THE SENATE AND PEOPLE OF ROME MOS MAJORVM

MYSTERY RELIGIONS AND BELIEFS

If your obligations to Rome's state religion were fulfilled, you would be allowed to worship in private as you see fit so long as it does not openly defy state practices. You could even at one point pay a fine or have a proxy fulfill your obligations. As Rome expanded, it encountered a lot of other religions both through conquest and trade. Though never adopted by the state religion, these beliefs were adapted and used like some the following.

Haruspices • These Etruscan diviners came to rival the College of Augurs both in public and private affairs. They would sacrifice an animal and read the *exta* (entrails) to determine if an event was propitious. Though popular they never gained any religious authority in Rome.

Mithraism • Mithras came into the Empire in the latter half of 1st century from the Indo-Iranian belief of Zoroastrianism. Mithras was birthed from a stone at behest of the god of light Ahura Mazda. Once on earth to hunt and kill the divine bull from whose blood all life was created. Open only to men, it was a faith that carried through all social classes from most common soldiers and workers up to high ranking officers and businessman. Members progressed through levels of intuition via sacred rights and challenges with each level with its own protective deity.

Corax (Raven)/Mercury

Nymphus (Bridegroom)/Venus

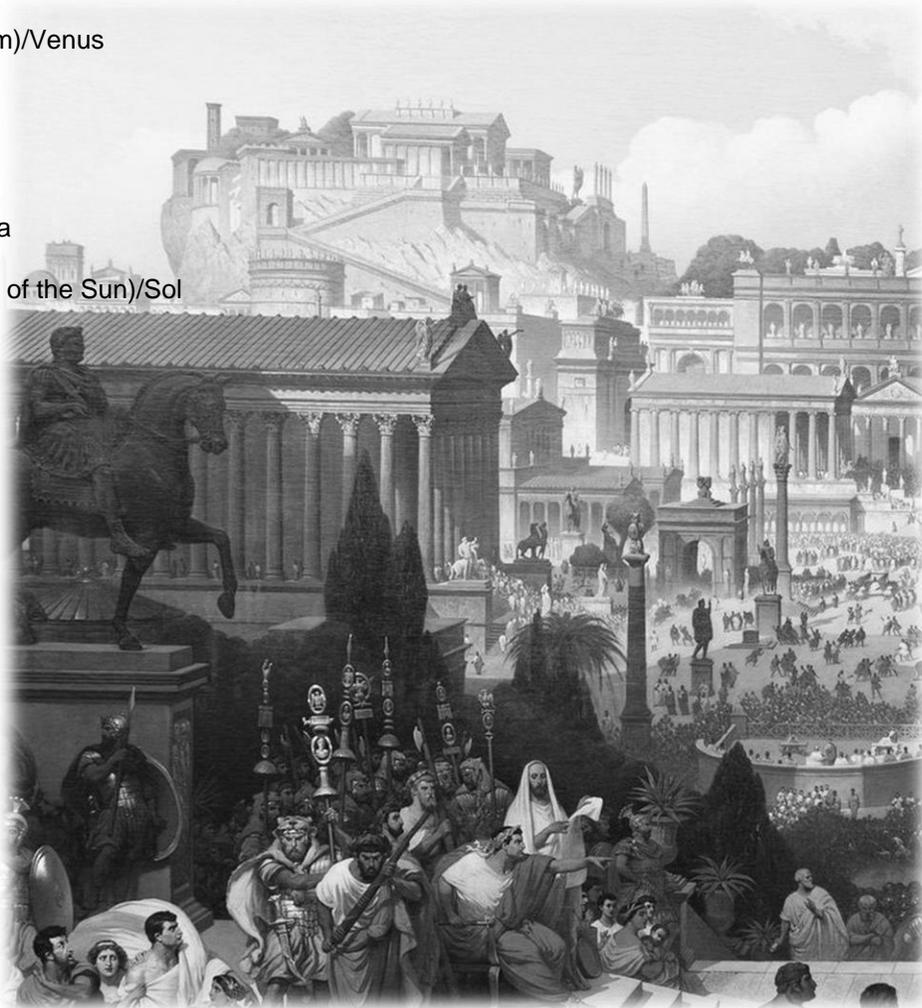
Miles (Soldier)/Mars

Leo (Lion)/Jupiter

Perses (Persian)/Luna

Heliodromus (Courier of the Sun)/Sol

Pater (Father)/Saturn





LEX ROMANA

"The good of the people is the greatest law."

-Marcus Tullius Cicero (106-43 B.C.), Roman orator, philosopher

"What good citizen ever separated his own from the national interests?"

-The Military Tribune Caius Servilius Ahala

The Lex Romana are the Roman Laws. They are the rules that every Roman must abide by. They are meant to enhance everyone's enjoyment of the events. Besides, they also promote Rome's greatness. Keep in mind that as with any legal system, precedent is vital. For Roman history enthusiasts (we do seem to attract such people), keep in mind that any legal precedent from either the Sullan or Augustan constitutions will be considered valid, except for obvious folly (laws that define slavery or discriminate against women's rights, etc.). All of these rules are easily obeyed if one simply puts Rome's interests first. There are always modifications to existing legislation, so the laws not regarded as sacred are not static.

If it isn't found in the lists that follow, that doesn't mean it is not a law. Technically everything you will find within these pages is at least policy. That is why we call it the Mos Maiorum. The definition of a Senatorial quorum is as much a law as you will find on the tablets that follow. We Romans believe in order, and we believe in Rome. The laws are there to provide for both.

These laws have been broken down into martial and civil categories. Civil laws involve camping and other aspects of medievalism that aren't combat oriented. Since these apply to everyone, they will be listed first. Some laws have been rendered sacred and unchangeable. Civil Laws one through eight below are all sacred and therefore inviolable, i.e., cannot be changed.

TRANSGRESSION POLICY

If a citizen does not adhere to Rome's laws or policies as outlined in the Mos Maiorum in a given one-year period or Consulship, he/she will receive the following for each individual law or policy that the citizen violates.

- 1st transgression: Verbal Warning from a Praetor
- 2nd transgression: Verbal Warning from a Praetor
- 3rd transgression: Written Warning from the Imperator
- 4th transgression: Demotion in rank from the Imperator
- 5th transgression: Citizen will be barred from Rome until citizen adheres to Mos Maiorum laws/policies.



THE SENATE AND PEOPLE OF ROME MOS MAJORVM

CIVIL LAWS

- I. Your actions reflect on the group, both externally and internally. Try to think about what you do. Most of the following are extensions of this.
- II. We always camp TOGETHER. This helps to promote unit identity and camaraderie. It gives new people a chance to meet everyone and ensures that...
- III. Responsibilities will be shared in camp. It's smarter, simpler and cheaper for us to eat and work together. So be prepared to volunteer. I realize that you're on a vacation of sorts, and no one expects you to work all weekend. But if you pitch in and do your share, you won't be assigned work.
- IV. Don't mooch. Try to get your own gear assembled. Be prepared to contribute when we split expenses for feasting and partying. If you can't, make arrangements in advance.
- V. We are all expected to help and encourage new citizens. Don't exclude them.
- VI. Show respect for each other publicly. I insist on this. If there's a personality conflict, work it out privately. Don't compound a problem by running your mouth. What's more, if we take our own unit as a joke, so will everyone else and we'll never expand. If you have a problem with this, refer to Rule #1 and think about it.
- VII. Sentries will be posted to guard the Legions' banners.
- VIII. The person of a Roman Magistrate on official business is inviolable and may not be interfered with in any way.
- IX. Under the *lex Epicuria*, annual dues for all citizens shall be set to \$25, payable to the Quaestor on the second battle day of the Consulship.





MARTIAL LAWS

The remaining rules apply specifically to combat participants. They pertain to legions in the field. Laws one through seven below are all sacred.

- I. Don't join us for convenience. We'll help armor and equip you. We'll train you to fight and teach you to help others. But, make your own decision. Rome's assistance isn't based on altruism. If we're taken advantage of, we'll hound you through Hades to the very walls of Tartarus.
- II. We assemble off the field and march on together. This makes for a more intimidating spectacle. It only strengthens the enemy's morale (and weakens ours) when a small group of Romans take the field piecemeal and get stomped.

The *lex Xirinia Cornelia* addendum to this law is that Rome also quits the field together, traditionally with a final victory. Feel free to keep fighting, but Rome's banners will leave and forts will be disassembled so that no one can say they bested Rome, when all they have beaten are a few lingering Romans.

The *lex Xirinia Valeria* addendum states that Rome's highest-ranking officer present will decide whether Rome takes the field at the close of check-in.

- III. Obey orders. We're soldiers, not warriors. In order to win, we must work as a team. On the field, the officers are gods. Their words are law! If there is a problem, we can discuss it later, off the field and among Romans.
- IV. Listen for orders. Wasting words on your opponents distracts the rest of the legions from their alertness. If you want to sound off, concentrate on keeping the line together. Listen for changes in formation, calls to reform, charge, pivot, etc.
- V. Take your shots. We've come up with this tender euphemism called rhino-hiding. I don't want to hear that expression anymore. Let's call it cheating. Rome has no place for cheaters among her Legions. Armor distributes the impact, so listen for the blow. It's always a good idea to call your shots. (Some groups require it.)
- VI. Enemies are shared. If we are betrayed by our teammates, we retaliate decisively. If an enemy consistently refuses to acknowledge our blows, we attack him personally as a group. If a Roman (see #1 above) uses us as a nice safe recruiting ground, or reaps the benefits of our experience, we persecute them mercilessly. I will gladly forsake a team victory for the purpose of ruthlessly avenging an insult to us as a group. If the offender is on our team, so much the better; we don't have to chase them down. Paybacks are hell, and the most effective fighting groups are the ones who inspire terror among their enemies.
- VII. When Romans must take the field individually or as legions we fight each other last. This occurs in "every man for himself" battles, five man teams and unit/country battles where we are deemed too large as a group. It looks outstanding to see a multitude of red tunics still standing when the dust clears.
- VIII. A Roman soldier may not leave camp in the evening without first demonstrating to the Camp Prefect's satisfaction the combat readiness of his armor and weapons. At their own discretion, the Camp Prefect may accept a verbal guarantee from a soldier. The Camp Prefect is also empowered to appoint a Quartermaster at an event to assist him with these inspection duties.

TU RECED... SITO POPULOS, R... NATUS POPULI... C... MANU...

THE SENATE AND PEOPLE OF ROME

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- IX. No Roman may assist a non-citizen with the design or construction of a muscle cuirass. The muscle cuirass is a trademark specific to Rome, and its construction is a rite of passage for our new citizens. Design and construction of other equipment, including weapons, shields, generic armor, is a different matter altogether. Non-citizens are welcome at armor making sessions where muscle cuirasses are not being made. Romans should assume some responsibility for promoting medieval combat societies and providing assistance, help, and encouragement to all who share our interest in medieval combat. The most basic tenant of good sportsmanship is accepting some responsibility for your opponents' successful enjoyment of the sport.
- X. Annual dues for ALL Roman citizens shall be set to \$25 every Consulship, collectible on that citizen's second battle day of the Consulship. This money is payable to the Quaestor and will go into the Roman Treasury, to be allocated by the Senate for Rome's best interests.
- The *lex Arthola Claudia* amendment states that a citizen who owes the Roman treasury \$15.00 and comes out to battle in a new month, CANNOT take the field without paying the dues for the new month. Thus no Roman can owe more than \$15.00 to the State.
- XI. A Roman may not attend a different event on the same day as a scheduled event without securing permission to do so from the Imperator. Concentrating our forces helps to ensure victory. Spreading the army thin weakens our forces and diminishes Rome's greatness. Senatorial exceptions can be made for Roman citizens and Provincials living in remote geographical locations.
- XII. Under the *lex Arthola*, citizens shall be reimbursed for a first time SCA helmet purchase of 50 percent up to a maximum helmet cost of \$150, or up to a maximum of \$200 for a Roman-looking helmet as approved by a Praetor. Purchases made as a *Probatio* may be reimbursed retroactively to a new citizen upon presentation of a receipt to the Quaestor.





APPENDIX I – ROMAN CONTRACT OF CITIZENSHIP

- I. I understand that in signing this document I am accepting "citizenship" (to be defined hereafter) in the wargaming club referred to as "Rome." This not for profit wargaming club is dedicated to recreational pursuits in medievalist combat and live action role playing societies. Rome's purpose is to participate successfully in these societies as a cohesive fighting unit. Rome recognizes and upholds all safety requirements in societies in which we participate, not only for our own members but for all participants.
- II. I understand that Roman citizenship is defined as participation, active or otherwise, in the organization known as Rome. Upon obtaining citizenship, an individual may be classified as a Roman. The terms are interchangeable and both are used throughout this contract. Citizenship reflects not only participation, but also that the citizen follows the laws and principles defined collectively in the Roman Handbook and updates released in Roman publications. These rules are outlined specifically for the protection of the group and to ensure that its members have a full opportunity to enjoy their participation in the organization of Rome. These rules also insure that the organization of Rome can successfully reenact, at least in visual representation, its historic antecedent, the Roman Legions.
- III. I understand that Roman citizenship is only bestowed by Rome's founder, Sean M. Richey, hereafter referred to as the "Imperator." The Imperator retains full rights to endow other Romans with the right to extend offers of citizenship to non-Romans. The Imperator further retains full rights to revoke this citizenship at any time.
- IV. In accepting my Roman citizenship, I understand that I must adhere to the laws and principles of Rome published within the Mos Maiorum. I understand also that my membership in Rome as a citizen relies on my continued adherence to Rome's laws and principles. I further understand that additions and alterations in these policies may occur in the course of my participation as a citizen of Rome. I understand that these policies and rules are established by vote in the assembly of citizens who compose the "Senate" (to be defined hereafter). I understand that my citizenship in Rome is permanent subject to my adherence to these laws and principles. I have read and understand the laws and principles of Rome outlined in the "Guidelines and Structure" section of the Roman Handbook. I understand additional updates will be published and provided to me. In signing this document I agree to adhere to the laws and principles as defined by the "Guidelines and Structure" section of the Roman Handbook and subsequent releases.
- V. I understand that the legislative body of Rome, known hereafter as the Senate, governs Rome as outlined below. The Senate is composed of those citizens who have held office through public election as described in the "Guidelines and Structure" section of the Roman Handbook (or formerly, upon achievement of high military award). This body is chaired by those two Senators elected to the office of "Consul." Only the Consuls, and to some extent the Imperator, may propagate legislation in the assembly of the Senate. Only by a division (vote) of the Senate and ratification by the elected non-Senate citizen representative (the "Tribunes of the Plebs") may new legislation be adopted into law.
- VI. I understand that my citizenship in Rome entitles me to various rights under Roman Law. These are as outlined in the Mos Maiorum. In return for my participation, my adherence to Roman Law and to my military oath, I may expect assistance and instruction with combat training, armor construction, and weapon construction. This assistance is extended by Rome on behalf of all new citizens. In providing this assistance, the time and energy (and often money) of Rome's citizens are extended to bestow numerous advantages upon a new citizen.



- VII. In the past, numerous opportunists have undertaken to become Roman citizens purely for the purpose of obtaining Rome's assistance and instruction with items of a wargaming nature. Upon receiving this instruction, these people then chose to forsake Rome, leaving with the advantages that Roman citizenship had provided to them intact. These advantages include not only armor, weapons, and costuming but training in their construction and design representing years of development and research. Relying upon the honor of said individuals has left Rome with no legal recourse save violation of a loose verbal contract. This written contract rectifies this problem.
- VIII. I understand that any item acquired or assembled by me or for me, while a citizen of Rome, of a wargaming club nature will be forfeit to Rome in the event my citizenship is either revoked or voluntarily withdrawn by me. Items of a wargaming nature shall include all costuming, armor, weapons, literature and all miscellaneous items designed specifically for participation in a wargaming club.
- IX. Rome retains the right to purchase items in forfeit from an ex-citizen. The price for items in forfeit will be set by a special assembly of the Roman Senate convened by a Consul or the Imperator. This special assembly of the Senate will divide on the subject of purchasing forfeit items from the ex-citizen. This special assembly of the Senate will also be responsible for setting the price for forfeit items. The Senate reserves the right to determine items purchased and the price of said items on a case by case basis. The Senate agrees to consider material expenses incurred by said ex-citizen while acquiring items in forfeit.

Warning

- X. This page is for those wishing to declare themselves a Citizen of Rome. Do Not sign this page if you have not read and fully understood the Mos Maiorum. Do not sign this page if you have not read and fully understood paragraphs one (1) through nine (9) of the "Roman Contract of Citizenship".

I, _____, have fully read and fully understand the above paragraphs numbered one (1) through ten (10) of the "Roman Contract of Citizenship".

I, _____, have read and fully understand the Mos Maiorum.

I, _____, understand that by signing this agreement I become a citizen of Rome.

I, _____, do now sign this agreement and declare that in doing so that I am a citizen of Rome. I further declare that any items of a wargaming nature as defined above acquired or assembled by me or for me with or without assistance from my fellow citizens of Rome will from this day forward will be forfeit to Rome in the event my citizenship in Rome is either revoked or voluntarily withdrawn.

Print name:

Date:

Signature:

Date:

Signature of witness:

Date:

Signature of Imperator:

Date:

(Note that only Roman military citizens serving in Rome's Legions and political candidates are required to sign the Contract of Citizenship.)



APPENDIX II – SAMPLE LIST OF ROMAN NAMES

Special Thanks to Reenactment Legion XXIV for the following list of names!

PRAENOMEN (First Names)

Amulius, Appius, Aulus, Decimus, Gaius, Gnaeus, Kaeso, Manius, Marcus, Opiter, Proculus, Postumius, Publius, Servius, Sextus, Spurius, Tiberius, Titus, Vibius, Vopiscus

NOMEN (Family Name)

Please go to Legion XXIV's website for a long list of COGNOMEN.

Patrician names are noted with in "quotes."

Female versions of these names end with an "ia" or "a" instead of an "us" or "ius." For instance, Acilius becomes Acilia and Claudius becomes Claudia.

Acilius, Aebutius, Aedinius, Albanus, Allectus, Amatius, Antius, Antonius, Arminus, Arrius, Artorius, Ateius, Atius, "Atilius", Atrius, Attius, Aulus, "Aurelius," Ausonius, Atronus, Avisius, Barrius, Blandius, Bruccius, Bruttius, Calatorius, Calidius, Calpurnius, Calventius, Calvinus, "Camillus," Caprenius, Carius, Caristianus, Cassianus, Celatus, Cippius, "Claudius," "Clodius," Clovius, Cluntius, Cominius, Cordius, "Cornelius"*, Cosconius, Crispus, Curius, Curtius, Decumius, Desticius, Dexius, Didius, Dillius, Dionysius, "Domitius," Dossenius, Drusus, Duccius, Duronius, Egnatius, Epidius, Equitius, "Fabius," Fadius, Falerius, Faventinus, Favonius, Fenius, Festinius, Flaccus, "Flavius," Flavinus, Flavonius, Floridius, Florius, Floronius, Francus, Fulcinus, Fulvius, Fundanus, Gabinius, Galenus, Galerius, Gallus, Gavius, Gellius, Germanicus, Granius, Gratus, Gratidius, Helvetius, Helvius, Herennius, Herius, Herminius, Horatius, Hortensius, Hosidius, Hostilius, Inventius, Iulius, "Julius," Junius*, Justis, Justus, Juventius, Laetorius, Lafrenius, Lampronius, Liburnius, Licinius, Ligustinus, "Livius," Lollius, Longinus, Loreius, Lucius, Lucilius, Lusius, Macrinus, Maecilius, Maelius, Mallius, Mamilius, "Manlius", Manilius, Marcus - Marius, Matius, Maximus, Memmius, Mercurius, Messienus, Metilius, Milonius, Minucius, Modius, Mucius, Munatius, Munius, Murrius, Naevius, Nasennius, Nemetorius, Nepius, Nigidius, Nigilius, Nipius, Norbanus, Novius, Numerius, Octobrius, Olcinius, Oppius, Opsius, Oranius, Otacilius, Papellius, "Papinius," "Papius," Papius, Peltradius, Pescennius, Petellius, Petilius, Petillius, Petreius, Petronius, "Pinarus," Piscius, Pisentius, Placidus, Plautius, Plinius, Plotius, Pollius, Pomponius, Pomptinus, Pontidius, Pontius*, Popidius, Portius, "Postumius", Paesentius, Publicus, Pupius, Quintilius, Quintus, "Quirinius," Rabirius, Rufius, Rufinus, Rufrius, Rufus, Rusonius, "Rutilius." Sabucius, Sacerdus, Sallustius, Salonius, Salvius, Scipio, Scribonius, Secundinius, Secundius, Seius, "Sempronius," Sennius, Sentius, Septimius, Sepunius, Sepurcius, "Sergius," "Servilius," Sestius, Sextilius, Sextius, Sidonius, Silius, Sittius, Socellius, Sornatius, Spurius, Stadius, Statilius, Stertinus, Suedius, "Sulpicius, Tadius, Talmudius, Tanicius, Tertinius, Tetius, Titius, Titinius, Trebatius, Trebellius, Tremellius, Tuccius, Tullius, Ulpianus, Ulpianus, Umbrenius, Urgulanius, Uulius, Vagionius, Vagnius, "Valerius"*, Valgus, Varius, Vassinius, Vatinius, Vedius*, Velius, Velvius, Veranius, Verecundius, Vergilius, Verus, Vesnius, Vesuvius, Vibenius, Vibidius, Victricius, Viducius, Vinicius, Vipsanius, Viridius, Virius, Vitruvius, Volcatius, Volumnius, Volusenus and so on and so forth...



APPENDIX III – SAMPLE BALLOT SHEET

VOTING PROCEDURE

Candidates for Tribune and Magisterial positions must publicly announce their candidacy and notify the Imperator by email by February 15 prior to that election in order to have their name printed on the ballot.

A Praetor and the Quaestor shall preside, splitting the Patricians apart from the Equestrians and Plebeians. Provide two pens and ballot boxes for the vote. The Praetor and Quaestor distribute the ballots. Only the Plebeian/Equestrian group may vote for Tribunes of the Plebs.

The Praetor and Quaestor shall sufficiently stir then open the ballot boxes when all votes have been cast. The votes will be tallied. In the case of a draw, some alternate method of deciding may be selected. There shall be two Consuls, one Senior Consul (with the majority of votes) and the other Junior Consul. The Praetor candidate with the most votes will become the Praetor Urbanus provided they meet the qualifications. The winners shall be announced and the Pontifex Maximus shall administer the Oaths of Office to the new Magistrates and Tribunes.

INSTRUCTIONS

Please check the candidate for each position that you feel is the most qualified to serve. Remember that the Officials you select are responsible for upholding the *auctoritas* and *dignitas* of Rome. The privacy of your vote is sacred, and you cannot be compelled to discuss your decisions with your fellow citizens.

QUAESTOR

- Lucius Cornelius Sulla
- Marcus Licinius Crassus
- Quintus Servilius Cæpio

CONSUL

- Gaius Marius
- Gnaeus Pompeius Magnus
- Publius Rutilius Rufus

CURULE ÆDILE

- Marcus Antonius (Keg Party & Ski Trip)
- Gaius Julius Cæsar (Campout & Skydiving)
- Lucius Aemilianus Paullus (Horse Riding & Wine Tasting)

PRAETOR

- Marcus Aemilius Scaurus
- Quintus Caecilius Metellus Pius
- Marcus Livius Drusus

Only Plebeians and Equestrians may vote for the:

TRIBUNE OF THE PLEBS

- Lucius Appuleius Saturninus
- Publius Clodius Pulcher
- Gaius Sempronius Gracchus

PLEBEIAN AEDILE

- Lucius Appuleius Saturninus
- Publius Clodius Pulcher
- Gaius Sempronius Gracchus



APPENDIX IV

ROMAN CITIZEN DATA SHEET		
Your Real Name:		
Your Mailing Address: (Include City State & Zip)		
Your E-Mail Address:		
Cell Phone:	Home Phone (Optional):	
Date of Birth:	Allergy(ies)	
Emergency Contact: Include Phone Number:		
ROMAN PERSONA NAME:		
Who recruited you (invited you to join)?		
<input type="checkbox"/> Check this box if you have read <i>and</i> understand the Mos Maiorum, our Guidelines and Structure.		
ARMOR Check the box(es) that best describe your armor	WEAPONRY Check the box(es) that best describe your weaponry	ROMAN COSTUMING Check the box(es) that best describe your costuming
<input type="checkbox"/> No Armor (Help!)	<input type="checkbox"/> No Weapons (Help!)	<input type="checkbox"/> No Costume (Help!)
<input type="checkbox"/> Helmet	<input type="checkbox"/> One-handed Weapon	<input type="checkbox"/> Basic Tunic
<input type="checkbox"/> Greaves and/or Vambraces	<input type="checkbox"/> Two-handed Weapon	<input type="checkbox"/> Nice Tunic & Extras
<input type="checkbox"/> Torso Armour	<input type="checkbox"/> Bow & Arrow	<input type="checkbox"/> Good Costume
<input type="checkbox"/> Full Armor	<input type="checkbox"/> Spear	<input type="checkbox"/> Magnificent Regalia
<input type="checkbox"/> I'm ready for the SCA!	<input type="checkbox"/> Shield and Weapon	<input type="checkbox"/> I could camp all week without
<input type="checkbox"/> I even have loaner armor!	<input type="checkbox"/> I even have loaner weapons!	<input type="checkbox"/> I even own a Toga!
<input type="checkbox"/> I can outfit a Legion!	<input type="checkbox"/> I can outfit a Legion!	
Do you want to join Rome as a...	Currently a member of...	Check boxes that describe your interests:
<input type="checkbox"/> Soldier	<input type="checkbox"/> Warbands	<input type="checkbox"/> SCA
<input type="checkbox"/> Civilian	<input type="checkbox"/> SCA	<input type="checkbox"/> Warbands
<input type="checkbox"/> Associate	<input type="checkbox"/> Another Unit?	<input type="checkbox"/> Role-Playing
<input type="checkbox"/> Provincial	If another unit, specify:	<input type="checkbox"/> Historical Reenactment
None of the information provided by you will be shared with non-Romans.		<input type="checkbox"/> Camping
Briefly describe your expectations as a Roman (Use the back of this sheet if necessary):		

