1. Footman: A sword, a shield, a suit of armor and a healthy young man are the ingredients for a Regnum footman. Essentially employed as grunts of the army, the footman is a common sight wherever the Regnum army marches. Using the basic “quantity over quality” strategy in combat, the footmen easily overwhelm any opposing forces as long as they are not outnumbered.
2. Spell Breaker: During the early days when the Regnum legion is pitched against the unholy magic of the Forsaken warlocks and suffers major setbacks, the Regnum strategists is forced to come up with an effective counter-measure. The result is the spell breaker; a stout magician equipped with an anti-magic shield and mystically enchanted glaives. The spell breakers can confront even the worst of wicked witchcraft without faltering in the slightest, yet they can hardly put up a fight when faced with physical attackers.
3. Knight: A vital component of any land bound army, the cavalry force of Regnum is comprised of powerful mounted swordsmen honorably entitled knights. The training process for a knight is harsh and unforgiving. It has been estimated that only 1 out of 20 recruits can don the knight helm and receive his own mount for battle when boot camp is over. Elite and inspiring, the cavalry battalion is the symbol of the Regnum military might.
4. Rifleman: The greatest breakthrough in the history of the Regnum military is the invention of gunpowder, which leads to the next logical step that is the appearance of the rifle. Those who wish to serve in the army but is not physically built to be a footman or a knight can apply to become a rifleman. Each rifleman is assigned a basic rifle and has to endure vigorous training sessions to ensure that their marksmanship is pitch-perfect. Riflemen systematically terminate their enemies from afar but become vulnerable when engaged in melee combat.
5. Mortar Team: Pack a hefty dose of gunpowder and a steel cannonball inside a humongous metal tube, use two short men to carry it around to blow ghouls and zombies to tiny bits. That is how the mortal teams operate. They fulfill one single role in the Regnum army: artillery. Repeated exposure to gunpowder smoke and the thrills of blowing up stuffs cause the mortar teams to become reckless than ever before. Now they only use a single scope to determine how to fire a shot that is more likely to kill both friends and foes alike.
6. Priest: The priests of the Regnum army are holy men looking for an opportunity to serve the country more directly. Knowledge of supportive sorceries, including but not limited to healing and mending wounds, makes the priest an indispensable individual in any battle. However, they will be unable to put up any resistance if left exposed to enemies, as they have zero fighting experience.
7. Sorceress: Whereas holy men serve as priests voluntarily, the sorceresses are witches or female wizards looking for chances to test their new potions and hexes on the ill-fated bodies of adversaries. A surprise arsenal of nasty tricks always accompanies a sorceress whenever she traverses. Similar to the priests, they would also fall quickly once engaged in close quarters combat with enemies.