



IMPERIAL SAROVIAN ARMED FORCES DRILL
MANUAL
for use on the
OSTOS CONTINENT



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Introduction to Drill And Discipline

When a unit is first forming a formation, an instructor will call their Subordinates to go into x number of Ranks or Files. They are the same thing, which are lines, but with different orientations.

There are two parts to the calling of command. There is a precautionary and the command itself. Precautionary will be highlighted in blue throughout the entire Manual and Command will be highlighted in red. Commands are given in two separate text orders - the precautionary is said first, and the speaker will wait 1-2 seconds before beginning to type the Command. The purpose of the precautionary is to warn the soldiers of what order is coming so they may better embrace and synchronize. See below for examples.

1. ESECO, DIS - PE.
2. ESECO ALIR AVANCARE DA ARDE RAGARE PUL CENTRO, RASPIDO - MARCHARE!
3. REGEMENTO, GOCHA- VERSIR!
4. ESECO, SAULUDE IMPERIAL - SAULUDE!



Introduction to Drill And Discipline

One of the biggest honours of a unit is being able to be on the **Right of the Line** during parade and ceremony. Each Regiment/Battalion/Ship will be ranked for points. The leading Regiment, Ship or Battalion in points will form up on the Right of the Battle Line. This does not mean the opposite formation is the lowest score, just that the Right of the Line is the highest.

Some important terminology to know are:

- a) IC - In Command
- b) 2IC - 2nd in Command
- c) Rank - A row horizontally
- d) File - A row vertically
- e) Precautionary - The warning command
- f) Command - The actual command



Individual Drill

Attention and Stand Easy

When forming up into a formation, all soldiers & sailors will form up at **ATTENTION**. This means soldiers & sailors will not talk, and will stand still. When told to **STAND EASY**, soldiers & sailors will be allowed to talk amongst themselves.

1. The command to go to attention is: **ESECO, RES** - **PELIR**.
2. The command to stand easy is: **ESECO, PUMARE** - **GARDO**.

Saluting

When in the presence of an Officer, all lower ranks will salute. People will also salute all Colours, in the hands of people or in a mess. They will do this by one or two options;

1. Typing “hi5” on Ol’West or using the salute gani on Classic,
2. Grabbing the GLOVE button, and saying “Sir/Ma’am”



Individual Drill

Turning in all Directions

When instructed by a superior to complete a **Gocha, Duata, Frente, Dere** or **Demi Versir**, soldiers & sailors will do the following:

1. If the soldier is instructed to turn to the left, the command will be **ESECO, GOCHA** - **VERSIR**
2. If the soldier is instructed to turn to the right, the command will be **ESECO, DUATA** - **VERSIR**
3. If the soldier is instructed to turn to the front, the command will be **ESECO, FRENTE** - **VERSIR**
4. If the soldier is instructed to turn to the rear, the command will be **ESECO, DERE** - **VERSIR**
5. If the soldier is instructed to turn around, the command will be **ESECO, DEMI** - **VERSIR**

Paces Front and Back

When a soldier is instructed to complete paces forward and backward, they will simply take a small step forward, however many times the command is called. Likewise, if it is a backward step, it is the same just backwards. The command is: **ESECO, # POES FRENTE/DERE** - **MARCHARE**.



Drill Involving a Response

Roll Call

When instructed to complete a Roll Call, the soldiers & sailors must already be in a formation of some description. If the formation is a single file rank, when instructed to roll call, the most left person in the formation will start by saying 1. Once completed, the next person will say 2, then 3, so on and so forth until the right. The last person to call a number will say their number, followed by the rank of the person calling the command (example, 15, Sergeant!). The command to initiate this is: “ESECO, RASPONZE PUR - NUMEROS”.

Proving (Rasponze)

When instructed to complete a Proving, the instructor will call out the name of a soldier or sailor in their unit. The soldier or sailor will then quickly go onto their mount, say the rank of the person calling them, then go off their mount. Example: (Sergente: John Smith?, John Smith: *mount* Sergente! *unmount.*)



Group Drill

Open & Close Order

When instructed to Open/Close Order March, they must be in a formation at least 2 ranks deep. When issued with the command “ESECO, UVIR TEL LENIOS - MARCHARE”, the ranks will separate by marching 3 steps away from one another. If there is a middle rank it will stay there. When issued with the command ESECO SERRE TEL LENIOS - MARCHARE”, they will march 3 steps towards each other.

Shoulder Dress

When instructed to Shoulder Dress, the soldiers must be in a formation. When issued with the command “ESECO - ALINE”, all soldiers & sailors expect for the leftmost file will take a full step forward. **After all soldiers & sailors step forward**, they will have roughly ten seconds to take a step back and make their line perfectly straight. This should be used with drums. They will touch shoulder to shoulder.

This is done after all marching, which while aligning, soldiers & sailors will use the Shooting Joystick can fix the formation.



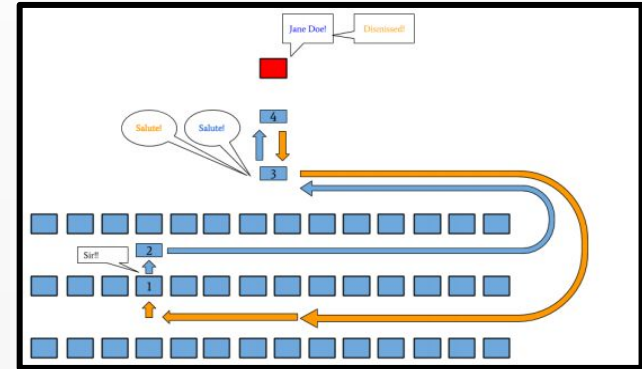
Group Drill

Dismissing

When instructed to dismiss, the soldiers & sailors will be told the command “ESECO, DIS - PE”. When receiving that command, all troops will turn to the left. Once all troops are facing to the left, they will all in unison take 3 steps. Once their steps are done, they are dismissed for good.

Falling in and Falling Out (Begir tel Lenos and Vakir tel Lenios)

When a soldier or sailor is instructed to leave formation and come up to the front of the parade, the Officer will call their name. The soldier or sailor will then Prove themselves, take one step forward. They will then turn to the left, march past the formation, loop back in front of the officer. They will salute and take another step forward. When they are to fall back in, they will repeat the process back to the formation but enter the formation from the rear. See the figure.

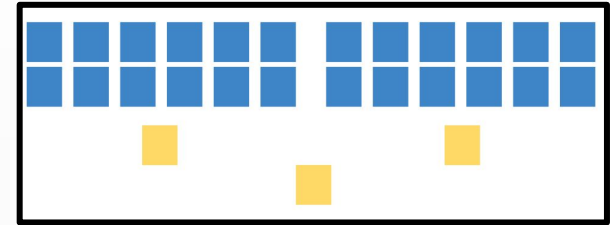




Regimental, Corps & Battalion Drill

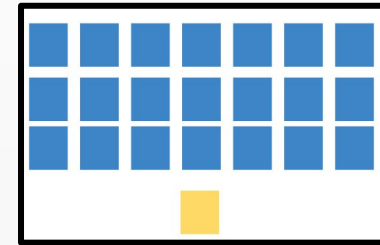
Corps

When commanding a Corps on parade you will break the units down by Regiment and put them in two ranks - three if absolutely necessary. The officer will be out in front of their units, with parade commander in centre.



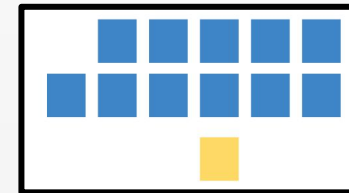
Regiment or Ship

When commanding a Regiment or Ship on parade you will put all of them together in three ranks - two if understaffed. The officer will be out in front.



Battalion

When commanding a Battalion on parade you will put all of the troops together in two ranks, with the second in command of the unit on the left side. The officer is out in front.





Drill on the March

Quick March

Quick March is the standard speed in which the player moves when **holding down the move key**. There is **no stopping for Quick March, or stuttering movements** - it should be normal looking and fluid. Quick march will be commenced when the command “**PUR TEL GOCHA RASPIDO** - **MARCHARE**” is issued. By the left means that the leftmost person in the formation is the person to dress themselves off of - by the centre should be used for singular lines.

Slow March (Torspido Marchare)

Slow march is a slower speed for the player to move. It is conducted one step at a time (**often counted as STEP - PAUSE - STEP**) and should often be done with a drum. The drum should be doing 60 bpm (beats per minute) and use the metronome. All movements in slow march should be slow. The command is the same, except for substituting RASPIDO for TORSPIDO.



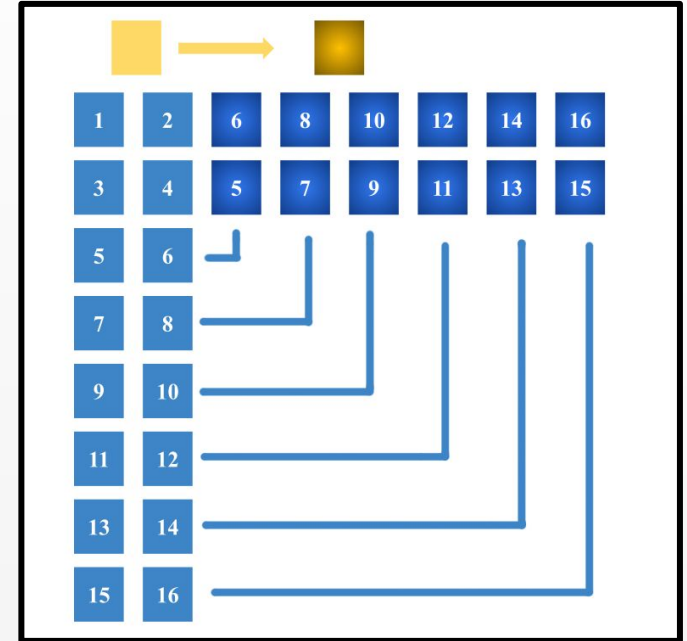
Drill on the March

Formation Turning

When a formation is required to change direction, the following process will occur.

The first four individuals in the formation will stay where they are, forming the anchor of the two ranks (if it is a 3 rank formation, then the first 6 will stay). The entire formation will shift in beside them actually as it was. When 5 and 6 move to their spots, then 7 and 8 will go. It will go in order, and 15-16 will not go until 13 and 14 have gone.

The formation and the people and their places should look identical, just rotated 90 degrees. This command is called the same way any other turn is called, but while marching.





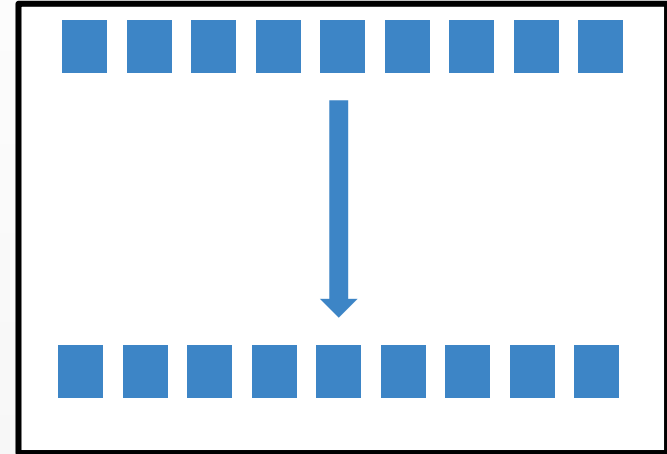
Drill on the March

Advance in Review Order

Advance in Review Order is a command to make a line march the way it is facing in one long line. An advance in review order will always march 8 carpets/tiles, no more, no less. The Andrey Parade Square has two white lines - in between these is the width of 8 carpets, which makes this command perfect to go from white line to white line.

Once stopping, soldiers & sailors are forbidden from moving after. A shoulder dress is common after.

The command is “ESECO ALIR AVANCARE DA ARDE RAGARE
RASPIDO - MARCHARE”





Weapons & Items Drill

Sword Drill

All swords approved by the Imperial Defence Staff in Ostos will be used for sword salutes, which when instructed to salute, the soldier or sailor will “swing” with the sword to their front once. The command to salute is “ESECO, PERENTIR - SABRELLOS”, or similar. On the command of Attention, the **officer will sheathe their sword.**

When doing volley fire, the officer will swing their sword. This orders soldiers or sailors to fire.



Weapons & Items Drill

Rifle Drill

When instructed to **Present Arms**, all non-officers will equip their **firearms, not melee**. If a feu de joie is announced earlier, they will fire seven shots in a **SHOOT 1...2...3... SHOOT pattern**. The command is “ESECO, PERENTIR - FUZELLOS”. The reverse, to unequip your weapons, is “ESECO, OMBRE - FUZELLOS”.

When instructed to **Fix Bayonets**, all personnel thus instructed equip a melee and swing it once. The command is “ESECO, ASASIR - BAYONOS”.

Colour Drill

When parading with the Colour, unless held by an Officer in a Trooping the Colour, will always be guarded by two armed individuals on its flank, preferably Sergentes or above. Colours are considered sacred and must be treated as such. In practice sessions for a parade such as Trooping the Colour, the black Practice Colours must be used.



General Drill Knowledge

Officers vs NCOs

Officers should never call drill, unless there is nobody else able to call drill present. It should always be done by a Caporalle, Sergente, and above, before reaching the commissioned officers. This cements the structure of the Imperial Army and Carodian Militia - officers lead, while soldiers carry out their orders. When a NCO is calling drill in the presence of an overseeing Officer, individuals will end commands such as Roll Call or Proving with “SIR/MA’AM” instead of the rank of the NCO calling the drill. **No Commissioned Officer will be in the ranks with the rest of the enlisted or NCO men.**

Tips on Ostos

Most abilities, such as turning or marching, you will need to utilise the **Shooting Joystick** while no item or an inaccessible item is equipped. To do this, **always leave a hotkey unequipped**, which will allow you to select it and do “neutral” moves with your **Shooting Joystick**.



Glossary of Terms

- 1) Section, stand - easy
- 2) Section, atten - tion (attention)
- 3) Section, left - turn
- 4) Section, right - turn
- 5) Section, front - turn
- 6) Section, rear - turn
- 7) Section, about - turn (turn around)
- 8) Section, # pace forward - march
- 9) Section, # pace backward - march
- 10) Section, roll - call
- 11) Section, open order - march
- 12) Section, close order - march
- 13) Section, shoulder - dress
- 14) Section, dis - missed
- 15) Section, to your Crown/ imperial/general salute - salute
- 16) Section, present - swords
- 17) Section, present - arms
- 18) Section, shoulder - arms
- 19) Section, fix - bayonets
- 20) Section, quick - march
- 21) Section, slow - march
- 22) Section, by the numbers (proving)
- 23) Parade will advance in review order, quick - march
- 24) Fall in
- 25) Fall out

- 1) Eseco, respelir (res - pelir)
- 2) Eseco, pumare gardo!
- 3) Eseco, gocha versir!
- 4) Eseco, duata versir!
- 5) Eseco, frente versir!
- 6) Eseco, dere versir!
- 7) Eseco, demi versir!
- 8) Eseco, # poes frente - marchare!
- 9) Eseco, # poes dere - marchare!
- 10) Eseco, rasponze pur numeros!
- 11) Eseco, uvir tel lenios!
- 12) Eseco, serre tel lenios!
- 13) Eseco, aline!
- 14) Eseco, dispe (dis - pe)
- 15) Eseco, saulude imperial / saulude generale!
- 16) Eseco, perentir sabrellos!
- 17) Eseco, perentir fuzellos!
- 18) Eseco, ombre fuzellos!
- 19) Eseco, asasir bayonos!
- 20) Eseco, raspido marchare!
- 21) Eseco, torspido marchare!
- 22) Eseco, rasponze!
- 23) Eseco alir avancare da arde ragare, raspido - marchare
- 24) Begir tel lenios!
- 25) Vakir tel lenios!